

The 64DD Question

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International News

The 64DD Question

64DD changes from game delivery to enhancement

Nintendo's position in Japan will get a boost when Pocket Monsters Stadium and Zelda are released. But when talking about the Japanese N64 market, it's hard to ignore the 64DD, which currently looks as if it's being transformed from a game delivery medium to an enhancement peripheral. The same thing could happen in the United States.

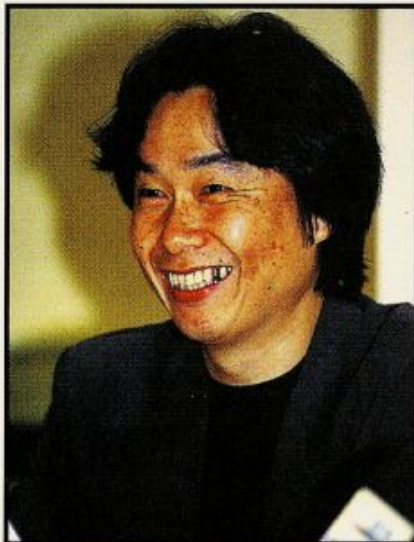
Examples are adding up of games that were originally DD only being fitted to be cart and DD combos. Conversely, cartridge games are getting DD add-on disks or upgrades.

Take for example F-Zero X, which features a randomized track generator option that makes new tracks each time you play. When the DD course editor/upgrade is released, you'll be able to edit and store these tracks to disk. EA Square's Sim Copter 64 will be released in Japan on Sept. 25. This game works in conjunction with Nintendo/HAL's SimCity 64 on the DD allowing you to fly through cities you've built. Pocket Monsters Stadium has 33 of the 151 Pokemons from the Game Boy version. It's expected that when the DD comes out, a disc will be released which will have the rest.

Mother 3, once thought to be a DD-only title will likely come as a cart and DD. The reason is that the cart can be used for the game's engine and the DD for loading extra data when necessary. This speeds up the game making any load time negligible.

Finally, the Zelda 64 DD upgrade will be used for the "second quest," allowing gamers to go back into the game and get a lot more out of it. Miyamoto told Japanese magazine *The 64 Dream* that once the cartridge Zelda is complete, his team will divide in two: one to work on Zelda DD, the other on a new, yet-unknown game using the Zelda engine.

Even with all of this, there are still games that will be 64DD-only: Mario Artist, SimCity



64 and Cabbage (Miyamoto's virtual pet project), and reportedly more than 10 from the Nintendo-sponsored company Marigul.

Miyamoto also recently revealed to *Kid News*, the *Chicago Tribune's* weekly kids section that "A sequel to Super Mario 64 is in the works. The game will be released when we feel it is completely finished and offers new and challenging gameplay experiences. The rough timing is between the end of this year and summer 1999." It's been reported that Miyamoto started work on it some time ago, but left it mid-way through to complete Zelda.

It's also been recently revealed that the teams responsible for 1080° Snowboarding and Yoshi's Story are both already hard at work on new games.

International Bits



Calling All Developers

Sony Computer Entertainment (SCEI) announced a general call for entries for its game developer-support program, Game Yaroze '98. Once the applicants get SCEI approval, they'll be fixed up with an office, development equipment and support for up to three years. Finished games will be released by SCEI.

This is the fourth time Sony has done this. SCEI's puzzle game Xi (Devil Dice in the States) came out of the program.

Nintendo, Hudson Join Up

Nintendo has teamed up with Hudson, the company responsible for the Bomberman series. The companies have jointly established a software developing company called Manegi. Manegi will develop N64 games based on Game Boy titles and provide the know-how and tools to other software companies.

Derby Lands on SF

Japan's most popular horse-racing simulator is coming to the Nintendo Super Famicom (Super Nintendo in the States) this summer. A Game Boy version will be released this winter followed by a Nintendo 64 version next spring. The series' creator, Hiroyuki Sonobe, implied that the N64 version will communicate with the Game Boy version through a 64GB cable, which enables you to use the Game Boy as an N64 controller.

Gear Up, Solid Snake

Can't hardly wait to play this month's cover-story game, Metal Gear Solid? If so, this is sure to make you drool.

A deluxe limited-edition package for Metal Gear Solid will be available in Japan in September for 9,800 yen (about US\$80 at current exchange rates). It includes the game, a 45-page color art book, a Metal Gear T-shirt, the Metal Gear soundtrack, a Fox-Hound dog tag with serial number, a metallic sticker for your memory card, and a gear container. If you'd like this package, reserve one now with your local game importer—they might be hard to get a hold on.

The game will also come with two demos: One for the sequel to the popular RPG, Suikoden, which is expected to be released by year's end. The other will be the horror adventure title, Silent Hill. Konami hasn't announced a firm release date for Silent Hill yet.

Sayonara, Pokemon

As an example of the immense popularity of Pokemon in Japan, ANA (All Nippon Airways) is flying Pokemon Jets this summer. Two of the airline's domestic line jets will feature popular Pokemon characters (Pikachu, Aria and Mew among others) painted on the side. Mew is the 151st Pokemon from the Game Boy titles, which was given away specially at last year's Space World expo. On a side note, it's not yet known how or if Nintendo of America will make Mew available to players.

These jets took their maiden voyages on July 2. Pokemon characters will be featured inside the cabin on paper cups, seat covers and flight attendant aprons (but where are the Pokemon air sick bags?). Passengers will also enjoy one of the two animated Pokemon movies while flying.

