

64 and counting: What's happening with the Nintendo 64?

Article scanné dans le magazine GamePro n°092 (Mai 1996)

Sujet de l'article : Nintendo 64 (*)

Nintendo's main man outlines the company's N64 war plan.

Scans réalisés par les membres du site Nintendo64EVER,
usage exclusivement destiné aux autres membres du site.

Toute reproduction, partielle ou complète, ainsi que la diffusion de ce fichier est interdite.

Les magazines originaux sont la propriété intellectuelle exclusive de leurs éditeurs respectifs,
les scans regroupés dans ce fichier ont un but uniquement documentatif et informatif,
aucune exploitation commerciale ne peut en être faite.

64 and Counting!

What's happening with the Nintendo 64?

Nintendo's main man outlines the company's N64 war plan.

By The Undercover Lover



intendo 64 could be the best game system that nobody's ever played. Howard Lincoln, chairman of Nintendo of America, explains why the company decided to delay the 64-bit system's U.S. launch until September and tells us why gamers will be glad it did.

GamePro: How will delaying the Nintendo 64 launch impact the video game world?

Howard Lincoln: This launch is critical not only for Nintendo but for the video game industry. This industry is going to go through peaks and valleys, and it's fair to say there's a valley right now. There are a lot of people counting on the momentum that this launch will create, which is the reason we want to get it exactly right.

GP: Why did Nintendo change the N64 launch date?

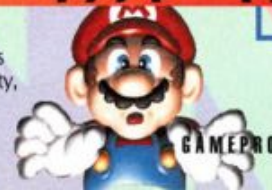
Lincoln: The primary factor that was driving the decision to change the release date

"If the Nintendo 64 is as good as we think it's going to be and the software's as good, game players will be glad they waited," says Howard Lincoln, chairman of Nintendo of America.

The Evolution of the Nintendo 64

Note: Red denotes game news, blue denotes hardware news

<p>1993</p> <p>August 23, 1993: Nintendo and Silicon Graphics announce 64-bit Project Reality, due in 1995 for under \$250</p>	<p>1993</p>	<p>1994</p> <p>March 30, 1994: First "Dream Team" game developer announced: Rare (Killer Instinct)</p>	<p>1994</p> <p>May 2, 1994: New Dream Teamer: DMA Designs (Body Harvest)</p>	<p>1994</p> <p>June 9, 1994: New Dream Teamer: Alias Research (adds customized 3D graphics tools)</p>	<p>1994</p> <p>June 23, 1994: At Summer CES, Nintendo announces Cruis'n USA from Rare and new Dream Teamer, Acclaim (Turok: The Dinosaur Hunter)</p> <p>Nintendo changes system name to Ultra 64</p>	<p>1994</p> <p>July 18, 1994: New Dream Teamer: Rambus Technologies (adds high-speed memory technology)</p>
---	--------------------	---	---	--	---	--



What They're Saying

was hardware production. But in regards to software, there's no question that with this type of new technology, where game programmers are going from a 2D environment to a 3D environment, there's a longer learning curve. There are clearly differences where the abilities of some developers are relative to where Mr. Miyamoto [Shigeru Miyamoto, creator of the upcoming Super Mario 64, Pilotwings 64, and Buggie Boogie] is. The additional time can't hurt.



Game guru Shigeru Miyamoto is personally supervising key N64 games.

"There are a lot of people counting on the momentum this launch will create, which is the reason we want to get it exactly right."

— Howard Lincoln, chairman of Nintendo of America

GP: What do you say to game players who have been waiting anxiously for the N64 and now have to wait even longer?

Lincoln: Quite frankly, if the Nintendo 64 is as good as we think it's going to be and the software's as good, game players will be glad they waited. If the system isn't any good, it won't matter if we bring it out in 2001.

GP: How do you respond to critics who say the Nintendo 64 won't be ready?

Lincoln: We're not dealing with vaporware. It's a real product. People have seen it. People have played preliminary

software. They know how good Mr. Miyamoto is. They know what he's done.

GP: How important will the initial launch be for Nintendo?

Lincoln: This is the fourth launch

base that will number in the millions. If there's any percep-



for me. We've done it every way you can. I think it's critical that consumers have no difficulty in identifying Nintendo 64 games as quality software. That's absolutely essential! Ultimately, Nintendo will try to drive an installed

tion that these 64-bit games are just more of the same, we have problems.

GP: How far along are Nintendo's own N64 games?

Lincoln: I've checked on Pilotwings, for instance. You've published pictures from the Shoshinkai Show [held in



Based on preliminary hands-on feedback, the future looks promising for the N64.

