

# Nintendo Space World 2000

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# Press Start

## The Hottest Gaming News on the Planet

# Space World Shocker

Nintendo to keep Dolphin (Starcube?) behind closed doors in favor of giving the spotlight to Game Boy Advance

Nintendo's annual Space World exhibition at Makuhari Messe in Chiba, Japan is only a few weeks away (Aug. 25-27) as this issue of EGM goes to press (excited?). But Nintendo has released a few nuggets of information on what we can expect to see, including a tentative list of games expected at the show and the first few screenshots.

### For Your Eyes Only

Why are there no games listed for Dolphin? Early word out of Japan indicates that Dolphin will be shown only to the press and industry insiders behind closed doors at a pre-show event the day before. Miyamoto's new Mario game will likely be one of the first games shown on the machine. Space World may also be the venue where Nintendo unveils a new name for the machine. Long known as Dolphin,

the name Starcube has persistently followed the console since it was first uttered at E3. A Nintendo spokesperson said they couldn't confirm the name change. At press time, it's still officially Dolphin, but be prepared to start calling it something else next month.

### Mini-DVD

Matsushita's (aka Panasonic's) president recently commented to Bloomberg News Japan that development of the console was complete and that its release was now up to Nintendo. Matsushita is handling the DVD drive in the machine. Rumors (which will hopefully be proven false soon) suggest that Nintendo might go with a "mini-DVD" format for the system. Historically, Nintendo has been big on non-standard formats for their games in order to prevent piracy, but that's also been one of



Here it is, the first screenshot of Mario Kart Advance. Makes your mouth water, don't it?

the reasons major publishers have been wary of supporting their machines. Would the use of a "mini"-DVD cut away the storage benefits afforded by the format? Nintendo has said from the beginning that their version of the Dolphin hardware will not be able to play DVD movies, while one manufactured by Matsushita would be able to.

## Nintendo's Space World 2000 Lineup

### Nintendo 64

- Sin and Punishment: A Successor of the Earth
- Mario Party 3
- Animal Forest
- A Stranger Shiren 2: Invasion of the Ogre! Shiren's Castle!
- Mickey Speedway USA
- Custom Robo V2
- Leader of Animals
- Echo Delta

### Game Boy Color

- Donkey Kong Country
- The Legend of Stafu
- Pokémon Puzzle League GB
- Zonar, Mystery Man
- Zelda: Triforce series/Chapter of Gaia
- Hamster "Ham-taro": Operation "Be friend"
- Tennis (Mario Tennis?)

### Game Boy Advance

- Konami's Wacky Racing
- Silent Hill (Konami)
- Golf Master (Konami)
- Mario Kart Advance
- Kuru Kuru Kuru Rin
- Golden Sun
- Napoleon



### Advance to the Masses

Game Boy Advance, on the other hand, will be shown to the public for the first time at the show, along with seven games—three of which will be from Konami—who partnered with Nintendo last year to form the Mobile 21 development studio to create GBA and cellular-networkable games. While Nintendo's rumored to have been showing a GBA version of Yoshi's Story, that game is suspiciously absent from the list. Perhaps, as when Nintendo first

Capcom takes Mega Man in a new direction on GBA with Mega Man EXE.





### LIEBERMAN AS VP?

Al Gore's running mate on the democratic presidential ticket is none other than Connecticut Senator Joseph Lieberman. Some may remember him as one of the most outspoken senators on violence in video games when the real uproar began in the early '90s and a supporter of the current ESRB ratings system. A little Mortal Kombat, Senator?

showed off the original GBC using a version of Super Mario Bros. (which later became Super Mario Bros. Deluxe), they're still developing it.



Check back next issue for more pics from the show of what the Game Boy Advance looks like in action. And if we're lucky, we'll be able to show you what we saw of Dolphin—err, Starcube—too.



Konami's Wacky Racing (left) and Momotaro Matsuri show off what the GBA can do.

## Classic Gaming Expo 2000 Report

As the outside temperature was pushing 115 degrees, the only cool spot in Las Vegas during the last weekend of July was inside the downtown Plaza hotel. It was there that nearly 800 people made the pilgrimage to the second Classic Gaming Expo (CGE).

The grassroots effort that assembled last year's show had been so successful that it was believed there wouldn't be any way for this year's show to top it. One fear was that the programmers wouldn't return. For everyone involved it meant taking time off and traveling to Las Vegas at their own expense just so a bunch of classic game collectors could gawk at them and listen to their stories. The 1999 show was like a reunion for them and most reunions are only held every five or 10 years.

All those fears were unfounded and the guests showed up again in full force: Ralph Baer, Joe Decuir, Howard Scott Warshaw, Rob Fulop, David Crane, John Harris, and the trifecta of Bill Kunkel, Arnie Katz and Joyce Worley (editors of the early '80s video game magazine *Electronic Games*). Keynote speeches featuring these guests and dozens more ran throughout the two-day event and while some of the stories from these speeches were heard before, no one seemed to mind.



Ralph Baer demonstrates a classic game (left) and a plethora of arcade games on free play (above).

One tradition that guests look forward to at CGE is the sale of new homebrew games for the classic systems. This year's show featured formerly known prototypes that were released for sale in limited editions. The highlight was the release of an Odyssey2 pinball game written by Ralph Baer to show off the system's abilities. Steamroller, an unreleased Colecovision game from Activision; and Sea Battle, a shelved 2600 version of the Intellivision classic, were also available for sale from Retrotopia, the new name of Intellivision Productions. In honor of the 20th anniversary of the Intellivision, the Blue Sky Rangers held a birthday party complete with cake and balloons and held a contest called Video Game Karaoke where contestants had to supply sounds effects for classic Intellivision games.

Van Burnham, whose book *Supercade: A Visual History of the Videogame Age 1971-1984*, will be published by MIT Press next spring, showed off her new 2600 game; *Escape From Supercade*, to be released in conjunction with the book. Only 100 copies of the game are planned and the first 26 will be sent to the lucky winners of a drawing held at CGE.

The remainder of the booths had classic games for sale as well as homebrew games from the last few years.

CGE 2001 will be held on August 11, 2001. See you there!

- Leonard Herman

### DEVELOPER PROFILE

## Free Radical Design



**Location:** Nottingham, England

**Web site:** www.freeradicaldesign.com

**# of people:** 16 (currently)

**Current project(s):** TimeSplitters (PS2)

**Titles team members have worked on previously:** GoldenEye and Perfect Dark (N64, Rare/Nintendo) and Omar Shariff's Bridge (!)

**Story behind the name TimeSplitters:**

The arch-baddies are called TimeSplitters and the game has lots of levels split up through different time periods.

**Most important element of making a good console first-person shooter (and one that's easy to get wrong):** Cutting-edge technology and visuals are not as important as gameplay, ever. People often forget this, and the result is a nice-looking game that isn't much fun to play.

**Most exciting aspect of the next-generation consoles:** Ability to return to the high framerates of the 2D days, while drawing more characters on the screen.

**Fans of GoldenEye and Perfect Dark are going to like TimeSplitters because:** It was created with the same principle in mind—gameplay is the #1 priority.

**During late-night programming sessions, we:** Program. Other people might do more interesting things, but we are trying to release a game on time.

**Story behind our name:** We thought of a lot of names, chose one and then didn't use it because someone else already had. So we chose Free Radical Design.

**Favorite office catchphrase or slogan:** "Why would that be good?" It's a question everyone ought to ask themselves from time to time. It's usually the response to someone's "great new idea," that turns out not to be so great after all.