

Shoshinkai '96

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Nintendo unveils the 64DD to an eager audience and old-time favorites Link and Yoshi return with a bang.

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▲ The Legend of Zelda 64 is back and looks amazing since its last appearance in the brief video clip from the 1995 Shoshinkai Show.

FIRST-PARTY GAMES

Zelda 64 was shown on video and looked quite impressive, with the taller, older Link from Zelda II in a completely 3-D environment, much like that of Super Mario 64. What was shown was limited, but it looked fantastic. Although not confirmed as of press time, it's said that Zelda 64 will actually come on both DD disk AND cartridge, as the system's unique structure will allow for Cart/DD games to be created with ease. If so, that could make for some pretty interesting possibilities, but we'll reserve further insight until we have more details.

Nintendo's second-most highlighted game was the absolutely beautiful 2-D platform game, Yoshi's Island 64. Not many expected the game to be at the show, but there it was on video tape and it looked incredible, with completely rendered graphics, eye-popping animation and awesome effects. From the video shown, there was no sign of Mario in the game—just the dino himself, Yoshi.

The three playable Nintendo games were Mario Kart 64 (which will be out in Japan by the time you read this), StarFox 64 (a lot like the original, but with enhanced graphics and a new Battle Mode) and Blast



▲ Nintendo's new "Vibrator Pak" will bring the once-thought-to-be arcade-only sensation of force feedback into the home.



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▲ Finally, after months of talk and speculation, Nintendo's N64 optical disk drive, the 64DD, was shown in prototype form.

Just one day before we went to press with this issue, Nintendo held their annual Shoshinkai/Famicom Space World Exhibition (now known as Nintendo 64 Space World) in Chiba, Japan. Of course, IG was on hand to check out all the happenings, and we decided to sacrifice two pages of news to offer you the very first info on Nintendo's "show of shows" (don't worry—it's much more interesting than the news would've been anyway). It should be noted that Nintendo of America's Howard Lincoln opened the show with the announcement that Nintendo has sold 750,000 Nintendo 64s in the U.S. alone as of Nov. 22—quite an impressive feat.

THE 64DD

The big news of the show was obviously Nintendo's new 64DD (Disk Drive) add-on for the Nintendo 64. Although no definite price point was announced, and the unit was only on display behind glass (there were no playable games), it is expected to be released before the end of 1997 in Japan for under \$200 (probably about \$150). Boasting transfer rates of about 790 KB/second (roughly equivalent to a 6X CD-ROM drive), the 64DD will play unique readable/writable 64-Megabyte disks, the first of which was announced at the show—none other than The Legend of Zelda 64 (which is said to be the sequel to Zelda II: The Adventure of Link—yes!). For what it's worth, Mario 64 seemed to be running off of the 64DD with minimal (if any) access, although it was hard to tell if the game was actually running off the unit or not (you never know...).

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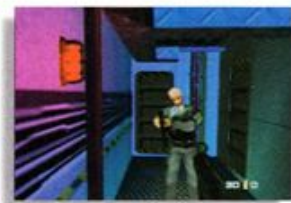
▲ Yoshi's Island 64, shown for the first time anywhere in the world, was easily the best-looking Nintendo 64 game at the show.



▲ Mario Kart 64 (top), and StarFox 64 (above) were two of the playable games at the show, and both were mighty impressive.



▲ Blast Corps (top) by Rare is great for fans of destruction. Konami's Perfect Striker (above) is one of the best-looking soccer games yet.



▲ GoldenEye 007 (top) and Kirby's Air Ride (above) were both shown on video tape and are expected to be playable at E3 in June.



Dozer (to be called Blast Corps in America), the latter two of which utilize Nintendo's new "Vibrator Pak," which was also introduced for the first time at the show. This unique little pak fits into the back of the N64 controller (where Controller Paks go) and adds a new level of excitement to the games customized for it, as it allows for force-feedback, just like in many arcade games (an example of force feedback would be when the steering wheel jolts and spins when you crash your car in *Arcade Daytona USA*). Whether or not this will become popular is yet to be seen, but you have to give creativity points to Nintendo for that one...

The remaining Nintendo-made games shown on tape were *GoldenEye 007*, *Kirby's Air Ride*, *Mission: Impossible* and (surprise!) *Mother 3* (the sequel to *EarthBound* in the USA). Nintendo also announced a new 128-Meg cartridge adventure game based on Japan's popular *Jungle Emperor* character, due out in early 1998. To end the Nintendo coverage with a small-but-solid rumor—keep your eyes and ears out for mention of Nintendo's oft-talked about "Internet strategy" in the coming months, as well as a satellite device in Japan, most likely an N64 version of their popular *Satellaview* system for the Super Famicom. Remember—you heard it here first! Not from some silly Q-guy. (just kidding Quartermann...).

THIRD-PARTY GAMES

Seta, one of Nintendo's most active N64 third-party licensees, was showing off their new racing game, *Rev Limit*, as well as their other titles, including *Wild Choppers* and a new version of *Shogi* (oh no) that comes with a modem built into the cartridge for—you guessed it—networked *Shogi*! Well, at least the idea has merit, although it would probably be way too costly to manufacture a high-speed modem into the game cartridge for a more demanding game like, say, *Mario Kart 64*.

Konami showed off their four big winter titles (the same four that were at the Tokyo Game Show—*Soccer*, *Baseball*, *Mahjong*

and *Golf*), although *Ganbare Goemon 5* was mysteriously absent from the floor.

Acclaim was showing off *Turok: Dinosaur Hunter* (which looks considerably improved from the last time we played it), and Kemco had *Blade and Barrel* (*Ultra Combat* in the USA). Imagineer had a new soccer game and the N64's first RPG, as well as their previously announced titles, and Enix had the adorable *Wonder Project J2*, as well as a new action game, developed by Treasure (*Contra III*, *Gunstar Heroes*, *Castlevania 4*) called *Yuke Yuke!! Trouble Makers*.

Finally, Victor Interactive

showed off *Mission: Impossible*, Hudson had their 3-D fighter, *Duel Heroes*, and GameBank had *Hexen 64*. Overall, there were over 35 games on display for the Nintendo 64, some obviously more notable than others, but many of them showed extreme promise, proving once again that perhaps Nintendo isn't crazy for going with the said-to-be archaic cartridge format.

We'd love to say there were some surprise announcements, but since we only had time to report on the first day of the show, we've got to end it here. Stay tuned for more N64 coverage in the future!!

Shoshinkai's Notable Titles

Acclaim Japan

Turok: Dinosaur Hunter

EA/Victor

J-League Live 64
(*FIFA 64*)

Enix

Wonder Project J2
Yuke Yuke!! Trouble Makers

Epoch

Doraemon 64

Game Bank

Hexen 64
Macross (Robotech)

Hudson

Duel Heroes
Power League 64
Soccer 64

Imagineer

Eruteiru (RPG)
J-League Soccer 64
Pro Baseball King
Multi-Racing
Championship

Kemco

Blade and Barrel

Konami

J-League Perfect Striker
Ganbare Goemon 5
Powerful Pro Baseball 4

Nihon System Supply

Chameleon Twist

Seta

Rev Limit
St. Andrews Golf
Wild Choppers

Nintendo Co., Ltd.

Blast Corps
GoldenEye 007
Jungle Emperor Leo
Kirby's Air Ride
Legend of Zelda 64
(64DD)
Mario Kart 64
Mother 3
Star Fox 64
Star Wars: Shadows of the Empire
Yoshi's Island 64

Victor Interactive

Mission: Impossible