



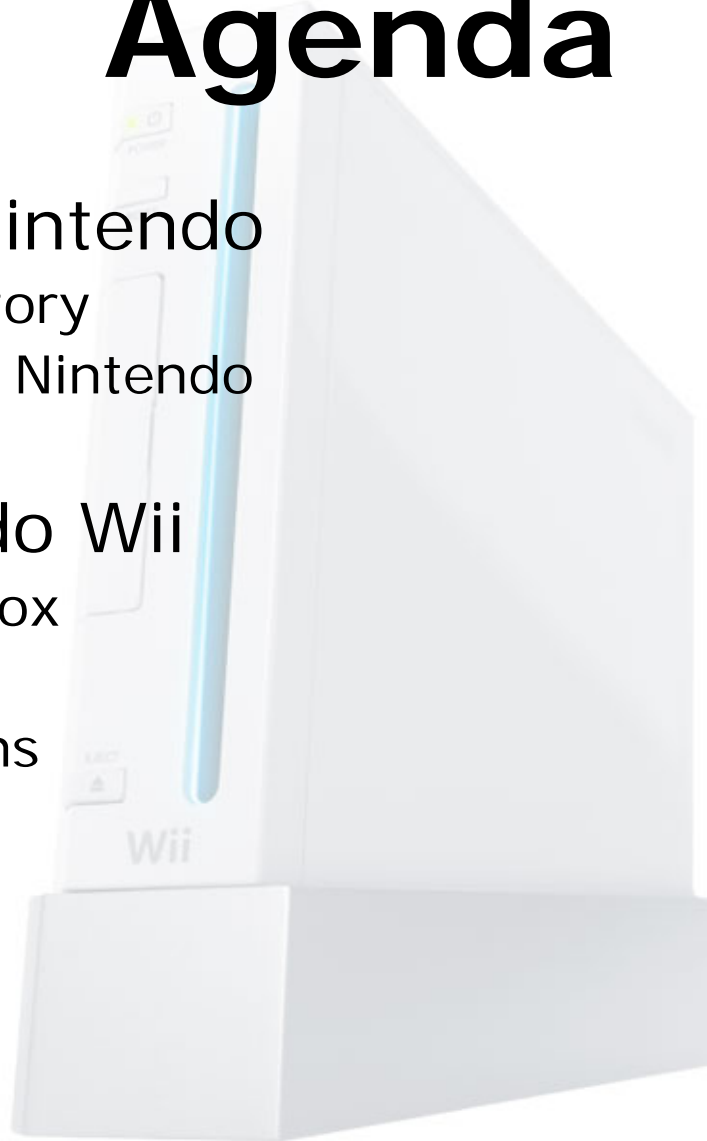
Stefan Heinz (#167441)

SEB1 – WS06/07

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Agenda

- History of Nintendo
 - General History
 - Consoles by Nintendo
- The Nintendo Wii
 - Out of the box
 - Concept
 - Specifications
 - Games
 - Gameplay
- Q&A



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History

Nintendo®



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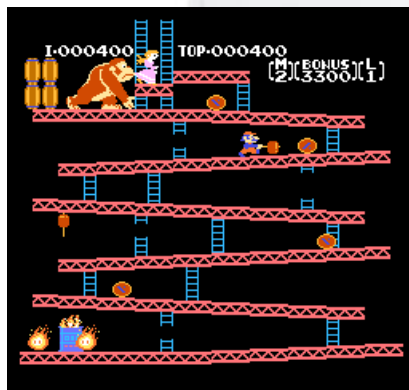
History of Nintendo / 1

- **nin-ten-dō (任天堂)**
nin: responsibility
ten: heaven
dō: temple (figuratively: firm)
temple of celestial responsibility
- Founded September 23, 1889 by Fusajiro Yamauchi in order to create handmade Hanafuda cards



