

64SS Is A Reality...In Japan

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LAST-MINUTE UPDATE

At the very last minute we received these screenshots of LucasArts' next Star Wars-themed PlayStation game, *Star Wars Episode I: Jedi Power Battles*. It's a one- or two-player cooperative game where you take on the role of a Jedi master like Qui-Gon, Obi-Wan or other Jedi council members to fight the Sith and Trade Federation. The game hits the stores this spring.

64DD Is A Reality...In Japan

After a long wait, the 64DD arrived on the doorsteps of those people who ordered them in Japan. The package contains the 64DD, starter kit (modem cartridge and phone cable) and two 64DD games titles—*Kyojin no Doshin* and *Mario Artist: Paint Studio*. The RandNet Disk, with connection and browser software for the RandNet service wasn't included, as they are still bug fixing. According to RandNet, the online service will be available in February.

Other software included in this package will also be delivered to customers in February and April. This includes *Mario Artist: Talent Studio*, *Polygon Studio*, *SimCity 64* and the *F-Zero X* Expansion Kit.

We did a few experiments using some of the games that were supposed to exchange info

with the DD (*Zelda*, *Pokémon Stadium 1* and *2* among them). When you boot up, you get a message stating "wrong disk found in the 64DD." We did the same for the U.S. version of *Zelda*. Interestingly, the game won't even start in this case. There's no message. The TV screen just remains black.



The two 64DD launch games: *Mario Artist* (right) and *Kyojin no Doshin 1* (below).



How the DD Boots Up

Before you load up a game, you turn on the system, and this little animation comes up (in order, 1-6). The "N" emerges from the water, then Mario comes out from behind it and starts trying to push it, climb it, etc. That little message at the bottom says, "Please insert disk" in Japanese and displays the current date and time.



THE SINGLES SCENE IS OVER

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