

Ultra 64 cancelled!

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Sujet de l'article : Nintendo 64

Yes, the Ultra 64 is no more. But before you go and get all suicidal like a deranged Take That fan, worry not: Nintendo have merely dropped the Ultra 64 tag - its intended name for Europe and the States - in favour of the less cheesy Nintendo 64, which has until now been its identity in Japan. There is some bad news, though...

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This issue sees our guide to the best games available for the SNES. But we can't leave it at that... as an extra-special bonus we present, exclusive to *Super Play* readers, the ultimate step-by-step guide to making a cup of tea. Just follow our handy tips...

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PROFILES



Alison Harper

Aha, yes. The obvious ingredient – a good blend of leaves. None of that Happy Shopper nonsense, as favoured by Future Publishing's suppliers. "I prefer PG Tips," says Alison. "For that refreshing tannin taste." Whatever purists may tell you, we suggest you never ever buy Lapsang Souchong, for it tastes like sick.



Wil Overton

After frequent hints, sighs and tapping of spoons on empty mugs, someone always gives in eventually. Wil is usually quite good at "getting the tea in" as we say. Indeed, Wil is a Master of the Kettle and proud of it. Just pour water on a bag, let it steep, add sugar as preferred and add a touch of milk. Easy, see?



Ollie Alderton

Next up, and this is equally important, you need someone brave to sniff the milk – fresh pasteurised milk is essential for a top brew. "I prefer full fat myself. I like the way you can spot patterns of fat swirling about at the top of the mug. None of that healthy skimmed muck for me."



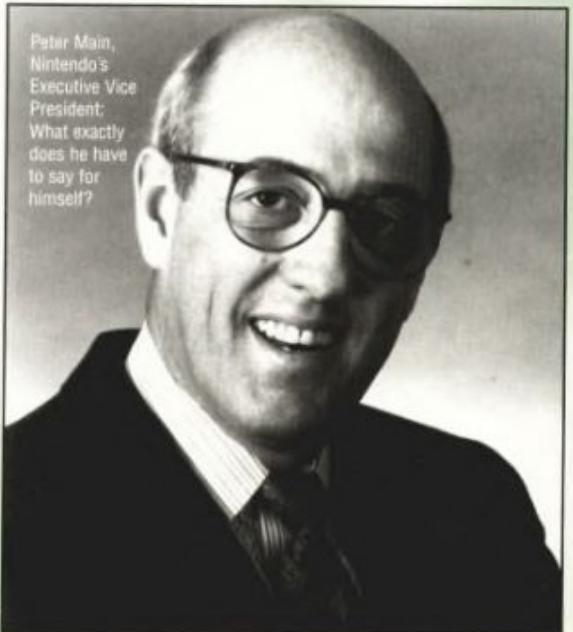
Tony Mott

Last of all, you need someone to drink the tea. As you can see, many a parched throat is soothed by the stuff and many a furrowed brow is smoothed. Take several mugs a day, and, for maximum benefit, the brew should be accompanied by at least two Digestive biscuits to dunk.

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Despite Howard Lincoln recently claiming that Nintendo were "shooting for" a worldwide Nintendo 64 launch in April (see last month's ish), it's now been confirmed that only Japan will be getting the machine on time (April 21, to be precise), with a US launch pencilled in for September 30, and a European delivery "in late fall", which should probably be



Peter Main, Nintendo's Executive Vice President: What exactly does he have to say for himself?

ULTRA 64 CANCELLED!

best interpreted as late November.

Nintendo's Executive Vice President Peter Main explained the reasoning behind the setback, saying: "We announced a simultaneous US and European roll-out at the end of April, within days of the scheduled Japan launch. Since

then, the realities of attempting to pull off such an enormous, virtually simultaneous marketing feat had caused us to reconsider." Your super soaraway truth-seeking Super Play had already voiced doubts about a simultaneous worldwide launch, of course, proving that if it's reliable N64 information you want, there's only one place to come.

Main also underlined Nintendo's approach to N64 software: "From the start, it has not been our intent to rush as many titles as possible to the market. That's because we want to ensure that each title we release for the system will be capable of surpassing any prior videogame experience. The games currently under development by our 17 hand-picked Nintendo second and third party developers, plus the impressive Nintendo titles from our in-house development teams, will be the true testimony to this promise. The plan is to introduce 8-12 of these spectacular titles to the North American market in 1996."

In an interview with US magazine Next Generation, Nintendo chairman Howard Lincoln attempted to placate potential N64 owners in the West, saying: "I do sense that

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NINTENDO 64

Nintendo

Setting the date: the ad which appeared in USA Today.

gamers buying 32-bit hardware: "The [N64] software that will be seen [at the E3 show in Los Angeles on May 16-18] will represent a quantum leap because of the 3D environment. As game players start to get more information about these games, any disappointment or frustration is going to go away because they will realise that we are talking about two very different systems. We're talking about a game like Mario 64 that doesn't exist right now, anywhere".

The upshot of all this is that Europe, once again, remains bottom on Nintendo's list of priorities, and it's likely to anger even the most loyal UK-based Nintendo follower. We want to hear what you think. Having been patient for so long already, are you prepared to wait what could amount to another 10 months for the machine to officially land on these shores? Have Nintendo blown it this time? Prizes await the best letters we receive on the subject. If you're going to write, send us your own top five most awaited N64 games, too. We'll compile a chart in the following months.

there will be some disappointment on the part of game players and that's certainly understandable. We're not in the business of disappointing people but, you know, as Mr. Miyamoto said, 'I don't want to work for a company that forces me to do something that I'm not comfortable with'."

He also tried to dissuade pissed-off

