

NINTENDO DS "Ninja Gaiden Dragon Sword" PAL UBISOFT Q&A

Answered by Mr. Yosuke Hayashi, producer of "NINJA GAIDEN Dragon Sword"

Q1. Ninja Gaiden Dragon Sword is easily one of the most beautiful games available today on the Nintendo DS system. When you first began to make the game what challenges did you face and how in the end were you able to obtain such a fantastic result.

A1. The biggest challenge was that there was no stylus action game with quality I could refer to. Therefore, we broke up with the common knowledge we had shared by then and started building up everything from the scratch under the concept to be "intuitive". It was a long way to go, indeed. I think we could make it because we stuck to our belief. I'm pretty sure "NINJA GAIDEN Dragon Sword" is a good textbook for those who are planning to develop a stylus action game.

Q2. Many gamers, me included, can still remember sitting in front of our Nintendo systems playing Ninja Gaiden and already at the time it was an amazing technological achievement as well as being an incredible game. The whole Ninja Gaiden Franchise has an incredible history on home console systems and now Ninja Gaiden Dragon Sword really creates a perfect and powerful transition into hand held gaming. When you first considered the mechanics of the Nintendo DS system what were your main objectives?

A.2 My objective was "to build up a new action engine playable with a stylus". Once you start playing this game, you will instantly become aware the action engine we developed is working perfectly on DS.

Q3. Ninja Gaiden Dragon Sword is completely different from the console games and in many ways Team NINJA created a completely different genre and style of gaming in this chapter. What made you decide to do this?

A3. When I first saw Nintendo DS, I was very excited with expectation of what sort of “newly advanced games “ to be created. Then, I could see many “new games” such as “Nintendogs” and “Brain Age”, but there was almost no “advanced game” except “The Legend of Zelda”. Many of them are based on existing game systems and only utilizing the stylus and the double-display as additional functions. That is why I made up my mind to create an “advanced game”, taking full advantage of the DS functions.

“NINJA GAIDEN Dragon Sword” is the game I embodied the image of an “advanced game” I had in my mind when I first saw Nintendo DS.

Q4. Ninja Gaiden Dragon Sword takes full advantage of the tactile gaming of the Nintendo DS system. When you first began to design the game was this always the intention and how do you feel this changed the Ninja Gaiden gaming style?

A.4 “Taking full advantage of the stylus” was an indispensable proposition for us. So, it was always our intention and has never been changed while we were working on this project. “Stylus action” we challenged to achieve this time was not only for our game “Ninja Gaiden”, but also for the game style of DS itself.

Developers and players are now sceptical about the potential of stylus because games with half-done use of stylus are flooded in the market.

I want such people to try “NINJA GAIDEN Dragon Sword” and feel the unlimited potential of stylus.