

N64 Controller Pak : Mobile Memory

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N64 CONTROLLER PAK: MOBILE MEMORY!



YOU CAN'T
BRING TWO
VIDEO GAMERS
TOGETHER
WITHOUT SOME—
ONE PROPOSING A FRIENDLY
COMPETITION—THAT'S JUST THE
NATURE OF THE GAMING BEAST.



NOW YOU CAN GET A JUMP
ON YOUR OPPONENTS EVEN
BEFORE YOU STRUT IN THE
DOOR. WITH AN N64
CONTROLLER PAK, YOU CAN
CARRY YOUR BEST LAP
TIMES, HOTTEST TEAM
STATS, BADDEST CUSTOM
PLAYERS AND MORE, RIGHT IN
YOUR POCKET, READY TO TAKE
ON ALL CHALLENGERS!

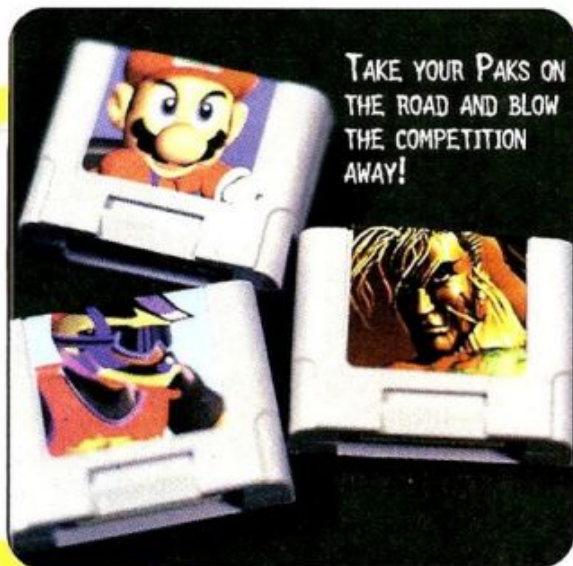


TAKE IT ON THE ROAD

Since the dawn of video games, players have been on a never-ending quest to post the highest scores, the best performance stats and the most wins for every game they could get their thumbs on. Competitive

spirit was expected, and where gamers gathered, you knew there would be challenges aplenty, complete with tales of that "terrific score/team/character on my Pak at home that would blow yours away!" Now with the N64 Controller Pak, you can put your money where your mouth is!

What is the N64 Controller Pak, you ask? To put it simply, the NCP consists of a



MEMORIES ARE MADE OF THIS

Game Paks use static RAM chips to store all sorts of temporary or rewritable information, including save files and the like, and the N64 Controller Pak uses the same kind of memory chips for its save functions. Super NES Games were generally equipped with 64k or 128k RAM chips, while the NCP uses a 256k chip. While this may not seem like much RAM in this day and age, it's more



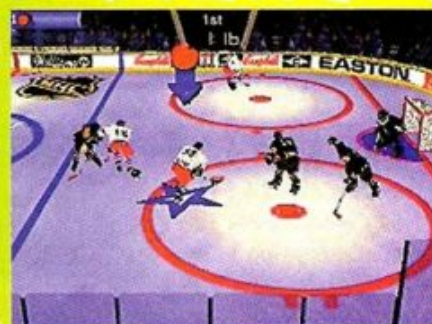
ALL-STAR LINE-UP

By now you're probably wondering which current games are compatible with the N64 Controller Pak. As of this writing, Mario Kart 64, Wave Race 64, Cruisin' USA, KI Gold, Wayne Gretzky's 3-D Hockey and NBA Hangtime are all confirmed as NCP compatible. (Star Wars: Shadows of the Empire was originally planned as an NCP compatible title, but this option was dropped just prior to the game's release.) More NCP compatible titles are currently in development, including Nintendo's space mission adventure StarFox 64, now scheduled for a spring release.

memory chip and a battery in a small cartridge, which plugs into the bottom port of your N64 controller. If your game is NCP-compatible, you'll be able to save game data directly to this cartridge. This save function is separate from any normal save or password options your game may have. You can use the NCP as a back-up save file for your game, or you can take your data and load it onto another copy of the same game on another N64 system. Depending on the title, you may be able to save and transport everything from high scores to a sports team's winning season record to custom characters with multiple special options. In some cases, you'll be able to combine two or more sets of stats and rankings or even pit championship teams from different game Paks against each other! We should make it clear that not all N64 games will be NCP compatible, and save options will vary from title to title. From what we've seen of current and future NCP compatible games, though, the competitive possibilities are definitely exciting!

than enough for this job. Even if future games demand more storage capacity, Nintendo engineers assure us that it would be quite simple to upgrade the NCP to one, two, three or even four megabits of RAM!