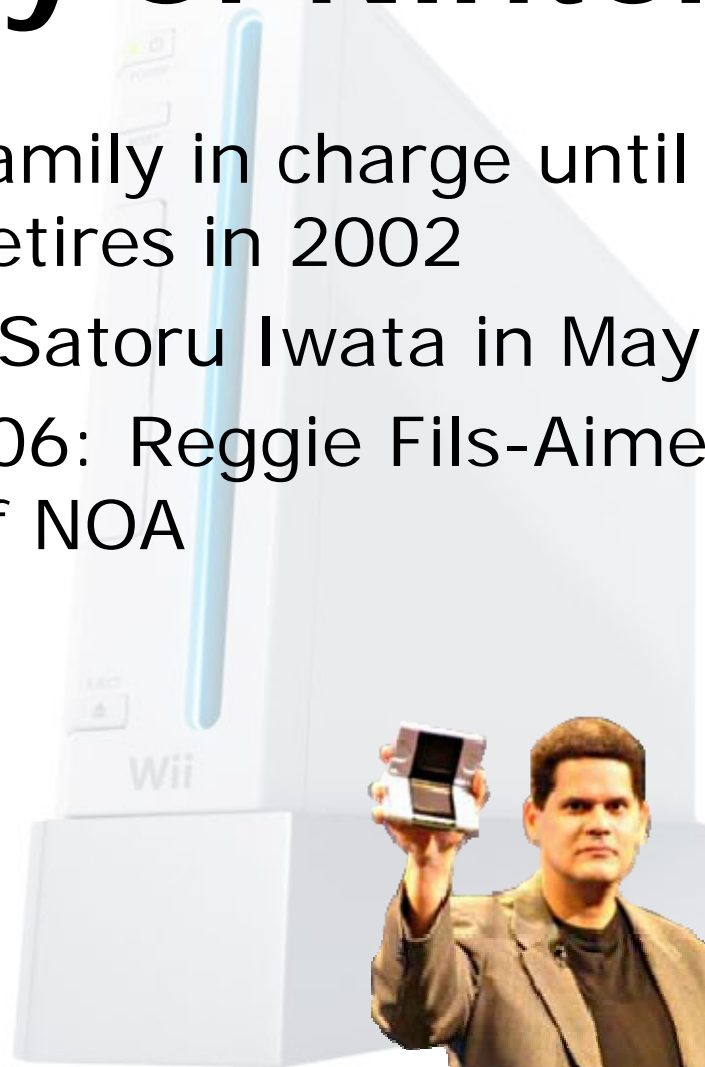
History of Nintendo /2

- '20s: tried to enter new markets: love hotel, taxi service, instant rice
- '70s: due to Gunpei Yokoi, Nintendo started creating toys
- '77: Nintendo Game & Watch
- '79: Arcade Machines
- '81: Shigeru Miyamoto invents Super Mario



History of Nintendo /3

- Yamauchi family in charge until Hiroshi Yamauchi retires in 2002
- Successor: Satoru Iwata in May 2002
- May 25, 2006: Reggie Fils-Aime becomes president of NOA



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History of Nintendo /4

Nintendo Entertainment System

8 bit video console

Released in 1983 (JP), 1985 (US), 1986 (EU)

More than 60 million units sold world wide

Best sold console for a long time



Nintendo[™]
ENTERTAINMENT SYSTEM



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History of Nintendo /5

Nintendo Gameboy



Invented by Gunpei Yokoi

Released in 1989 (JP & US), 1991 (EU)

More than 120 million units sold world wide

Top sold console ever



History of Nintendo /6

Super Nintendo Entertainment System



16 bit video console

Released in 1990 (JP), 1991 (US), 1992 (EU)

49 million units sold world wide

PlayStation evolved from SNES



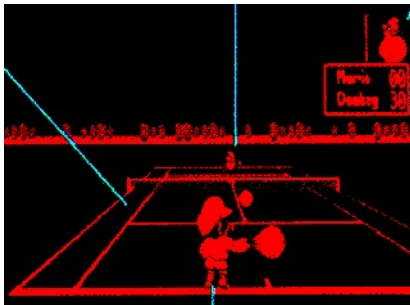
History of Nintendo /7

Virtual Boy

First generation 3D console

Released in 1995 (US & JP only)

Not released in the EU due to being a flop

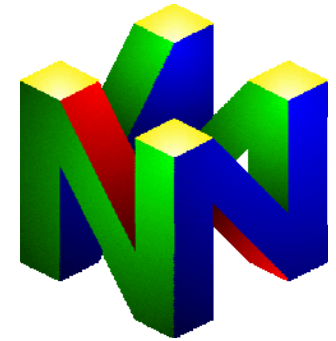


VIRTUAL BOY

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History of Nintendo /8

Nintendo 64



64 bit video console

Released in 1996 (JP, US), 1997 (EU)

35 million units sold world wide

Still using cartridges

Nintendo drops behind Sony PlayStation



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History of Nintendo /9

Nintendo GameCube



Released in 2001 (JP, US), 2002 (EU)

