

# Letter From America

Article scanné dans le magazine N64 n°30 (Juillet 1999)

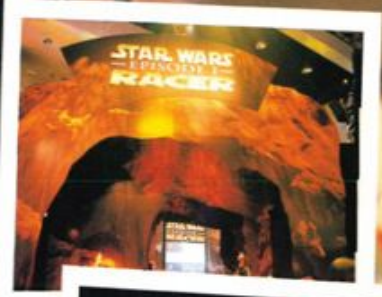
Sujet de l'article : Video Games Show (\*)

*An E3 Special Interrogation*

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.

**SPECIAL**  
**INTERROGATION**

# LETTER FROM AMERICA



△ The Star Wars enclosure was infested with full-size Phantom Menace characters, like Darth Maul here. Scary man, yes?

## An E3 Special Interrogation

The biggest games show on Earth means some of the biggest names in the business. Handily, we were perfectly placed to get the lowdown on the latest, greatest N64 games...





# Tell us about... Turok: Rage Wars

David Dienstbier • Creative Director • Turok: Rage Wars

**How did you come up with the idea for Rage Wars?**

When we were developing the multiplayer mode for *Turok 2*, we were having so much fun playing monkey tag and things like that, I figured there was no reason why a real dedicated multiplayer game couldn't do well for the N64 and brought up the idea at a meeting. All the people necessary said, "We agree with you, that's a good idea and let's do it". That's when the project was born, towards the end of *Turok 2*'s development.

**What was the first step?** We asked ourselves what was wrong with *Turok 2*'s multiplayer. We're really very happy with it, but there's always room for improvement. If you don't end a project with a list of things that you need to work on, then you aren't paying enough attention to your work.

**So how does it differ from Turok 2?** *Rage Wars* is a stand alone title. We didn't reuse character models, we didn't reuse weapon models, we didn't reuse any of the environments. All the geometry for the worlds is far more detailed: more interesting shapes, angles and things like that. Also, the maps are a lot more interesting than the *Turok 2* maps were. We're aiming for between 36 and 40 levels right now; there's going to be a loads of maps. Obviously though we can't just release a four-player deathmatch game. You have to have something for someone who's playing by themselves, so we added bot AI, enabling you to play against up to three bots if you're playing by yourself. Additionally, we've created a simple storyline that concentrates on arena-based, deathmatch-style gameplay.

**So there's no single player mode at all?** Actually, yes. In single-player mode, the story benefits the multiplayer stuff because you unlock

new characters that can then be selected as multiplayer characters. If you go through the first pod of the mission tree as Joshua Fireseed, you will unlock Adon as a character and Adon will also open a different branch that you can then take to open the single-player story mode. There are 18 characters in the game to play as. And, like I said, you do have to unlock some of them before they become playable.

**Will there be a create-a-player mode?** We're still considering that. The fundamentals have to be done before we can get to that, but if it's not realised in this project, other, as-of-yet unannounced projects will take full advantage of it. We also might steal Rare's GB pak idea.

**Are there any new weapons?** We've got six totally new ones plus, due to popular demand, we've brought back the Mini Gun from the original *Turok*. I'll give you one new weapon as an example. One of the guys on the team is a big PC deathmatch and he came up with the idea of rocket magnets. You can throw these magnets onto characters or walls and your rocket, when you fire it, will attract to them. Half the fun of getting a guy on the back with the magnets is running around going, "You don't want me to shoot at you". If the guy knows the magnets are on him he's going to be jumping all over the place. We also made repulsers, though, which, if you're lucky, can bounce the rockets away again.



△ Ugly little Watto was flapping his wings at passers-by.



△ Jar Jar Binks. Will he be annoying in the new Star Wars movie?



▽ The Nintendo video was shown on this massive screen.



△ Ah, *Turok 2*. A truly great game. Let's hope *Rage Wars* is just as violent and twice as fun.



GO!  
GO!

N64 125

July 1999





# Tell us about.. Hybrid Heaven

Yasuo Daikai • Director • Hybrid Heaven

**How important is the storyline?** Incredibly important. We were aiming for a storyline and a cinematic feel. We wanted to make this game like a movie, so we started with heavy suspense, right at the very beginning of the game, and then we tried to implement many thrilling aspects to keep the players – or even the viewers – interested in the plot. And, as you go through to the end, there are a lot of surprises, and many mysteries. And, when you solve those mysteries, you'll create many more. It keeps you playing the game. I've considered the storyline many times because, of course, there are many gamers that watch movies and read stories. I was very careful on where the story went. It was difficult to do.