So how much is 256k worth in practical gaming terms? The NCP actually measures and displays its storage space in "pages," and you can fit up to 123 pages of data on one cartridge. Most games will require no more than ten pages per save file, and you can have up to six save files on one NCP. You can't save data from the same game to more than one memory slot (for example, if you've copied your KI Gold data to the first save file, you can't copy KI Gold data to the second save file, even if it's from a different game Pak or a different point in your game), but you'll always have the option to update or erase the data that's already there.



MOVER AND SHAKER

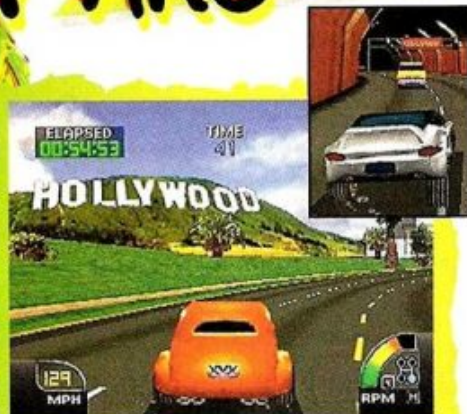
If you read last month's Shoshinkai exclusive, then you know that another N64 accessory that's causing a stir is the so-called "Jolting" or "Jumping" Pak. Now referred to as the Force Pak, this accessory is a bit larger than the NCP and also plugs into the N64 controller port. Designed with action games in mind, it shakes whenever your character or vehicle gets hit by enemy fire or runs into obstacles. The jolting action is created by a small, spinning motor. Because the motor is mounted off-center, it oscillates as it spins, simulating the shockwave of a laser hit or a huge explosion. The Force Pak's motor design is actually very similar to the type used in pagers that vibrate to let you know when a message is coming through. The Force Pak has just begun to be play tested by Nintendo evaluators.



VOLUME 93 29

PACKING YOUR PAKS

TO GIVE YOU A BETTER IDEA OF WHAT YOU CAN DO WITH YOUR N64 CONTROLLER PAK, WE'VE OUTLINED THE SAVE OPTIONS FOR SIX NCP COMPATIBLE GAMES BELOW. WE'VE DRAINED OUR BRAINS TO FILL OUR PAKS WITH OUR BEST RECORDS. IF YOU'D LIKE TO WIN AN NCP LOADED WITH OUR HIGH PERFORMANCE STATS, JUST SEND US A POSTCARD. IF WE DRAW YOUR NAME, YOU WIN AN NCP PACKED WITH POINTS FOR THE GAME OF YOUR CHOICE!



CRUIS'N USA

Pages per Save File: 7

N64 Controller Pak Save Options: Save your track records, (including the cross-country run), controller button configurations and vehicle upgrades.

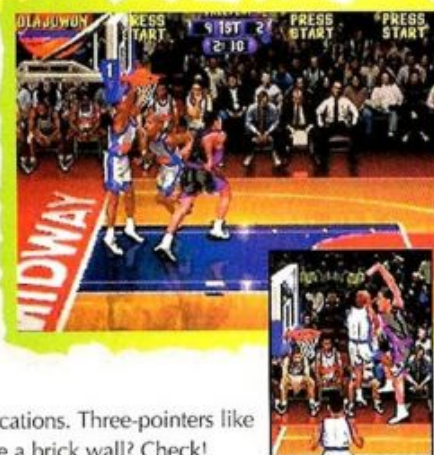
Prize Pak: This prize Pak will contain a completed cross-country race and the fastest versions for all the basic vehicles, including the '63 Muscle Car, the La Bomba, the Devastator VI and the Italia P69. Use our revved-up road warriors to set your own land speed records and make it to the Cruis'n USA Hall of Fame!

NBA HANGTIME

Pages per Save File: 7

N64 Controller Pak Save Options: Save your personal win/loss record and stats. This save option works with default NBA players and custom players that you create. The Pak will also save custom players' accumulated skill points and special option settings.

Prize Pak: This prize Pak will contain one custom player with totally maxed-out attributes. You'll be able to tweak this player to your exact specifications. Three-pointers like rifle shots? Check! Block shots like you're a brick wall? Check!