21.20 million units sold (09/06)

First console by Nintendo to use optical storage device



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History of Nintendo /10

Nintendo DS

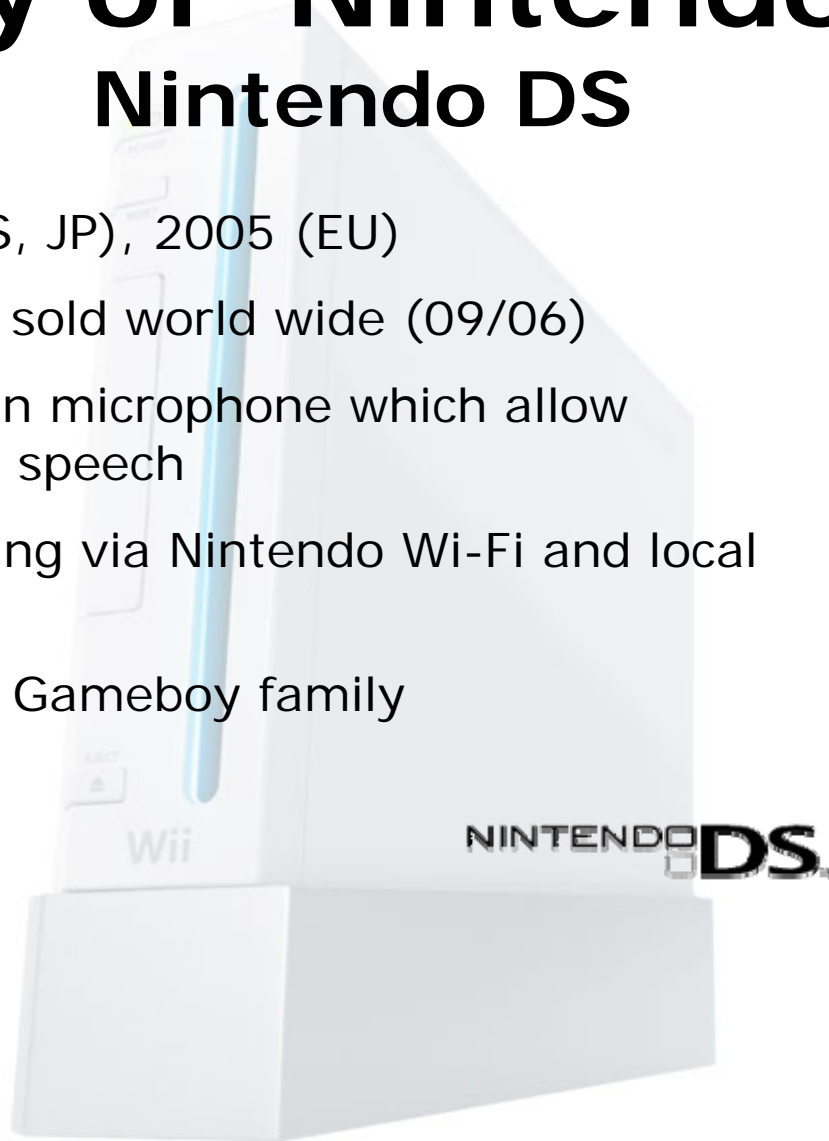
Released in 2004 (US, JP), 2005 (EU)

Over 26 million units sold world wide (09/06)

Touchscreen & built-in microphone which allow gaming by touch and speech

Supports online gaming via Nintendo Wi-Fi and local wireless gaming

Not a member of the Gameboy family





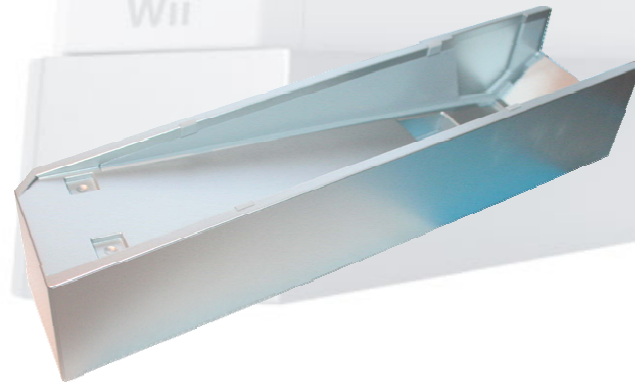
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Out of the box



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Out of the box /1



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Out of the box /2



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Concept

FAMILY FUN FITNESS
BASIC SET (CONTROL MAT AND ATHLETIC WORLD GAME PAK)

Family Fun Fitness – where the family gets into tiptop shape, and have a fabulous time doing it!

