

MOTHER 3 - EXCELSIOR'S Original Notes

Rediscovered by SnowWood & DaEgg123

½ of EXCELSIOR's Original Notes of the MOTHER 3 booth, recovered through the Wayback Machine. Unfortunately, the other half had not been backed up, nor was most of his SpaceWorld 1999 coverage. In fact, his site had a 389KB .ZIP File with all the MOTHER 3 images + ones that weren't on the site, which is also lost to time.

Original Links, use the Wayback Machine to access them:

<http://www.din.or.jp/~phaedra/nsw/index.htm>

<http://www.din.or.jp/~phaedra/nsw/sw1.htm>

<http://www.din.or.jp/~phaedra/nsw/sw2.htm>

<http://www.din.or.jp/~phaedra/nsw/sw6.htm> (MOTHER 3 Stuff)

<http://www.din.or.jp/~phaedra/nsw/sw7.htm> (MOTHER 3 Stuff)



Original Text:

さて、問題のMOTHER3です。10分しか出来ないので、2度並んでみました。もっと並んでもよかったかなあ。でも怒られたし・・・(後述)

DeepL Translation:

Now, the problem is MOTHER3. I had to stand in line twice because I only had 10 minutes. I think I could have stood in line longer. But I got pissed off... (see below)

Kody's Translation:

Now, the topic is MOTHER 3. I only had 10 minutes to play, so I stood in line twice. I think I could have stood in line longer, but I got pissed off... (see below)



Original Text:

とりあえず、ブックレットから基礎知識。親父のプリント、双子のリュカとクラウス。愛犬のボニー。発売は2000年5月だって。アタシ的には最悪のタイミング。

DeepL Translation:

For now, the basics from the booklet. My dad, Flint, and my twins, Luca and Klaus. My dog, Bonnie. It says it was released in May 2000. This is the worst timing for me.

Kody's Translation:

For now, the basics from the booklet. There's the dad, Flint, and the twins, Lucas and Claus. And there's the dog, Boney. It was releasing in May of 2000. That was the worst timing for me.



Original Text:

タイトル画面。今回の体験版は、特別に作られたもので、見るイベントが3つと、戦闘ありのフィールドが3つ。村の真中から親父でスタートして、村人と会話したり出来ます。体験版用の台詞がほとんど。「MOTHER」、「M」をとったら「OTHER」ってCMがあったけど、「3」つけろよな。みたいな台詞も。

DeepL Translation:

The title screen. This demo version was made specially for us. There are three events to watch, and three fields with battles. You start as the father in the middle of the village, and you can talk to the villagers. Most of the dialogue is for the demo version. There was a commercial that said "MOTHER", if you take away the "M", it's "OTHER", but you should put a "3" on it. And dialogue like that.

Kody's Translation:

This is the title screen. The demo was made specifically for the event. There are three events to watch and three fields with battles. You start as the dad in the middle of the village, and you can talk to the villagers. Most of the dialogue is for the demo. There was a line like: "a commercial said to drop the 'M' from 'MOTHER' for something other, but you should just add '3'.



Original Text:

右が戦闘。3ではフィールド上で敵を殴る蹴るして、相手を仰向けに転ばせ、相手に飛び乗ったほうが先手を取れるようになっています。フィールド上ではジャンプなど出来てアクション性強し。A/Bボタンでジャンプ・攻撃。Zで会話・乗り物に乗る・チェックなど。Rボタンで操作するキャラ交代・乗り物から降りる。

DeepL Translation:

On the right is combat. In 3, you can punch and kick enemies on the field to make them roll over on their backs, and the one who jumps on them gets the first move. You can jump on the field, which makes it very action-packed. Press A/B to jump and attack. Z to talk, ride vehicles, check, etc. Press R to change characters and get off the vehicle.

Kody's Translation:

On the right is combat. In MOTHER 3, you can punch and kick enemies on the field to make them roll over on their backs and jumping on them lets you move first. With jumping and more, it seems very action-packed. Press A or B to jump or attack. Press Z to talk, ride vehicles, check, etc. Press R to change characters or get off vehicles.



