

# Mii In-Game Usage

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Version 1.5

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# 1 Introduction

This document describes the internal process that Nintendo uses to determine whether Mii characters can be used in a game. It is provided as a reference to game designers. Compliance to these guidelines does not guarantee that such usage will be approved. If Nintendo determines that certain usage is inappropriate, even if it is not specifically covered in this document, you will be asked to give up such usage. Please submit your plans for Mii usage to KC Nakamura ([keisna01@noa.nintendo.com](mailto:keisna01@noa.nintendo.com)) or Alexandra Potter ([Alexandra.Potter@nintendo.co.uk](mailto:Alexandra.Potter@nintendo.co.uk)) as early as possible.

Once your Mii usage is confirmed, we will provide access to the Mii technical library. Please be aware that Mii usage needs to be confirmed on a title-by-title basis. If you fail to confirm it with us, the usage could be declined in Lotcheck.

Appendix A includes additional notes related to Mii characters that are not directly related to game planning. Please use them for your reference.

In addition to these guidelines, there are cautions for developers of Nintendo titles. Before planning, contact each department's Mii Characters Lead.

## 2 Maintaining the Game's Uniqueness

Because Mii characters can be shared across a wide variety of games, excessive use of Mii characters in many games could cause games to look alike. It is necessary to maintain the uniqueness of individual games that use Mii characters. The following are some examples of such methods.

### 2.1 Using Mii Characters as Playable Game Characters

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Using Mii characters as playable characters in a game can make it difficult to tell different games apart. Make sure that you give Mii characters unique characteristics specific to each game. If this is difficult, one way to handle the situations is to prepare other playable characters that are original to the game, in addition to the Mii characters, and make the player fully aware of their existence.

### 2.2 Original Characters as AI-Controlled Characters

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If Mii characters are used as the game's non-player characters, it is possible that all non-player characters in the game could become Mii characters. With this in mind, for genres that rely on non-player characters as a source of uniqueness, there is a very high risk of a game being indistinguishable from others in the same genre. To avoid this and maintain the game's uniqueness, use the game's original characters as non-player characters.

### 2.3 Exceptions

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In some cases, maintaining the uniqueness of the game is not an issue. Some examples of such cases:

- Using Mii characters in modes outside of the primary game modes, such as multiplayer mode in a game focused on single player experience.
- Using Mii characters as icons to identify players or save data
- Using Mii characters for characters other than player equivalents, such as background audiences

## 3 Cautions When Using Mii Characters

In addition to maintaining the game's uniqueness, there are a few other considerations to keep in mind when designing the use of Mii characters. The following are examples of these considerations.

### 3.1 Naming

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Do not call Mii characters by other names. For instance, it would be prohibited to use expressions such as "Select your face character" or "Select your avatar" on a Mii selection screen.

You are allowed to use terms that convey the role or use of the Mii. For example, it would be acceptable to use expressions such as "Select your goalkeeper" in a soccer game.

### 3.2 Mii Faces

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When displaying a Mii character's face, use a mechanism that prevents the Mii face from being distorted, such as adjusting the image size.

However, when the size of a Mii is variable, or when you need to display a mass of Mii characters, such as in an audience, and it is not necessary to identify individual Mii faces, it is acceptable to have some distortion in the Mii face.

### 3.3 Additional Information

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Mii data includes not only the Mii portrait data but additional information, such as nicknames. Use the following guidelines when you use this additional information.

- When using the Mii as a player character, the character's name must be the Mii nickname. Do not modify the nickname in any way. In the case of the Wii U, however, the Nintendo Account ID (NNID) can be used to identify players. You may display the NNID alongside the Mii image without displaying the nickname when identifying players engaging in online play on the Internet, for example.
- The Mii image must also be used when any portion of additional data is used. In the case of the Wii U, however, the Mii nickname is used as the player's account name. You may display the nickname without displaying the Mii image. In the case of the Nintendo 3DS, you may display a nickname (limited to the nickname of the player's own Mii) without displaying the Mii image for the purpose of indicating the players themselves.

### 3.4 Co-Existence With a Proprietary Avatar System

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Do not use Mii characters with a proprietary avatar system that allows the player to customize the head of the character. The user may eventually be unable to distinguish between Mii characters and those created by the proprietary avatar system.

