

Video Game Archive: Nintendo 64

An Interactive Qualifying Project

submitted to the Faculty of

WORCESTER POLYTECHNIC INSTITUTE

in partial fulfilment of the requirements for the

degree of Bachelor of Science

by

James R. McAleese

Janelle Knight

Edward Matava

Matthew Hurlbut-Coke

Date:

22nd March 2021

Report Submitted to:

Professor Dean O'Donnell

Worcester Polytechnic Institute

This report represents work of one or more WPI undergraduate students submitted to the faculty as evidence of a degree requirement. WPI routinely publishes these reports on its web site without editorial or peer review.

Abstract

This project was an attempt to expand and document the Gordon Library's Video Game Archive more specifically, the Nintendo 64 (N64) collection. We made the N64 and related accessories and games more accessible to the WPI community and created an exhibition on The History of 3D Games and Twitch Plays Paper Mario, featuring the N64.

Table of Contents

Abstract	2
Table of Contents	3
Table of Figures	5
Acknowledgements	7
Executive Summary	8
1-Introduction	9
2-Background	11
2.1 - A Brief of History of Nintendo Co., Ltd. Prior to the Release of the N64 in 1996:.....	11
2.2 - The Console and its Competitors:.....	16
Development of the Console.....	16
The Controller.....	19
Accessories.....	20
Competitor Consoles.....	23
64 Bit Technology.....	24
Cartridge vs CD-ROM.....	24
2.3 - History of 3D Graphics:.....	28
3 - Archive Building Process	34
3.1 - What was in the N64 Archive when we first got there:.....	34
3.2 - How we improved the N64 Archive:.....	35
3.3 - How we are leaving the N64 Archive:.....	38
4 - Exhibit: The History of 3D Games	40
4.1 - Planning for the Exhibit:.....	40
4.2 - Physical Exhibit, why it did not happen:.....	40
4.3 - Twitch Exhibit:.....	41
4.4 - Virtual Exhibit:.....	43
4.5 - Exhibit Post Mortem:.....	45
5 - Conclusion	47
References	49

Appendix A: Maintenance & Cleaning.....	55
For Cartridges:.....	55
For the N64 Console:.....	56
Appendix B: Accessioning Rules.....	57
Accepting Donations:.....	57
Assessing Game Value:.....	59
Appendix C: N64 Games List.....	60

Table of Figures

Figure 1: 1889 Nintendo playing cards.....	10
Figure 2: Game & Watch.....	11
Figure 3: Nintendo Famicom.....	11
Figure 4: Nintendo Entertainment System.....	12
Figure 5: Game Boy.....	12
Figure 6: Super Nintendo Entertainment System.....	13
Figure 7: Sega Master System.....	13
Figure 8: Sega Genesis.....	14
Figure 9: PlayStation.....	14
Figure 10: Nintendo 64.....	15
Figure 11: SGI Indy 5000 development kit for the N64.....	16
Figure 12: Some of the color varieties available for the Nintendo 64.....	17
Figure 13: The 3 hand positions of the Nintendo 64 Controller.....	18
Figure 14: A Nintendo 64 Rumble Pak.....	19
Figure 15: A Nintendo 64 Controller Pak.....	20
Figure 16: A Nintendo 64 Transfer Pak.....	21
Figure 17: A Nintendo 64 Expansion Pak.....	22
Figure 18: Scene from Lara Croft: Tomb Raider for the Sony PlayStation.....	24
Figure 19: Scene from Virtua Fighter 2 for the Sega Saturn.....	25
Figure 20: Split open view of N64 Cartridge.....	26
Figure 21: PlayStation Demo Disk.....	26
Figure 22: Sega Saturn Demo Disk.....	27
Figure 23: Battlezone.....	28
Figure 24: Ultima Underworld.....	29
Figure 25: The Legend of Zelda: Ocarina of Time.....	31
Figure 26: In-Person Exhibit Mockup.....	32
Figure 27: Twitch Plays Paper Mario screenshot.....	33
Figure 28: Main Page.....	34
Figure 29: The Start of 3D Website Section.....	34
Figure 30: Exhibit Video Footage.....	35
Figure 31: About Project Page.....	35
Figure 32: Cleaning an N64 Cartridge.....	55
Figure 33: Air Dusting The N64 Cartridge Slot.....	56

Figure 34:Swabbing The N64 Cartridge Slot.....	56
Figure 35: American Cartridge vs Japanese Cartridge.....	49

Acknowledgements

The 2020-21 Video Game Archive IQP team would like to thank everyone who helped us with the project. Firstly, we would like to thank our advisor Prof. Dean O'Donnell, who oversaw the project. We would also like to extend our thanks to Arthur Carlson, Amy Smid, and everyone else at the WPI archive, who were a great deal of help as we built up the entry for the Nintendo 64. We also give thanks to Prof. Joshua Rosenstock and Varun Bhat, who helped the team acquire a computer on which to set up and run the Twitch Plays exhibit, as well as everyone who playtested the exhibit.

Executive Summary

Our goals for this project were to expand the video game archive, specifically the Nintendo 64 (N64) collection, as well as create an exhibit to feature the N64 collection. This also includes the video game archive.

To accomplish these two goals we first set out to look at what was in the archive and to make sure that the console and games were in working condition. We then decided to purchase a few games that we thought were valuable and would add nicely to our collection, as well as some donated games and a controller from Eddie, who was part of the team. To gain a better understanding of the console and related games, we researched the Nintendo 64 and the history of Nintendo to better understand its historical significance. In order to do that we researched all 304 American released N64 games and their significance, which you can find in **Appendix C**. Based on our research, we conjured our subject for our exhibit: The History of 3D Games. The exhibit was a two part series that started with a Twitch Plays Paper Mario, where people can play Paper Mario on Twitch which is an online streaming platform. We constructed a way to get Twitch chat inputs to in game inputs, so that people could play Paper Mario using the chat feature in Twitch. Due to the COVID-19 Pandemic, we had to turn to a virtual exhibition. This was a challenge for us because we wanted people to be able to see what was in the archive as well as enjoy the game play and nostalgia of N64 games. For the showcase of the N64 and related games, we took pictures of the items and incorporated them into the website exhibit so that people could explore and learn how the items influenced 3D games.

We accomplished our two goals of expanding the N64 collection as well as the exhibition. One of the biggest takeaways that we learned from accomplishing these goals, is that even though there are outside forces making a project more difficult, at the end of the day, having something to show that is valuable and brings back a little bit of nostalgia is quite rewarding.

1-Introduction

As stated on their website, the WPI Gordon Library Archives “actively collects, preserves, and makes available university records, historical and cultural collections, artwork, and objects of enduring value.” Some of these exist in a digital format, such as a collection of patents submitted by past and present members of the WPI community.¹ Other archives are in a physical format. Since 1995 the archives have been home to the Fellman Dickens collection,² which consists of over 150 volumes of Charles Dickens works as well as various other writings and artworks about the author and his works.

In keeping with the Archive’s efforts to preserve cultural history, since 2006 an ongoing effort has been made to research and curate a collection of video games and consoles in context as artifacts of modern cultural history. There have been 4 prior iterations of this project, in each one the research team chose a console from a selection of uncataloged console donations already in the archive. They then cataloged and researched the consoles. They would also make repairs and obtain additional games as necessary, with the end goals of showcasing the console in an interactive exhibition, and setting up the archive in a way that it could be maintained and expanded after the project ended.

Initially, our decision to focus on the Nintendo 64 was mostly arbitrary. Some of us had a nostalgia connection to the console but there wasn’t anything that stood out that made us pick this console. Our main goal was to research the Nintendo 64 and to catalog and preserve what was already in the archive.

¹ Crawford, A. (2013, March 29). *Patent Exhibit - Invented: WPI Patents Past and Present*. WPI. <https://www.wpi.edu/news/patent-exhibit>

² Dorsey, M. (2018, December 13). *Extraordinary Gift from a Private Collector Will Transform WPI's Dickens Collection into a World-Class Resource*. WPI. <https://www.wpi.edu/news/extraordinary-gift-private-collector-will-transform-wpi-s-dickens-collection-world-class>.

However as time went on our scope expanded, out of interest in how the console fits into the history of 3D games, and out of necessity as the COVID-19 pandemic forced us to continuously change the plans for our exhibit. With the efforts made here by this team to preserve the Nintendo 64, the video game archive now contains five console collections preserved and available for use by future WPI students and for the general public.

2 - Background

2.1 - A Brief of History of Nintendo Co., Ltd. Prior to the Release of the N64 in 1996:

Nintendo Co., Ltd. was first founded in 1889 by a man named Fusajiro Yamauchi.³ The company initially started manufacturing and selling playing cards (seen in figure 1) until 1960 when the company decided to branch out into other business prospects including a taxi service, instant rice and a love hotel.⁴ These other business adventures did not fit the company brand especially the prospects of a love hotel, which is a place where a couple can get a room for the purposes of intimacy. A love hotel is not something Nintendo was particularly proud of considering their squeaky clean corporate image. Yamauchi soon found success with the playing cards and ended up moving in a direction that would lead to Nintendo's success in the video game entertainment industry.⁵



Figure 1: 1889 Nintendo playing cards⁶

³ "Nintendo Trademark". 1955. Archived from the original on 29 October

⁴ Ndtv. "As Nintendo Turns 125, 6 Things You May Not Know About This Gaming Giant." NDTV Gadgets360.com. September 23, 2014. Accessed March 11, 2021. <https://gadgets.ndtv.com/games/features/as-nintendo-turns-125-6-things-you-may-not-know-about-this-gaming-giant-596606>.

⁵ N-sider "Nintendo History Lesson". *N-Sider.com*. Retrieved 15 February 2021.

⁶ Iwabu, T. Bloomberg © via Getty Images. Retrieved March 11, 2021



Figure 2: Game & Watch⁷

In 1980, Nintendo began selling *GAME & WATCH* (Seen in figure 2) which was the first portable Liquid Crystal Display (LCD) video game using a microprocessor.⁸ It was a handheld game that included a clock, so that you did not have to wear a watch and instead you could just carry around the G&W and play a game during downtime. Three years later in 1983 there was a large-scale recession in the video game industry especially with the popularity in game consoles due to the rise in the use of personal computers as well as the market saturation in the number of consoles.



Figure 3: Nintendo Famicom⁹

⁷ ThePViana, Game & Watch. Photograph. Wikipedia. Retrieved March 9, 2021 https://upload.wikimedia.org/wikipedia/commons/1/15/Game_%26_Watch.png

⁸ Cary, "Digital game + digital clock = Game & Watch!". *Recollections of Play*. (15 May 2013) Retrieved 15 February 2021.

⁹ Amos, E., Famicom. Photograph. Wikipedia. March 11, 2021 <https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/Famicom>



Figure 4: Nintendo Entertainment System¹⁰

That same year, Nintendo released the Famicom (seen in Figure 3) which sold over 60 million consoles worldwide it was then followed by the Nintendo Entertainment System (NES) (seen in figure 4) which became a hit and sold millions of units.¹¹ These two products re-imagined home console gaming as well as ultimately saving the failing industry.¹²



Figure 5: Game Boy¹³

¹⁰ Amos, E., NES. Photograph. Wikipedia. Retrieved March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/NES>

¹¹ O'Kane, S., "7 things I learned from the designer of the NES". *The Verge*. October 18, 2015. Archived from the original on March 11, 2021.

¹² Ward, C., Science Behind the Fiction: How Nintendo Saved and Redefined the Game Industry. June 5, 2019. Accessed March 11, 2021.

<https://www.syfy.com/syfywire/science-behind-the-fiction-how-nintendo-saved-and-redefined-the-game-industry>

¹³ Amos, E., Game Boy. Photograph. Wikipedia. March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/GameBoy>

Six years later Nintendo released the Game Boy (seen in figure 5) accompanied with the game *Tetris* and *Super Mario Land*. The Game Boy did extremely well, selling over 118 million units.¹⁴



Figure 6: Super Nintendo Entertainment System¹⁵

In August 1991, the Super Nintendo Entertainment System (SNES) (seen in figure 6) was released in the United States. The SNES received many good reviews and became a global hit as well as the best seller of the 16-bit era despite its late release.¹⁶



Figure 7: Sega Master System¹⁷ (Amos)

¹⁴ Nintendo Co., Ltd.. "[History | Corporate](#)". Nintendo. Retrieved 15 February 2021

¹⁵ Amos, E., Super Nintendo Entertainment System. Photograph. Wikipedia. Retrieved March 11, 2021 <https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/SuperNES>

¹⁶ Nintendo Co., Ltd.. "[Hardware and Software Sales Units](#)". [Nintendo.co.jp](https://www.nintendo.co.jp). Retrieved 15 February 2021

¹⁷ Amos, E., Sega Master System. Photograph. Wikipedia. Retrieved March 11, 2021 <https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/MasterSystem>



Figure 8: Sega Genesis¹⁸ (Amos)

During the 16-bit era, late 1980's and early 1990's, Sega and Nintendo battled head to head in a console war. Sega joined the party with the release of the Sega Master System, becoming one of the biggest companies. Sega decided to compete with Nintendo and their first act of war was making the character *Sonic the Hedgehog* to be a cooler character than Nintendo's *Mario*. Sega also started to make advertisements that made fun of Nintendo ("Nintendon't") and to make Sega be the "cool" option to appeal to teens.¹⁹ Sega appealed to this demographic by emphasising on sport games with *John Madden Football* that first debuted on the Sega Genesis (seen in figure 8) in 1990.



Figure 9: PlayStation²⁰ (Amos)

¹⁸ Amos, E., Sega Genesis. Photograph. Wikipedia. Retrieved March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/Genesis>

¹⁹ Majaski, C., Genesis Does What Nintendon't. August 14, 2019. Accessed March 11, 2021.
<https://www.nintendotimes.com/2019/08/14/genesis-does-what-nintendon/>

²⁰ Amos, E., PlayStation. Photograph. Wikipedia. Retrieved March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/PlayStation>



Figure 10: Nintendo 64²¹

Sega's strategy worked very well, until Sony released the PlayStation (seen in figure 9) and Sega went out of the running for consoles and turned to developing video games instead.²² Then in 1993 Nintendo released news that they had plans on working on a new console that would be a 64 bit processor with the ability of rendering 3D characters and environments. It was not until three years later till the Nintendo 64 (N64) (seen in figure 10) was released and launched with three games, *Super Mario 64*, *Pilotwings 64*, *Saikyō Habu Shōgi* (exclusive release in Japan).²³ In 2002 the N64 was discontinued after the release of the Game Cube in 2001. As of December 2009, the N64 sold over 32 million units and was later named in 2015 as one of the greatest video game consoles of all time (Hatfield, "Nintendo 64 is number 9") .²⁴

2.2 - The Console and its Competitors:

Development of the Console

The creation of the Nintendo 64 was a long process that began in 1993 as a joint venture between the Nintendo Corporation and Silicon Graphics, Incorporated (SGI). SGI was an American company specializing in computer hardware and software who had been trying to enter the video game market for

²¹ Amos, E., N64. Photograph. Wikipedia. Retrieved March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/N64>

²² Kelion, L., Sega v Nintendo: Sonic, Mario and the 1990's console war. (May 13, 2014). Accessed March 11, 2021.
<https://www.bbc.com/news/technology-27373587>

²³ Nintendo Co., Ltd.. ["Nintendo: Company History"](#). Archived from the original on 5 February 1998. Retrieved 15 February 2021.

²⁴ Hatfield, D., ["Nintendo 64 is number 9"](#). IGN. Retrieved March 11, 2021.

some time. After a failed deal between SGI and Sega of America to produce a console,²⁵ they turned to Nintendo and began a project they titled Project Reality. By 1994 they had created a game development system (Figure 11) and a prototype controller, which were being sold to third party studios to start making games for the upcoming console prior to its release. In June of that same year, the upcoming console had been publicly given the name Ultra 64.

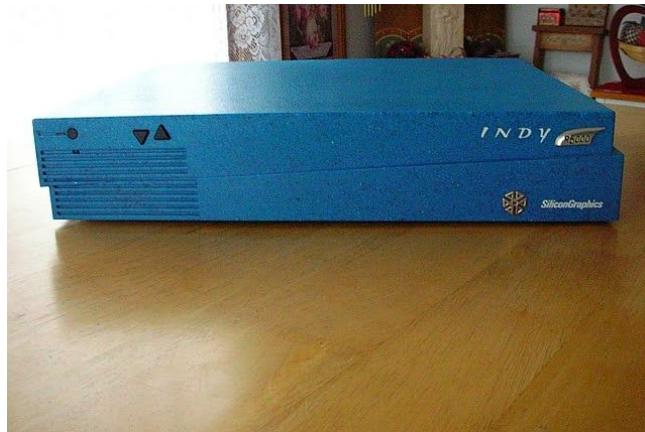


Figure 11: SGI Indy 5000 development kit for the N64²⁶

By May of 1995 development progress had slowed, and Nintendo announced that the release date had been pushed from its original winter 1995 release date to April of 1996, and then again to June of 1996.²⁷ Nintendo had been first concerned that by the initial release date not enough games would have been ready for sale beside the console, then later that not enough consoles themselves would have been produced. However, at Nintendo's 1995 Shoshinkai trade show, demo consoles were released for the first time to the public. People in attendance could play and interact with the console for the first time, and despite only having two games to test it was a massive success.²⁸

²⁵ Horowitz, K., & Kalinske, T. (2006, July 11). Interview: Tom Kalinske. Sega-16. other. https://web.archive.org/web/20090207173139/http://www.sega-16.com/feature_page.php?id=214&title=Interview%20Tom%20Kalinske.

²⁶ Miller, C. (2006). *Front of Indy*. Wikimedia Commons. https://commons.wikimedia.org/wiki/File:Front_of_Indy.JPG.

²⁷ Fisher, L. M. (1995, May 6). Nintendo Delays Introduction of Ultra 64 Video Game Player. *The New York Times*, p. 34.

²⁸ Willcox, J. K. (1996, April). The Name of the Game is 64 Bits: Nintendo debuts the most powerful game system yet. *Popular Mechanics*, 134–135.

Finally after all the repeated delays, on June 23rd, 1996, the console now branded as the Nintendo 64 hit the shelves in Japan, and sold out 300,000 units the first day.²⁹ Three months and three days later, the console hit the market at \$199.99 in the United States on September 26th, 1996, although only two games, Super Mario 64 and Pilotwings 64, were ready and available at the US launch.³⁰

The original model of the Nintendo 64 came only in a dark grey, but over time Nintendo released a series of other variants. Some were metallic, some were themed for certain video games, and a series of brightly colored translucent consoles. Controllers were available in the same color palette and came with the consoles or could be purchased separately.



Figure 12: Some of the color varieties available for the Nintendo 64³¹

²⁹ Big in Japan: Nintendo 64 Launches at last. (1996, September). *Next Generation*, (21), 14–16.

³⁰ Launch Surprises: Nintendo Cuts Price of N64, Drops *Cruis'n USA* as Launch Title". (1996, November). *GamePro*, (98), 26.

³¹ *r/gaming - Remember when you had a choice?* reddit. (2014).

https://web.archive.org/web/20210321003050/https%3A%2F%2Fwww.reddit.com%2Fr%2Fgaming%2Fcomments%2F1gj44i%2Fremember_when_you_had_a_choice%2F

The Controller

Part of the initial draw of the Nintendo 64, and now part of its lasting nostalgia today is its unique controller design. Many game controllers are laid out in a way that is easy to navigate for first time players. They are often a simple rectangle or oval shape with grip handles both ends, one for each hand. They also often sport buttons on one side, and some sort of directional pad or joystick on the other both to be controlled by the thumbs. The Nintendo 64 controller however, sports both a directional pad and a joystick, as well as a third grip handle in the center, and a port on the back to connect memory cards and other peripherals.

