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THEY/THEM



CAM HAWKINS
@CAMFINALMIX
HE/HIM



JANET GARCIA
@GAMEONYSUS
SHE/HER



MIKE TOWNDROW
@ITSMIKETOWN
HE/HIM



ASA GREENRIVER
@AGREENRIVER07
HE/HIM

**THE NINTENDO GAMECUBE WAS THE
GREATEST GAME CONSOLE EVER MADE**

FRIDAY, MARCH 24 @ 12:00 PM ET
DRAGONFLY THEATRE (BCEC, LEVEL 2)
STREAMING ON TWITCH.TV/PAX3



MODERATED BY:



JACOB MCCOURT
@JACOBMCCOURT
HE/HIM

The Nintendo GameCube Was The Greatest Game Console Ever Made

What this panel will be:

- The Gamecube's history & our memories of the console (50% of time)
- Build an essential collection of games with your help (50% of time)

What this panel will not be:

- A debate about which console is the best ever made
- A comprehensive history of the console (we only have an hour)

A speedy history of what led to the Nintendo GameCube

Before the Gamecube



PlayStation
1994
32 bit console
\$299.99
>100M units sold



Nintendo 64
1996
64 bit console
\$199.99
>30M units sold



SPECIAL FEATURE

In 1993, Nintendo joined forces with Silicon Graphics, the world leaders in 3D computer technology. Now, nearly four years later, the fruit of their labours is about to hit the UK.

Despite the rumours and scaremongering by lesser magazines, the Nintendo 64 will definitely live, definitely be here on March 1st. It'll be accompanied by the excellent Super Mario 64, Pinotwings 64 and Shadows Of The Empire, while Turok: Dinosaur Hunter and WaveBlade 64 won't be far behind. However, just in case you aren't totally overawed with excitement, Nintendo Magazine now presents all the essential info on what you'll get in your N64 pack and how to set it up!

FUTURE SHOCK!

LIVIN' IN THE BOX!

So what do you get for yer asking price of £249, eh? Quite a lot, actually...

THE CONSOLE

Don't be surprised by the size of the N64 - it's small! However, appearances are deceptive as this little chunk of plastic houses the most advanced games system in the world!

THE CONTROLLER

Although the N64 can take four controllers at once, only one is supplied with the machine. However, you'll soon be able to purchase controllers in a range of different colours for multi-player action!



AC ADAPTOR

It may be the most advanced games console ever, but you'll still need electricity to run it. This handy AC adaptor will help...

R/Y CONNECTIONS

As with the Super NES and other consoles, the RF adaptor will allow you to play your N64 on any UK television. It even boasts a switchbox so that you can swap between normal TV reception and your N64 at the push of a button.

GETTIN' IN GEAR!

Fortunately, setting up the world's most awesome games console is easy! Just follow these simple instructions and you'll be up and running in about five minutes. Ready... steady... GO!

AC ADAPTOR

Simply slot this brick into the back of your N64, plug it into the wall and, hey presto, you'll have all the power you need!



THE CONTROLLER

For one-player games, plug the controller into the far left port on the N64. Also, when you start up the machine, make sure the 3D Stick isn't pushed to one side or else it won't be aligned correctly. If this does happen, simply switch off the N64 and start again.

THE CART

As with your Super NES, don't plug-in or pull-out a cartridge while the power's switched on as this could wipe any saved games on the cart's battery. Back-up instead, insert your cart before touching the power switch.

CONNECTING TO YOUR TV

For the most basic TV connection, use the RF adaptor to connect your N64 to the aerial socket of your TV. Even better, use the switch-box and you won't have to keep unplugging your video or TV aerials.

BETTER PICTURES

The RF adaptor will give you an excellent picture but, if you're lucky enough to have a posh telly with S-VHS compatibility, it's a good idea to buy an S-VHS lead as this will allow you to appreciate the graphics in all their stunning glory.

N64 IS HERE!

BORDER CROSSING!

If you compare an American or Japanese N64 with the British machines, you might notice black borders at the top and bottom of the screen. However, don't worry! Without getting too technical, Japanese and US NTSC TVs have a lower resolution than British PAL TVs, so the picture has to be squashed down in size slightly for the UK.

Also, NTSC TVs update their screens 17.5% faster than PAL TVs, but as Super Mario shows, Nintendo is trying to ensure that all versions of its games run at the same speed.



