

Shoshinkai part 2

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SHOSHINKAI

PART II SPECIAL FEATURE

Nintendo puts on one trade show a year for the Japanese gaming industry: Shoshinkai. Last year, Nintendo unveiled Mario 64, the game that single-handedly launched the Nintendo 64 in both Japan and the U.S. This year's exposition marked the unveiling of the 64 Disk Drive system, even though no games were playable on the peripheral.

Nintendo had only a handful of playable games at the show. Mario Kart 64, StarFox 64 and Blast Corps. were the three games that Nintendo was showing off in playable form. Yoshi's Island 2, the sequel to the popular Super NES action platform game,



Rare and Nintendo team up for major blasting action in Blast Corps. A nuclear convoy is barreling its way across the country. Clear the way or the world goes KABOOM!



will remember Mother 2, which was retitled and released on the Super NES as Earthbound.

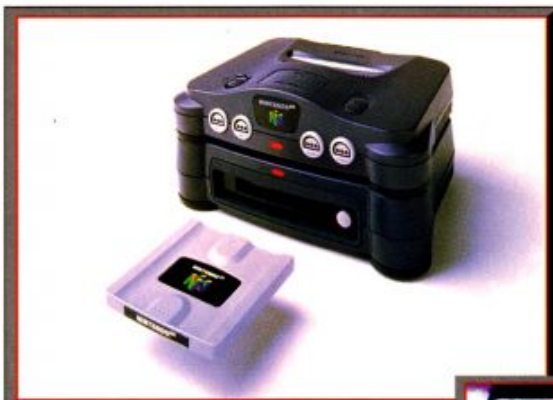
The big story of the show was definitely the 64DD and Zelda 64. It is still unclear as to whether Link will save Zelda on 64DD or on cartridge, although the storage space on the DD would certainly help

to make the game bigger. The DD runs at approximately the speed of a 5.4x CD-ROM, and can hold up to 64 Megabytes of game data—eight times that of an N64 cartridge.

Making up for the lack of playable games on the 64DD were the number of titles shown by Nintendo's third-party developers for the cartridge system. Wonder Project J2 was released shortly after Shoshinkai, packed in with its

very own memory cartridge (how's that for value?). Wonder Project J2 is the sequel to one of Enix's more popular Super Famicom games. Enix also had Go! Go! Troublemakers, a platform adventure game in 2-D that uses 3-D graphics.

Seta has quite a few Nintendo 64



It's been in development for a long time now, but finally the 64DD is revealed!

was shown on tape. Y12 features rendered graphics and 2-D gameplay, a major difference from the hand-drawn graphics of the first game. Kirby's Air Ride is a little further along than it was at last year's Shoshinkai, but was also unplayable. This version had Kirby sporting a baseball cap and traveling over hills to collect star icons. Only a few seconds of footage were shown of Mother 3, the third game in the hugely popular Mother series. U.S. gamers



Seta's Ridge-Racer-esque Rev Limit brings adrenaline-pumping racing to the N64.



Fox McCloud and friends hop back into their fighters for 3-D action in StarFox 64.



Wonder Project J2 by Enix is the follow-up to one of their Super Famicom games.



Multi Racing Championship
By Imagineer



Magic Tale
By Imagineer



J-League Dynamite Soccer
By Imagineer



King of Pro Baseball
By Imagineer



GoldenEye
By Nintendo



Sumo 64
By Bottom Up



Yoshi's Island 2
By Nintendo



Blade & Barrel
By Kemco



The 64DD system gives gamers the chance to Link up with Zelda in an all-new game.

Acclaim showed the latest rev of Turok: Dinosaur Hunter at the show. The game is slated to be released in March and features eight levels of 3-D shooting action. The graphics look great with 3-D rendered landscapes, filled with human and dino enemies. Weaponry ranges from simple pistols and rifles to energy pulse rifles and a

gunners might remember Konami's first Super Famicom Goemon game, which was released here as Legend of the Mystical Ninja on the Super NES. Add to that J-League Perfect Striker, Mahjong Master and Powerful Pro Baseball.

Kemco is hard at work on their helicopter shooting game Blade & Barrel. Up to four players can duke it out or work cooperatively on a campaign.

King of Pro Baseball is the newest game in Imagineer's super-deformed baseball

projects in the works that look very promising. Rev Limit is much like Ridge Racer in presentation, and is sure to satisfy N64 racing fans. Seta's lineup included Wild Choppers, St. Andrews Golf, Marita's Shogi 64, Like Thunder "Go" and Super Real Island. Seta was one of the first Nintendo 64 licensees, releasing Shogi at the Japanese launch of the system.

Doraemon, the automatically powered chubby and earless kitty cat, is making his N64 debut courtesy of Epoch. For those unfamiliar with Doraemon, his antics have been chronicled for years in children's manga and anime, and he has starred in numerous games on other platforms.



Doraemon, a roly-poly automatically powered kitty cat makes his 64-Bit debut in Japan.

gun that nukes all of the enemies around you. The areas that Turok has include monkey-infested jungles, dark caves, jungle rivers and underwater caverns.

Konami is hard at work on their N64 projects. Goemon 5 is a 3-D action platform game in the style of Mario 64. U.S.



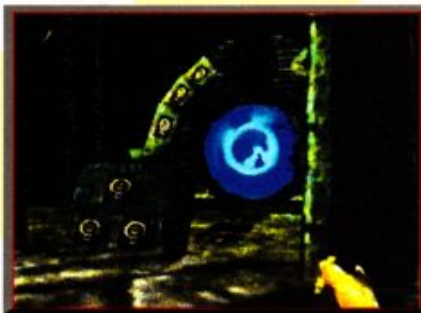
Seta's slate of N64 games is rounded out by the hell-battle game Wild Choppers.

series, the racing title Multi Racing Championship, and the RPG Magic Tale.

Some of these games will make it to the U.S. When they do, you can bet that EGM will have hard-hitting previews and reviews of all the new N64 games. Look in this issue for our blowout of Mario Kart!



Making its Japanese debut at Shoshinkai was Acclaim's Turok: Dinosaur Hunter. This 3-D action shooting game moves fast and furious with huge dinosaur enemies to destroy.



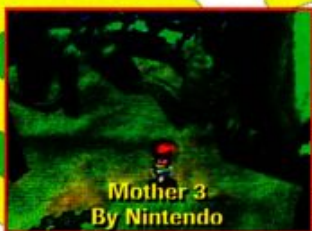
Yoshi's Island 64 gives Yoshi rendered landscapes to explore and new enemies to kill.



Go! Go! Trouble Makers
By Enix



Goemon 5
By Konami



Mother 3
By Nintendo



Kirby's Air Ride
By Nintendo