

## 1997: The Year of the '64?

Article scanné dans le magazine GamePro n°102 (Mars 1997)

Sujet de l'article : Nintendo 64 (\*)

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# 1997A

## The Year of the '64?

The Nintendo 64 was a major success story last Christmas. Now everybody wants to know what's next.

By Undercover Lover



Okay, you're one of the lucky ones who scored a Nintendo 64. But if you've gathered all 120 Stars in Super Mario 64 and found all the Challenge Points in Star Wars, what do you do now?

In January Nintendo of America proudly announced that 1.6 million Nintendo 64s had been sold in America with another 700,000 units ready for shipment between January and March 1997. But as of January only eight games were available for hot and hungry N64 gamers. Here's a look at what's coming up for the Nintendo 64, this year and into the future.

### N64 Games in the U.S. (1996-97)

Here's a calendar checklist of N64 games, including a list of games in development.

Scheduled release/Title (Publisher)	Type of game
9/96 Super Mario 64 (Nintendo)	Action
9/96 Pilotwings 64 (Nintendo)	Flight sim/strategy
10/96 Mortal Kombat Trilogy (Midway)	Fighting
10/96 Wave Race 64 (Nintendo)	Jet ski racing
11/96 Killer Instinct Gold (Nintendo)	Fighting
11/96 Wayne Gretzky's 3D Hockey (Midway)	Hockey
12/96 Cruis'n USA (Nintendo)	Racing
12/96 Star Wars: Shadows of the Empire (LucasArts)	Action/adventure
1/97 NBA Hang Time (Midway)	Basketball
2/97 Mario Kart 64 (Nintendo)	Racing
3/97 Goldeneye 007 (Nintendo)	Action/adventure
3/97 Doom 64 (Midway)	Shooter
3/97 Turok: Dinosaur Hunter (Acclaim)	Shooter
3/97 FIFA Soccer 64 (EA Sports)	Soccer
3/97 Freak Boy (Virgin)	Action/adventure
4/97 Mission: Impossible (Dolan)	Action/adventure
4/97 Blast Corps (Nintendo)	Action
5/97 Major League Baseball Featuring Ken Griffey, Jr. (Nintendo)	Baseball
5/97 Kirby's Air Ride (Nintendo)	Action
5/97 Clayfighter Extreme (Interplay)	Fighting
5/97 Robotron X (Midway)	Action/strategy
6/97 Star Fox 64 (Nintendo)	Action/adventure
6/97 Robotech: Crystal Dreams (GameTek)	Action/adventure

### N64 Games in Development

Title (Publisher)	Type of game
Body Harvest (Nintendo)	Action/adventure
Buggie Boogie (Nintendo)	Vehicle combat
Crazy Cars (Titus)	Racing
Creator (Nintendo)	Painting & animation
Dark Rift (Vic Tokai)	Fighting
Deadly Honor (Tecmagik)	Not available
Duke Nukem 3D (GT Interactive)	Shooter
F-Zero (Nintendo)	Racing
HED (Ubi Soft)	Action/adventure
Hexen 64 (GT Interactive)	Action

Lamborghini 64 (Titus)	Racing
Legend of Zelda 64 (Nintendo)	Action/adventure
Lode Runner 64 (Banpresto)	Action/puzzler
Earthbound (Nintendo)	RPG
Quake 64 (GT Interactive)	Shooter
Rev Limit (Seta)	Racing
Rotor Gunner (Tecmagik)	Not available
San Francisco Rush (Atari Games)	Racing
Sonic Wings Assault (Paradigm)	Jet combat
St. Andrews Golf (Seta)	Golf
Super Mario 64 — 2 (Nintendo)	Action/adventure
Tales of Phantasia (Namco)	RPG
Tetrisphere (Nintendo)	Puzzle
Top Gear Rally (Kemco)	Racing
Ultra Combat 64 (Kemco)	Helicopter combat
War Gods 64 (Midway)	Fighting
WCW Wrestling (THQ)	Wrestling
Yoshi's Island 64 (Nintendo)	Action/adventure

### Games in Development in Japan

Here are some N64 games scheduled for release in Japan that just might be converted for American systems, too. Note that some Japanese games will be available for N64 before their American counterparts.

Scheduled release/Title (Publisher)	Type of game
12/96 Mario Kart 64 (Nintendo)	Racing
12/96 Blade and Barrel (Kotobuki System)	Helicopter combat
12/96 Grand Prix (Human)	Racing
1/97 Wild Choppers (Seta)	Helicopter combat
2/97 Rev Limit (Seta)	Racing
2/97 Virtual Pro Wrestling (Asmik)	Wrestling
3/97 Star Fox 64 (Nintendo)	Vehicle combat
3/97 Blastdozer (Nintendo)	Vehicle action
5/97 S.D.F. Macross (Tomy)	Jet combat

### Also Due in '97

Title (Publisher)	Type of game
Bomberman 64 (Hudson)	Strategy
Brave Spirits (Hudson)	Wrestling
Chameleon Kid (Whon Supply System)	Action/adventure
Dual Heroes (Hudson)	Fighting
J-League Perfect Striker (Konami)	Soccer
Mystical Ninja Goemon 64 (Konami)	Action/adventure
Powerful Pro Baseball 64 (Konami)	Baseball

### Mr. Lincoln

At Nintendo's Shoshinkai Show in Japan, Howard Lincoln, chairman of Nintendo of America, was optimistic about the Nintendo 64's future. Here are some of his comments.