While seemingly unintuitive and perhaps more difficult to use, this design was an intentional choice on the part of the designers to make the new console approachable to more players. Shigeru Miyamoto, one of the head game designers at Nintendo, intended for the controller to be held in one of three different layouts depending on the needs of the game, and a player's personal preference for a joystick vs a directional pad.³²



Figure 13: The 3 hand positions of the Nintendo 64 Controller³³

³² Takeda, G., Ashida, K., Miyamoto, S., & Nishida, Y. (2000, August 15). Operating Device with Analog Joystick.

³³ Out of the Shadows: Nintendo 64 Debuts in Japan. (1996, January). *Nintendo Power*, 80, 23.

Accessories

Along with the console, games, and the controller, Nintendo also sold a series of accessories that could be used to enhance gameplay, four were made for sale in North America. Three of these accessories plugged into the empty port on the back of the controller, and one of them plugged directly into the console.

The Rumble Pak (figure 14) was a battery powered item that plugged into the controller and created vibrations that synchronized with gameplay.³⁴ Despite being removable, this would make the Nintendo 64 controller the first controller ever to have what is now known today as haptic feedback.



Figure 14: A Nintendo 64 Rumble Pak³⁵

The Controller Pak (Figure 15), also designed to plug into the controller, was a memory card. It was made to hold game data outside the main cartridge, either because the size of the player save file is too large for the cartridge, or so players can take the data with them, and play it on a different console.³⁶

³⁴ Nishiumi, S., Koshima, K., & Nonaka, N. (2001, March 13). Controller Pack.

³⁵ Amos, E. (2016). *Nintendo 64 Rumble Pak*. Wikimedia Commons.

<https://commons.wikimedia.org/wiki/File:Nintendo-64-Rumble-Pak.jpg>.

³⁶ Staff, I. G. N. (1998, November 17). *Nintendo 64 Controller Pak*. IGN.

<https://www.ign.com/articles/1998/11/18/nintendo-64-controller-pak>.



Figure 15: A Nintendo 64 Controller Pak³⁷

The Transfer Pak (Figure 16) was made to allow cross interaction between games for the Nintendo 64 and the Nintendo GameBoy. The Transfer Pak plugged into the back of the controller like the other paks, but the other end resembled the cartridge port of a GameBoy. Specific Nintendo 64 games would only be able to read data from specific GameBoy games however. The N64 game Pokémon Stadium for example, could read data from a Pokémon cartridge, allowing players to use the characters from their GameBoy on the N64.³⁸

³⁷ Amos, E. (2016). *N64 Controller Pak*. Wikimedia Common. <https://commons.wikimedia.org/wiki/File:Nintendo-64-Controller-Pak.jpg>.

³⁸ Staff, I. G. N. (2000, March 6). *Transfer Pak*. IGN. <https://www.ign.com/articles/2000/03/07/transfer-pak>.



Figure 16: A Nintendo 64 Transfer Pak³⁹

The final pak had a more technical use than the others. Unlike the other three paks, the Expansion Pak (Figure 17) does not plug into the controller. It plugs directly into the console under a panel right in front of the game slot, to serve as a Random Access Memory (RAM) expansion for the console.

Over the course of the Nintendo 64's lifespan cartridge technology improved, as did the skills of game designers working with them, so the console's original 4 Megabytes of RAM could not keep up with some of the newer games. To that end, Nintendo released the Expansion Pak to provide an additional 4 Megabytes, and designed it in a way to replace an already removable portion of the console.⁴⁰ While the pak was sold on its own, to emphasize its importance and to make sure players didn't buy the game without the pak, it was also sold pre-packaged with copies of *Donkey Kong 64*, which required the pak or the game would not play.⁴¹

³⁹ Amos, E. (2016). *N64 Transfer Pak*. Wikimedia Commons.

<https://commons.wikimedia.org/wiki/File:Nintendo-64-GB-Transfer-Pak.jpg>.

⁴⁰ Nintendo Co., Ltd.. *Nintendo - Customer Service: Nintendo 64 - Installing the Nintendo 64 Expansion Pak*. Nintendo. (n.d.). https://www.nintendo.com/consumer/systems/nintendo64/hook_expansionpak.jsp.

⁴¹ Staff, I. G. N. (1999, May 12). *Donkey Kong Enforces 4MBs*. IGN. <https://www.ign.com/articles/1999/05/12/donkey-kong-enforces-4mbs>.



Figure 17: A Nintendo 64 Expansion Pak⁴²

Competitor Consoles

The Nintendo 64 was the Nintendo Corporation's third flagship console released in the United States, following the successes of the NES, and the SNES. Released on September 29th 1996 after months of delays,⁴³ the Nintendo 64 came out a year or more after its competitors, including the Sony PlayStation and Sega Saturn, both released in 1995.⁴⁴ However, this delay did not greatly hinder sales. Boasting more advanced technology, faster loading games, and a launch price of \$199 against the respective \$299 and \$400 launch prices of the Playstation and the Saturn,⁴⁵ the Nintendo 64 sold 6.1 million units by March of 1997.⁴⁶

⁴² Amos, E. (2016). *Nintendo 64 Memory Expansion Pak*. Wikimedia Commons. <https://commons.wikimedia.org/wiki/File:Nintendo-64-Memory-Expansion-Pak.jpg>.

⁴³ Willcox, J. K. (1996, April). The Name of the Game is 64 Bits: Nintendo debuts the most powerful game system yet. *Popular Mechanics*, 134–135.

⁴⁴ Larcen, D. (1995, September 14). Taking a Look at Nintendo's New Virtual Reality Game. *Hartford Courant*.

⁴⁵ Gurwin, G. (2020, March 2). *The Launch Price of Every Major Game Console from NES to Nintendo Switch*. Digital Trends. <https://www.digitaltrends.com/gaming/every-game-console-price-from-nes-to-switch/>.

⁴⁶ Bacani, C., & Mutsuko, M. (0AD). *FUN AND GAMES: Nintendo's new 64-bit platform sets off a scramble for market share*. Asiaweek.com.

<https://web.archive.org/web/20051226163418/http://www.asiaweek.com/asiaweek/97/0418/cs1.html>.

64 Bit Technology

The Nintendo 64 was the first console of its kind to boast a 64-bit Central Processing Unit (CPU), the central microchip of a computer that performs the main calculations that make programs run. This higher bit count allowed it to handle twice as many calculations at once as the 32-bit CPUs of the PlayStation and Saturn, and four times as many as its own predecessor the SNES.

Video game consoles, like all computers, track data with binary numbers, meaning numbers are measured with only two numbers: 0 and 1. As a byproduct, as computer hardware gets more advanced, the number of bits a microchip can handle at once, and therefore the size of the numbers, can only ever increase by a factor of 2. (8, 16, 32, 64 bits, etc.)

Besides the higher bit count, the CPU of the N64 also boasted a clock speed of 93.74 MegaHertz (MHz), outpacing the 33.86 MHz of the Playstation CPU and the 28MHz of the two Saturn CPUs (although only one could run at a time)⁴⁷. In layman's terms, Nintendo's console could perform calculations almost 94 million times per second, while Sony's and Sega's could only work at 33 and 28 million times per second.

All these improvements combined meant that the Nintendo 64 could process larger amounts of data than its competitors and do so at three times the speed. This in turn allowed for smoother graphics and better physics, two much needed advantages to compensate against its late release and smaller game size.⁴⁸

Cartridge vs CD-ROM

Despite releasing last, Nintendo had chosen to use the same cartridge based game format (Figure 20) they had used previously instead making the switch to CD-ROM like fellow industry veteran Sega and newcomer Sony both did (Figures 21 and 22). Up until the 1990s cartridges had been the industry standard format for home video game consoles.

⁴⁷ Sega Saturn. (1996, February). *Next Generation*, (2), 36–43.

⁴⁸ Curtiss, A. (1996, September 30). New Nintendo 64 is a Technical Wonder. *Los Angeles Times*.

But as technology improved, CD-ROMs became cheaper to manufacture and had a larger capacity. At 650 MB the average CD-ROM was able to hold more than 10 times as much data as the largest N64 cartridge.⁴⁹ Nintendo tried their best to circumvent this limitation by removing cutscenes from games, and by using software tricks like simple, repeating game textures, and anti-aliasing to smooth sharp lines. These changes were seen as a plus by those who lamented the long load times of cutscenes and the combined visual effect of busy textures on sharper geometry. These differences are very noticeable in the Playstation and Saturn gameplay shown in Figures 18 and 19 compared against the Nintendo 64 gameplay shown in Figure 25.



Figure 18: Scene from Lara Croft: Tomb Raider for the Sony PlayStation⁵⁰

⁴⁹ Willcox, J. K. (1996, April). The Name of the Game is 64 Bits: Nintendo debuts the most powerful game system yet. *Popular Mechanics*, 134–135.

⁵⁰ Alexander, C. (2020, February 22). *N64 Vs. PS1: Which Console Is More Powerful (In Terms Of Tech Specs)*. TheGamer.

<https://web.archive.org/web/20210322042346/https://www.thegamer.com/n64-vs-ps1-console-more-powerful-tech-specs/>.



Figure 19: Scene from Virtua Fighter 2 for the Sega Saturn⁵¹

But in the long run the overall lack of storage was an extra hurdle for developers that couldn't be fully overcome. as a result, by the end of their respective lifespans the PlayStation and Saturn each boasted over 1000 game titles worldwide, while the N64 had less than half that at 393 titles worldwide.

The CD-ROM had its own downfalls though. While the discs had more storage, reading CDs took more time. CD drives need motors to spin up the discs and lasers to read the pits etched into the surface, which were slow and prone to breaking. The discs themselves were prone to damage too, either from shattering or from scratching. Conversely, load times with cartridges are much faster.⁵² Because a game cartridge is itself a circuit and has no moving parts, game data could be loaded into the console directly instead of being read and translated through a moving laser. The cartridges were also more sturdy, and easy to use. Players could safely grab them and insert into the top of the console without fear of damaging anything besides the thick plastic casing, making the console more appealing to younger children and their parents.

⁵¹ Captain Williams =/= | SEGA Saturn | Virtua Fighter 2. (n.d.). <https://web.archive.org/web/20201028083233/http://captainwilliams.co.uk/sega/saturn/virtuafighter2/virtuafighter2.php>.

⁵² The Format of the Future: CD-ROM or Cartridge? (1994, June). *GamePro Magazine*, (59), 8.



Figure 20: Split Open View of N64 Cartridge⁵³



Figure 21: PlayStation Demo Disk⁵⁴

⁵³ Amos, E. (2011). *Nintendo 64 Cartridge*. Wikimedia Commons. <https://commons.wikimedia.org/wiki/File:N64-Game-Cartridge.jpg>.

⁵⁴ *The Demo Disk of a Sony PlayStation*. (n.d.). The Wayback Machine. https://archive.org/serve/psx_psone/psx_psone_screenshot.jpg.



Figure 22: Sega Saturn Demo Disk⁵⁵

2.3 - History of 3D Graphics:

The Nintendo 64 existed during a turning point in video game graphics. It served as a console for some of the first 3D video games, and the success of games like *Super Mario 64* and *The Legend of Zelda: Ocarina of Time* served to popularize 3D graphics, and had lasting impacts on the future of games. One of the first examples of 3D graphics came about in 1963, with the release of Sketchpad, the first CAD (Computer-Aided Design) software. From there, it took roughly twenty years before 3D computer generated graphics were more widely adapted for entertainment purposes.

⁵⁵ *The Demo Disk of a Sega Saturn.* (n.d.). Fully Retro. https://web.archive.org/web/20210319150932/https://www.fullyretro.com/product/saturn-demo-disc-sega-flash-vol-4_14722770.

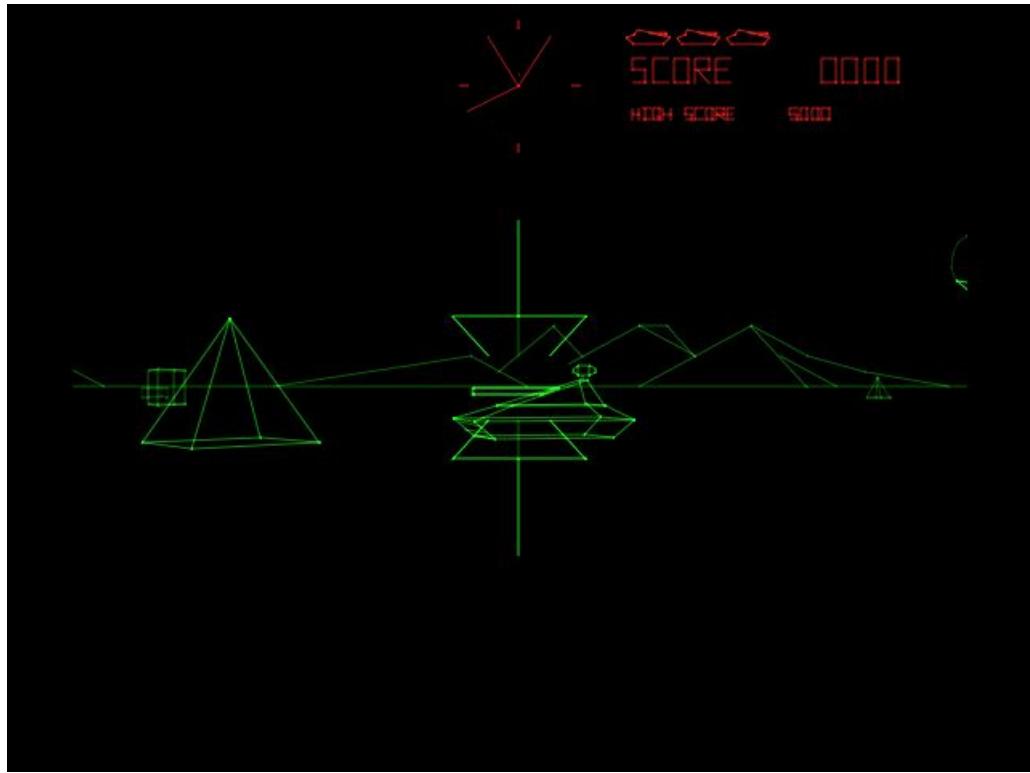


Figure 23: *Battlezone*⁵⁶

There is some debate over which game was the first 3D game, but the most often credited are *Wolfenstein 3D*, *DOOM*, *Descent*, and *Quake*, but these are not necessarily the only contenders. Before any of these games, however, were games that used 2D graphics to try and emulate a 3D look. *Battlezone*, released 1980, used vector graphics to simulate the appearance of 3D wireframes in the shape of tanks⁵⁷. *3D Monster Maze*, released a year later, used character block graphics and forced perspective to give itself the appearance of a third dimension⁵⁸. *Wolfenstein* and *DOOM* were released in 1992 and '93 respectively, and both had very similar graphics. While *Wolfenstein* is frequently credited as the first game of this style, it was actually released shortly after *Ultima Underworld*, which was the actual first

⁵⁶ *Battlezone*. (n.d.). Retrieved March 21, 2021, from <https://www.arcadeclub.co.uk/games/battlezone/>

⁵⁷ *The evolution of 3d games*. (2010, July 11). Retrieved March 21, 2021, from <https://www.techradar.com/news/gaming/the-evolution-of-3d-games-700995>

⁵⁸ *The wonderful computers of Clive Sinclair* (n.d.). Retrieved March 21, 2021, from https://h2g2.com/edited_entry/A821648

‘3D’ first-person shooter⁵⁹. These games, however, are arguably not truly 3D, while they feature 3D environments, all enemies and objects are instead 2D sprites. These games are also restricted by the fact that there is no way to aim, move, or shoot up or down, so the environment’s Y axis is effectively just for show. *Descent*, released in 1995, is another contender, and unlike previous games, enemies and objects use 3D polygonal models instead of sprites. While *Quake*, released 1996, wasn’t the first game to use 3D graphics, it was the first first-person shooter to have truly 3D environments. It allowed players to aim up or down, and the game engine could handle having rooms above other rooms.



Figure 24: *Ultima Underworld*⁶⁰

The N64 first released in Japan only a day after the release of *Quake*, and in North America a couple months later: September 29, 1996. The N64 was not the first console capable of 3D graphics, both

⁵⁹ Shahrani, S. (2006, April 25). *Educational feature: A history and analysis of level design in 3D computer games - Pt. 1*. Retrieved March 21, 2021, from https://www.gamasutra.com/view/feature/131083/educational_feature_a_history_and_.php?page=2

⁶⁰ *Ultima™ Underworld 1+2*. (n.d.). Retrieved March 21, 2021, from https://www.gog.com/game/ultima_underworld_1_2

the Sega Saturn and Playstation were capable of 3D, and both consoles were released two years earlier, in 1994. While the N64 may not have had the edge in terms of technology, its games were revolutionary.

Super Mario 64 was released by Nintendo alongside the N64, and it received widespread critical acclaim upon its release, and even to this day is considered one of the greatest games ever made⁶¹⁶². Two years later, in 1998, *The Legend of Zelda: Ocarina of Time* was released for the N64. As with *Super Mario 64*, it released to record-breaking sales and massive critical acclaim⁶³⁶⁴. These two games in particular revolutionized game design, and traces of their legacies can be found in modern games.

⁶¹ *Super Mario 64*. (1996, September 26). Retrieved March 21, 2021, from <https://www.metacritic.com/game/nintendo-64/super-mario-64>

⁶² *The 100 best games to play today* (2009, March 9). Retrieved March 21, 2021, from <https://web.archive.org/web/20141029174112/http://www.edge-online.com/features/100-best-games-play-today/>

⁶³ *Computer and video games - ISSUE 207* p. 8 (1999-02)(EMAP Images)(GB) : Free Download, borrow, and streaming. (1999, February 01). Retrieved March 21, 2021, from https://archive.org/details/Computer_and_Video_Games_Issue_207_1999-02_EMAP_Images_GB

⁶⁴ *NEXT generation* 48 pp. 114-116 : Free Download, borrow, and streaming. (n.d.). Retrieved March 21, 2021, from https://archive.org/details/NEXT_Generation_48/page/n115/mode/2up



Figure 25: Z-Targeting in *Ocarina of Time*⁶⁵

Super Mario 64 was one of the first 3D platformers, and it served to pioneer the genre. One of the few criticisms it received was that it's camera was awkward and unreliable, as it was with many games from that era⁶⁶. Many modern 3D games have a second joystick (or a mouse) to control the camera, but the N64's only joystick was used for movement instead. *Ocarina of Time*, however, found a workaround to this problem, and was one of the first games to implement a targeting system. While playing *Ocarina*

⁶⁵ Z-targeting. (n.d.). Retrieved March 21, 2021, from <https://zelda-archive.fandom.com/wiki/Z-targeting>

⁶⁶ Vishnevetsky, I., Gerardi, M., Dowd, A., & Teti, J. (2016, August 10). *Super Mario 64 introduced the camera as a friend and foe in video games*. Retrieved March 21, 2021, from <https://games.avclub.com/super-mario-64-introduced-the-camera-as-a-friend-and-fo-1798250469>

of Time, the player could hold down the controller's Z button to lock the camera onto an enemy or object of interest, making it much easier to see what's going on.

Targeting systems are still common today, even with much better camera controls. Modern *Legend of Zelda* games, such as *Breath of the Wild*, retain not only the targeting system, but fairly similar controls and combat styles in general. Even games from other companies and consoles have adapted targeting systems, such as *Monster Hunter* and *Darksiders*.

Today, 3D graphics have become inseparable from many genres of games. There are even games with completely 2D gameplay that have adopted 3D graphics, such as Nintendo's remakes of the previously completely 2D *Link to the Past* and *Link's Awakening*. With the development of new technology, such as the stereoscopic screen of the 3DS, VR consoles like the Oculus Rift and Quet, and talks of fully immersive VR, 3D graphics will only grow even more prominent.

3 - Archive Building Process

3.1 - What was in the N64 Archive when we first got there:

When we first examined the existing archive of the N64, we found a Nintendo 64 console, an accompanying power cable and RCA cable, one controller, a Transfer Pak, a memory card, and eight games, as well as a Gamecube power cable and a SNES power cable. The two power cables for different systems were misplaced into the N64 archive. The console had the RAM extension included, allowing games that required it to be played. The RCA cable and the memory card were third party models.



