

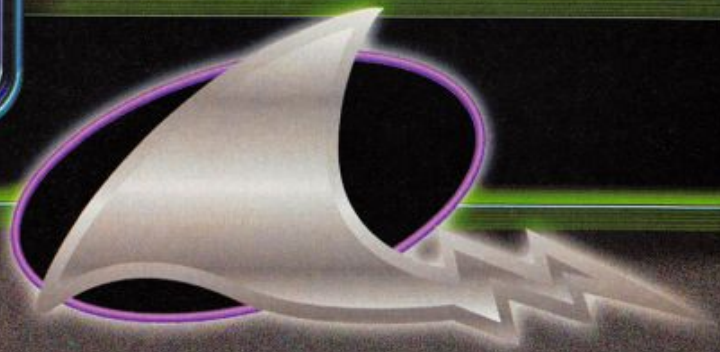
Get online with your N64!

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Sujet de l'article : Modem Nintendo 64

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EXCLUSIVE 64



Get online...
with your
N64!

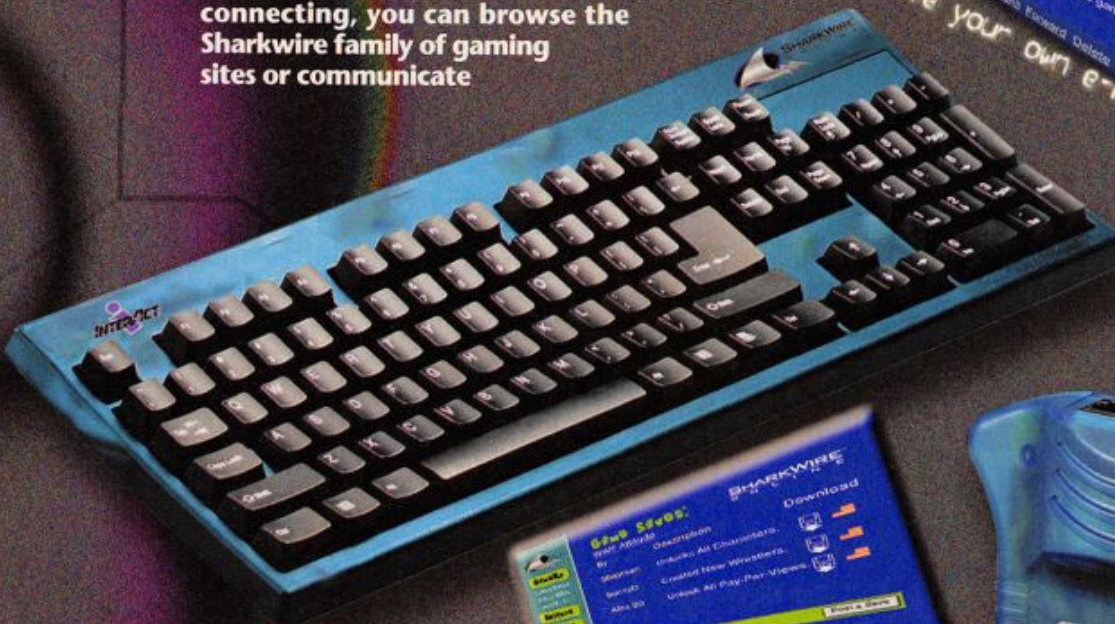
SHARKWIRE™ O N L I N E

In recent years, the Internet has become an integral part of everyone's life. Even if you haven't yet connected to the "net", you have surely seen all of the WWW.COM advertisements that blanket our world. From television ads to print ads it seems as if everyone and their brother has a web site, and that is part of the problem. Wouldn't it be great if you could connect to a "gamer's" internet? Something that only has the latest and greatest gaming info? Well, that's the promise behind Interact's new Sharkwire online.

Based on GameShark technology, the Sharkwire is a hardware modem that connects to your N64 via the cartridge slot. A keyboard adapter allows you to connect a standard PS/2 PC keyboard to the N64 and the controller will act as your mouse. Once everything is plugged in, you connect a phone wire to the Sharkwire modem and turn on the N64. The modem will automatically dial the Sharkwire service and connect. After connecting, you can browse the Sharkwire family of gaming sites or communicate



Have your own e-mail address!



Download game saves!

via email with anyone on the Internet.

At only 14.4k, the Sharkwire modem can't compete with a PC modem (which is typically running at 56k). Interact chose the slower modem in order to keep costs down. Because the Sharkwire family of sites have been optimized for the 14.4k modem, the system won't feel any slower than a standard PC accessing the World Wide Web.

The sites available via the Sharkwire connection have all been approved by Interact and are guaranteed family friendly. According to Randy Gordon, director of marketing at Interact, the company decided to limit the Sharkwire to a set number of sites in order to control the content. This way parents wouldn't have to worry about the content.

"Parents can walk away from their kids surfing on Sharkwire on-line and know that they are safe. They're not two clicks away from 'hotbabes.com'," Gordon said. "Seventy percent of the information is gaming content focused."

