

Nintendo 64DD

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Sujet de l'article : Nintendo 64DD Starter Pak

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NINTENDO 64DD

• BY: NINTENDO • OUT: TBA • PLAYERS: N/A



Maybe a few of us were beginning to believe Nintendo had lost the race against time. Truth is, they're the only company to have arrived at a completely new version of the future.

Space World – Nintendo's annual show of wonders from some of our planet's best designers of games and games hardware. Some years the name Space World seems pretty overstated for what is essentially a bunch of games playing in some large hall. Space World 97, however, was charged with a magic that certainly seemed extra-terrestrial. By comparison The PlayStation Club Festival, which happened a week earlier on the same site, was made to look like the Antiques Roadshow.

NEW TECHNOLOGY TRADITIONAL VALUES

At last we can understand the value of Nintendo's new N64 add-on, and especially why it's not a jumped up CD player.

The Nintendo 64DD is essential to Nintendo's success story through 1998/1999, and the key to that success is exchange.

This new hardware isn't competing against the mass storage capabilities of CD. Its purpose isn't to enable large scale adventures, or recreate live music, or cool movie sequences. For this, all Nintendo require is to issue their cartridges with more memory. The purpose of N64DD is to extend the life-span of a great game, and to expand its capabilities.

We're not excited about simply adding new levels to existing games, as Nintendo already provide this service in Japan using rewritable Super NES, and soon N64, 'flash' cartridges. What we are excited about is the reality (it's gone beyond possibility) of exchanging information from one game with many others. Also the reality of making this information portable while still being able to modify it (increase strength, gain experience) courtesy of Game Boy.

We guarantee that the following information will amaze you. Nintendo have surely hit on the missing link between the way you play games today, and the way they will be played for a long time in the future.



MARIO ARTIST SERIES

The inventor of Mario, Shigeru Miyamoto, loves creating games so much that he's found a way for everyone to share in his experience.

Miyamoto's Mario Artist series will eventually comprise of five installments. It allows for you to create pictures, build 3D models of absolutely anything you like, animate small CG movies, and compose music. The best part is that you can then mix and match different aspects of each package until you have a 100% custom-built routine running on your Nintendo. You can even glue your own face onto the head of someone, or any object for that matter.

Unfortunately we're unable to tell you about the music making installment (*Sound Maker*), as it hasn't been fully developed yet. The fifth is secret. However the other components were up and running at Space World '97, allowing CVG to wonder at the possibilities.



TALENT MAKER

Combines many of the elements found in the separate Mario Artist discs, though it's channelled toward creating virtual pop stars (A 'Talent' is the general term used in Japan to describe someone with celebrity status). Talent Maker allows you to have a laugh sticking your own face onto the body of a celebrity – can be a sports hero or dance legend – and make your own dance routines, or demonstrations of strength.



That's only the half of it – the next step is to perform! Choose to demonstrate your skill in Karate, or dance before an adoring crowd. If you choose the dancing shoes, you need to prompt all the right moves from the controller.



The first step is to get some video footage of yourself, or your favourite celebrity if you like, then run it through the new Capture Cartridge. Your (or whoever's) face can then be cut out and placed onto the head of a virtual celeb.

After this you can alter the size and shape of the body; mess around with the face 'Mister Potato Head' style, adding a stupid nose, silly hair, too big ears, whatever; change the clothes to whichever colour and style you prefer.



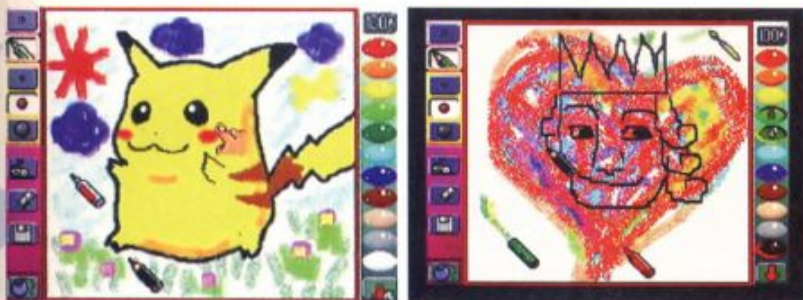
Adjust the size of the transparent cube to alter the body shape. Looks like he's enjoying it!



By the far the craziest option, though, is the Game Mode. Here your crazy figure must negotiate a weirdo obstacle course with you in control. Depends whose face you've got on the guy, but Game Mode is so stupid you can't help laughing. Pity Ed Lomas wasn't at Space World to volunteer.

NINTENDO 64 DD: THE FUTURE OF GAMES

HOT GAMES FOR '98



PICTURE MAKER

This is similar to *Mario Paint* on the Super NES. Of course the technology is much better, so allows for you and three friends to scribble simultaneously. Great fun if you're really young, then.