Full-screen NTSC picture...



...And PAL screen with borders.

GRATUITOUS GRAPHICS!

Without a doubt, the N64 boasts the best graphics ever seen on a home videogame console. But just how does it manage to handle such complex information...?



HARDWARE TEXTURE MAPPING

Allows any bitmap image to be placed on the surface of a polygon in full 3D at unbelievable speeds.



ANTI-ALIASING

Reduces the jagged appearance of angled lines so that polygons remain sharp and distant objects look clear. Just take a look at Super Mario 64 for proof...



Z BUFFER

Ensures that objects appear in the right perspective so that distant items are correctly proportioned when viewed from any angle. The Hoth battle in SOTF is a good example of Z Buffering in action.



TRI-LINEAR MIP-MAP INTERPOLATION

Ensures that texture maps are unblocky, even at close range, just like the dinosaurs in Turok. Also keeps textures proportioned correctly so that they don't become stretched or warped.



ALPHA-BLENDING

Allows programmers to use amazing transparency and filter effects, best illustrated by the sea in WaveRace 64.

LEVEL-OF-DETAIL (LOD) MANAGEMENT

Allows the creation of huge, highly-detailed worlds like those in Pinotwings 64, where objects can exist in both the foreground and background without the dreaded pop-up.

COMING SOON!

Nintendo has many add-ons and accessories planned for the months and years ahead to keep your N64 at the forefront of videogaming, including the Jet Pak (below) which makes your controller vibrate in response to on-screen punches or hits, and the 64DD (right), a disk drive which will allow developers to make even bigger and better games!



SPECIAL FEATURE

NINTENDO 64



Only For

THE TECH SPECS!

As the world's most advanced games console, the N64 boasts the best technical specifications in the industry. Just take a gander at this little lot...

CPU

64-bit RISC-based CPU running at a clock speed of 94 MHz.

MEMORY

RAMBUS D-RAM 36-Mbit, maximum transmission speed of 4,500-Mbit/second.

CO-PROCESSOR

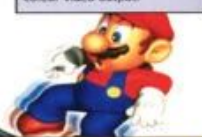
SP (sound and graphics processor) and DP (pixel drawing processor) with clock speed of 64 MHz.

RESOLUTION

256x224 and 640x480 modes, flicker-free interlaced mode support.

COLOUR

32-bit RGBA pixel colour frame buffer support, 21-bit colour video output.



Failed Disc Efforts



Imaged by Heritage Auctions, HA.com

Unveiling in 2001

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS



NINTENDO GAMECUBE CONSOLE AND PORTABLE GAME BOY ADVANCE UNVEILED

Systems Set New Interactive Entertainment Standards

TOKYO, August 24, 2000 – Nintendo, the company that revived the entire video game industry in the 1980s, opened new worlds of video game play today at the Spaceworld trade show in Tokyo by simultaneously unveiling the new Nintendo GAMECUBE console and the portable Nintendo Game Boy Advance. While each system will be the most powerful in its category, they have been designed to work together to provide a game play experience that is unprecedented and totally unique to Nintendo.

Courtesy of the Video Game History Foundation



Why is it the greatest system of all-time?

Console and Controllers



Colors



Via Reddit u/TYxki

Launch Line-Up



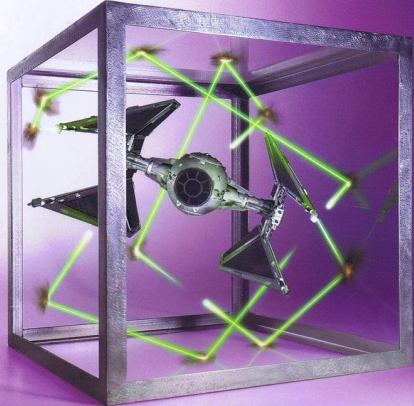
November 18, 2001



Rest of 2001

Launch Campaign

NINTENDO GAMECUBE.



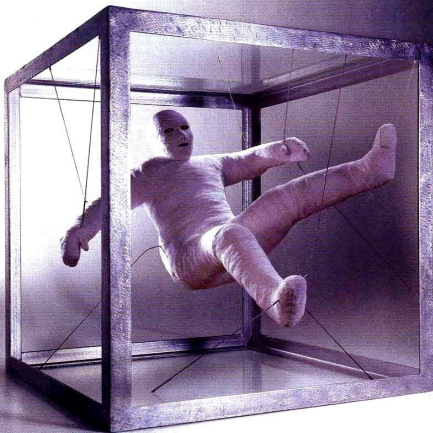
STAR WARS
ROGUE LEADER II
ROGUE SQUADRON II

Prepare for an epic space battle.