There is no issue with a customization system for the body portion of the Mii.

### **3.5 Distinguishing Between Mii Maker and Mii Characters**

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Avoid allowing users to receive Mii characters from other users within the same software and to then use those Mii characters as their own player characters with the same degree of freedom and control as Mii characters created in Mii Maker. For example, your software may use that Mii as the communication partner's character while communication is still ongoing, or save and display that Mii as a record of the communication partner. These uses of the Mii are acceptable.

### **3.6 Considerations for Appropriate Conduct**

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Mii characters are modeled on real people. Accordingly, a game's design should not allow any potential bullying, harassment, or other inappropriate behavior. When planning how Mii characters are to be used in a game, consider the following guidelines to prevent characters from exemplifying poor conduct.

- Do not allow Mii characters to perform acts of violence that would result in blood, dismemberment or damage to a part of the Mii character's body, or death or physical injury of a Mii. However, in competitions where Mii characters are fighting on equal footing as a sport, such as boxing, Mii characters are allowed to hit each other.
- Do not allow Mii characters to perform actions of a sexual nature or actions that are sexually suggestive.
- Do not use Mii characters to portray criminal acts or to perform actions that would glorify criminal acts.
- Do not allow Mii characters to be used in a way that is discriminatory.
- When it is possible to assign body types, clothing, accessories, animations, and the like, for a gender that differs from the gender the Mii is configured as, do so in ways that keep the user from feeling uncomfortable.
- Do not allow Mii characters to use words or perform actions that are either crude or violent.

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# Appendix A

## A.1 Use With Packaging

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When using Mii characters on packaging, do not use the characters in a way that is not in line with the spirit of your game.

Be sure to use Mii characters in ways that avoid possible misunderstanding by the user.

- To avoid giving the impression that Mii characters play a major role in a game, do not use Mii characters on the front of the package. For the same reason, do not use Mii characters in Nintendo eShop or Miiverse banners.
- Because resolution is poor, do not excerpt just the Mii from a game screenshot for promotional use.
- Do not use graphics made to look like Mii characters.
- Do not use the default Mii inside a game. This prohibition includes screenshots of the game, and any depictions of the game that may be used on packaging, in the game manual, or in advertising.

## A.2 Distributing Mii Characters

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When distributing Mii characters to users, always use characters that were created on a retail system.

Note that attempting to distribute and use Mii characters created on development hardware using a communication feature will result in their being treated as invalid data on retail systems.

## A.3 Notes When Localizing

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When localizing a title that has already gone on sale in Japan, contact Nintendo about the content of adjustments and changes that need to be made to the use of Mii characters.

## Revision History

Version	Revision Date	Category	Description
1.5	2015-11-10	Changes	<ul style="list-style-type: none"> <li>Added cautions for Nintendo Titles to Chapter 1.</li> </ul>
1.4	2015-09-18	Changes	<ul style="list-style-type: none"> <li>Added Section 3.1 Naming.</li> <li>Added Section 3.2 Mii Faces.</li> <li>Added Section 3.5 Distinguishing Between Mii Maker and Mii Characters.</li> <li>Added Section A.2 Distributing Mii Characters.</li> <li>Revised the heading numbers to match these changes.</li> </ul>
1.3	2013-08-29	Changes	<ul style="list-style-type: none"> <li>Added text to Section 3.1 Additional Information.</li> </ul>
1.2	2013-05-08	Changes	<ul style="list-style-type: none"> <li>Added text to Section A.1 Use With Packaging.</li> </ul>
1.1	2013-03-07	Changes	<ul style="list-style-type: none"> <li>Changed Section 2.1 to Using Mii Characters as Playable Game Characters.</li> <li>Added text to Section 3.1 Additional Information.</li> <li>Changed some text in Section 3.2 Co-Existence With a Proprietary Avatar System.</li> </ul>
0.2	2012-03-05	Changes	<ul style="list-style-type: none"> <li>Section 3.3 Considerations for Appropriate Conduct</li> <li>Added an item.</li> <li>Section A.1 Use With Packaging</li> <li>Added restrictions.</li> </ul>
		Additions	<ul style="list-style-type: none"> <li>Section A.2 Notes When Localizing</li> </ul>
0.1	2010-12-03	—	Initial version.

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