Figure 26: View of the archive console from above⁶⁷

The eight games were The Legend of Zelda: Ocarina of Time, The Legend of Zelda: Majora's Mask, Super Mario 64, Blast Corps, and Perfect Dark. The Majora's Mask cartridge had a special edition holographic label, and included with it was the box it came in and the manual. Blast Corps was still sealed inside its box, unopened.

⁶⁷ Mcaleese, J Archive N64 console from above (2020)



Figure 27: The Super Mario 64 cartridge in the Archive⁶⁸

When we first visited the archive we found that most of the archive items were physically in a decent, but not pristine condition. The cartridge shown above in Figure 27 is a clear example of the state of most items. All testable items worked fully and were playable, but the cases and stickers all had minor amounts of scuffing to the plastic or minor smudging to the labels. The only exceptions to testing were the game Blast Corps which still sealed in packaging, and the Transfer Pak, which required a corresponding GameBoy game and N64 game both with save data.

3.2 - How we improved the N64 Archive:

When we first looked at the physical inventory of the archive, we knew that beyond organizing what was already there, we would have to set up the archive in a way such that it would be easily accessible for anyone needing it in the future. It would have to be easily expandable should any donations or purchases come in, and it should contain games and accessories that were of note and worth preserving.

To start that process, we sat down as a team and sorted through the list of all North American titles to identify any games that we would want to include for historical significance and to expand the

⁶⁸ McAleese, J., Super Mario 64 Cartridge Front View, (2020)

range of game styles in the archive. We then coordinated with Arthur Carlson, the Assistant Director of the Gordon Library Archives to purchase copies of these games from eBay and other similar online marketplaces. Those games were:

- Conker's Bad Fur Day: One of the rare games for the console rated M by the ESRB not just for violence but vulgarity and drug use
- Mario Kart 64: One of the more popular multiplayer games for the console, prior to its addition the archive had only single player games
- Goldeneye 007: Another game popular for both single and multiplayer, Goldeneye is unique in that it is the only game that can be played with the joysticks of two separate controllers

Once we had expanded the archive, the remaining task was to create sets of rules for maintaining the current collection of items as well as for the accessioning of any future archive entries. For both sets of rules, we looked first at previous console archive projects for inspiration and built from there.⁶⁹

For maintenance and cleaning, we researched the best care methods for electronics. In that process we discovered that besides cleaning methods involving simple store bought materials, there are also companies producing specially made equipment, designed for easily fitting into the tight corners of cartridges and consoles. Beyond cleaning, another issue we had to approach was that of shrink wrapped items in the archive; one of the games already in the archive when we began the project was still wrapped, and it's possible that a future donation might still be wrapped as well. An item still wrapped and unopened in its original packaging has worth, both monetary, and historically. The mint condition serves as an example of what the item looked like when it was first purchased.

⁶⁹ Kreiselman, J., Peters, R. C., & Sargent, A. L. (2019). (rep.). WPI's Gordon Library Video Game Archive Collection and Use Pertaining to the Nintendo Entertainment System. Worcester, MA: Worcester Polytechnic Institute.

However, since the intent of this project is to create an interactive archive, untouchable, unplayable items end up taking space that could otherwise be used for playable games. Besides usefulness, the main concern was that over time the shrink wrap may tighten, and potentially crush and ruin the box inside. Various anecdotal sources in online forums dedicated to vinyl records seemed to suggest shrink wrap could cause long term damage.⁷⁰ ⁷¹

Unfortunately though, no formal sources were found to definitively state if wrapping could cause damage. The end decision was to include in the instructions that shrink wrapped items are to remain in their wrapping unless visible crushing or distortion has occurred. The resulting maintenance guide from this research can be found in **Appendix A**.

For accessioning, research involved reading through the donations policies of the WPI library, as well as online guides compiled for use by librarians at other universities and institutions,⁷² then taking those ideas and compiling them into an orderly set of steps applicable to the Nintendo 64. To assess the value of a game, we took into account the game itself, whether it works, special physical features like colors or stickers, and rarity. Since the rarity of cartridges no longer in production will change overtime, the rarity values provided in **Appendix C** are a snapshot of the Nintendo 64 game resale market as it existed at the time of this project. The exact values chosen were taken from a third party website called rarityguide.com dedicated to tracking the prices and rarity of older video games.⁷³ The resulting accessioning guide created from this research can be found in **Appendix B**.

In addition to the initial archive contents and the purchased games, a member of this team, Eddie Matava, also donated his own Nintendo 64 along with an assorted collection of games. This extra console

⁷⁰ *Removing shrink wrap off of LP covers.* Discogs Forum. (2020).

<https://web.archive.org/web/20210319072303/https://www.discogs.com/forum/thread/792369>.

⁷¹ *When To Remove Shrink- Vinyl Engine.* Vinylengine. (2006, May 21).

https://web.archive.org/web/20210319071838/https://www.vinylengine.com/turntable_forum/viewtopic.php?t=14043

⁷² Wendell, L. (2012, July). How to Start and Run a Basic Library. Institute of Education Sciences.

<https://files.eric.ed.gov/fulltext/ED536916.pdf>.

⁷³ Nintendo 64 Rarity Guide. RarityGuide.com. (n.d.).

https://web.archive.org/web/20210319074451/http://www.rarityguide.com/n64_view.php.

and the additional games have served to greatly increase the size and overall usefulness of the archive compared to the start of the project.

3.3 - How we are leaving the N64 Archive:

Over the course of the project, we have made additions and improvements to the N64 archive, which will be summarized here. For future use/expanding, we have laid out maintenance guidelines, as well as accession rules for various games. We have also made additions to the archive in the form of several games that we either purchased for or donated to the archive.

Games already in the archive:

- *Blast Corps*
- *Perfect Dark*
- *Super Mario 64*
- *The Legend of Zelda: Majora's Mask*
- *The Legend of Zelda: Ocarina of Time*

Purchased games:

- *Conker's Bad Fur Day*
- *Mario Kart 64*
- *Goldeneye 007*

Games donated by Eddie:

- *Looney Toons: Duck Dodgers Starring Daffy Duck*
- *Madden 99*
- *Pokémon Snap*
- *Pokémon Stadium*
- *Pokémon Stadium 2*
- *San Francisco Rush 2049*
- *Star Wars: Shadows of the Empire*

- *Star Wars: Episode I Racer*
- *Superman 64*
- *Super Smash Bros*

4 - Exhibit: The History of 3D Games

4.1 - Planning for the Exhibit:

As an IQP team, we were tasked to work on the N64 collection of the WPI Video Game Archive, so we started to come up with ideas relating to the N64. Our first idea for what our exhibit would be about was doing an exhibit on *The Legend of Zelda* game series. We soon realized that *The Legend of Zelda*

started out as a 2D adventure game, and that it was not until 1998 when *The Legend of Zelda: Ocarina of Time* was released for the N64. There was a shift in the tide of games from 2D to 3D which started with the N64 as the catalyst for how 3D console games are played today. We then decided to shift gears and make our exhibit on the History of 3D games starting from the very beginning and going all the way to 3D video games in the present day.

4.2 - Physical Exhibit, why it did not happen:

Before the start of our IQP project, the COVID-19 pandemic began in the spring of 2020. We as a team started working remotely in August of 2020, and were hoping by early February 2021 that we would be able to receive campus access in order to have an in-person exhibition. When February came, regulations were still in place keeping students and faculty off campus. Sadly our plans had to change, including setting up a five-foot-tall, cardboard cutout of *Paper Mario*.



Figure 26: In Person Exhibit Mockup⁷⁴

4.3 - Twitch Exhibit:

We streamed *Twitch Plays Paper Mario* for the Nintendo 64. A Twitch Plays is a type of gaming livestream hosted on the streaming site Twitch.tv, where viewers can vote on which inputs will be sent to the game through the chat feature. This unique style of streaming featuring crowdsourced gameplay was started in 2014 when an anonymous user made the TwitchPlaysPokemon channel. An estimated 1.165 million participants contributed to beating Pokemon Red over 16 consecutive days, setting a Guinness World Record for “the most participants on a single-player online videogame.”⁷⁵ A large community grew

⁷⁴ Knight, J., In-Person Exhibit Mockup (2020)

⁷⁵ *Most users to input a command to play a live streamed videogame* (2014, March 01). *Guinness World Records*.

<https://www.guinnessworldrecords.com/world-records/most-participants-on-a-single-player-online-video-game/>

from it, and the channel continues to host crowdplaying of Pokemon games. As of the time of writing, more than 50 have been completed.



Figure 27: Twitch Plays Paper Mario⁷⁶

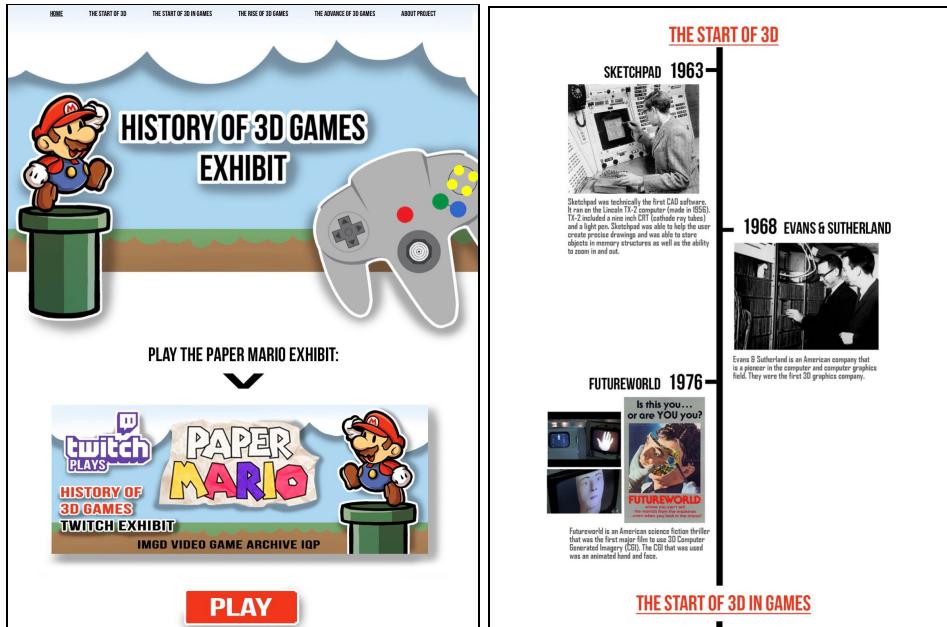
In our Twitch Plays (Figure 27), hosted at twitch.tv/video_game_archive_ip, input is selected and sent to the game after a set period of time. During that time, viewers can vote for the input they want, such as A, B, Left, etc. There is a live tally of the votes, as well as a countdown to the next input. The viewers attempt to progress through the game as a community.

We chose Paper Mario for several reasons. It features turn-based battles, which only requires discrete inputs given one at a time, where time can be taken to move the cursor to select an action. Games that require any type of timing or precision would not work. We also chose Paper Mario as it represents a transition, a midway point between 2D and 3D games; it features a 3D world but uses 2D sprites. The name of the game, "Paper Mario," is inspired by the style created by this mix of 2D and 3D graphics, as the characters look like flat pieces of paper, or perhaps cardboard cut-outs, in a 3D environment.

⁷⁶ Matava, E., Twitch Plays Paper Mario (2021)

4.4 - Virtual Exhibit:

Since our exhibit switched from physical to virtual we decided to move everything to a website. We ended up getting site hosting through WPI, which was nice since we did not have to spend extra money. The next step was creating a clean layout that would lead the user through the history of 3D games.



The website features a clean, modern design. The main page (Figure 28) has a header with navigation links: HOME, THE START OF 3D, THE RISE OF 3D GAMES, THE ADVANCE OF 3D GAMES, and ABOUT PROJECT. The main content area features a large illustration of Mario on a green pipe, a N64 controller, and a 'PLAY THE PAPER MARIO EXHIBIT' button. Below this is a banner for 'twitch PLAYS HISTORY OF 3D GAMES PAPER MARIO' and a 'PLAY' button. The 'THE START OF 3D' section (Figure 29) is a timeline from 1963 to 1976. It includes images of the Sketchpad (1963), Evans & Sutherland (1968), and Futureworld (1976). Each entry has a brief description and a 'PLAY' button.

Figure 28: Main Page⁷⁷ Figure 29: The Start of 3D Website Section⁷⁸

The first design made users switch to different pages which made the virtual exhibit seem more like throwing information in the user's face and not like telling a story. The design that we ended up implementing had only two pages: Main Page (Figure 28) and About Project (Figure 31).

⁷⁷ Knight, J., Main Page (2021)

⁷⁸ Knight, J., The Start of 3D Website Section (2021)

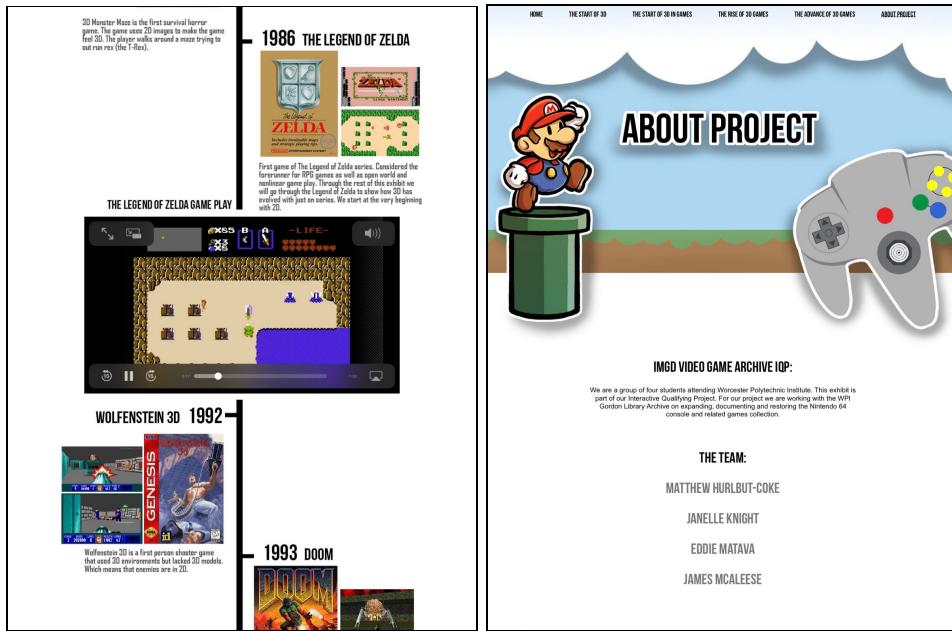


Figure 30: Exhibit Video Footage⁷⁹ Figure 31: About Project Page⁸⁰

This second design lets users scroll through a vertical timeline (seen in Figures 29 and 30) that highlights key moments of history that were game changers (yes that was a pun) to 3D gaming and game development. We also ended up capturing in-game footage of three games from the *Legend of Zelda* series (seen in figure 30), this included *The Legend of Zelda*, *The Legend of Zelda: Ocarina of Time* and *The Legend of Zelda: Breath of the Wild*. The reason why we included those specific games is because you can see how the series changed from 2D to 3D and how the art and game play was improved. The virtual exhibit was launched March 8th 2021, with our goal of getting people to visit the site through promotional graphics and description sent in the Interactive Media and Game Development Discord channel and our Twitch Plays Paper Mario Discord channel (Discord is an online platform used to chat with groups of people) as well as via WPI and Paper Mario subreddits (Reddit is another online platform used for different topic discussions). We received positive feedback from Reddit with 62 upvotes and 8 comments across the two subreddits. You can find the exhibit here (if it is still up):

<https://n64archive.wpi.edu/>

⁷⁹ Knight, J., Exhibit Video Footage (2021)

⁸⁰ Knight, J., About Project Page (2021)

4.5 - Exhibit Post Mortem:

What went right

Our Twitch Plays exhibit launched on December 7th, 2020, and is still running as of March 21st, 2021. It brought different communities together, specifically from WPI and the online Paper Mario community. Our advertising was successful at drawing people in, and we even had a few inquiries about donating to the archive as a result. We are also proud of how the History of 3D exhibit turned out. The website exhibit launched on March 8th, 2021. The website layout looks quite good, and we were able to get it hosted on the WPI website. Our advertising for the website exhibit also brought renewed life to the Twitch Plays as well.

Challenges

However, there were still challenges and setbacks. We originally planned on hosting a physical exhibit, which was canceled due to Covid-19. We also faced several delays, both on the part of WPI itself delaying C term and delays to the launch of the website. Instead of the exhibit being held at the beginning of C term, it went up less than two weeks before the end of C term. We also faced challenges from the WPI Media Office in regards to an article about our project that was discussed. Due to unknown delays, the article has not been published as of the writing of this paper. In addition, the Twitch Plays, while successful, did not fully meet our initial vision of it. The goal of a Twitch Plays is to have a community work together to play a game, voting on every action. There were rarely more than one or two people playing at a given time, with long periods of inactivity. Part of this was due to bugs, such as one that shut the stream off completely on occasion. While these bugs did get fixed over time, they hindered audience retention and excitement. While we did not get as large of an audience as we had hoped, the people that were involved were quite active, working together and sharing details of their progress with each other on the Discord server we set up for it.

What We Would Do Differently

Overall, if we were to do this project again, we would work to have better coordination on deadlines, when we wanted each aspect done by, and set better short-term goals on progress. A calendar with deadlines and progress goals would be a good idea to add. We also would have prepared for the possibility of doing a digital exhibit in the first place; not just because of Covid (after all, we knew it was a possibility that a physical exhibit wouldn't work so we should have probably at least prepared for the alternative) but also so that it could be shared outside of just the library, and outside of however long the physical exhibit would have lasted. Perhaps we should have planned to do both from the beginning, so that we could have been more prepared.

For the Twitch Plays Paper Mario aspect, what we would have done differently would be to better raise awareness and excitement for it, and have the launch of it coincide with the exhibit. That would result in more continuous activity rather than weeks of next to no activity between the times we advertised it. Planning our advertisement periods around events such as finals would also have helped, to ensure people would not be too busy to play. We should also have had a longer playtesting period, lasting several days to a few weeks rather than several hours. That way, more bugs and points of failure could have been caught before the official start. If the Twitch Plays had been launched as the most polished version we could make it, closer to the launch of the exhibit, it likely would have retained more participants and garnered more excitement, with the website exhibit and a second wave of advertising giving it a second wind. Part of the point of a Twitch Plays is for it to be community-driven, and thus the experience would have been better had it had more people playing all at once.

5 - Conclusion

The past 40 years have seen massive advances in computer technology and in video game design, as well as a massive increase in the amount of data we produce every day. But despite all that, even with the best intentions much of that information is already in the process of disappearing or is already gone. The Nintendo 64 is a few months away from turning 25 years old at the time of this project. It was released after the advent of the internet, and much of what was written about it was done online. But many of the sources referenced and cited for this project had to be obtained indirectly through other online services dedicated to internet preservation.

As this project has shown, even devices like video game consoles, which are often dismissed as not much more than expensive toys, have a rich history behind them that deserves to be remembered. The Nintendo 64 is remembered fondly by many today as a favorite console from their youth. It's important to know why it became so, whether it was the cultural legacy of its games, or the clever technical designs that make up its inner workings. With the Nintendo 64 in particular, its importance as the first 64-bit console and one of the first 3D consoles ended up being the driving influence for our focus on 3D games.

Completing this project entirely during the COVID-19 pandemic has made it especially clear how important an archive like this one is. From start to finish, we spent many months of reading, researching, and writing about the console, and preparing our exhibits. When we began, we lamented our inability to regularly access the physical archive, and our inability to set up a physical exhibit where people could play with the console. But as we have now seen with Twitch Plays Paper Mario, with the right setup we can not only bring the console to the 21st century in an online format, but explore new ways to play that were never in the realm of imagination when the game was first made.

The preservation difficulties faced by this team will likely only get worse as time goes on, making the archive itself only more important. The work we and our predecessors have done so far to expand it have helped to make it a comprehensive window to the past, as well as a useful tool for the future.