Family Fun Fitness – Spaß und Fitness für jung und alt.

Tapis Video Aerobic – quand la mise en forme en famille devient un plaisir.

Family Fun Fitness – konditie en plezier voor het hele gezin!

Donde toda la familia puede alcanzar un excelente nivel de forma física, y divertirse mientras lo consigue.

Completo ginnastica Bandai per la famiglia-come avere una forma invidiabile divertendosi.

Licensed by Nintendo for play on the **Nintendo** ENTERTAINMENT SYSTEM

BAN DAI

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Concept /1

- Everyone can play
 - "Wii move you", "[Wii would like to play](#)", "Wii play together"
 - Controller ("Wiimote") in style of rc: for everyone easy to learn
- Game Wii Sports is bundled with the console enabling direct gaming upon purchase
- Nintendo's going back to the old days by focussing on family again



Specifications



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Specifications /1

- **CPU**

PowerPC based "Broadway" processor (729Mhz)

- **GPU**

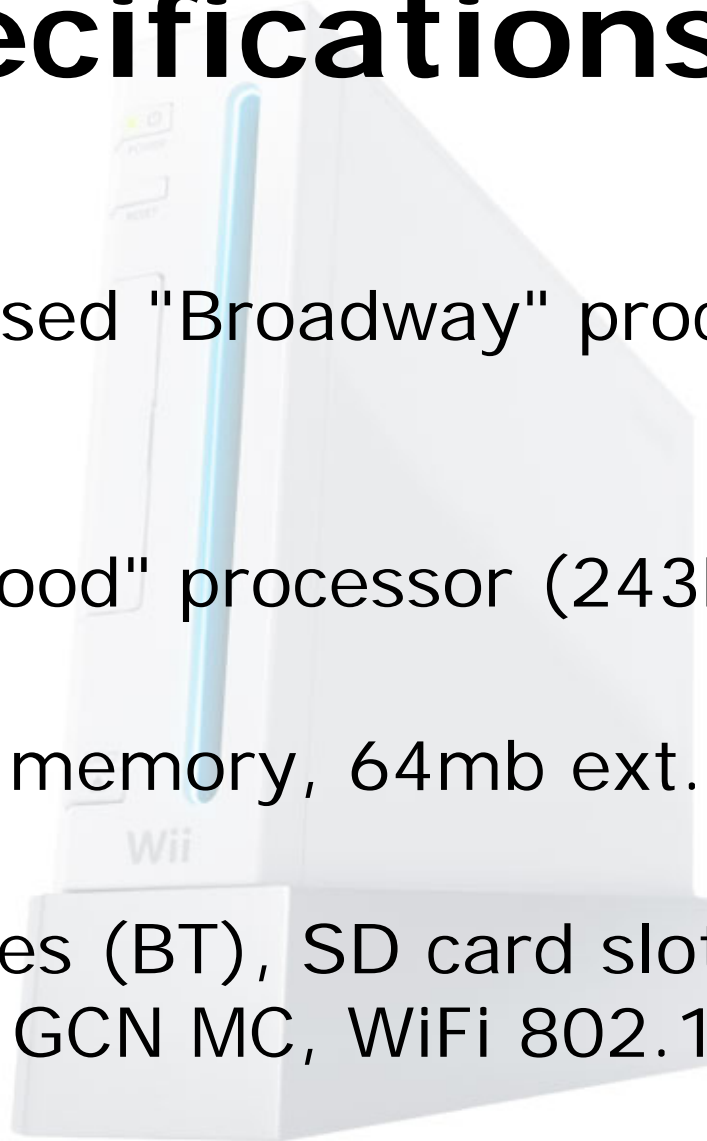
ATI "Hollywood" processor (243Mhz)

