

# What is Exactly the 64DD ?

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# What exactly is the **64 DD** ?



»» The **64DD** (DISK DRIVE) has been the source of much speculation over the past year with plenty of interest being generated about the add-on device for the N64. Many see the 64DD as an attempt by Nintendo to correct their mistake in using a cartridge based system as the format for their super console, the N64. But, rather than just remedying the N64's supposed data limitations in its cartridges, the 64DD promises to open up a whole new level of interactive gaming that the N64, alone, could never offer the consumer. »»



For the first time in videogame console history, this add-on will enable players to save the progress of their games to disk and use this data to change the course of the game's future. Mind you, we're not talking about a simple ram save that's currently seen with the N64's memory pak and other 32-bit consoles similar saving devices. The 64DD will be able to save whole tracks you have designed in racing games, every detail in the largest real-time RPG, and allow you to create your own unique 3D characters that you can save and use in your favourite RPG or fighting game.

The possibilities for the 64DD, as you can probably imagine, are incredible and really offer the next-step in video gameplay. It's also been confirmed that the 64DD will include a modem (overseas version, that is: the Australian 64DD version modem is yet to be confirmed). This will further enable players to access even more gaming options like downloading new tracks and add-ons for games over the net, multi-play gaming over the net (hello, Quake!), trading customised characters in your favourite games, and even the good old occasional 'surf on the net'.

Below is a list of the 64DD's specs, explaining exactly what each of the machine's abilities will mean to you, the N64 gamer.

The question most people are asking is when the 64DD hits the streets, will the unit be essential to N64 owners? Well, when released, the 64DD probably won't have any '64DD only' games available for it. What the 64DD will offer is the chance to use expansion disks, and the unit's other in game advantages mentioned in Techno. After some time you will probably see some 64DD only games appear, but you can only expect this to happen when the unit has a large user base. Don't panic and think that game cartridges won't be released anymore, as this won't happen. There are over 5 Million N64's worldwide and the number is growing, so it would be business suicide for companies to support one n64 format and not another. It looks like the 64DD will be the next big step in video gaming!

## Nintendo 64DD Specs:

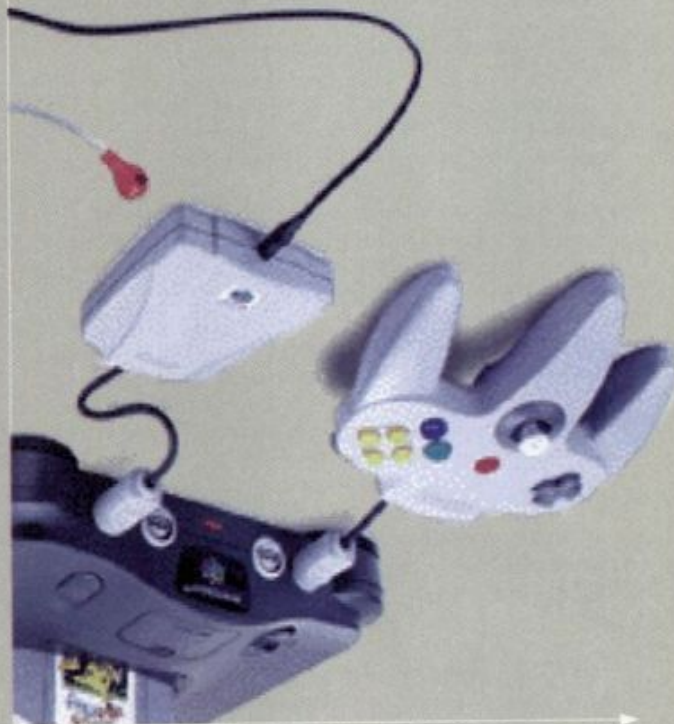
**High-speed, mass-volume memory magnetic disk drive.** Writable storage device attaches to bottom of the N64 console. Disks are front-loaded

**Data Transfer Rate.** Typical: 81 seconds for 64MB (normal speed CD-ROM: 437 seconds/64MB) This makes the 64DD roughly the speed of a 6X (speed) CD rom. Currently the 32-bit machines use a 2X CD rom, so the 64DD would be three times faster when loading data!

**Includes a 4 MB RAM expansion.** This effectively double the N64's total ram to 8 MB, which is the largest amount of ram in any videogame console. The advantages of extra ram are: Even shorter loading times for the 64DD; Higher quality textures in your videogames. Roads will look more detailed, fighters will have better textured details on their faces and bodies; Sound quality will be better, with more music and effects than before.

**8MB ROM chip** built into the drive, reportedly holds new midi sound banks and other helpful data routines. The ROM chip (read only memory) can be used to hold sound samples (music notes for piano for example which can be used in any game), and this ROM further frees up the main RAM to allow programmers to make the games graphics and sound even more detailed.