References

- Alexander, C. (2020, February 22). *N64 Vs. PS1: Which Console Is More Powerful (In Terms Of Tech Specs)*. TheGamer.
<https://web.archive.org/web/20210322042346/https://www.thegamer.com/n64-vs-ps1-console-more-powerful-tech-specs/>.
- Amos, E., Famicom. Photograph. Wikipedia. March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/Famicom>
- Amos, E., Game Boy. Photograph. Wikipedia. March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/GameBoy>
- Amos, E., NES. Photograph. Wikipedia. Retrieved March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/NES>
- Amos, E., N64. Photograph. Wikipedia. Retrieved March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/N64>
- Amos, E., PlayStation. Photograph. Wikipedia. Retrieved March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/PlayStation>
- Amos, E., Sega Genesis. Photograph. Wikipedia. Retrieved March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/Genesis>
- Amos, E., Sega Master System. Photograph. Wikipedia. Retrieved March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/MasterSystem>
- Amos, E., Super Nintendo Entertainment System. Photograph. Wikipedia. Retrieved March 11, 2021
<https://commons.wikimedia.org/wiki/User:Evan-Amos/VOGM/SuperNES>
- Amos, E. (2011). *Nintendo 64 Cartridge*. Wikimedia Commons.
<https://commons.wikimedia.org/wiki/File:N64-Game-Cartridge.jpg>.
- Amos, E. (2016). *Nintendo 64 Memory Expansion Pak*. Wikimedia Commons.
<https://commons.wikimedia.org/wiki/File:Nintendo-64-Memory-Expansion-Pak.jpg>.

Amos, E. (2016). *Nintendo 64 Rumble Pak*. Wikimedia Commons.

<https://commons.wikimedia.org/wiki/File:Nintendo-64-Rumble-Pak.jpg>.

Bacani, C., & Mutsuko, M. (0AD). *FUN AND GAMES: Nintendo's new 64-bit platform sets off a*

scramble for market share. Asiaweek.com.

<https://web.archive.org/web/20051226163418/http://www.asiaweek.com/asiaweek/97/0418/cs1.htm>

Big in Japan: Nintendo 64 Launches at last. (1996, September). *Next Generation*, (21), 14–16.

Captain Williams =^= | SEGA Saturn | Virtua Fighter 2. (n.d.).

<https://web.archive.org/web/20201028083233/http://captainwilliams.co.uk/sega/saturn/virtuafighter2/virtuafighter2.php>.

Cary, "Digital game + digital clock = Game & Watch!". *Recollections of Play*. (15 May 2013)

Retrieved 15 February 2021.

Crawford, A. (2013, March 29). *Patent Exhibit - Invented: WPI Patents Past and Present*. WPI.

<https://www.wpi.edu/news/patent-exhibit>.

Curtiss, A. (1996, September 30). New Nintendo 64 is a Technical Wonder. *Los Angeles Times*.

The Demo Disk of a Sega Saturn. (n.d.). Fully Retro.

<https://web.archive.org/web/20210319150932/https://www.fullyretro.com/product/saturn-demo-disc-sega-flash-vol-4,14722770>.

The Demo Disk of a Sony PlayStation. (n.d.). The Wayback Machine.

https://archive.org/serve/psx_psone/psx_psone_screenshot.jpg.

DKOldies. (2014, July 9). Cleaning tip. Retrieved March 22, 2021,

https://www.dkoldies.com/product_images/uploaded_images/cleaning-tip.jpg

DKOldies. (2014, July 9). Repair hookup tips for your n64 game console. Retrieved March 22, 2021,

from <https://www.dkoldies.com/blog/repairhookup-tips-for-your-n64-game-console/>

Dorsey, M. (2018, December 13). *Extraordinary Gift from a Private Collector Will Transform WPI's Dickens Collection into a World-Class Resource*. WPI.

<https://www.wpi.edu/news/extraordinary-gift-private-collector-will-transform-wpi-s-dickens-collection-world-class>

Fisher, L. M. (1995, May 6). Nintendo Delays Introduction of Ultra 64 Video Game Player. *The New York Times*, p. 34.

The Format of the Future: CD-ROM or Cartridge? (1994, June). *GamePro Magazine*, (59), 8.

Hatfield, D., "Nintendo 64 is number 9". *IGN*. Retrieved March 11, 2021.

Horowitz, K., & Kalinske, T. (2006, July 11). Interview: Tom Kalinske. *Sega-16*. other.

https://web.archive.org/web/20090207173139/http://www.sega-16.com/feature_page.php?id=214&title=Interview%3A%20Tom%20Kalinske

Iwabu, T. Bloomberg © via Getty Images. Retrieved March 11, 2021

Kelion, L., Sega v Nintendo: Sonic, Mario and the 1990's console war. (May 13, 2014). Accessed March 11, 2021. <https://www.bbc.com/news/technology-27373587>

Knight, J., About Project Page (2021)

Knight, J., American Cartridge vs Japanese (2020)

Knight, J., Exhibit Video Footage (2021)

Knight, J., In-Person Exhibit Mockup (2020)

Knight, J., Main Page (2021)

Knight, J., The Start of 3D Website Section (2021)

Kreiselman, J., Peters, R. C., & Sargent, A. L. (2019). (rep.). *WPI's Gordon Library Video Game Archive Collection and Use Pertaining to the Nintendo Entertainment System*. Worcester, MA: Worcester Polytechnic Institute.

Launch Surprises: Nintendo Cuts Price of N64, Drops Cruis'n Usa as Launch Title". (1996, November). *GamePro*, (98), 26.

Larcen, D. (1995, September 14). Taking a Look at Nintendo's New Virtual Reality Game. *Hartford Courant*.

Majaski, C., Genesis Does What Nintendon't. August 14, 2019. Accessed March 11, 2021.

<https://www.nintendotimes.com/2019/08/14/genesis-does-what-nintendon/>

Matava, E., Twitch Plays Paper Mario (2021)

McAleese, J., Archive N64 Console From Above, (2020)

McAleese, J., Super Mario 64 Cartridge Front View, (2020)

Miller, C. (2006). *Front of Indy*. Wikimedia Commons.

https://commons.wikimedia.org/wiki/File:Front_of_Indy.JPG

Most users to input a command to play a live streamed videogame (2014, March 01). *Guinness World Records*.

<https://www.guinnessworldrecords.com/world-records/most-participants-on-a-single-player-online-videogame/>

Ndtv. "As Nintendo Turns 125, 6 Things You May Not Know About This Gaming Giant." NDTV

Gadgets360.com. September 23, 2014. Accessed March 11, 2021.

<https://gadgets.ndtv.com/games/features/as-nintendo-turns-125-6-things-you-may-not-know-about-this-gaming-giant-596606>.

Nintendo Co., Ltd.. "Hardware and Software Sales Units". *Nintendo.co.jp*. Retrieved 15 February 2021.

Nintendo Co., Ltd.. "History | Corporate". Nintendo. Retrieved 15 February 2021

Nintendo Co., Ltd.. "Nintendo: Company History". Archived from [the original](#) on 5 February 1998.

Retrieved 15 February 2021.

Nintendo Co., Ltd.. *Nintendo - Customer Service: Nintendo 64 - Installing the Nintendo 64 Expansion Pak*. Nintendo. (n.d.).

https://www.nintendo.com/consumer/systems/nintendo64/hook_expansionpak.jsp.

Nintendo 64 Rarity Guide. RarityGuide.com. (n.d.).

https://web.archive.org/web/20210319074451/http://www.rarityguide.com/n64_view.php.

"Nintendo Trademark". 1955. Archived from [the original](#) on 29 October

Nishiumi, S., Koshima, K., & Nonaka, N. (2001, March 13). Controller Pack.

N-sider "[Nintendo History Lesson](#)". *N-Sider.com*. Retrieved 15 February 2021.

O'Kane, S., "[7 things I learned from the designer of the NES](#)". *The Verge*. October 18, 2015. Archived from [the original](#) on March 11, 2021.

Out of the Shadows: Nintendo 64 Debuts in Japan. (1996, January). *Nintendo Power*, 80, 23.

ThePViana, Game & Watch. Photograph. Wikipedia. Retrieved March 9, 2021

https://upload.wikimedia.org/wikipedia/commons/1/15/Game_%26_Watch.png

Removing shrink wrap off of LP covers. Discogs Forum. (2020).

<https://web.archive.org/web/20210319072303/https://www.discogs.com/forum/thread/792369>.

r/gaming - Remember when you had a choice? reddit. (2014).

https://web.archive.org/web/20210321003050/https%3A%2F%2Fwww.reddit.com%2Fr%2Fgaming%2Fcomments%2F1gj44i%2Fremember_when_you_had_a_choice%2F

Staff, I. G. N. (1998, November 17). *Nintendo 64 Controller Pak*. IGN.

<https://www.ign.com/articles/1998/11/18/nintendo-64-controller-pak>.

Staff, I. G. N. (1999, May 12). *Donkey Kong Enforces 4MBs*. IGN.

<https://www.ign.com/articles/1999/05/12/donkey-kong-enforces-4mb>.

Staff, I. G. N. (2000, March 6). *Transfer Pak*. IGN. <https://www.ign.com/articles/2000/03/07/transfer-pak>.

Takeda, G., Ashida, K., Miyamoto, S., & Nishida, Y. (2000, August 15). OPERATING DEVICE WITH ANALOG JOYSTICK.

Tonymag28. (n.d.). Air Dusting The N64 Cartridge Slot. Retrieved March 22, 2021, from

<https://www.ifixit.com/Guide/Image/meta/62QYHJE4YRd2Dmrm>

Tonymag28. (2019, April 03). How to clean the Nintendo 64 cartridge slot. Retrieved March 22, 2021, from <https://www.ifixit.com/Guide/How+to+clean+the+Nintendo+64+cartridge+slot/1588>

Tonymag28. (n.d.). Swabbing The N64 Cartridge Slot. Retrieved March 22, 2021, from

<https://www.ifixit.com/Guide/Image/meta/1AKjJbC1TPgY4lhE>

Ward, C., Science Behind the Fiction: How Nintendo Saved and Redefined the Game Industry. June 5, 2019. Accessed March 11, 2021.

<https://www.syfy.com/syfywire/science-behind-the-fiction-how-nintendo-saved-and-redefined-the-game-industry>

Wendell, L. (2012, July). *How to Start and Run a Basic Library*. Institute of Education Sciences.

<https://files.eric.ed.gov/fulltext/ED536916.pdf>

When To Remove Shrink- Vinyl Engine. Vinylengine. (2006, May 21).

[https://web.archive.org/web/20210319071838/https://www.vinylengine.com/turntable_forum/vie
wtopic.php?t=14043](https://web.archive.org/web/20210319071838/https://www.vinylengine.com/turntable_forum/viewtopic.php?t=14043)

Will Ultra 64 Launch on April 21st? (1996, February). *Next Generation Magazine*, 2(14), 14.

Willcox, J. K. (1996, April). The Name of the Game is 64 Bits: Nintendo debuts the most powerful game system yet. *Popular Mechanics*, 134–135.

Appendix A: Maintenance & Cleaning

Many problems with game consoles can come down to unclean ports or cartridges. Often, a game that will not boot can be fixed to working condition just by cleaning it once. Thus, if any game or game console is not working, cleaning is the first recommended step.

For Cartridges:

If a cartridge is in shrink wrap that is found to be crushing it or the box it is in, remove the shrink wrap.

DO NOT BLOW INTO CARTRIDGES. Blowing into cartridges can introduce outside contaminants and further corrosion on the cartridge contacts, which will only make the problem worse. Often, just taking the cartridge out and putting back in will allow it to boot. Otherwise, try cleaning the cartridge.

1. Moisten a gentle cotton swab, q-tip, or small paint brush, with isopropyl (ideally 90% or higher and no lower than 70%, to minimize water content).
2. Gently rub the cleaning tool along both sides of the metal connector, as seen in Figure 32. Repeat with the dry side of the q-tip as well.



Figure 32: Cleaning an N64 Cartridge⁸¹

3. After cleaning, let the cartridge dry for 3 minutes before placing it into the N64. The cartridge should be void of any alcohol smell.

⁸¹ DKOldies. (2014, July 9). Cleaning tip. Retrieved March 22, 2021, https://www.dkoldies.com/product_images/uploaded_images/cleaning-tip.jpg

For the N64 Console:

To clean the console's exterior

1. First unplug the console from the wall outlet, TV, games, and controllers.
2. Run a washcloth under hot water and wring it out.
3. Next, use the washcloth to wipe the console to remove dirt. Be careful when cleaning the front and back of the console to ensure no liquid comes into contact with any of the ports on the console.
4. Once wiped, let the console dry for 5 minutes before plugging anything back into the console.

To clean the console's cartridge slot

1. Open the slot and use a compressed air duster to blow along the length of the cartridge slot (see Figure 33)
2. Rub a q-tip moistened with 90% or greater isopropyl along the length of the cartridge slot (see Figure 34)



Figure 33: Air Dusting The N64 Cartridge Slot⁸² Figure 34: Swabbing The N64 Cartridge Slot⁸³

⁸² Tonymag28. (n.d.). Air Dusting The N64 Cartridge Slot. Retrieved March 22, 2021, from <https://www.ifixit.com/Guide/Image/meta/62QYHJE4YRd2Dmrm>

⁸³ Tonymag28. (n.d.). Swabbing The N64 Cartridge Slot. Retrieved March 22, 2021, from <https://www.ifixit.com/Guide/Image/meta/1AKjJbC1TPgY4lhE>

Appendix B: Accessioning Rules

Accepting Donations:

1. If the cartridge or accessory has a box, manual, or is unopened, those items take top priority.
 - a. If the cartridge is in a box, confirm if it is still shrink wrapped. If the box is still wrapped, and the wrapping appears to be damaging the box, remove the wrapping.
 - b. Otherwise, if the wrapping is not damaging the box or there is no wrapping, proceed to rule 2.
2. The N64 consoles currently in the archive are North American models, meaning they won't be able to play games released for Japanese/European models. Check the back of the cartridge to see if it is American using the figure below. If a Japanese/European console has been donated, and confirmed to work following the steps below, accept it into the archive. Consoles from multiple regions help to expand the scope and usefulness of the archive.

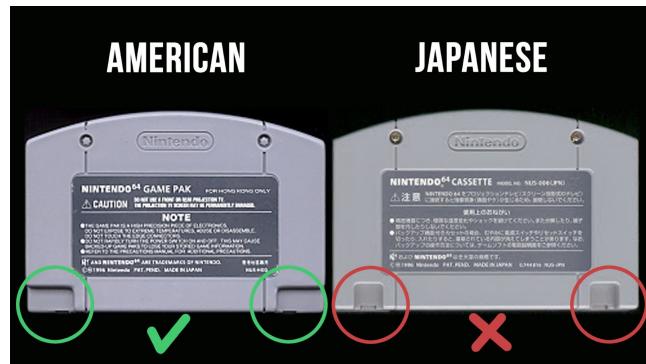


Figure 35: American Cartridge vs Japanese⁸⁴

⁸⁴ Knight, J., American Cartridge vs Japanese (2020)

3. Check the list of games and accessories to see how many the archive has, as well as archive storage:
 - a. If storage is full, compare the game's ranking as listed in **Appendix C** against the steps outlined below in "Assessing Game Value." If the game's rarity is Rare or higher, or is Otherwise Noteworthy, then accept into the archive. Replace a game that has the lowest rarity and that has more than one already in the collection. If no current games meet this swap requirement, request to expand the archive.
 - b. If storage is full, check the archive accessory list. If the accessory is made by Nintendo and works then accept into the archive. If the archive is full and the item works, request to expand the archive.
 - c. If storage is not full proceed to rule 4
4. If there are less than two copies of a game or one copy of an accessory then accept into the archive collection.
 - a. If the game has more than two copies and if it's rarity is Rare or higher, or it is Otherwise Noteworthy then accept into the archive.
 - b. If the game is Common with less than two copies, then accept into the archive if there is enough storage, if not request to expand the archive.
5. If possible test the cartridge or accessory for working condition by using the N64 console and controllers.
 - a. If it works then accept into the archive.
 - b. If it does not work and is not an American cartridge (compare the back of the cartridge to Figure 35 above), accept into the archive only if it is Very Rare or Otherwise Noteworthy. If not return to the donor.

- c. If it does not work troubleshoot the problem per the Maintenance and Repair instructions found in **Appendix A**. If it still does not work and is Very Rare or Otherwise Noteworthy then accept into the archive. If not then return to the donor, or if not possible then dispose of the item.
6. Accept the cartridge or accessories and related items and follow the WPI Archive protocol for taking in donations.

Assessing Game Value:

1. What is the Rarity of the game?
 - a. Refer to rarity values in **Appendix C**
 - b. Common: Rarity ranking of **0-33**
 - c. Rare: Rarity Ranking of **34-66**
 - d. Very Rare: Rarity Ranking of **67-100**
2. What makes a game Otherwise Noteworthy?
 - a. The game is unwrapped, but with a box and/or manual
 - b. The game is in mint condition, still shrink wrapped in the box
 - c. The game cartridge is a color other than grey (Compare against the cartridges in Figure 35 above or cartridges already in archive for reference)
 - d. The game cartridge sticker is holographic or textured
 - e. The game cartridge is autographed or otherwise marked as special

Appendix C: N64 Games List

Game	Developer	Publisher	Year	Region	Genre	Rarity Value	Rarity Ranking	Summary	Notes
1080° Snowboarding	Nintendo	Nintendo	1998	JP, NA, PAL	Sports/Snowboarding	19	Common	Players can snowboard on 6 different courses with 5 characters and 8 boards and perform up to 40 different tricks using button combinations. The game also includes hidden cheat codes for players to discover, and a co-op mode to race with friends. Created by the Wave Race 64 team in only 9 months	https://web.archive.org/web/20071001191900/http://www.rottentomatoes.com/g/nintendo_64/1080_snowboarding/overview.php
A Bug's Life	Traveller's Tales	Activision	1999	NA, PAL	Adventure/3D Platformer	19	Common	Players control Flik The Ant to defend his anthill from grasshoppers, roughly following the plot of the Disney/Pixar movie A Bug's Life, and even including some voice work from the film. Players and reviewers found gameplay to be a bit stale, and and camera angles to be awkward.	https://web.archive.org/web/20000229212722/http://www.gameinformer.com/reviews/review_detail.cfm?ITEM_ID=3173
Aero Fighters Assault	Paradigm Entertainment	Video System	1997	JP, NA, PAL	Simulation/Flight Combat	19	Common	Players control fighter jets in timed combat missions. Up to 6 different planes can be unlocked upon mission completion. Includes a multiplayer mode. Game controls and models were all praised in reviews, but people found the missions themselves boring and repetitive	Next Generation 36
AeroGauge	Pacific Coast Power & Light	ASCII Entertainment	1997	JP, NA, PAL	Racing/Auto mobile	42	Rare	Players race hovercraft called "AeroMachines" through multiple tracks against each other and CPU craft. Game modes include grandprix, VS, time trials, and single races. With a lack of weapons, upgrades, and power ups found in other racing games reviewers and players found the game to be boring	Next Generation 39