MARIO KART 64

Pages per Save File: 121

N64 Controller Pak Save

Options: Save up to two

"ghost mode" time trials. You can challenge a ghost racer in a replay of the saved trial!

Prize Pak: This prize Pak will contain ghost mode time trials for two of the toughest tracks. Race bumper-to-bumper with Nintendo's best!



KI GOLD

Pages per Save File: 3

N64 Controller Pak Save Options: Save the special options up to Level Three. The special options are normally available after completing the Training mode on different difficulty levels.

Prize Pak: This prize Pak will contain all special options through Level Three, including Throw Damage adjustment, Easy Breakers, Invisible Tag, Aerial Camera, Full Super Bar, Full Breakers, Powered Finishes, Missiles, Fast Fireballs, Auto-Double on/off and the too-cool Gold, White and Shadow uniforms! You'll be able to put a big smack down on your opponents and look cool doing it!

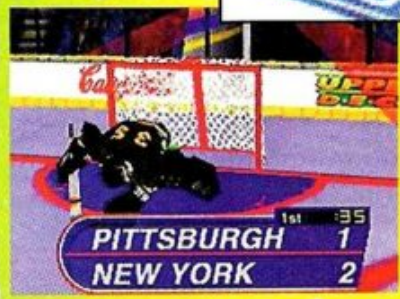
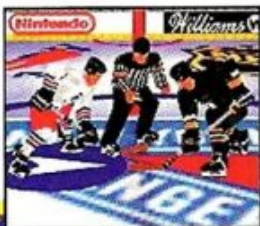


WAYNE GRETZKY'S 3-D HOCKEY

Pages per Save File: 7

N64 Controller Pak Save Options: Save your season progress and career stats, including your records against all teams in all divisions.

Prize Pak: This prize Pak will contain a full, 82-game winning season with Wayne Gretzky and the New York Rangers, right up to the NHL playoffs. All the in-your-face action of the playoffs will be yours to savor!



OFFICIAL CONTEST RULES

No purchase necessary. To enter, print your name, address, telephone number, your choice of one of the six N64 Controller Pak prizes, and the answer to the trivia question, "How many pages of data can the N64 Controller Pak hold?" on a 3 1/2" x 5" card and send it to the address shown at the right.

One entry per person, please. All entries must be postmarked no later than March 1, 1997. We are not responsible for lost or misdirected mail. On or about March 14, 1997, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address at the right after March 31, 1997.

Grand Prize: Ten Grand Prize winners will receive one N64 Controller Pak of their choice, chosen from the six featured on these pages. Estimated total value of all prizes is \$500. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations. All federal, state and local taxes, license and registration fees shall be the sole responsibility of the winner.

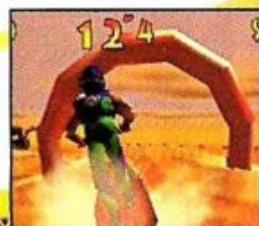
WAVE RACE 64

Pages per Save File: 2

N64 Controller Pak Save Options: Save your race and stunt records, progress through the racing circuits, controller and custom rider configurations. Data from an NCP can be combined with data on a game Pak to produce a new, unified set of records and rankings!

Prize Pak: This prize Pak will contain a full set of open courses, including the Hard, Expert and Reverse level courses, plus a roster of custom riders set to our expert specifications!

N64 CONTROLLER PAK: MOBILE MEMORY!



TEN LUCKY WINNERS WILL RECEIVE ONE PRIZE PAK OF THEIR CHOICE. WRITE DOWN YOUR PICK OF THE PAKS ON A POSTCARD AND SEND IT IN. IF WE DRAW YOUR NAME, YOU WIN! CHOOSE FROM THE PRIZE PAKS BELOW:

- **Cruis'n USA Prize Pak:** The fastest versions of all four basic cars!
- **Wave Race 64 Prize Pak:** A full set of open courses, plus all riders customized to our expert specifications!
- **Kl Gold Prize Pak:** All options through Level Three, including the special Gold, White and Shadow uniforms!
- **Mario Kart 64 Prize Pak:** Record-setting ghost mode time trials on two of the toughest courses!
- **Wayne Gretzky's 3-D Hockey Prize Pak:** A full, 82-game winning season with Wayne Gretzky and the New York Rangers!
- **NBA Hangtime Prize Pak:** One custom player with maxed-out attributes!

SEND YOUR ENTRIES TO:

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VOLUME 93

31