As it stands, the Sharkwire looks to be an interesting product, but only time will tell as to the viability of the system. Because the Sharkwire is a closed system — only the e-mail connects to the outside world — it is likely that older gamers will not be interested in the Sharkwire. And, while it is a great starter system, after using the

Game Title	CODE
Goldeneye Nintendo 64	800696530001
ACTION	800696630001
All Guns	8006965B0001
Golden Gun	8006965F0001
Infinite Ammo	
Paint Ball Mode	

Get new codes instantly!

Sharkwire for awhile, it is hard to not get curious about the rest of the Internet.

Part of the reason the Sharkwire system is closed, is due to the target market, Gordon said. With the majority of expected users aged between 7 and 14 years old, Interact wanted to keep the system simple and easy to use. "We're creating an Internet on training wheels", Gordon said.

Interact has partnered with companies such as Gamepro, Gameproworld.com, Prima, Tips and Tricks, Incite.com, Eidos, Fox Interactive, Capcom, Jones Soda, Airwalk, G-Shock, Arnette Sunglasses, Hoop it Up 3 on 3, UPN and Wrestlesite.com to provide content for the Sharkwire network. Interact's own Dex Drive and GameShark sites will be available through the system.

Typical content on the Sharkwire system will consist of game reviews and previews, game codes, strategy guides, insider information straight from participating game companies, and more. Non-gaming sections of the site will cover such topics as movie and music reviews, skateboarding and wrestling. Users will be able to browse the Sharkwire system in much the same

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way that a PC user browses the World Wide Web. The different sections of the site are connected by links. Whenever you click on a link, you move to the corresponding section of the site.

Although the majority of the site is information based — you will not be able to use the Sharkwire to play games on-line — you will be able to download GameShark code updates and Dex Drive save files from the system. The GameShark updates allow you to snag the codes directly from the site, save them to a memory card and then upload them to your GameShark. This way you won't have to spend time entering the codes in by hand. The Dex Drive save files can be downloaded directly to your memory card. You won't even need a Dex Drive to access this feature.

Steve Pearson, general manager of Interact e-Business and all around Sharkwire technical support guru, told us that the system will also allow you to e-mail your saves to a friend. This way you can show off a high score or trade data in games like NFL Blitz — which allow you to create

Speak up! Diablo

SHARKWIRE™
ONLINE

Subject	By	Date	Replies
-no subject-	redlord	5/24/99	0
Himalayan Race	redlord	5/24/99	0
no school it's summer!	janjar1	5/26/99	2
Rumble Pack	alicia	5/29/99	0
I wiped out!!!	marybat	5/31/99	2
RE: I wiped out!!!	kidrock	6/01/99	1
That's tough, man.	chiclets	6/10/99	0

Browse the message boards!

your own plays. E-mail messages can be saved onto a memory card for safe-keeping.

In addition to browsing the Sharkwire sites and communicating via e-mail, users will be able to join in on discussion forums. These forums will run the gamut from specific game discussion to general topics. By joining in on a forum, you will be able to post your thoughts for everyone else to see.

At a price of \$79.95 for the hardware bundle (modem and keyboard) and \$9.95 per month for the service, the Sharkwire system is a little more expensive than your average game cartridge, but it is also

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- Post and Download Game Saves and GameShark® Codes
- Get Strategies and Tips For Your Favorite Games
- Keep Up With The Hottest Gaming News
- Participate In Discussion Groups
- Access Sports and Entertainment News

MONTHLY SERVICE \$9.95

From the creators of GameShark



Surf the web on your TV!

much cheaper than standard net access.

Internet service is provided by GTE Internetworking, which has local coverage in more than 95 percent of the country, Gordon said. The Sharkwire service must be activated by a credit card, and the modem cannot connect to the system until it has been approved by a parent. Because the service is a flat-rate fee, there is no time limit on usage.

Interact has some exciting plans for the future of the Sharkwire service, including an on-line store and electronic allowances. Although nothing is certain, Interact has expressed interest in allowing parents to set-up an electronic allowance. Parents would simply instruct Interact to charge a certain amount to their credit card each month. This allowance money would be put into a secure account accessible by the Sharkwire system. The Sharkwire user would be able to check on their account balance at any time. When they had enough money saved up they could use the funds to purchase gaming

equipment from an on-line store through the Sharkwire system.

The idea of the electronic allowance is fairly radical, but if it comes to fruition it could be one of the coolest things to happen in a long time. It would encourage kids to save, as well as making it easy to snag the latest and greatest gaming goods. When you're only 8 years old, it is kinda hard to just borrow the car for a quick run to the local games shop.

The Sharkwire system will go on sale in Dallas, Minneapolis and Atlanta right after Thanksgiving. Residents of those three cities will get to purchase and use the Sharkwire system before anyone else in the country. If all goes well with the initial rollout in the three test cities, the system will go on sale, nationwide, on January 1, 2000. Here at Q64, we can't wait to check out the final system. While modem add-ons have had limited success in the past (X-Band for SNES and Genesis, NetLink for Saturn), the Sharkwire has a chance to be different. Here's hoping the product is as cool as Interact promises.

ADAM