<u>Aidyn Chronicles: The First Mage</u>	H2O Interactive	<u>THQ</u>	2001	NA, PAL	Adventure/Role Playing	<u>54</u>	Rare	Players control an orphan named Alaron on a quest to heal himself from poison and save the kingdom of Gwernia from the forces of Chaos. Players must complete quests, gather party members, and level up stats to complete the game. The game also included a combat arena mode outside of the main adventure. Pre-release reviews were positive but many found the plot too complex to stay interesting. Noteworthy: The Expansion Pak is not required for play but allows access to higher quality graphics. Versions of the North American cartridge came in both black and grey	Nintendo Power 142
<u>All Star Tennis '99</u>	Smart Dog	<u>Ubisoft</u>	1999	NA, PAL	Sports/Tennis	<u>23</u>	Common	Play tennis in singles, doubles, tournaments, and a special bomb mode that causes explosions when the ball bounces. The game adds additional mechanics in the form of energy points to perform special moves. Control was considered difficult to the point of almost being unplayable. It was the 1st tennis game for the n64	Nintendo power 120
<u>All-Star Baseball 2000</u>	<u>Iguana Entertainment</u>	<u>Acclaim Sports</u>	1999	NA, PAL	Sports/Baseball	<u>26</u>	Common	The sequel to All-star Baseball 99. This and the other all-star baseball games in the series received critical acclaim	Next Generation magazine, Issue 55
<u>All-Star Baseball 2001</u>	<u>High Voltage Software</u>	<u>Acclaim Sports</u>	2000	NA	Sports/Baseball	<u>37</u>	Rare	The sequel to All-star Baseball 2000. This and the other all-star baseball games in the series received critical acclaim	GamePro Magazine 140
<u>All-Star Baseball 99</u>	<u>Iguana Entertainment</u>	<u>Acclaim Sports</u>	1998	NA, PAL	Sports/Baseball	<u>37</u>	Rare	Not quite as well received as its successors, this game was still considered a well made baseball game for the N64.	Next Generation magazine, Issue 43

Armorines: Project S.W.A.R.M.	Acclaim Studios London	Acclaim Entertainment	1999	NA, PAL	Action/First-Person Shooter	34	Rare	Play as a group of futuristic marines protecting earth from alien spiders. The game has a co-op main campaign and a VS mode. Each character has different weapons and armor loadouts. The game was not received well. Based on the Armorines comic series by Valiant Comics. Built on the engine for Turok 2: Seeds of Evil, Expansion Pak gives access to higher resolution	Nintendo Power 128
Army Men: Air Combat	The 3DO Company	The 3DO Company	2000	NA	Action/Adventure/3D Shooter	49	Rare	Control Green Army helicopters to fight against the Tan Army and the Blue Army while interacting with real world objects by blowing up sandcastles, avoiding magnifying glasses, and protecting other toys.	Nintendo Power 133
Army Men: Sarge's Heroes	The 3DO Company	The 3DO Company	1999	NA, PAL	Action/Adventure/3D Shooter	25	Common	Control the Green Army soldier Sarge to fight against the Tan and Blue Armies while interacting with real world objects by gathering "weapons of mass destruction" which are items like other toys and magnifying glasses to melt the enemy. Soldiers going to the real world risk getting "plasterified" and frozen. The game has a main campaign, and a boot camp training level. It also has a multiplayer level in which players fight against one another to the death. It received mixed reviews.	Nintendo Power 125
Army Men: Sarge's Heroes 2	The 3DO Company	The 3DO Company	2000	NA	Action/Adventure/3D Shooter	12	Common	Continue where Sarge's Heroes left off, controlling Sarge to fight the Tan and Blue Armies, this time by destroying a serum that brings soldiers "plasterified" in the real world back to life to stop the enemy from reviving their leaders. Unlike most games the cartridge was made of green plastic	Nintendo Power 137

Asteroids Hyper 64	Syrax Developers	Crave Entertainment	1999	NA	Arcade/Action/Shooter	37	Rare	A Nintendo 64 port of the classic arcade game "Asteroids"	https://www.ign.com/articles/1999/12/18/asteroids-hyper-64
Automobili Lamborghini	Titus Software	Titus Software Taito	1997	JP NA PAL	Racing/Auto mobile	31	Common	An racing game with 4 play modes, as well as various tracks and cars inspired by real world race cars. Received praise for the graphics but people found the controls difficult to use.	https://web.archive.org/web/20100511235709/http://uk.ign64.ign.com/articles/152/152002p1.html
Banjo-Kazooie	Rare	Nintendo	1998	JP, NA, PAL	Adventure/3D Platformer	15	Common	The first game in the now popular Banjo-Kazooie Series. Banjo and Kazooie are a bear and bird who must beat enemies through 9 different open world areas to defeat the witch Gruntilda. It was given critical acclaim and sold almost 2 million copies in the US. Considered by some to be a spiritual successor to Super Mario 64.	Nintendo Power 109
Banjo-Tooie	Rare	Nintendo	2000	JP, NA, PAL	Adventure/3D Platformer	52	Rare	The sequel to Banjo-Tooie. The main characters from the first game must return stop Gruntilda again, now joined by her witch sisters. The worlds in this game are larger than the first, and now incorporates a multiplayer mode where 4 players can play minigames together. This sequel was also critically acclaimed for both gameplay and graphics.	Nintendo Power 139
Bass Hunter 64	Gear Head Entertainment	Take-Two Interactive	1999	NA, PAL	Sports/Fishing	38	Rare	A tournament style fishing game where players try to catch fish out in one of 6 areas. Considered a very boring and slow game, one magazine called it "about as fun as getting a hook in the eye"	Nintendo World 8
Bass Masters 2000	Mass Media	THQ	1999	NA	Sports/Fishing	38	Rare	A fishing game for the N64. Offers an array of fishing equipment and features real world locations. Received mixed reviews.	https://web.archive.org/web/20040919083254/http://www.gamepro.com/nintendo/n64/games/reviews/4205.shtml

<u>Batman Beyond: Return of the Joker</u>	<u>Kemco</u>	<u>Ubisoft</u>	2000	NA, PAL	Action/Adventure	62	Rare	A side scrolling, batman themed fighting game. The game was released at the same time as a movie of the same name, both based on the Batman Beyond cartoon series. Players have a range of attacks and can select from various batman suits. Received poor and mixed reviews	Next Generation Magazine, Volume 4 #3
<u>BattleTanx</u>	<u>The 3DO Company</u>	The 3DO Company	1998	NA	Simulation/ Tank Combat	34	Rare	Takes place in a world where nearly all women on earth were killed by a virus. The player Griffin has to use a battle tank to fight his way through gangs in various US cities to rescue his fiancee Madison. Players can choose between three different tanks to fight with. Multiplayer mode has 4 different player vs player minigames. The N64 port received mostly mixed to favorable reviews.	Nintendo Power 116
<u>BattleTanx: Global Assault</u>	<u>The 3DO Company</u>	The 3DO Company	1999	NA, PAL	Simulation/ Tank Combat	47	Rare	The sequel to BattleTanx, gameplay is mostly the same as the first. Players fight with various tanks in different locations, this time around the world. Players must help Griffin this time defeat the woman who created the virus that killed all women in the first game. Received mixed and positive reviews.	Next Generation Magazine, Volume 2 #4
<u>Battlezone: Rise of the Black Dogs</u>	<u>Climax Group</u>	<u>Crave Entertainment</u>	2000	NA	Simulation/ Tank Combat	40	Rare	A real-time strategy first person shooter, loosely based off the original arcade game Battlezone. Players control a tank made of alien metal to fight Soviet troops across various planets and moons. The game also has a deathmatch multiplayer mode, as well as racing and strategy modes. Reviews were mixed for the N64 port	https://www.ign.com/articles/2000/04/04/battlezone-rise-of-the-black-dogs

Beetle Adventure Racing!	Paradigm Entertainment	Electronic Arts	1999	JP, NA, PAL	Racing/Auto mobile/Adventure	20	Common	A racing game where all the cars are Volkswagen New Beetles. Players can race in single and multiplayer, with an additional multiplayer combat mode. Racetracks have points and special items to gather for score boosts at the end of the race. The game received critical acclaim from most major reviewers	Nintendo Power 119
Big Mountain 2000	Eutechnyx	SouthPeak Games	1998	JP, NA	Sports/Snowboarding	26	Common	A snowboarding and skiing game for the N64. Players can select from various racing modes with different characters. There is also a 2 player mode where players can race against one another. The game received mixed, okay reviews.	Nintendo Power 137
Bio F.R.E.A.K.S.	Saffire	Midway	1998	NA, PAL	Arcade/Fighting	26	Common	A fighting game originally planned for arcades. Play as 8 different bio-engineered fighters in a 3D area. Gameplay features multiple types of attacks and special finishing attacks. Received mixed reviews.	Game Informer 63
Blast Corps	Rare	Nintendo	1997	JP, NA, PAL	Strategy/Demolition	23	Common	Players solve puzzles by demolishing buildings and placing bridges to make a path for a runaway truck carrying a nuclear missile. Gameplay is single player only but players can re-race a ghost image of their previous best level time. The game was incredibly well received and was universally acclaimed.	Next Generation Magazine 31
Blues Brothers 2000	Player 1	Titus Software	2000	NA, PAL	Adventure/3D Platformer	44	Rare	A platforming game loosely based on the movie Blues Brothers 2000. Play as the Blues Brothers trying to get their band back together for a battle of the bands. Received mixed reviews, mostly negative.	Nintendo Power 135

Body Harvest	DMA Design	Midway	1998	NA, PAL	Action/Adventure/3D shooter	32	Common	Gameplay involves controlling a genetically engineered soldier fighting aliens across human history to stop them from invading earth. Gamemplay is open world and non-linear, and relies heavily on the player finding vehicles and weapons to win the game. The game received some positive but mostly average reviews	Nintendo Power 114
Bomberman 64: The Second Attack	Hudson Soft	Vatical Entertainment	1999	JP, NA	Action/Adventure	92	Very Rare	The sequel to Bomberman 64, bomberman is sent back in time and must defeat various bosses to save the world. Gameplay is much the same as the first. Reviews were mixed and average.	https://web.archive.org/web/20130719224615/http://www.gamerankings.com/n64/257793-bomberman-64-the-second-attack/index.html
Bomberman 64NA	Hudson Soft	Nintendo	1997	JP, NA, PAL	Adventure/Puzzle	92	Very Rare	The first game 3D in the Bomberman series, bomberman must use his bombs and other abilities to drive space pirates off his home planet. The game received mixed reviews.	Nintendo Power 103
Bomberman Hero	Hudson Soft	Nintendo	1998	JP, NA, PAL	Action/Adventure/3D Platformer	23	Common	The third Bomberman game for the N64. This time Bomberman must fight his way through four worlds to save a princess. Gameplay was more advanced and complex than the other N64 Bomberman entries, with more weapons and control options. Reviews were mixed and average.	https://www.ign.com/articles/1998/09/17/bomberman-hero
Bottom of the 9th	Konami	Konami	1999	NA	Sports/Baseball	22	Common	A Baseball game that features 300 real MLB players on fake teams. Players can play against friends in single games or a tournament, either with the built in teams or custom ones. Reviews were mixed, the controls were considered hard to understand, and too much information was required to play the game.	Electronic Gaming Monthly Volume 12 #4
Brunswick Circuit Pro Bowling	Point of View	THQ	1999	NA	Sports/Bowling	45	Rare	A 10 pin bowling game with various modes to play in. Reviews were mixed and mostly favorable.	Nintendo Power 130

Buck Bumble	Argonaut Software	Ubisoft	1998	JP, NA, PAL	Action/Adventure/Shooter	22	Common	Play as a cyborg bumble bee Buck Bumble to stop an evil army of mutated insects. Gameplay has multiple weapons and enemies, with 2 multiplayer modes. Reviews were mixed and somewhat positive.	Next Generation Magazine 48
Bust-A-Move '99	Distinctive Developers	Acclaim Entertainment	1999	JP, NA, PAL	Arcade/Action/Puzzle	46	Rare	AKA Puzzle Bobble 3, the game is a bubble shooter arcade game. The N64 port has a multiplayer mode of up to 4 players. Reviews were mixed and positive.	https://www.gamespot.com/reviews/bust-a-move-99-review/1900-2544216/
California Speed	Midway	Midway	1999	NA	Racing/Auto mobile	26	Common	A racing game set in California for arcades and the N64. Different cars can be selected and set to various colors. Reviews were mixed and mostly poor.	Electronic Gaming Monthly Volume 12 #4
Carmageddon 64	Software Creations	Titus Software (NA) Sales Curve Interactive (EU)	2000	NA, PAL	Racing/Battle	50	Rare	A vehicle combat game where players are encouraged to wreck other cars during races. The N64 port was reviewed poorly.	https://web.archive.org/web/20020213041653/http://gamespot.com/gamespot/features/video/best_of_2000/
Castlevania	Konami	Konami	1999	JP, NA, PAL	Adventure/3D Platformer	30	Common	The first 3D game of the popular Castlevania series. Players must stop Count Dracula from returning to power. Like the other entries in the series, emphasis is on survival and platforming, this time in 3D. The game received mixed and positive reviews.	https://web.archive.org/web/20110607150734/http://www.gamepro.com/article/reviews/90/castlevania/
Castlevania: Legacy of Darkness	Konami	Konami	1999	JP, NA, PAL	Adventure/3D Platformer	63	Rare	A remake of the first Castlevania game for the N64 with improved graphics, additional story elements, and additional levels. Reviews were mostly mixed.	Nintendo Power 127
Chameleon Twist	Japan System Supply	Sunsoft	1997	JP, NA, PAL	Adventure/3D Platformer	36	Rare	A platforming game where players control one of 4 chameleons through various worlds. The chameleon's tongue is used as a weapon and to maneuver between platforms. Reviews were negative for simple repetitive gameplay and difficult controls.	Nintendo Power 103

Chameleon Twist 2	Japan System Supply	Sunsoft	1999	JP, NA, PAL	Adventure/3D Platformer	42	Rare	A game mostly the same as the first Chameleon Twist, but with longer levels and additional gameplay mechanics. Reviews were mixed and negative	Nintendo Power 118
Charlie Blast's Territory	Realtime Associates	Kemco	1999	NA, PAL	Strategy/Puzzle	40	Rare	An independent remake of a Playstation game called The Bombing Islands. Gameplay involves destroying bombs across platforms to clear levels. The game received mixed and negative reviews.	Nintendo Power 116
Chopper Attack	SETA	Midway SETA	1998	JP, NA, PAL	Simulation/Helicopter/Shooter	32	Common	A third person shooter where the player controls a helicopter in various missions to rescue soldiers and destroy enemy bases. The game received mixed reviews.	Electronic Gaming Monthly 102
ClayFighter 63 1/3	Interplay Productions	Interplay Productions	1997	NA, PAL	Arcade/Fighting	82	Very Rare	A fighting game that uses stop motion animation rather than the traditional fully computer generated graphics. Players have various attacks and finishing attacks like other fighting games. Character names are mostly food and clay puns, and characters are all voiced by famous voice actors. The game received some mixed but mostly negative reviews.	Nintendo Power 97
ClayFighter Sculptor's Cut	Interplay Productions	Interplay Productions	1998	NA	Arcade/Fighting	82	Very Rare	A special edition re-release of ClayFighter 63 1/3 that contained added story lines, combat mechanics and characters. The game was notable for being exclusively available as a rental game from Blockbuster Video. The game received mixed and negative reviews	Nintendo Power 108
Command & Conquer	Westwood Studios	Nintendo	1999	NA, PAL	Strategy/Real-time	30	Common	A Nintendo 64 port of the PC game of the same name. A real-time strategy game where players must take sides to win a global conflict. The N64 port and the game in general received highly positive reviews with the	https://web.archive.org/web/19991113194958/http://www.next-generation.com/jsmid/reviews/1947.html

								exception of mutliplayer on the N64.	
Conker's Bad Fur Day	Rare	Rare THQ (EU)	2001	NA, PAL	Action/Adventure/3D Platformer	68	Very Rare	This game follows Conker the squirrel as he tries to make his way home to his girlfriend after a night of drinking. The game is a platformer, and was highly controversial for its drug references, adult humor, violence and graphic language. Its marketing campaign was also controversial, with advertisements in Playboy featuring models from the magazine. The game was critically acclaimed for its graphics, gameplay mechanics, and story writing.	https://web.archive.org/web/20040225181947/http://www.gamepro.com/nintendo/n64/games/reviews/12080.shtml
Cruis'n Exotica	Gratuitous Games	Midway	2000	NA	Racing/Auto mobile	39	Rare	The third entry in the Cruis'n series. Like the others, it is a port of the arcade game of the same name. Players race cars in various cities around the world and on other planets. The game received mixed reviews	Nintendo Power 138
Cruis'n USA	Midway	Nintendo	1996	NA, PAL	Racing/Auto mobile	16	Common	One of the first games released on the Nintendo 64, this game is a port of the arcade game of the same name. Because of development timing it also received a Super NES version. Players race cars invarious cities across the US under pressure of a time limit, or against each other. Reviews for the N64 version were mixed and negative.	Next Generation Magazine 26
Cruis'n World	Midway	Nintendo	1998	NA, PAL	Racing/Auto mobile	33	Common	The sequel to Cruis'n USA. Players race this time in cities around the world, and players can now do tricks with cars mid-race for extra points. The game received mixed and somewhat positive reviews.	Nintendo power 112

CyberTiger	Saffire	EA Games	2000	NA, PAL	Sports/Golf	<i>34</i>	Rare	A golfing video game starring pro golfer Tiger Woods. Players play as Tiger Woods and must defeat 'Cyber Tiger' and other golfers in a series of tournaments. The golf games have added controls and gameplay mechanics like powerups and special golf balls. The game received mixed and somewhat positive reviews.	Game Informer 84
Daikatana	Kemco	Kemco	2000	JP, NA, PAL	Action/First-Person Shooter	<i>11</i>	Common	A first person shooter where players must fight through four eras of human history for control of a weapon called the Daikatana. After multiple release delays the game was reviewed very poorly by most publications.	Nintendo Power 130
Dark Rift	Kronos Digital	Vic Tokai	1997	JP, NA, PAL	Arcade/Fighting	<i>19</i>	Common	A 3D fighting game for the N64, ported from a port of a cancelled game for the Sega Saturn. Players choose from 8 characters plus 2 bonus characters to fight and win 3 out of 5 rounds. The game is noteworthy for being the first N64 game to run at 60 frames per second. The game received mostly mixed reviews.	Next Generation 31
Destruction Derby 64	Looking Glass Studios	THQ	1999	NA, PAL	Racing/Battle	<i>48</i>	Rare	A vehicle combat game where players are encouraged to wreck other cars in one of four game modes. The game received mixed to positive reviews.	https://web.archive.org/web/20001009225834/http://www.gameinformer.com/reviews/review_detail.cfm?ITEM_ID=3265
Diddy Kong Racing	Rare	Rare	1997	JP, NA, PAL	Racing/Adventure/Battle	<i>12</i>	Common	A racing game starring Diddy Kong, a side character from the Donkey Kong game series along with other characters. Tracks, cars, and characters all have jungle themes, power ups, and cartoon like animation. The game received widespread critical acclaim.	Electronic Gaming Monthly 101
Disney's Tarzan	Eurocom	Activision	2000	NA, PAL	Adventure/3D Platformer	<i>12</i>	Common	A platforming game based on the Disney film of the same name. Players control Tarzan through the different stages of his life like in the film and must collect items along the	Nintendo Power 129

								way. The game received positive reviews for gameplay and similarity to the plot of the film.	
Donald Duck: Goin' Quackers	Ubisoft Casablanca	Ubisoft	2000	NA, PAL	Adventure/3D Platformer	48	Rare	A 2D and 3D platforming game where players control the Disney character Donald Duck to Daisy Duck along with his nephews from the evil magician Merlock. The N64 port of the game received mixed and positive reviews.	Nintendo Power 138
Donkey Kong 64	Rare	Nintendo	1999	JP, NA, PAL	Action/Adventure/3D Platformer	43	Rare	This is the first Donkey Kong game to be in 3D. The game stars the gorilla Donkey Kong who must rescue his friends from King K.Rool on Kong Island. More areas became reachable as other Kongs with different abilities were rescued. The game was the first N64 game to require use of the Expansion Pak. The cartridge was yellow, and special edition bundles were released containing the game, an Expansion Pak, and a special clear "Jungle Green" Nintendo 64 console and Controller. The game received widespread critical acclaim.	Electronic Gaming Monthly 127
Doom 64	Midway	Midway	1997	JP, NA, PAL	Action/First-Person Shooter	48	Rare	A first person shooter sequel to the game DOOM II. Players control the Doom Marine character of previous games as he once again kills demons on his way through Hell. The game was well received and considered one of the few good console ports of the game.	Next Generation Magazine 29
Dr. Mario 64	Nintendo	Nintendo	2001	NA	Arcade/Action/Puzzle	63	Rare	A remake of the popular NES puzzle game Dr. Mario. Players must match multicolored falling tiles to clear the screen before it fills up. The game was relatively well received.	Nintendo Power 143

