

Nintendo 64 Prelaunch excitement

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Article sur le lancement de la Nintendo 64 au Japon.

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NEWS



[NINTENDO 64 PRELAUNCH EXCITEMENT]

By the time you read this, the N64 has been available in Japan for almost two weeks. But we still thought you'd appreciate sharing in some of the excitement which occurred in the run up to launch day.

Pre-orders for N64 were officially stopped on the 9th of June. By that time, 100% of all possible reservations had been accounted for. To appease those left out who still wanted the chance to buy a machine, many shops announced they were opening the doors at 12:00 midnight to steady the flow of thousands more customers on first day of sale.

In the two weeks prior to launch, shops had N64s running copies of *Super Mario 64* to satiate the public's need for this monumental game. Time with the controller was limited to five minutes per person, and our overseas correspondent has reported that tempers were getting pretty fraught under the circumstances – maybe because five minutes is barely enough time to get off the first level, so those queuing for a go were getting even more frustrated. While all this was going on, camera crews filmed the faces of awestruck kids and adults alike for national TV news. If only you lot got so excited about games, eh!



Word has it, there's only one copy of *Pilot Wings* for every five N64s. Worrying news if it turns out to be true.



This is the game. The one that's been causing a sensation at stores all over Japan. Look below! You can win it with the machine!



Akihabara – the centre of video gaming in Tokyo. Anything you want can be bought here. Imagine the crowds here on N64 launch day.



Look at them! Row upon row of N64s with crowds packed around them. If only stores here would do this kind of thing!



Five minutes kid, that's all you've got. Imagine what's going through the heads of these people, after waiting for so long.

[WIN A NINTENDO 64 – HOT FROM JAPAN!]



NINTENDO 64
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Well, maybe you are excited about N64, but don't have the same opportunity to show it as those lucky Japanese. Our competition to win an N64 (printed last month) has proven our most popular yet. Every day almost two-thirds of our mailbag consists of brilliant designs for a new *Super Mario* power-up, including some pretty far-out suggestions for the tie-breaker. We suspect there are thousands more of you who'd love a better chance at winning one of the first N64s in the world. So we're increasing the odds in your favour, as CVG now has TWO N64s TO GIVE AWAY! A rare commodity indeed. That's how much we DO LOVE YOU! Closing date for the competition in issue #176 was 23 July. That deadline has been extended until 20 August. The rules are the same: invent a new power-up for Mario. Show us what the power-up looks like, and the effects it has on Mario. When you're satisfied with the result, send to us with the answer to this tie-breaker: *How did Yoshi acquire arms to steer in Super Mario Kart?* Send your entries to:

YOSHI USES HIS OWN EGGS IN HIS COOKIES COMP (Mk.2), CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

And YES you can ENTER TWICE if your second idea is so much better than the last. Best of luck, we're looking forward to printing some of the best ideas in CVG sometime very soon.

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