October 5, 1994:
New Dream Teamer:
Williams (Doom)

November 21, 1994:
New Dream Teamer:
Paradigm Simulation
(Pilotwings)

January 6, 1995:
New Dream Teamer:
Spectrum HoloByte
(Top Gun)

February 10, 1995:
New Dream Teamer:
Sierra On-Line (Red Baron)

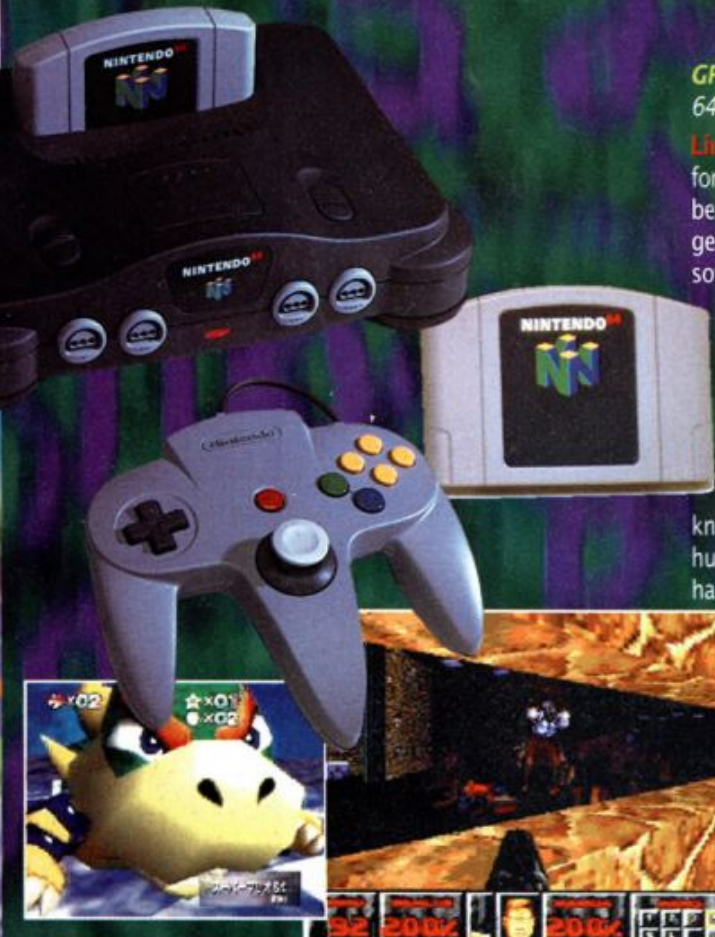
February 15, 1995:
New Dream Teamer: Angel
Studios (Buggie Boogie)

October 11, 1994:
New Dream Teamer:
MultiGen, Inc. (adds
graphics tools)

January 6, 1995:
At Winter CES, Nintendo
announces a new release
date - "late 1995"

February 7, 1995:
New Dream Teamer: Software
Creations (adds cutting-edge
sound tools)





GP: How much will Nintendo 64 cartridges cost?

Lincoln: Cartridge prices for the Nintendo 64 will be comparable to the suggested retail price of 16-bit software.

GP: How many systems will Nintendo have to sell to call the launch a success?

Lincoln: Sega and Sony know the same thing we know. Selling the first several hundred thousand, the first half-million, doesn't prove very much because there's always a market for that many game systems. The

real issue is not how we do in the first six months, it's what happens a year from now, and is the demand for the Nintendo 64 still accelerating? Once you see how the momentum is carrying, you can assess what the market is going to be.

GP: GamePro readers are ready for the Nintendo 64!

Lincoln: Like GamePro readers, we've been waiting for the Nintendo 64 since summer of 1993. I'm ready for the launch, too. **G**

Japan last November]. There's been dramatic progress on games since then.

GP: How many games will be available at launch?

Lincoln: Somewhere between 8 and 12 games should be ready by the end of the year. The Nintendo 64 will launch in Japan with three titles. We'll have more than that. If I toss a coin up in the air, I could say somewhere between 5 and 10 games could be ready.

GP: What titles is Nintendo planning to publish?

Lincoln: We should have Super Mario 64, Pilotwings 64, and maybe some other games developed by Shigeru Miyamoto. Killer Instinct and Cruis'n USA could be done. Williams should have Doom for the launch, and LucasArts could have Star Wars: Shadows of the Empire ready.



February 24, 1995:
New Dream Teamer:
GameTek (Robotech)

October 19, 1995:
New Dream Teamer:
LucasArts (Star Wars:
Shadows of the Empire)

November 21, 1995:
New Dream Teamer: Electronic
Arts (FIFA Soccer)

December 4, 1995:
New Dream Teamer: Time Warner
Interactive (Wayne Gretzky Hockey)

May 5, 1995:
At E3, Nintendo announces
that the hardware is completed;
new release date
is April 1996



November 24, 1995:
At the Shoshinkai show in Japan,
Nintendo shows the Ultra 64 to
the press for the first time, as well
as the games Super Mario 64 and
Kirby Ball 64

February 2, 1996:
Nintendo announces a new
release date - September
30, 1996 - and changes
the name to Nintendo 64