Dual Heroes	Prodeco	Hudson Soft, Electro Brain (NA)	1998	JP, NA, PAL	Arcade/Fighting	32	Common	A multiplayer fighting game where players must fight in power suits against aliens. The game received very negative reviews, and was considered one of the worst games for the console.	Electronic Gaming Monthly 115
Duck Dodgers Starring Daffy Duck	Paradigm Entertainment	Infogrames	2000	NA, PAL	Adventure/3D Platformer	57	Rare	A platforming game where players control the Daffy Duck character Duck Dodgers, from Looney Tunes. The objective is to defeat bosses across 5 worlds to save the earth. The game received mixed reviews, controls and graphics made the game difficult to play.	Nintendo Power 133
Duke Nukem 64	Eurocom	GT Interactive Software	1997	NA, PAL	Action/First-Person Shooter	46	Rare	A first person shooter, and a sequel to the Duke Nukem games from earlier video game platforms. The game was highly praised for its gameplay and graphics and is considered to have helped popularize first person shooters.	Electronic Gaming Monthly 102
Duke Nukem: Zero Hour	Eurocom	GT Interactive Software	1999	NA, PAL	Action/Adventure/3D Shooter	43	Rare	Another entry in the Duke Nukem series, the game involves Duke Nukem trying to stop aliens from travelling to the past to kill his family. The game was met with mixed reviews, mostly average.	Nintendo Power 123
Earthworm Jim 3D	VIS Entertainment	Rockstar Games (NA), Interplay Entertainment (EU)	1999	NA, PAL	Action/Adventure/3D Platformer	45	Rare	The first 3D entry in the popular Earthworm Jim franchise. Earthworm Jim is in a coma, and must battle enemies inside his own mind to recover and wake himself up. The game was met with mixed reviews.	Nintendo Power 126
ECW Hardcore Revolution	Acclaim Studios Salt Lake City	Acclaim Entertainment	2000	NA, PAL	Sports/Wrestling	45	Rare	A pro wrestling game modeled on Extreme Championship Wrestling. Players wrestle against each other under various match rules. The wrestlers in game are all modeled on real life pro-wrestlers. The game received mixed reviews.	Electronic Gaming Monthly 128

Elmo's Letter Adventure	Realtime Associates	NewKidCo	1999	NA	Learning/Mini games	36	Rare	An educational game starring the Sesame Street Muppet Elmo.	
Elmo's Number Journey	Realtime Associates	NewKidCo	1999	NA	Learning/Mini games	38	Rare	An educational game starring the Sesame Street Muppet Elmo.	
Excitebike 64	Left Field Productions	Nintendo	2000	JP, NA, PAL	Racing/Simulation/Motorcycle	41	Rare	The first 3D entry in the Excitebike series. Players race in 3D on various tracks, as well as in a handful of minigames. The game received mostly positive and critically positive reviews.	Nintendo Power 132
Extreme-G	Probe Entertainment	Acclaim Entertainment	1997	JP, NA, PAL	Racing/Battle	18	Common	A high speed, futuristic themed racing game. Players race against each other and computers or compete in alternative multiplayer game modes. The game was met with very positive reviews.	Next Generation 37
Extreme-G 2	Probe Entertainment	Acclaim Entertainment	1998	JP, NA, PAL	Racing/Battle	24	Common	A sequel to the first Extreme-G game, with similar futuristic styling and gameplay mechanics. The game received mixed and positive reviews.	Nintendo Power 114
F-1 World Grand Prix	Paradigm Entertainment	Nintendo	1998	JP, NA, PAL	Racing/Grand Prix	25	Common	A racing game based on the real world Formula One racing circuit. Players race in various game modes against computer versions of real racing teams to win the 1997 Grand Prix. The game was praised for the accuracy of its driving simulation and received positive reviews.	Electronic Gaming Monthly 111
F-1 World Grand Prix II	Paradigm Entertainment	Video System	2000	PAL	Racing/Grand Prix	25	Common		
F-Zero X	Nintendo	Nintendo	1998	JP, NA, PAL	Racing/Battle	18	Common		
F1 Pole Position 64	Human Entertainment	Ubisoft	1997	JP, NA, PAL		30	Common		
F1 Racing Championship	Ubisoft	Ubisoft	2000	PAL	Racing/Grand Prix	30	Common		
FIFA '99	EA Canada	EA Sports	1998	NA, PAL	Sports/Soccer	27	Common		
FIFA Soccer 64 •FIFA 64PAL	EA Canada	EA Sports	1997	NA, PAL	Sports/Soccer	18	Common		

FIFA: Road to World Cup 98	EA Canada	EA Sports	1997	JP, NA, PAL	Sports/Soccer	17	Common		
Fighter Destiny 2	Imagineer	SouthPeak Games	2000	JP, NA	Arcade/Fighting	31	Common		
Fighters Destiny	Imagineer	Ocean Software, Infogrames Multimedia	1998	JP, NA, PAL	Arcade/Fighting	18	Common		
Fighting Force 64	Core Design	Crave Entertainment	1999	NA, PAL	Action/Adventure/Fighting	38	Rare		
Flying Dragon	Culture Brain	Natsume	1998	JP, NA, PAL	Arcade/Fighting	31	Common		
Major League Baseball Featuring Ken Griffey Jr.	Iguana UK	Acclaim Entertainment	1998	NA, PAL	Action/Adventure/3D Shooter	30	Common		
Fox Sports College Hoops '99	Z-Axis	Fox Sports Interactive	1998	NA	Sports/Basketball	17	Common		
G.A.S.P!! Fighters' NEXStream •Deadly ArtsNA	Konami	Konami	1998	JP, NA, PAL	Arcade/Fighting	17	Common		
Gauntlet Legends	Midway	Midway	1998	JP, NA, PAL	Action/Adventure/Hack and Slash	45	Rare		
Gex 3: Deep Cover Gecko	Gratuitous Games	Crave Entertainment	1999	NA, PAL	Adventure/3D Platformer	37	Rare		
Gex 64: Enter the Gecko	Realtime Associates	Midway Games	1998	NA, PAL	Adventure/3D Platformer	16	Common		
Glover	Interactive Studios	Hasbro Interactive, Nintendo (EU)	1998	NA, PAL	Adventure/3D Platformer	26	Common		
Goemon's Great Adventure •Mystical Ninja 2: Starring GoemonPAL	Konami	Konami	1998	JP, NA, PAL	Adventure/2D Platformer	64	Rare		
Golden Nugget 64	Westwood Studios	Electronic Arts	1998	NA	Gambling/Casino	46	Rare		
GoldenEye 007	Rare	Nintendo	1997	JP, NA, PAL	Action/First-Person Shooter	46	Rare		
GT 64: Championship Edition	Imagineer	Ocean Software Infogrames Multimedia Imagineer	1998	JP, NA, PAL	Racing/Auto mobile	23	Common		
Harvest Moon 64	Toy Box Creative	Natsume	1999	JP, NA	Simulation/Role Playing/Farming	81	Very Rare		

Hercules: The Legendary Journeys	Player 1	Titus Software	2000	NA, PAL	Action/Adventure	48	Rare		
Hexen	Software Creations	GT Interactive Software	1997	JP, NA, PAL	Action/First-Person Shooter	14	Common		
Hey You, Pikachu!	Ambrella	Nintendo	1998	JP, NA	Simulation/Life	45	Rare		
Hot Wheels Turbo Racing	Stormfront Studios	Electronic Arts	1999	NA, PAL	Racing/Stunt	26	Common		
Hybrid Heaven	Konami	Konami	1999	JP, NA, PAL	Action/Adventure	21	Common		
Hydro Thunder	Eurocom	Midway	2000	NA, PAL	Racing/Speedboat	55	Rare		
Iggy's Reckin' Balls	Iguana Entertainment	Acclaim Entertainment	1998	JP, NA, PAL	Adventure/2D Platformer/Battle	48	Rare		
Indiana Jones and the Infernal Machine	Factor 5	LucasArts	2000	NA	Adventure/Action/3D Platformer	68	Very Rare		
Indy Racing 2000	Paradigm Entertainment	Infogrames	2000	NA	Racing/Auto mobile	37	Rare		
International Superstar Soccer '98	Konami	Konami	1998	JP, NA, PAL	Sports/Soccer	61	Rare		
International Superstar Soccer 2000	Konami	Konami	1999	JP, NA, PAL	Sports/Soccer	70	Very Rare		
International Superstar Soccer '64 •Jikyō J-League Perfect StrikerJP	Konami	Konami	1996	JP, NA, PAL	Sports/Soccer	30	Common		
International Track & Field 2000 •International Track & Field: Summer GamesPAL	Konami	Konami	2000	JP, NA, PAL	Sports/Track and Field	30	Common		
Jeopardy!	GameTek	GameTek	1998	NA	Game Show	42	Rare		
Jeremy McGrath Supercross 2000	Acclaim Studios Salt Lake City	Acclaim Sports	2000	NA, PAL	Racing/Motorcycle	19	Common		
Jet Force Gemini	Rare	Rare	1999	JP, NA, PAL	Action/Adventure	16	Common		
Ken Griffey Jr.'s Slugfest	Angel Studios	Nintendo	1999	NA	Sports/Baseball	26	Common		
Killer Instinct Gold	Rare	Nintendo	1996	NA, PAL	Arcade/Fighting	30	Common		
Kirby 64: The Crystal Shards	HAL Laboratory	Nintendo	2000	JP, NA, PAL	Adventure/2D Platformer	30	Common		

Knife Edge: Nose Gunner Knife EdgePAL	Kemco	Kemco	1998	JP, NA, PAL	Action/3D Rail Shooter	26	Common		
Knockout Kings 2000 Box Champions 2000GER	Black Ops Entertainment	Electronic Arts	1999	NA, PAL	Sports/Boxing	8	Common		
Kobe Bryant in NBA Courtside	Left Field Productions	Nintendo	1998	NA, PAL	Sports/Basketball	4	Common		
LEGO Racers	High Voltage Software	Lego Media	1999	NA, PAL	Racing/Battle	29	Common		
Lode Runner 3-D	Big Bang	Infogrames	1999	JP, NA, PAL	Adventure/Strategy/Puzzle	29	Common		
Mace: The Dark Age	Midway	Midway	1997	NA, PAL	Arcade/ 3D Fighting	37	Rare		
Madden Football 64	Electronic Arts	Electronic Arts	1997	NA, PAL	Sports/American Football	14	Common		
Madden NFL 2000	Electronic Arts	Electronic Arts	1999	NA	Sports/American Football	9	Common		
Madden NFL 2001	Electronic Arts	Electronic Arts	2000	NA	Sports/American Football	13	Common		
Madden NFL 2002	Electronic Arts	Electronic Arts	2001	NA	Sports/Rugby/American Football	27	Common		
Madden NFL 99	Electronic Arts	Electronic Arts	1998	NA, PAL	Sports/American Football	27	Common		
Magical Tetris Challenge	Capcom	Capcom, Activision (EU)	1999	JP, NA, PAL	Arcade/Action/Puzzle	55	Rare		
Major League Baseball Featuring Ken Griffey, Jr.	Angel Studios	Nintendo	1998	NA, PALAUS	Sports/Baseball	30	Common		
Mario Golf	Camelot	Nintendo	1999	JP, NA, PAL	Sports/Golf	53	Rare		
Mario Kart 64	Nintendo	Nintendo	1996	JP, NA, PAL	Racing/Battle	46	Rare		
Mario Party	Hudson Soft	Nintendo	1998	JP, NA, PAL	Board Games	59	Rare		
Mario Party 2	Hudson Soft	Nintendo	1999	JP, NA, PAL	Board Games	58	Rare		
Mario Party 3	Hudson Soft	Nintendo	2000	JP, NA, PAL	Board Games	60	Rare		
Mario Tennis	Camelot	Nintendo	2000	JP, NA, PAL	Sports/Tennis	43	Rare		
Mega Man 64	Capcom	Capcom	2000	JP, NA	Action/Adventure	62	Rare		

Michael Owen's WLS 2000 •Mia Hamm 64 SoccerNA •RTL World League Soccer 2000GER •Telefoot Soccer 2000FRA	Silicon Dreams Studio	THQ SouthPeak Games	2000	NA, PAL	Sports/Soccer	24	Common		
Mickey's Speedway USA	Rare	Nintendo	2000	JP, NA, PAL	Racing/Battle	29	Common		
Micro Machines 64 Turbo	Codemasters	Midway	1999	NA, PAL	Racing/Battle	43	Rare		
Midway's Greatest Arcade Hits: Volume 1	Digital Eclipse	Midway	2000	NA	Arcade/Compilation	42	Rare		
Mike Piazza's Strike Zone	Devil's Thumb Entertainment	GT Interactive	1998	NA	Sports/Baseball	17	Common		
Milo's Astro Lanes	Player 1	Crave Entertainment	1998	NA, PAL	Sports/Bowling	46	Rare		
Mischief Makers	Treasure	Nintendo	1997	JP, NA, PAL	Action/Adventure/2D Platformer	38	Rare		
Mission: Impossible	Infogrames Multimedia	Ocean Software, Infogrames Multimedia	1998	NA, PAL	Action/Adventure	44	Rare		
Monaco Grand Prix •Monaco Grand Prix: Racing Simulation 2PAL •Racing Simulation: Monaco Grand PrixUK •Racing Simulation 2GER	Ubisoft	Ubisoft	1999	NA, PAL	Racing/Auto mobile	23	Common		
Monopoly	Mind's Eye Productions	Hasbro Interactive	1999	NA	Board Games	62	Rare		
Monster Truck Madness 64	Edge of Reality	Rockstar Games	1999	NA, PAL	Racing/Auto mobile/Off Road	26	Common		
Mortal Kombat 4	Eurocom	Midway	1998	NA, PAL	Arcade/Fighting	45	Rare		
Mortal Kombat Mythologies: Sub-Zero	Avalanche Software	Midway	1997	NA, PAL	Action/Adventure/2D Fighting	57	Rare		
Mortal Kombat Trilogy	Midway	Midway	1996	NA, PAL	Arcade/Fighting	46	Rare		

<u>MRC: Multi-Racing Championship</u>	<u>Genki</u>	Ocean Software, Infogrames Multimedia	1997	JP, NA, PAL	Racing/Auto mobile	46	Rare	Fast paced techno music; arcade look and feel; Three courses: Sea Side, Mountain and Downtown. Multiple paths during race, can race the tracks backwards after doing well. Ten different vehicles with customization affecting handling on tracks: brakes, suspension, steering, transmission, gear ratio and aerodynamics First third party racing game to reach store shelves	Source: Nintendo Power Issue 99
<u>Ms. Pac-Man Maze Madness</u>	<u>Mass Media</u>	<u>Namco</u>	2000	NA	Arcade/Adventure/Maze	52	Rare	Dark forces are planning to steal magic gems and the princess has been captured and turned into a haunted castle. Professor Pac tells Ms. Pac-Man to find the Gems of Virtue. She then finds all the gems and then is attacked by a witch which she fights off and gains the witches keys. Ms. Pac-Man returns to the castle defeats the villain and reclaims the gems and the princess is reverted back to normal. Celebration is held and Ms. Pac-Man is now a hero. Second game to feature Ms. Pac-Man as the main protagonist The game was a sponsor for the National Alliance of Breast Cancer Organizations	Source: Nintendo Power Issue 185

<u>Mystical Ninja Starring Goemon</u>	<u>Konami</u>	Konami	1997	JP, NA, PAL	Action/Adventure	55	Rare	Single player game. The Lord of Oedo asks the protagonist Goemon to find those who attacked the castle. Goemon goes and finds the wise man's house for help. The man claims that the troublemakers are the Peach Mountain Shoguns. The man joins Goemon and they discover that the shoguns are kidnapping children who have dancing talent. Son of the Dragon God apologizes for the kidnappings after Goemon helps take the mind control off of him. Goemon later enters that castle and the villains confront the group of heroes with music and self-destruction. They fly into space for the battle, Goemon gets defeated, but the villains mock Goemon and the impact causes the battle bot's head to fly off into deeper space. Goemon returns a hero. Japanese jokes led to confusion for players, but overall the game was praised for its quirky and unique story and setting	Source: Nintendo Power Issue 105
<u>Nagano Winter Olympics '98</u>	<u>Konami</u>	Konami	1997	JP, NA, PAL	Sports/Winter Sports	36	Rare	Two game modes, Olympic which player competes in one event and Championship where the player competes in all seven events (Alpine Skiing, Snowboarding, Speed Skating, Short Track, Bobsleigh, Luge, Ski Jump, Freestyle Skiing, Curling). Did not receive good reviews.	Source: Nintendo Power Issue 105
<u>Namco Museum 64</u>	<u>Mass Media</u>	<u>Namco</u>	1999	NA	Arcade/Compilation	34	Rare	Collection of games: Pac-Man, Ms. Pac-Man, Galaga, Galaxian, Dig Dug and Pole Position. Only released in NA	Source: Electronic Gaming Monthly Issue 88

NASCAR 2000	Stormfront Studios	Electronic Arts	1999	NA	Racing/Auto mobile	40	Rare	"Prove you can handle the thunder! Featuring more drivers - Dale Earnhardt Jr., Tony Stewart and Adam Petty join the field of 33 NASCAR drivers and 7 legends. 18 licensed NASCAR tracks, now including Homestead-Miami Speedway. New TV and Crew Chief audio - Bob Jenkins and Benny Parsons in the booth plus Crew Chief and Spotter assistance. Wheel-to-wheel NASCAR competition - go head-to-head on the split-screen! Six driving views, including behind the wheel. Multiple modes - Quick Race, Single Race, or Championship Season."	Source: N64 Gamer Issue 22
NASCAR 99	Stormfront Studios	Electronic Arts	1998	NA, PAL	Racing/Auto mobile	40	Rare	Play as pro drivers and compete on 17 authentic tracks in 3 game modes. The first NASCAR game for N64	Source: N64 Gamer Issue 09
NBA Courtside 2: Featuring Kobe Bryant	Left Field Productions	Nintendo	1999	NA	Sports/Basketball	30	Common	Second game in series released. Modernized with individual teams with new members and other stats. Kobe Bryant did motion capture for all the moves	Source: Nintendo Power Issue 127
NBA Hangtime	Midway	Midway	1997	NA, PAL	Sports/Basketball	34	Rare	2v2 basketball games, simple and easy controls. Crazy character creation mode. Simple over the top basketball game. Better playing with others than by yourself	
NBA In The Zone '98 •NBA Pro '98PAL	Konami	Konami	1998	JP, NA, PAL	Sports/Basketball	16	Common	"For the first time ever NBA In The Zone '98 jams it home on the N64! Feel every rim rockin' dunk with the RUMBLE PAK feature as you take your team through a full regular season and into the NBA finals! All 29 NBA teams plus two NBA All-Star teams. Over 300 NBA players including Shaq and Sir Charles, as well as Penny, Pippen, Ewing, Malone and Glen Rice. Play Exhibition, the NBA Playoffs and the 1997-98 NBA Season Schedule. Full season	Source: Nintendo Power Issue 105

								stat tracking for every player. 300 different motion captured moves".	
NBA In The Zone '99 •NBA Pro '99PAL	Konami	Konami	1999	JP, NA, PAL	Sports/Basketball	29	Common	"The only place for hoops action on the Nintendo 64! All 29 NBA teams and over 300 real NBA players. Eight different camera angles with adjustable zoom. Create a player and customize over 30 different categories. All-new motion captured animations - the most realistic ever! Advanced play-calling techniques. Pin-point passing lets you play like the pros! Three-point shootout and slam dunk contest!".	Source: N64 Magazine Issue 27
NBA In The Zone 2000	Konami	Konami	2000	NA, PAL	Sports/Basketball	21	Common	Pretty much an update with better graphics and audio. Great multiplayer. Plenty of customization	Source: Electronic Gaming Monthly Issue 126
NBA Jam '99	Iguana Entertainment	Acclaim Sports	1998	NA, PAL	Sports/Basketball	21	Common	NBA JAM 99 has it all! Award-winning hi-rez graphics and 3D sports engine. Over 300 players with real-life faces and smooth skin textures. Authentic 5-on-5 team play styles like the Bulls triangle offense. Bonus 5-on-5 Jam mode with outrageous dunks. Create your own players and teams. Authentic team rosters, uniforms and schedules. Trade, sign, draft and release players. Bill Walton and Kevin Harlan bring you the courtside action. Motion capture by Keith Van Horn of the New Jersey Nets. Also 2v2	Source: N64 Magazine Issue 24
NBA Jam 2000	Iguana Entertainment	Acclaim Sports	1999	NA, PAL	Sports/Basketball	23	Common	Has both 2v2 and 5v5 arcade style games subpar graphics and animation compared to other basketball game releases of their time	Source: Electronic Gaming Monthly Issue 126
NBA Live 2000	NuFX	Electronic Arts	1999	NA, PAL	Sports/Basketball	15	Common	Franchise mode key feature and became popular. First game to feature legendary NBA players including Michael Jordan with his first official appearance in the series; 1v1 mode	Source: N64 Gamer Issue 24