**So who's the good guy, then, Diaz or Slader?** Well, I can give you a hint by saying that Diaz is a fake and that Slader is real. But this has many meanings to it, and, I'm afraid, you'll have to play the game to find out.

**How long has the project taken?** From scratch, three years. The 3D engine of the game – and, in particular, the battle system – has taken up the most time. We tried hard to get it as good as we could. We thought of creating an RPG battle system, but since the game is 3D, we needed 3D fighting action elements. And in real fighting, it's not just a case of punching and kicking, it's also a case of thinking at the same time; we wanted that to come across in the fighting system. So, for the action, it's the moving parts, where you face your enemy, and for the thinking part, you have to think of the command to come up with your moves. So yes, I think we've created an intelligent new-style RPG battle system. Multiplayer-wise, when you play through the Story Mode, you can 'grow' your character through the combat system, and it varies for who is playing the game. Then you can save your unique character onto a controller pak and play against a friend.

**How long will the game take to finish?** If you play for the first time, it will definitely take at least 25 hours, and probably a lot longer. If you know all the plot, and you just zip through the game, you could do it in just, say, five hours, by skipping all the messages and cut-scenes. Not that you'd want to do that, of course.

**And how have you used the expansion pak?** Basically, it's only enhancing the graphics resolution, allowing you to play in hi-res. But, it looks great.



The Nintendo stand was huuuuuge.



# Tell us about.. Rainbow Six

Mike Lomas • Vice President, Red Storm • Rainbow Six



**T**he Rainbow Six team consists of ten people: three programmers, three artists, three 'data wranglers' who program in the level information, and a musician. The biggest feature of the N64 version will be multiplayer cooperative campaigns. In the PC version you can play single cooperative missions but no campaign data is saved to create consequences for player's choices and tactics. Since multiple players are so fundamental to the console-playing experience we felt this was logical. This will support at least two players. We're trying to preserve everything else that already works in the PC version while making the most of the N64.

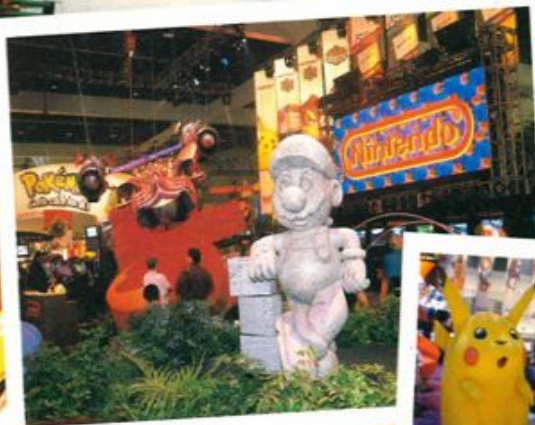
We are going to add environmental touches to enhance realism, like real-time lighting for characters, effects like rain and variable vertex lighting to create the flickering of fire, faulty light bulbs and that sort of thing.

Planned changes to gameplay include improved team and enemy AI, more intuitive grenade throwing – through shot-out windows, over railings – and possibly new weapons. The N64 game will feel and look like GoldenEye yet will have the great planning and strategy elements of the PC. It is important to take advantage of the capabilities of new platforms, so the N64 version will take full advantage of the console's built-in features.



This is a shot of the PC version of the game.

This is the deadly soldier that you'll be playing as.



This Mario fountain often seen taking charmed onlookers throughout the show.

Pikachu was often seen taking gentle stroll.