Original Text:

左上がコマンド。3Dスティックを倒す方向で選択。戦うの他に、「はなす」「マホウ」「よぶ(リュカ)」「たえる」「チェック」「グッズ」「つよさ」などがあり、キャラによって違うようです。「つよさ」でステータスを見ると「ナイス度」という謎の数値が。まだ独特なものがあった。

DeepL Translation:

Top left is the command. Select a command by tapping the 3D stick. In addition to "Fight," there are other commands such as "Let go," "Mahou," "Yobu (Luca)," "Taeru," "Check," "Goods," and "Strength," which seem to vary depending on the character. When I looked at the stats for "Strength," I found a mysterious number called "Nice Degree". There was still something unique about it.

Kody's Translation:

In the top left are the commands. Select one by moving the joystick towards a choice. Along with fighting, there are commands like "Talk," "Magic," "Call (Lucas)," "Endure," "Check," "Goods," and "Stats" - they vary depending on the character. When I looked under "Stats," I found a strange number called "Kindness." There was still something unique about it.



Original Text:

右の画像はたぶんアイテムを選んでいるところ。攻撃アイテムみたいなものも持っていたけど、回復アイテムしか使えず。「まほう」「はなす」「よぶ」も使えず。

DeepL Translation:

The image on the right is probably where I was selecting items. I had some kind of attack items, but I could only use recovery items. I couldn't use "magic", "release", or "yob".

Kody's Translation:

The image on the right is probably where I was selecting items. I had some kinds of attack items, but I could only use recovery items. I couldn't use "Magic," "Talk," or "Call."



Original Text:

下の赤いのはHPがないせい。もしかすと死んでるかも。ここにHPを表示。中央の赤いのは「どくワーム」かなあ。

DeepL Translation:

The red area at the bottom is due to lack of HP. You may be dead. HP is displayed here. The red one in the center is probably a "poisonous worm".

Kody's Translation:

The red area at the bottom is due to low HP. They might be dead. HP is displayed there. The red in the center is probably a "poison worm."



Original Text:

戦闘終了。「なにかをつかんだ」とか「たいせつなことをまなんだとか」抽象的な表示は開発中だから？

DeepL Translation:

The battle is over. "I grabbed something." or "I learned something important." Is the abstract display because it's still under development?

Kody's Translation:

The end of a fight. Abstract things appear like "I grabbed something" or "I learned something important," probably because it's a work-in-progress?



Original Text:

「ぶたマスク」だっけ……。プロモ見てたら、「ぶたマスクぐんそう」と言うのが出てたから、他にも種類があるのか。戦闘は基本的にタイマンで、一匹ずつ倒していく。敵が複数の場合は後ろに控えている。音楽に合わせてボタンを叩くと連続攻撃と書いてあったけど、いつそれをやっていいのかわからず。

DeepL Translation:

"Buta mask..." I'm not sure. When I saw the promo, I saw "Buta Mask Gunso". I wonder if there are other types. The battle is basically a tie-up, and you have to kill them one by one. If there are multiple enemies, they are waiting behind you. It said that if you hit the button in time with the music, you can attack continuously, but I didn't know when to do that.

Kody's Translation:

That's a "Pigmask," I think... When I saw the promo, I saw a "Pigmask Sergeant," so I wonder if there are other types. The battle is basically a one-on-one where you defeat them one at a time. Multiple enemies come in from behind. It said that if you hit the button in time with the music, you can attack continuously, but I didn't know when to do that.



Original Text:

敵に先制されると、画面が傾いている。逆に先制すると、敵があおむけに倒れた状態からスタート。
右は砂漠。黒い影は乗り物。

DeepL Translation:

If the enemy preempts you, the screen is tilted. On the other hand, if you preempt the enemy, you start with the enemy lying on his face. On the right is the desert. The black shadow is a vehicle.

Kody's Translation:

If the enemy preempts a battle, you start with the screen tilted. On the other hand, if you preempt the enemy, you start with the enemy lying on its face. On the right is the desert. The black shadow is a vehicle.