**GamePro:** The Nintendo 64 launch is a bona fide success. What is Nintendo's challenge right now?

**Howard Lincoln:** The biggest challenge is to maintain the quality of the system by continuing to create great games. Our biggest concern is that consumers understand that Nintendo is serious about the issue of quality games, even if that means there will be less Nintendo 64 games this coming year.

**GP:** How many Nintendo 64 games will be out in 1997?

**HL:** There are more than 50 games in development, but I don't think all those games will see the light of day. We shipped eight in the fourth quarter [of 1996]. The number of Nintendo 64 games is certain to be less than 50 for all of 1997. It could be considerably less.



## The Cutting Edge Report

# The 64DD Gets Real

Nintendo continues to push video game technology. How far can it go?

By The Whizz



At the '96 Shoshinkai Show in Japan, Nintendo revealed a little more information about the 64DD compact-disc peripheral with read/write capability that it announced last year. Of course, what Nintendo didn't reveal was exactly when the 64DD would make its debut, how much it would cost, and exactly what games would be available for it. However, the 64DD will open up intriguing possibilities for advanced gaming.

### Power Drive

The 64DD ("DD" simply stands for "disk drive") supports a removable CD cartridge that houses a custom-made 3.75-inch high-density magnetic disc, which is slightly larger than the standard 3.5-inch disc used by personal computers and other game consoles. According to Nintendo, the 64DD punches in a data transfer rate of .79 megabytes (MB) per second, which makes it equivalent to a 5.5X PC CD-ROM drive.

The drive connects to the "mystery" slot underneath the N64, so that the system unit seamlessly piggybacks it. The DD will draw all its power from the console, so there will (thankfully) be no separate power supply or power cord.

One 64DD disc provides about 64 MB of data storage space (roughly equivalent to 45 PC floppy disks). Of that, 32 MB is rewriteable. A standard CD-ROM for PCs, PlayStations, or Saturns can store up to 650 MB of data, but PlayStations and Saturns can't record and save data directly to the CD.

### What's Next?

**GP:** Given that there will be a great demand for N64 games, why is a time-tested winner like *Super Mario Kart 64* coming out in Japan in December and not in the U.S. until February? Why the wait?

**HL:** Mario Kart is a much more critical game for the Japanese market where there are fewer Nintendo 64 games available. Nintendo [of Japan] wanted to make sure the game was ready for December, the key selling season here. There are plenty of games available for the system in the U.S. It takes about a month or so to do the conversion.

**GP:** What kind of impact will 64DD games have on the Nintendo 64, and will there be communications capability in that peripheral?

**HL:** We haven't announced 64DD games, but we have developers around the world working on software for that system. The 64DD will come out in Japan and the U.S. sometime in 1997, but I can't be more specific right now. There has been discussion of a modem in 64DD here at Shoshinkai, and all I can say is that that will be a big attribute of 64DD.

### 64DD Features

**Price:** Not available at press time

**Availability:** Not available at press time, but we speculate fourth quarter '97

**Disk Drive:** 3.75-inch CD-ROM

**Data Storage:** 64 MB (32MB rewriteable)

**RAM Expansion:** 2 MB cartridge using Rambus DRAM

**Data Transfer Rate:** 980 kilobytes/second

**Disk Drive Seek Time:** 75 milliseconds

In addition to the CD drive, 64DD will add expandable memory to the N64. A 2 MB memory cartridge, which uses the same super-quick Rambus DRAM as the N64's main memory, will come bundled with the 64DD. The cart will plug into the slot located on the top front of the N64 to extend the N64's existing 4MB of system RAM.

### Advanced Gaming

The 64DD will enable N64 gamers to create and store a hefty load of game data exactly like they would with a personal

computer. Since the CD storage is removable, the 64DD can make game info available in an intriguing variety of ways: via cartridge, CD, and a combination of the two. For example, N64 sports gamers could purchase updated league data and adventure gamers could purchase new levels and scenarios rather than purchasing brand-new game carts every year.

Nintendo certainly leapfrogged the competition with the 64-bit N64. The 64DD could extend the distance. ■

### Zelda 64DD



It's far too early to pin down 64DD games, but at the Shoshinkai Show two years ago, Nintendo President Hiroshi Yamauchi announced that *Zelda 64* would support the 64DD. In fact, at Shoshinkai last November an early version of *Zelda* was present by way of a self-running video-tape demo. Although this project is above top-secret at Nintendo, the look was quite impressive.

Link looks and moves very much like Mario in *Mario 64*, although he wields a sword and a shield. The gameplay revealed similar adventure and strategy challenges, too, with what appeared to be multiple selectable camera views of the action. There should be (has to be!) familiar *Zelda* scenes and scenarios, and the demo displayed a brief encounter with the Triforce.

### Other Games Reportedly Headed to 64DD Status:

*Earthbound 64*

*Mario RPG 64*

*Super Mario 64* — 2