Older users are more likely to be impressed with the animation package. There is a 2D Movie Mode, almost identical to *Mario Paint*, and a more impressive 3D Movie Mode. Looks as though the project originally called *Creator* (from Software Creations) has been absorbed by *Picture Maker* to form the basis of 3D Movie Mode. Regular readers are sure to remember seeing these dinosaurs from our Space World report in 1995. It seems that you have full control over detailed 3D worlds and the 3D models placed within them. Some lovely movies of dolphins swimming around sunken ships, and Pterodactyls gliding over jungles, appeared on the video at Space World. But you can still have a laugh, by texture mapping the pattern for a panda onto a T-Rex for example.

There's also a massive library of original Nintendo artwork for you to mess around with - including *StarFox*, *Mario*, and the entire cast of *Pocket Monster* (Don't Underestimate The Power Of *Pocket Monster*!).

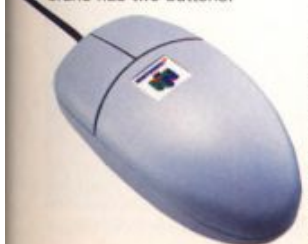


Find a video of someone you like, run the footage through the Capture Cartridge, then do something really stupid with it!

Finally, *Picture Maker* marks the return of the zany fly-swatting game. Doesn't appear to be much different from the Super NES version in *Mario Paint* - except this time the flies are buzzing around a 3D environment. Hardly *Zelda 64* though, eh!

NINTENDO 64 MOUSE

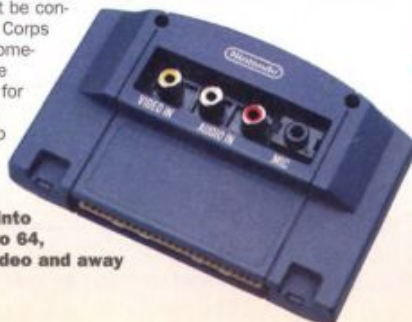
All *Mario Artist* titles allow you to use the controller as standard, but the N64 Mouse is intended to refine your efforts. Just like a PC mouse, the N64 brand has two buttons.



CAPTURE CARTRIDGE

There's more to this than is immediately obvious. The cartridge fits into the standard N64 slot, and allows for one video, plus two audio leads to be plugged in. This enables full AV playback through N64, which can then be captured for use in one of the packages. A separate microphone socket could be a clue that Nintendo might be considering 'Blast Corps Karaoke', or something! If not, we guess it's just for people to dub their voice onto animation sequences.

Plug this into your Nintendo 64, attach the video and away you go!



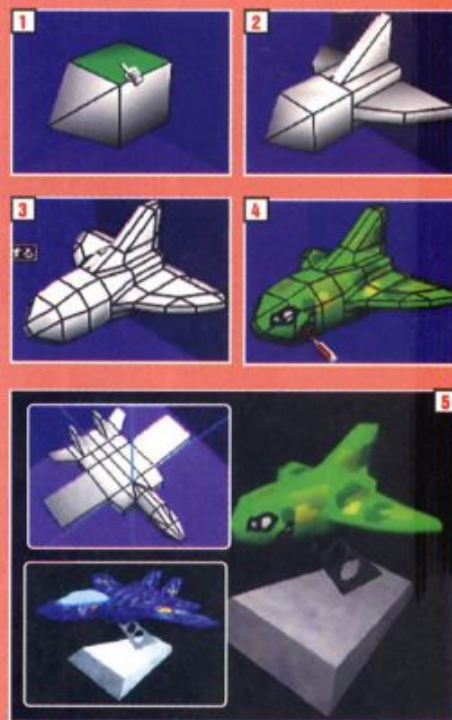
POLYGON MAKER

Perhaps the most 'grown up' of the *Mario Artist* series, *Polygon Maker* is co-developed by Nintendo and Nichimen graphics. Nichimen helped Nintendo develop the great models used in *Mario 64*, now they're helping you create something cool.

On the face of it, and certainly compared to the rest of the *Mario Artist* series, *Polygon Maker* is pretty dry. However it may prove to be the most involving of all, especially with the likelihood that your 3D character will one day take place in a 64DD game (don't suppose Nintendo haven't already thought of the idea - 'create your enemy' type scenario!). Whatever its used for, every model you create can be saved onto disc among many others.



If anything, *Polygon Maker* will help wannabe Nintendo artists appreciate just how skilled the existing staff really are. Sample models from Nintendo 64 games are available as part of the library. When you see how complex some of the characters are, you'll want to try harder at N-Geometry. And all the tools are there for you to create your own.



This sequence shows how a model aircraft is built. An SGI Workstation of your very own!

MORE TO COME

There's potential for a lot of fun with the *Mario Artist* series. It also helps demonstrate the enormous potential of N64DD as a whole. What's possible with *Mario Artist* will also be possible with Nintendo's biggest games - modifying, saving, and exchanging data.