# Tell us about.. Perfect Dark

Duncan Botwood • Designer  
• Perfect Dark

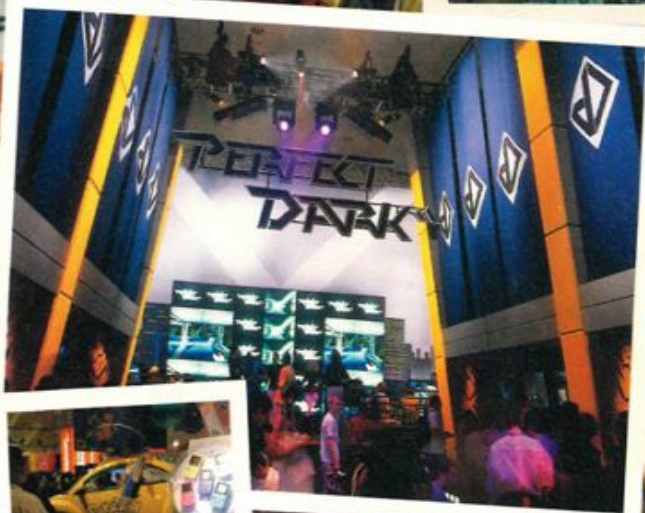
**W**e always knew that we were going to do a sequel of sorts after *GoldenEye*. We pretty much finished *GoldenEye* first and then took a small break before we continued on with *Perfect Dark*. Actually, it wasn't really a break from work as we were constantly knocking ideas around and thinking about how we'd improve it. I guess we could have exercised our rights to do a sequel (*Tomorrow Never Dies, that is - Ed*), but we chose not to because licences by nature are very restrictive things. Although it was good fun to do a Bond licence, we thought we could do other things. It was a chance for us to grow. Besides, *GoldenEye* was the team's first game and we didn't want to do another licence. It's a completely different story with completely different characters. It uses a very highly modified version of the *GoldenEye* engine and it should be improved at every turn. We hope it will be a lot more flexible in multiplayer mode particularly.

• For the rest of N64's interview with Duncan Botwood, simply turn to page 46.



△ The future is perfect. And, indeed, dark.

△ The best multiplayer game ever? It could well be.



△ The Pokémon Beetle - stuffed full of Pocket Monster toys.

△ The Perfect Dark 'room': Couldn't see anything at the show.

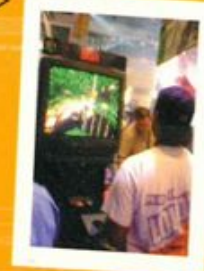
# Tell us about..



# E3

Our man Jes reports back from halfway across the world...

Donkey Kong! Donkey Kong! Bloomin' great.



**E**3, then. It was hot, it was sweaty, it was huge. *Perfect Dark* was there, as was *Jet Force Gemini*, *Donkey Kong 64*, *Resident Evil 2*, *Winback*, *Shadowman*, *Hybrid Heaven*, *Star Wars Episode 1: Racer*, *Armorines*, *F1 World Grand Prix II*, *Command & Conquer*, *Starcraft*, *Quake 2* and *Mario Golf*. Other nifty newbies included the promising *Eternal Darkness* - a medieval-style *Resident Evil* with stunning graphics - and *Rainbow Six*, an excellent conversion of the PC stealth-'em-up.

Nintendo's stand was massive. Bigger than Sega's and Sony's, it featured huge, celebratory banners of Pokémon (which has become incredibly big business in America - just wait 'til it hits the UK), massive models of Donkey Kong, the effortlessly cool *Perfect Dark* enclosure and loads of Star Wars hype; a life-size Pod Racer overhung a giant 'Nintendo' sign, and towering models of characters from the *Phantom Menace* (including the terrifying Darth Maul) lined the entrance to the *Episode One: Racer* room, which itself was showcased by two floor-to-ceiling screens on which you could play the game. About 20 TVs were also available for playing on a smaller scale.

It was a sure sign to all those predicting the death of the N64 that there are years of life left in our little Grey Box - and, in fact, that it's looking stronger than ever. Feel proud in having stuck by your N64; look at the games mentioned in the first paragraph, throw in a multitude of others (including *Top Gear Rally 2*, the brilliant *World Driver Championship* and, yes, the upcoming *GTA 64*) and you'll see that there's stacks to look forward to.

By comparison, Sony had very little to show off. There was the admittedly excellent *Gran Turismo 2* and *Final Fantasy VIII*, but other than that there were legions of ropey-looking platformers, relentlessly cloned beat-'em-ups, indistinguishable driving games and two rank sub-standard Mario Kart clones: *Speed Freaks* and *Crash Team Racing*.

Yup, it was Nintendo's show, and no mistake. Howard Lincoln made his announcement about Project Dolphin the day before E3 started, and Sony, shocked by the announcement, hurriedly showed a playable demo of PlayStation 2 onto their stand to counter such good news. Project Dolphin itself was actually rumoured to be at the show, if behind closed doors, and one of the anonymous industry bods that saw it told N64 "Take everything PlayStation 2 can do, and add a little bit more".

The future's so bright it's blinding, and it's undeniably Nintendo-shaped. But, perhaps more importantly, where we are now is equally as exciting. We played all the games at E3, and the second half of 1999 holds more riches for N64 fans than you would have believed. It's going to be brilliant.



Jet Force Gemini. △ Absolute gaming magic.

With many thanks to IGN64 (<http://ign64.ign.com>)

