

1995年07月29日 スーパーマリオ64
1995-07-29 Super Mario 64
TESTING RECORD
LOCATION: [Censored]

SUBJECT NO.: [Censored]
DATE OF TEST: 1995-08-02
TEST DURATION: 20 min

SUBJECT INFORMATION
NAME: [Censored]
D.O.B.: [Censored]
Sex: [Censored]

Subject played [build] for twenty minutes from 17:00-17:30. Found many graphic and audio glitches. Gameplay and control[s] bug badly. Subject was required to stop playing after twenty minutes as the framework appeared [to be] broken. There were also signs of hardware corruption.

Problems found:

- I. The character did not appear in most gameplay, [it] only appeared for [a] short time and flashes rapidly
- II. Many signs of corrupted hardware
- III. Frequent [unable to translate]
- IV. No GUI
- V. Serious audio glitches, wrong audio playback and [it] overlap[s] badly

Notes:

- I. [They] found many signs of hardware corruption, but after the test was finished the hardware was checked and no damage was found
- II. All previous and subsequent tests showed no signs of hardware corruption. Most tests had minor issues [like the ones shown in this test], but the signs of bad [corrupted] hardware were in this test only
- III. Some of the played sound could not be identified in the game file[s] or hardware

NAME OF RECORDER: [Censored]