NBA Live 99	NuFX	Electronic Arts	1998	NA, PAL	Sports/Basketball	<i>15</i>	Common	New practice mode and multiple play seasons where you build your team	Source: Nintendo Power Issue 115
NBA Showtime: NBA on NBC	Eurocom	Midway	1999	NA	Sports/Basketball	<i>38</i>	Rare	Modeled after NBA presentation on NBC; 2v2 with ability to pick two players from any team	Source: Nintendo Power Issue 127
NFL Blitz	Midway	Midway	1998	NA	Sports/American Football	<i>12</i>	Common	“No refs. No rules. No mercy! NFL Blitz is the NFL at its finest, featuring easy to run plays and unparalleled action, all in breakneck speed. With no penalties, no substitutions, and nowhere to hide, NFL Blitz is more than a game, it's an NFL highlight film! Fastest football gameplay ever, with easy to learn arcade-style play and simple point-and-shoot passing. In Season mode, you can play out the real '98 NFL football schedule. You might play in rain, snow or mud. And don't forget about those night games! Secret players, tons of power-ups and wild camera action will keep your adrenaline pumping”!	Source: N64 Issue 22
NFL Blitz 2000	Midway	Midway	1999	NA	Sports/American Football	<i>34</i>	Rare	adds 4 player support with new plays, weather system, new stadiums and a tournament mode	Source: Nintendo Power Issue 124
NFL Blitz 2001	Point of View	Midway	2000	NA	Sports/American Football	<i>34</i>	Rare	3 new mini game mode, new animations, new stadiums and updated roster	Source: Nintendo Power Issue 136
NFL Blitz Special Edition	Point of View	Midway	2001	NA	Sports/American Football	<i>31</i>	Common	updated roster for the upcoming NFL season same features and modes as Blitz 2001. Released only on N64	
NFL QB Club 2001	High Voltage Software	Acclaim	2000	NA	Sports/American Football	<i>31</i>	Common	1-4 players, improved framerate, follows player on screen once ball is snapped	Source: Nintendo Power Issue 135
NFL Quarterback Club '98	Iguana Entertainment	Acclaim Sports	1997	NA, PAL	Sports/American Football	<i>7</i>	Common	One of the first console games to ever run 640x480 high resolution mode	Source: Nintendo Power Issue 100
NFL Quarterback Club '99	Iguana Entertainment	Acclaim Sports	1998	NA, PAL	Sports/American Football	<i>9</i>	Common	New animations, play individual games, or a full season (develops players over time)	Source: N64 Magazine Issue 23

NFL Quarterback Club 2000	Iguana Entertainment	Acclaim Sports	1999	NA, PAL	Sports/American Football	18	Common	new player models, new pin-point passing system, custom create own players and teams	Source: Nintendo Power Issue 124
NHL 99	MBL Research	Electronic Arts	1998	NA, PAL	Sports/Ice Hockey	22	Common	First ever 4 player n64 game, 5 game modes, updated 1998 roster expansion	Source: Nintendo Power Issue 114
NHL Blades of Steel '99 •NHL Pro '99PAL	Konami	Konami	1999	NA, PAL	Sports/Ice Hockey	29	Common	3 gameplay modes, Exhibition, Season, and Playoff. Player creation; play by play commentator	Source: Nintendo Power Issue 118
NHL Breakaway '98	Iguana Entertainment	Acclaim Sports	1998	NA, PAL	Sports/Ice Hockey	26	Common	5 gameplay modes, Exhibition, Season, Playoff, Practice and Shoot-out. Players have varying sizes and effects how strong or fast they are. Player creation.	Source: Nintendo Power Issue 106 March 1998
NHL Breakaway '99	Iguana Entertainment	Acclaim Sports	1998	NA, PAL	Sports/Ice Hockey	36	Rare	updated rosters and jerseys	Source: Nintendo Power Issue 116
Nightmare Creatures	Kallisto Technologies	Activision	1998	NA	Action/Adventure	43	Rare	Takes place in London 1834 where demons are unleashed into the world. You play as Ignatius or Nadia who move through 16 levels combatting gargoyles, zombies, and other monsters.	Source: Nintendo Power Issue 116
Nuclear Strike 64	Pacific Coast Power & Light	THQ	1999	NA, PAL	Simulation/Flight/3-D Shooter	52	Rare	Player controls a military helicopter going through various missions like escorting rebels or destroying fortresses	Source: NextGen Issue 65
Off Road Challenge	Avalanche Software	Midway	1998	NA, PAL	Racing/Automobile/Off Road	52	Rare	“The END of the ROAD is only the BEGINNING. Strap yourself in and get ready to ride! Players battle the elements and each other in a race that takes them across 6 rugged courses including the Mojave Desert, Las Vegas and Pike's Peak! Choose Circuit Mode and climb your way to the top of the heap. Course terrain includes snow, water, asphalt, dirt, sand, rocks and mud. Four selectable trucks and four hidden trucks. Players can customize trucks in the Speed Shop”.	Source: Nintendo Power Issue 109

Ogre Battle 64: Person of Lordly Caliber	Quest	Atlus	1999	JP, NA	Role Playing/Strategy	76	Very Rare	3rd game in series, six possible endings; Roleplay game playing as Magnus the commander of the Blue Knights fighting the rebellion. He joins the rebellion after learning the true face of the kingdom.	Source: Nintendo Power Issue 135
Olympic Hockey Nagano '98	Treyarch	Midway	1998	JP, NA, PAL	Sports/Ice Hockey	76	Very Rare	Re-release of Wayne Gretzky's 3D Hockey excluding his endorsement	Source: Nintendo Power Issue 105
Paper Mario	Intelligent Systems	Nintendo	2000	JP, NA, PAL	Role Playing/Adventure	47	Rare	1st in Paper Mario series; Bowser steals the Star Rod and kidnaps Princess Peach, Mario has to save the day. Master the seven stars abilities and collect 50 badges that will give you special abilities when equipped. Over 100 items to mix and create attacks with.	Source: Nintendo Power Issue 141
Paperboy 64	High Voltage Software	Midway	1999	NA, PAL	Arcade/Action	32	Common	2 objectives- keep as many subscribers as possible and stay alive while vandalizing non-subscribers' homes. First release on 1985 for Atari System 2 hardware	Source: N64 Issue 36
Penny Racers	Takara	THQ	1999	JP, NA, PAL	Racing/Auto mobile	47	Rare	Based on miniature toy cars; player customizes racer with almost 100 different parts in eight categories, must win races to get better parts. Memory Pack is a necessity to save car and race data	Source: Nintendo Power 117
Perfect Dark	Rare	Rare	2000	JP, NA, PAL	Action/First-Person Shooter	5	Common	Plays like Golden 007 but looks better featuring real voice acting, secondary firing on every weapon, taking place in the future with aliens; lags badly in four player with lots of bots.	Source: Nintendo Power Issue 132
PGA European Tour •PGA European Tour Golf PAL	Infogrames Sheffield House	Infogrames	2000	NA, PAL	Sports/Golf	24	Common	4 authentic European golf courses, Compete in European Tour and 6 non-tour modes, commentaries from Peter Allis, Go head to head with 64 established European stars	Source: Nintendo Power Issue 129

Pilotwings 64	Paradigm Entertainment / Nintendo	Nintendo	1996	JP, NA, PAL	Simulation/Flight	42	Rare	Released with Super Mario 64 so it did not receive as much notice. Play in three modes- hang glider, gyrocopter, and rocket belt; no story just play till you reach goal and move onto the next goal	Source: Nintendo Power Issue 88
Pokémon Puzzle League	Nintendo Software Technology	Nintendo	2000	NA, PAL	Arcade/Action/Puzzle	46	Rare	Ashe enters a puzzle tournament to become the Puzzle Champion. Ashe has to defeat others in puzzles to claim the title of Puzzle Master and then fights Mewtwo who is the Puzzle Master and he wins. The puzzles are like Tetris Attack but with Pokémons	Source: Nintendo Power Issue 139
Pokémon Snap	HAL Laboratory	Nintendo	1999	JP, NA, PAL	Shooter/Rail/Photography	17	Common	First person game where you take pictures of wild pokémon for The Professor.	Source: Nintendo Power Issue 121
Pokémon Stadium 2•Pocket Monsters Stadium Gold/SilverJP	Nintendo	Nintendo	2000JP, 2001	JP, NA, PAL	Battle/Strategy/Training	43	Rare	Pokémon battles in new arenas, 150 pokémon to use. Can transfer data from Gameboy using Transfer Pak	Source: Nintendo Power Issue 130
Pokémon Stadium•Pocket Monsters Stadium 2JP	Nintendo	Nintendo	1999JP, 2000	JP, NA, PAL	Battle/Strategy/Training	43	Rare	Brings in Generation II pokémon into 3D for the first time, can transfer pokémon like Pokémons Stadium with Transfer Pak	Source: Nintendo Power Issue 142
Polaris SnoCross	Vicarious Visions	Vatical Entertainment	2000	NA	Racing/Snowmobile	47	Rare	"If it doesn't say Polaris... it ain't SnoCross! Join the Polaris Snowmobile Racing Team and dare to tame the mountain! Pull off a variety of insane tricks as you master the challenges of monster jumps, hidden pitfalls, shortcuts, and treacherous terrain. Race against fiercely competitive AI characters, or take on your own friends in multi-player mode. Feel your customized Polaris sled move, twist and turn just like a real snowmobile!"	Source: Nintendo Power Issue 136
Power Rangers Lightspeed Rescue	Mass Media	THQ	2000	NA, PAL	Action/Adventure	42	Rare	Story is told in a comic format. Different game activities- on foot missions, vehicle missions and missions using the Power Ranger's Megazord.	Source: N64 Issue 52

								Reviewed as a boring game.	
Premier Manager 64	Gremlin Interactive	Gremlin Interactive	1999	PAL	Sports/Soccer	49	Rare	Soccer management simulation game. Player does not play any soccer games, you try to win as many cups and titles as you can with your players and you watch highlight plays	Source: 64 Magazine Issue 29
Quake 64	Midway	Midway	1998	NA, PAL	Action/First-Person Shooter	25	Common	Single player dungeon and four person death match. Made off the PC version as a replica and was implemented with having multiplayer, but not that exciting considering you can't go into the dungeon with another player. Better eerie feel than PC with better audio	Source: Nintendo Power Issue 106 March 1998
Quake II	Raster Productions	Activision	1999	NA, PAL	Action/First-Person Shooter	25	Common	Single player dungeon New plot with new 20 levels and one new ability (invisibility) with improved art	Source: 64 Magazine Issue 29
Quest 64 :Holy Magic CenturyPAL	Imagineer	Imagineer THQ Konami	1998	JP, NA, PAL	Adventure/Role Playing	30	Common	Brian a magician apprentice who goes off to find his father and he then has to collect four elemental gems by fighting enemies, and defeat the final boss.	Source: Nintendo Power Issue 110
Rakugakids	Konami	Konami	1998	JP, PAL	Arcade/Fighting	30	Common	2.5D fighting game; Six kids find a magical box of eight crayons and divide them among themselves, but then the neighborhood bully steals two crayons and the box. The kids draw doodles that come to life to fight and get their crayons back	Source: Nintendo Official Magazine 75
Rally '99	Genki	Imagineer SouthPeak Games	1999	JP, NA	Racing/Rally	30	Common	Japanese release, then a year later released in North America 2000 with few changes	Source: N64 Magazine. No. 21
Rally Challenge 2000	Genki	Imagineer SouthPeak Games	1999	JP, NA	Racing/Rally	30	Common	Arcade rally racing with 9 different countries. Includes championship, practice, and versus modes where you can race with three other people (up to 4). Criticized as not a good representation of rally racing	Source: Nintendo Power Issue 130

<u>Rampage 2: Universal Tour</u>	<u>Avalanche Software</u>	<u>Midway</u>	1999	NA, PAL	Arcade/Action/Side scrolling	29	Common	Lizzie, George and Ralph are captured and three new monsters: Ruby, Boris and Curtis go to set them free. Player saves the monsters and the monster becomes playable. Once all the monsters are saved, aliens come and attack the earth and the monsters save the earth. The monsters rescue Myukus (an alien) from Area 51, and the monsters proceed to chase the aliens to outer space and the rampage on their homeland and bases.	Source: Nintendo Power. Vol. 126
<u>Rampage World Tour</u>	<u>Saffire</u>	<u>Midway</u>	1998	NA, PAL	Arcade/Action/Side scrolling	29	Common	Remake of the 1986 arcade game. The goal is to destroy all the buildings while avoiding and destroying military forces. Play as different monsters	Source: NextGen Issue 34
<u>Rat Attack!</u>	Pure Entertainment	<u>Mandscape</u>	2000	NA, PAL	Arcade/Action/Puzzle	47	Rare	Six Scratch Cat characters (Superhero team) that work to stop two mutant rats who are gonna trash the world. Player has to catch the rats and find the destructor pad in each level	Source: N64 Magazine 48
<u>Rayman 2: The Great Escape</u>	<u>Ubisoft</u>	Ubisoft	1999	NA, PAL	Adventure/3D Platformer	18	Common	Single player game that the player plays as Rayman who gets captured by the Robo-Pirates who have enslaved the whole universe and Rayman has to save everyone using his magical abilities and agility	Source: NextGen Issue 65
<u>Razor Freestyle Scooter</u>	Titanium Studios	<u>Crave Entertainment</u>	2001	NA	Sports/Stunts/Scooter	32	Common	Extreme sports game that is single player and multiplayer. Players perform different stunts.	Source: Nintendo Power. Vol. 150
<u>Re-Volt</u>	<u>Acclaim Studios London</u>	<u>Acclaim Entertainment</u>	1999	NA, PAL	Racing/Remote Control Racing	7	Common	Single player and multiplayer racing cars. Game was praised for having good graphics and environments with realistic RC handling	Source: Nintendo Official Magazine Issue 084
<u>Ready 2 Rumble Boxing</u>	<u>Point of View</u>	<u>Midway</u>	1999	NA, PAL	Sports/Boxing	23	Common	Single player and Multiplayer boxing game. Players can choose who they want to play as from a wide variety of characters. A RUMBLE meter fills up when landing hits and	Source: Game Informer Issue 078

								when all the way full, player gets a power up and gets "Rumble Flurry" that is unique to that character	
Ready 2 Rumble Boxing: Round 2	Point of View	Midway	2000	NA	Sports/Boxing	35	Rare	Two secret characters Shaquille O'Neal and Michael Jackson	Source: Electronic Gaming Monthly Issue 138
Resident Evil 2	Angel Studios	Capcom, Virgin Interactive (EU), Nintendo Australia (AU)	1999	JP, NA, PAL	Action/Adventure/3D shooter	44	Rare	Survival horror video game that is single player. Based off of the first Resident Evil. The G-virus was released into the city turning citizens into zombies. Highly praised game for the story and graphics.	Source: Computer and Video Games Issue 198
Ridge Racer 64	Nintendo Software Technology	Nintendo	2000	NA, PAL	Racing/Auto mobile	11	Common	Car racing game with 20 race tracks, features tracks from Ridge Racer and Ridge Racer Revolution. Multiplayer and single player	Source: N64 Magazine No. 40
Road Rash 64	Pacific Coast Power & Light	THQ	1999	NA, PAL	Racing/Battle	53	Rare	Motorcycle racing using punching and weapons to slow down other opponents. Upgradable motorcycle. Single player and multiplayer.	Source: Nintendo Power. Vol. 125
Roadsters	Titus Software	Titus Software	1999	NA, PAL	Racing/Auto mobile	34	Rare	Car racing game that features both licensed cars from manufacturers as well as imaginary cars. 8 racers and 34 cars. Single player and multiplayer	Source: Roadsters Nintendo 64 Review Score
Robotron 64	Player 1	Crave Entertainment	1998	NA, PAL	Arcade/Action/3D Shooter	48	Rare	Evil robots are trying to kill the humans and the player plays as a mutant scientist who tries to save the last human family from the robots	Source: N64 Magazine. No. 12
Rocket: Robot on Wheels	Sucker Punch	Ubisoft	1999	NA, PAL	Adventure/3D Platformer	64	Rare	Single player game where player solves puzzles with physics, inertia, friction, and mass. The player controls a character named rocket and it takes place in Whoopie World which is an amusement park with roller coasters. First game on a console to use a realistic physics engine for gameplay	Source: Nintendo Power. Vol. 126
Rugrats in Paris: The Movie	Avalanche Software	THQ	2000	NA, PAL	Adventure/3D Platformer	30	Common	Player can play as any of the six characters from the Rugrats show and the mini games can be played as multiplayer or single player. To win the game the player has to get enough gold	Source: Electronic Gaming Monthly Issue 139

								Reptar tickets to buy the Reptar Helmet that controls a Giant Robot Reptar.	
Rugrats: Scavenger Hunt Rugrats: Treasure HuntPAL	Realtime Associates	THQ	1999	NA, PAL	Board Game	26	Common	Interactive board video game based off the show Rugrats. Game features three different game boards	Source: Electronic Gaming Monthly. No. 102
Rush 2: Extreme Racing USA	Midway	Midway	1998	NA, PAL	Racing/Auto mobile	19	Common	The game is notable for the quality detail in various cities and states used, and for its fast arcade-style physics. Hidden shortcuts and jumps. Mountain Dew soda cans appear in the game and can be collected to unlock content	Source: Nintendo Power. Vol. 115
SC.A.R.S.	Vivid Image	Ubisoft	1999	NA, PAL	Racing/Battle	40	Rare	Stands for Super Computer Animal Racing Simulator. Mario Kart knock off but a little better, supports 4 player	Source: N64 Magazine. No. 23
San Francisco Rush 2049	Midway	Midway	2000	NA, PAL	Racing/Auto mobile	49	Rare	Final game for the Atari Games. Futuristic San Francisco. Cars have the ability to extend wings in mid air. Also featuring a stunt mode like the other Rush games. Single player and multiplayer	Source: N64 Magazine Issue 43
San Francisco Rush: Extreme Racing	Midway	Midway	1997	NA, PAL	Racing/Auto mobile	25	Common	First game in the Rush series first released for Arcade. The N64 version contains six tracks with two secret stunt courses. Contains a Practice mode and a Death Race mode	Source: Electronic Gaming Monthly. No. 102
Scooby-Doo! Classic Creep Capers	Terraglyph Interactive Studios	THQ	2000	NA, PAL	Adventure	25	Common	Mystery inc investigates a crime ring run by a ghoul king. The first three levels retell an already existing story while the last is a new mystery. Player plays as Shaggy and Scooby with Velma, Fred and Daphne as assistance to find clues and solve the mysteries.	Source: Nintendo Power Issue 139
Shadow Man	Acclaim Studios Teesside	Acclaim Entertainment	1999	NA, PAL	Action/Adventure/3D Shooter	30	Common	Based on the Shadowman comic series. "The worlds of the living and the dead collide in Shadow Man. Under the guidance of a voodoo priestess, you as the Shadow Man must fight to stop Armageddon."	Source: Nintendo Power. Vol. 124

Shadowgate 64: Trials of the Four Towers	Infinite Ventures	Kemco	1999	JP, NA, PAL	Role Playing/Puzzle	74	Very Rare	First Person gameplay. Goes around solving puzzles and riddles instead of fighting. Goal is to go through all the four tours and destroy the Shadowgate	Source: N64 Magazine. No. 31
Snowboard Kids	Racdym	Atlus	1997	JP, NA, PAL	Sports/Snowboarding	39	Rare	Racing game on snowboards, similar style to Mario Kart	
Snowboard Kids 2	Racdym	Atlus	1999	JP, NA, PALAUS	Sports/Snowboarding	71	Very Rare	Racing game on snowboards, similar style to Mario Kart, gameplay is similar to the first, but slightly different.	
South Park	Iguana Entertainment	Acclaim Entertainment	1998	NA, PAL	Adventure/First-Person Shooter	14	Common	The town the show takes place in is being invaded, and the player is tasked with eliminating enemies in each level, and preventing certain enemies from reaching town. Also has a multiplayer mode with Goldeneye style gameplay.	Negative critical reception
South Park Rally	Tantalus Interactive	Acclaim Entertainment	2000	NA, PAL	Racing/Battle	32	Common	Racing game, similar to Mario Kart, with South Park characters and setting.	Negative critical reception
South Park: Chef's Luv Shack	Acclaim Studios Austin	Acclaim Entertainment	1999	NA, PAL	Game Show	26	Common	Game show, mix of quiz questions and minigames. Multiplayer exclusive.	Negative critical reception
Space Invaders	Z-Axis	Activision	1999	NA	Arcade/Action/2D Shooter	62	Rare	Port of the arcade game. The original was immensely popular, and extremely influential.	
Space Station Silicon Valley	DMA Design	Take-Two Interactive	1998	NA, PAL	Adventure/Puzzle/3D Platformer	56	Rare	A previously-lost space station reappears on a collision course with earth. The player is tasked with stopping it, and eventually exterminating its cyborg inhabitants. Take control of cyborg animals, and use their special abilities to complete puzzles in each level.	
Spider-Man	Edge of Reality	Activision	2000	NA	Adventure/Action/3D Platformer	42	Rare	The story is way too convoluted to fully summarize. Basically you play as spiderman, trying to protect the city after being blamed for stealing scientific equipment. Go through each level, either trying to find the exit, or complete an objective.	