- **Memory**

88mb main memory, 64mb ext. RAM

- **Ports**

1..4 Wiimotes (BT), SD card slot, 2x USB 2.0, 4x GCN, 2x GCN MC, WiFi 802.11b/g



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Specifications /2



- **Storage**

512mb built-in flash memory, supports 2gb SD, GCN MC, slot-loading disc

- **Video**

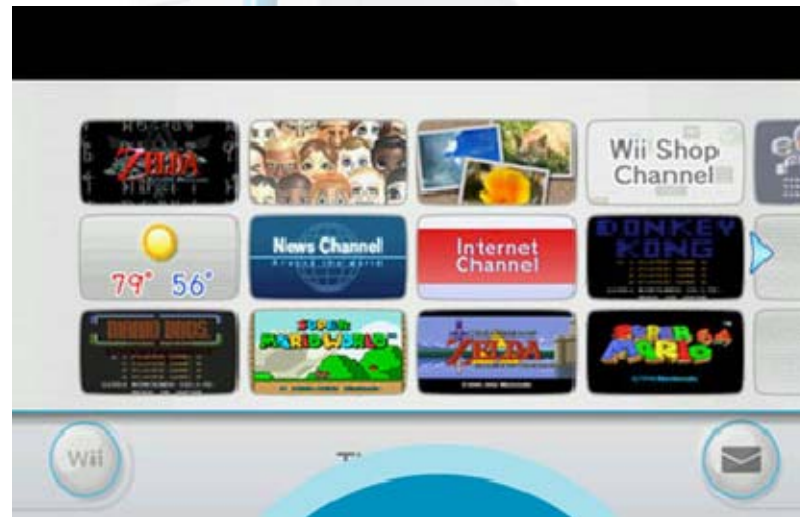
Up to 480p (PAL/NTSC) or 576i (PAL/SECAM), Component, Scart, S-Video, Composite, 16:9

- **Audio**

Stereo – Dolby Pro Logic II-capable, built-in speaker in Wiimote

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Features



24...

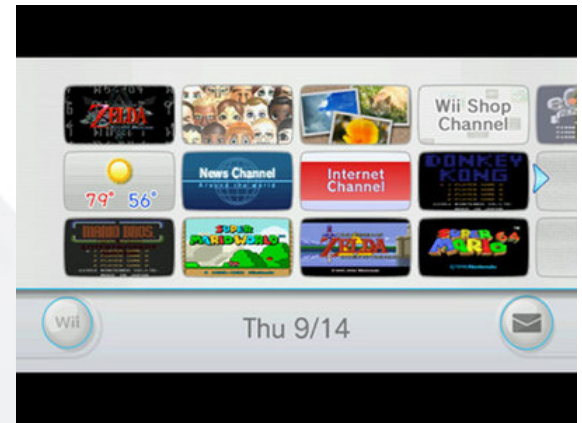
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Features /1

Wii Channels, WiiConnect24, Wi-Fi

Main menu when booting the console

Mii Channel, Wii Shop Channel,
Weather Channel, News Channel,
Internet Channel, Virtual Console
Games



Will be used to deliver patches, updates, while
Wii is not in use

Send SMS, exchange pictures, msg other users

Wireless via Nintendo Wi-Fi

Serves online play for both Nintendo DS & Wii

Works using 802.11

Play against friends and people all over the world



Features /2

Backward compatibility & DS connectivity

Backward compatible with all GCN games and most peripherals

Sloat-loading drive accepts GCN games



DS will connect to Wii wirelessly to communicate DS functions (touchscreen, microphone) as input for Wii games

Wii will be able to expand DS games



Features /3

Parental controls & Firmware

For prohibiting younger users from playing games unsuitable for their age

Content rating encoded on disks

Requires password to play if rating level > age level

EU will utilize PEGI rating system

PARENTAL CONTROL

FIRMWARE

Nintendo Wii requires firmware updates from time to time, which are progressed by WiiConnect24



Games



Games / 1

Wii Sports

- 5 games in one
 - Tennis
 - Baseball
 - Bowling
 - Golf
 - Boxing
- Ships with Nintendo Wii