**System Clock.** Built-in clock can display the time of day. Simulation games can feature dawn/dusk according to real-time. Games could include changing content depending on day. With this clock you could probably expect a Tamogoochi game that constantly lives in your N64! Imagine that! Even when the N64 is turned off the little bugger (tamogoochi, that is) is still alive and kicking in you N64!



**High-density 3-3/4" magnetic disks double-sided 64MB capacity.** Up to 38 MB writable. Lower cost than cartridges. The 64DD disks are about the same size as normal 3.5 inch floppy disks that you use on your every-day computer. The 64DD is specially designed so that only the 64DD disks can be inserted into the drive, with the drive door on the 64DD only opening when the special 'rails' on the side of the 64DD disks are inserted into the drive. This basically means that it's impossible to stuff a baked bean sandwich into the drive (or anything else for that matter), which is especially handy if you have a few children around the house. The lower cost of the 64DD disks means that games will be cheaper than the carts at the moment and this is great news for all gamers

**Modem capabilities:** download custom data; surf the web; update games with expansion disks; trade customised characters; multiplayer gaming.

**Multiple disk support.** Games on multiple disks are possible, meaning that games can far exceed the 64MB data on each disk, allowing for virtually unlimited sized games with more detailed graphics and sound.

### Dimensions

Drive: 260mm (w) x 190mm (d) x 78.7mm (h). 1.6 kg.  
(Combined with 65.5mm height of N64, both units are 144.2mm high )  
Disk: 101mm (w)x103mm (d) x 10.2mm (h). 43g.

*Note: Although the technical details of the N64 are nearly finalised, it is possible that the Australian version may differ in specs and abilities from the data listed above.*



## Extra Goodies for the 64DD

1. F-zero 64 DD add-on will include a track editor that will allow players to design their own levels. There will also be a multitude of extra tracks and cars on the disk that players can access. You can save your tracks and high scores on your 64DD then take it to your friends place where they can race on your tracks and try to beat your times.

2. There is a clock inside the 64DD that will allow the 64DD to play real time games that will record progress even when the machine is turned off. Great uses for the clock would be war simulations and strategies.

3. Capcom has a Streetfighter title in development for the N64DD. Its name is undecided at the moment, and is the third N64 Capcom title in development after Mega Man 64 and Ghouls and Ghosts 64 which is drawn in full 3D.

4. Ultra Donkey Kong Country is currently in development for the 64DD and is rumoured to be using the N64's 640 by 480 high res mode. Rare are said to be using the Realtime Dynamic Animation (RDA) technique that was used to make the brilliant visuals seen in Diddy Kong Racing.

5. Super Mario RPG 2 will be released on the N64DD. Super Mario RPG was one of the best games ever released on the Super Nintendo, with great fighting scenes, an excellent plot, fun mini-games and amazing graphics. With the power of the 64DD, it just makes you wonder what Nintendo will be able to do with Super Mario RPG 2.

6. There is a new Mario Artist series that will be launched on the 64DD that is similar to Mario Paint, seen on the SNES. The four utilities; Talent, Picture, Polygon and Sound Maker allow users to use and exploit the power of the N64 chipset in making various pictures, demos, sounds and programs for your N64.

**Talent Maker** allows you to make real 3D characters that are rendered in real time. Furthermore, you can use the capture cartridge to grab a image of your face, which you can then place onto your character on the screen. You can then give your character motion captured movements and watch a miniature version of yourself strut his stuff around the screen.

**Picture Maker** is basically a N64 version of Mario Paint. Of course, it uses the advanced graphic abilities of the N64 to enable you to create some amazing looking pictures with high end graphical effects like filtering as well as many brush effects. A 3D movie mode is also included with a dinosaur demo to give you some idea of what the program is capable of doing.

**Polygon Maker** is basically a scaled down version of a 3D studio which would cost many thousands of dollars. It enables you to create a 3D object (car, boat, plane, or just about anything) and view it from any angle.

**Sound Maker** will allow the user to create their own variety of sound effect or music. You will also be able to use the capture cartridge to record music, or effects, and is rumoured to be compatible with the voice recognition headset allowing you to record your own voice!

The great thing about these Mario Artist programs is that they are all totally compatible with each other, and that you can save anything you've created to the 64DD. The end results are virtually unlimited if effort and time is spent with these programs. You could create your own 3D demo on the N64 that will totally amaze your family and then store it on your 64DD and take it around to your friends place to really amaze them!



« This is the capture cart that can be used to grab images and sound for the N64. Video, plus left and right audio sockets are on this cart, so you can plug it into your stereo to record music for your own demos and games!