								Tons of other marvel characters make appearances.	
Star Fox 64 •Lylat Wars PAL	Nintendo	Nintendo	1997	JP, NA, PAL	Action/Flight/3D Rail Shooter	10	Common	Defend the Lylat system from an invasion by Andross, the antagonist. A rail shooter, in which the player flies through space, evading enemy attacks and shooting their ships.	First N64 game to include support for Rumble Pak. One of the best selling games for the system. Immense critical acclaim.
Star Soldier: Vanishing Earth	Hudson Soft	Hudson Soft	1998	JP, NA	Action/2D Shooter	40	Rare	Bullet hell/shoot-em-up. Direct Sequel to <i>Soldier Blade</i> (https://en.wikipedia.org/wiki/Soldier_Blade)	Mediocre critical reception, little variety or innovation
Star Wars: Episode I: Racer	LucasArts	Nintendo	1999	JP, NA, PAL	Racing/Hovercraft	10	Common	Racing game, based off pod racing from <i>Star Wars: The Phantom Menace</i>	Best selling sci-fi racing game (3.12 mil. copies sold), despite average critical reception.
Star Wars: Episode I: Battle for Naboo	Factor 5	LucasArts	2000	NA, PAL	Action/3D Shooter	10	Common	Spiritual sequel to <i>Rogue Squadron</i> , featuring ground and naval combat.	Unlockable audio commentary, believed to be one of the first in any game
Star Wars: Rogue Squadron	Factor 5	Nintendo	1998	JP, NA, PAL	Action/3D Shooter	10	Common	Similar to <i>Star Wars: X-Wing</i> , but less of a space combat sim, and more of an arcade game. 3 Bonus levels that recreate certain battles/events from the movies	Praised for controls and technological innovations, criticized for limited draw distance and lack of multiplayer
Star Wars: Shadows of the Empire	LucasArts	Nintendo	1996	JP, NA, PAL	Action/Adventure/3D Shooter	10	Common	Third person shooter with a variety of game modes.	Third top-selling game for N64 in 1997. Mixed reviews - first level was "outstanding", while the rest were mediocre.
StarCraft 64	Mass Media	Nintendo	2000	NA PAL AUS	Strategy/Real-Time	72	Very Rare	Port of the PC game. Sci-fi RTS. 3 playable factions, each with slightly different gameplay, and a story campaign for each faction	The port introduced split-screen coop.
Starshot: Space Circus Fever	Infogrames	Infogrames	1999	NA, PAL	Action/Adventure/3D Platformer	20	Common	Sci-fi. Circus performer trying to protect circus from rival circus	Featured 16:9 widescreen
Stunt Racer 64	Boss Game Studios	Midway	2000	NA	Racing/Auto mobile/Stunt	69	Very Rare	Racing game. Players can pull off stunts in midair to earn money, which can be used to buy new cars. 5 different racing leagues in campaign mode, and the player works their way up through each by winning races, and then racing the league boss	Released exclusively through Blockbuster. Very rare to find the game in mint condition

Super Bowling	Athena	UFO Interactive Games	2000	JP, NA	Sports/Bowling	51	Rare	Generic bowling game	One of the rarest N64 games
Super Mario 64	Nintendo	Nintendo	1996	JP, NA, PAL	Action/Adventure/3D Platformer	47	Rare	Bowser kidnaps Peach and Mario saves her. 3D platforming and puzzle solving.	Best selling N64 game (11+ million copies), massive critical acclaim. Key contributor to the success of the N64. Influential on later 3D games.
Super Smash Bros.	HAL Laboratory	Nintendo	1999	JP, NA, PAL	Arcade/Fighting	63	Rare	Crossover fighting game featuring characters, areas, and items from several different Nintendo IP's.	
Supercross 2000	MBL Research	Electronic Arts	1999	NA, PAL	Racing/Motorcycle	20	Common	Motorcycle racing, with track wear-and-tear, play-by-play announcing, and stunts	
Superman 64	Titus Software	Titus Software	1999	NA, PAL	Action/Adventure/3D Platformer	41	Rare	Superman flying around VR trying to save his friends	Absolutely destroyed by critics, called one of the worst games of all time. Unresponsive, awkward controls, weak story, inconsistent framerate, and overused distance fog
Taz Express	Zed Two	Infogrames	2000	PAL	Adventure/Puzzle/3D Platformer	24	Common	Tasmanian devil delivers mail	
Tetrisphere	H2O Entertainment	Nintendo	1997	NA, PAL	Arcade/Action/Puzzle	41	Rare	Port of the Atari game. Similar to tetris, but with different mechanics.	
The Legend of Zelda: Majora's Mask	Nintendo	Nintendo	2000	JP, NA, PAL	Action/Adventure	41	Rare	The mysterious skull kid has stolen an ancient and powerful mask, and will use it to summon the moon to destroy the world in three days. Link, using the ocarine of time, can return to the beginning of the first day, as he seeks to free four giants who can stop the moon	Received critical acclaim, but not quite as much as OoT. On one hand, the game was viewed as darker, sadder, and more interesting, but on the other, it was seen as harder to get into.
The Legend of Zelda: Ocarina of Time	Nintendo	Nintendo	1998	JP, NA, PAL	Action/Adventure	41	Rare	Link is sent to meet with Princess Zelda, who asks him to stop Ganondorf, who is trying to seize control of the legendary Triforce, in order to take control of the world. Link needs to travel through time, and get help from 6 powerful sages to seal Ganondorf away.	Massively influential, one of the best selling N64 games (7+ million copies). Massive critical acclaim. One of the highest rated games of all time on several review sites.

The New Tetris	H2O Entertainment	Nintendo	1999	NA, PAL	Arcade/Action/Puzzle	41	Rare	Tetris, with slightly altered rules, and multiplayer	
The Powerpuff Girls: Chemical X-traction	VIS Interactive	BAM! Entertainment	2001	NA	Arcade/Fighting	41	Rare	Gameplay similar to the game <i>Power Stone</i> (https://en.wikipedia.org/wiki/Power_Stone) featuring characters from the <i>Powerpuff Girls</i> cartoon, including the girls themselves, and several villains	
The World Is Not Enough	Eurocom	EA Games	2000	NA, PAL	Action/First-Person Shooter	41	Rare	Based on the James Bond film of the same name. Features splitscreen pvp.	
Tigger's Honey Hunt	Doki Denki Studio	NewKidCo, Ubisoft (EU)	2000	NA, PAL	Adventure/2D Platformer	52	Rare	Pooh asks Tigger to gather honey for him. Game features 2D platforming and 3 minigames.	
Tom and Jerry in Fists of Fury	VIS Interactive	NewKidCo, Ubisoft (EU)	2000	NA, PAL	Arcade/Fighting	64	Rare	Fighting game based on <i>Tom and Jerry</i>	
Tom Clancy's Rainbow Six	Saffire	Red Storm Entertainment	1999	NA, PAL	Action/First-Person Shooter	27	Common	Port of the original PC game. Strategic FPS that centers on dispatching terrorists, rescuing hostages, and capturing targets.	PC version received much higher ratings than the console releases
Tonic Trouble	Ubisoft	Ubisoft	1999	NA, PAL	Action/Adventure/3D Platformer	41	Rare	Alien janitor accidentally spills a strange chemical on earth, causing the entire planet to mutate.	
Tony Hawk's Pro Skater • Tony Hawk's Skateboarding PAL	Edge of Reality	Activision	2000	NA, PAL	Sports/Skateboarding	20	Common	Play as Tony Hawk and do skateboard tricks to get points.	Critics praised its controls, gameplay, learning curve, and soundtrack
Tony Hawk's Pro Skater 2	Edge of Reality	Activision	2001	NA, PAL	Sports/Skateboarding	27	Common	Sequel to the first, with upgraded graphics and gameplay.	Highest-rated sports video game
Tony Hawk's Pro Skater 3	Edge of Reality	Activision	2002	NA	Sports/Skateboarding	41	Rare	Another sequel, features online play.	
Top Gear Hyper Bike	Snowblind Studios	Kemco	2000	JP, NA, PAL	Racing/Motorcycle	41	Rare	Racing game, features track customizer	
Top Gear Overdrive	Snowblind Studios	Kemco	1998	JP, NA, PAL	Racing/Auto mobile	39	Rare	Racing game, sequel to <i>Top Gear Rally</i>	Supports Expansion PAK
Top Gear Rally	Boss Game Studios	Midway	1997	JP, NA, PAL	Racing/Auto mobile/Rally	16	Common	Racing game, features variable weather conditions and car customization	
Top Gear Rally 2	Saffire	Kemco	1999	JP, NA, PAL	Racing/Auto mobile/Rally	33	Common	Sequel to <i>Top Gear Rally</i> , featuring real cars and dynamic weather.	

Toy Story 2: Buzz Lightyear to the Rescue	Traveller's Tales	Activision	1999	NA, PAL	Action/Adventure/3D Platformer	20	Common	Based on <i>Toy Story 2</i> , where Buzz & co. attempt to rescue Woody from that one creepy guy	
Transformers: Beast Wars Transmetals	Pacific Coast Power & Light	BAM! Entertainment Takara	2000	JP, NA	Arcade/Action/3D Fighting	89	Very Rare	Based on the <i>Transformers: Beast Wars</i> cartoon series, specifically, the second season.	Blockbuster Exclusive
Triple Play 2000	Treyarch	Electronic Arts	1999	NA	Sports/Baseball	6	Common	Baseball sports game.	
Turok 2: Seeds of Evil	Iguana Entertainment	Acclaim Entertainment	1998	JP, NA, PAL	Action/First-Person Shooter	7	Common	Jashua Fireseed must travel into the Lost Land to prevent the Primagen from escaping its prison and destroying the universe. Similar gameplay to the first, but with an additional multiplayer mode.	
Turok 3: Shadow of Oblivion	Acclaim Studios Austin	Acclaim Entertainment	2000	NA, PAL	Action/First-Person Shooter	47	Rare	Direct sequel to 2. The player must prevent Oblivion, a "monstrous cosmic entity" from entering the world of the living. 2 Playable characters, each with their own special abilities.	
Turok: Dinosaur Hunter	Iguana Entertainment	Acclaim Entertainment	1997	JP, NA, PAL	Action/First-Person Shooter	18	Common	Tal'Set, a time-traveling native american warrior, ventures into the timeless Lost Land, fighting dinosaurs and aliens alike to prevent an evil overlord from conquering the universe. Similar gameplay to <i>DOOM</i> , with <i>Tomb Raider</i> -esque exploration mechanics.	Good reception
Turok: Rage Wars	Acclaim Studios Austin	Acclaim Entertainment	1999	NA, PAL	Action/First-Person Shooter	17	Common	Non-canon, more focus on multiplayer gameplay.	Mixed reviews
Twisted Edge Extreme Snowboarding	Boss Game Studios	Midway	1998	JP, NA, PAL	Sports/Snowboarding	13	Common	Snowboarding game	Received poorly - delayed release caused it to come out after another, much better snowboarding game.
V-Rally Edition '99	Eden Studios	Infogrames	1999	JP, NA, PAL	Racing/Auto mobile	40	Rare	Racing sim, had more realistic car physics and licensed tracks and cars. The realistic controls made it more difficult than arcade style racing games.	

Vigilante 8	Luxoflux	Activision	1999	NA, PAL	Racing/Destruction Derby	45	Rare	Vehicular combat, spinoff of the <i>Interstate '76</i> series. Some mechanics similar to fighting games, such as finishers and combos. The game features a group of southern vigilantes fighting for law and order against a band of hitmen.		
Vigilante 8: 2nd Offense	Luxoflux	Activision	2000	NA, PAL	Racing/Destruction Derby	65	Rare	Sequel. Hitman goes back in time to stop the vigilantes from stopping him.		
Virtual Chess 64	Titus Software	Titus Software	1998	NA, PAL	Board Game/Strategy	43	Rare	Chess tutorial manual, with puzzles to help educate the player on how to play better. The game itself had a 2D and 3D game mode, in the 3D, a cutscene played whenever a piece captured another.		
Virtual Pool 64	Celeris	Crave Entertainment	1998	NA, PAL	Sports/Billiards	14	Common	Pool, with different playable gamemodes		
Waialae Country Club: True Golf Classics		T&E Soft	Nintendo	1998	NA, PAL	Sports/Golf	10	Common	Golf in Hawaii	
War Gods	Eurocom	Midway	1997	NA, PAL	Arcade/Action/3D Fighting	27	Common	Very similar to <i>Mortal Kombat</i>	Featured a "3D" Button, which allowed the player to interact with the back/foreground, or perform special actions	
Wave Race 64	Nintendo	Nintendo	1996	JP, NA, PAL	Sports/Jet Ski	11	Common	"F-Zero on water" Jet-ski racing game	Credited as Nintendo's leap from 2D to 3D	
Wayne Gretzky's 3D Hockey	Williams Entertainment	Midway	1996	JP, NA, PAL	Sports/Ice Hockey	24	Common	Ice hockey, but more arcade style. Powered-up moves, over-the-top fights, etc.		
Wayne Gretzky's 3D Hockey '98	Software Creations	Midway	1997	NA, PAL	Sports/Ice Hockey	28	Common	Re-release of above	Criticized for being too similar to the original	
WCW Backstage Assault	Kodiak Interactive	Electronic Arts	2000	NA	Sports/Wrestling	18	Common	Wrestling game. All action takes place backstage, which netted the game poor reception. During fights, the player can move from room to room, improvising attacks with objects lying around.		
WCW Mayhem	Kodiak Interactive	Electronic Arts	1999	NA, PAL	Sports/Wrestling	41	Rare	Wrestling game. Introduced backstage areas. Roster of over 50 wrestlers, which quickly went out of date as	"Pay-per-view" mode, where the player uses a code from wrestling on TV to unlock a	

								seeral of them moved on to new networks	special lineup in the game
WCW Nitro	Inland Productions	THQ	1999	NA	Sports/Wrestling	14	Common	Wrestling game based on the show <i>WCW Monday Nitro</i>	
WCW vs. nWo: World Tour	AKI	THQ	1997	NA, PAL	Sports/Wrestling	37	Rare	Wrestling game. Introduced grappling.	
WCW/nWo Revenge	AKI	THQ	1998	NA, PAL	Sports/Wrestling	24	Common	Sequel to above, with improved gameplay and graphics.	
Wetrix	Zed Two	Ocean Software, Infogrames Multimedia	1998	JP, NA, PAL	Arcade/Action/Puzzle	45	Rare	Drop pieces tetris-style to create lakes, then evaporate them with fireballs, and try to prevent any water from spilling.	
Wheel of Fortune	GameTek	GameTek	1997	NA	Game Show/Knowledge	28	Common	Based on the gameshow	Mixed reviews, criticized for the voice acting and Vanna White not touching the panels as they light up.
WinBack •Operation: WinbackPAL	Omega Force	Koei	1999	JP, NA, PAL	Action/Adventure/3D Shooter	28	Common	Third person shooter, makes use of a cover system, where the player hides behind corners, and peeks out to shoot. Play as an elite soldier, trying to take the controls of a satellite weapon back from a terrorist group before they can use it to destroy the white house and pentagon.	
Wipeout 64	Psygnosis	Midway	1998	NA, PAL	Racing/Hovercraft	8	Common	Sci-fi racer, often compared to <i>F-Zero X</i> , which had more track and car variety, but worse track design.	
World Cup 98	Electronic Arts	Electronic Arts	1998	NA, PAL	Sports/Soccer	18	Common	First <i>World Cup</i> game to make use of 3D. Focused on a tournament mode, where the player could compete in the actual world cup bracket, though the results of AI vs AI matches weren't correct, as the game released before the world cup.	
World Driver Championship	Boss Game Studios	Midway	1999	NA, PAL	Racing/Auto mobile	16	Common	Racing game	Generally positive reviews, but it faced competition from other racing games of the time.
Worms Armageddon	Infogrames Lyon House	Infogrames	2000	NA, PAL	Strategy/Puzzle	91	Very Rare	Port of the PC game. Turn-based battle royale.	
WWF Attitude	Iguana West	Acclaim Sports	1999	NA, PAL	Sports/Wrestling	36	Rare	Sequel to <i>WWF War Zone</i> . Mocap provided by "Hardy Boys"	Mixed reviews

WWF No Mercy	AKI	THQ	2000	NA, PAL	Sports/Wrestling	24	Common	Sequel to <i>WWF WrestleMania 2000</i> , improved graphics, more in-depth character creation, and a championship mode	
WWF War Zone	Iguana West	Acclaim Sports	1998	NA, PAL	Sports/Wrestling	24	Common	Wrestling game, variety of game modes.	
WWF WrestleMania 2000	AKI	THQ	1999	JP, NA, PAL	Sports/Wrestling	19	Common	Wrestling game. Based on the annual pay-per-view "Wrestlemania." Based on the 2000 year event, but released several months before the actual event, and as such, uses the stage from the previous year instead.	
Xena: Warrior Princess: The Talisman of Fate • Xena: Warrior PrincessPAL	Saffire	Titus Software	1999	NA, PAL	Arcade/Action/3D Fighting	46	Rare	Based on the tv series <i>Xena: Warrior Princess</i> . Fighting game, where you fight characters from the show in a random order.	
Yoshi's Story	Nintendo	Nintendo	1997	JP, NA, PAL	Action/Adventure/2D Platformer	20	Common	Baby bowser stole the tree that bears the fruit that Yoshi eat, and transforms the island into a storybook. 6 Newly hatched Yoshi venture out to recover the tree.	