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Games /2

Wii Play

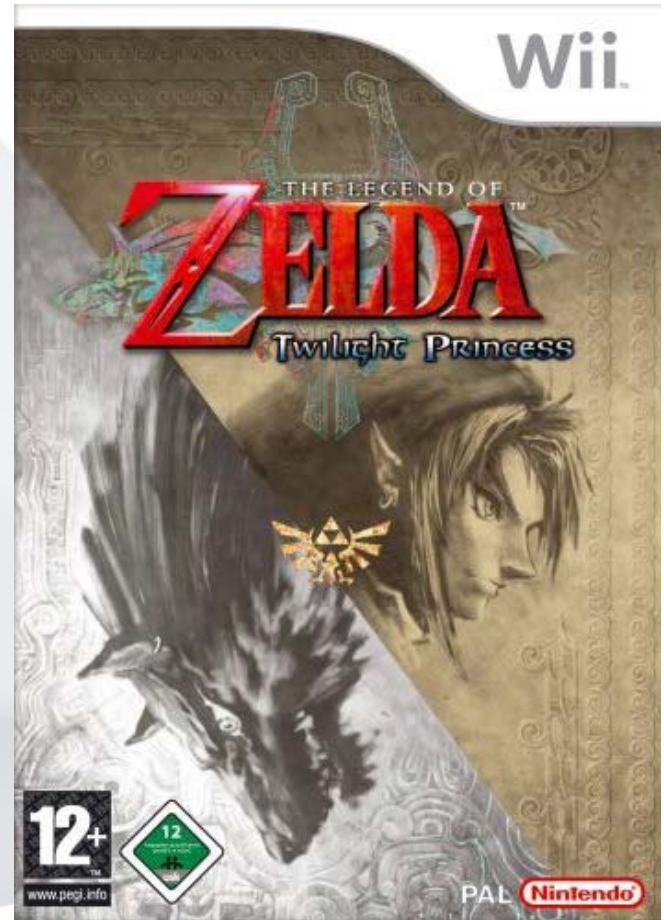
- 9 games in one
 - Table Tennis
 - Laser Hockey
 - Fishing
 - Find Mii
 - Pose Mii
 - Shooting
 - Pool
 - Charge!
 - Tanks
- Wiimote included



Games /3

Zelda: Twilight Princess

- First Zelda ever to be launch title
- + 70hrs of gameplay
- Played with both Wiimote & Nunchuck
- Uses built-in speaker
- 1up.com, gamespot.com, Famitsu: "Best Zelda ever "



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Gameplay

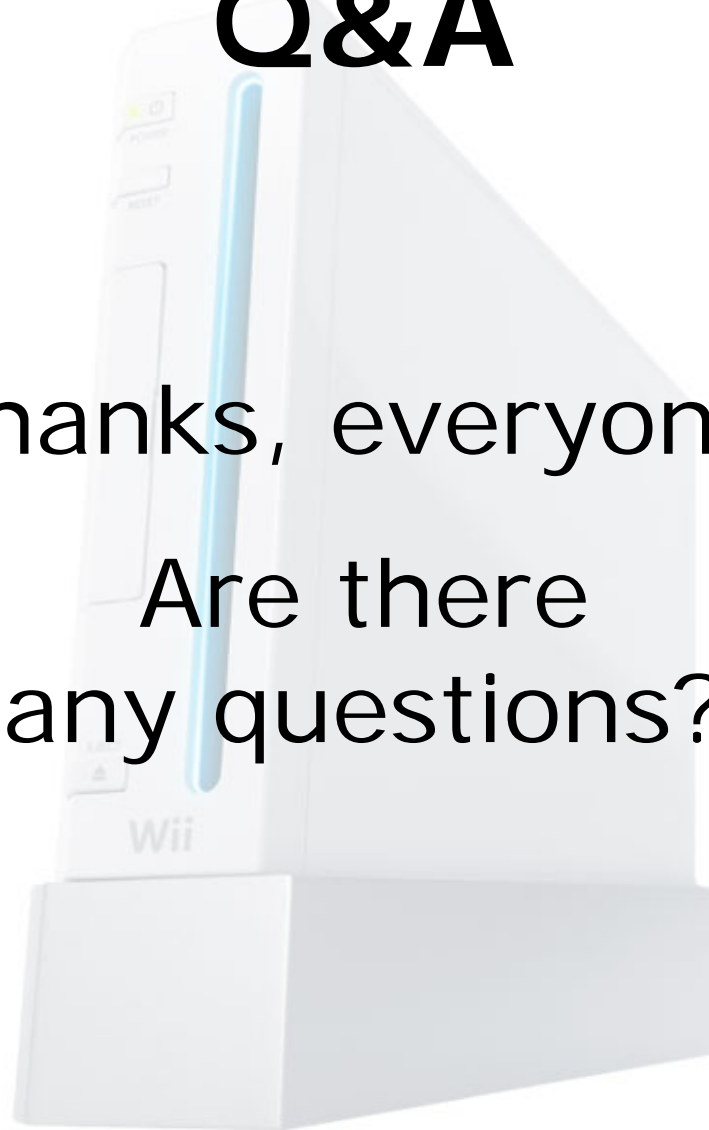


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Q&A

Thanks, everyone!

Are there
any questions?



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