Life's a game
www.nintendo.com



Wii




SUPER SMASH BROS. MELEE




Planches, kids, elbows and knees. It's just a little touchy-feely between friends, as over 20 of your favorite characters go another round in a knock-down, drag-out brawl. Super Smash Brothers™ Melee, only for Nintendo GameCube™.

ESRB
T
Mild Violence




NINTENDO GAMECUBE.



PIKMIN

Let Pikmin do your dirty work.

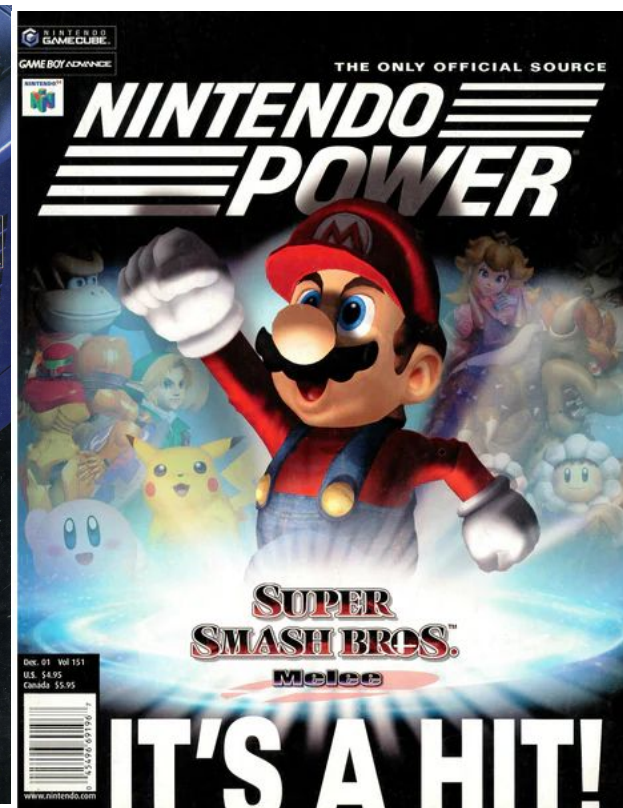
Life's a game
www.nintendo.com




Launch Party



Magazine Covers



Weird Ads



HOW DO YOU PLAY YOURS?

WAVEBIRD™ WIRELESS CONTROLLER

- THE INNOVATIVE WAVE BIRD CONTROLLER ALLOWS YOU TO CONNECT TO YOUR FAVORITE NINTENDO GAMECUBE™ ABOUT FOURTEEN FEET AWAY.
- CAPABLE OF HANDSHOOTING NAIRU, MASTERING SAILOR'S COMBAT OR PILOTING FOX McLOUD'S AIRSHIP FROM UP TO 30 FEET AWAY.
- TWO ZAT BATTERIES PROVIDE MORE THAN 100 GAME PLAY HOURS OF WIRELESS CONTROL.
- THE 40 STANDARD CHANNELS THE WIRELESS CONNECTION TO YOUR GAME CUBES THE COVER OR BEHIND A WALL.
- WITH 16 DIFFERENT CHANNEL FREQUENCIES TO CHOOSE FROM, FOUR WAVEBIRD CONTROLLERS CAN JOIN UP TO A SINGLE GAMECUBE, ENJOYING A TOTAL WIRELESS MULTIPLAYER EXPERIENCE.

LAUNCHES 22/11/02

NINTENDO GAMECUBE™

Life's a game
www.nintendo-europe.com

© 2001 Nintendo. GameCube is an official Nintendo trademark.



Nothing comes between a man and his game.
Not rooms. Not walls. Not even nature.

Introducing the Nintendo GameCube™ WAVEBIRD™ wireless controller.



Size does matter.

The powerful, portable Nintendo GameCube™. Part of the **Nintendo** difference.

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Tie-in with the Game Boy Advance



Weird Accessories



Lasting Impact of the System

Melee Esports



Remasters and Ports

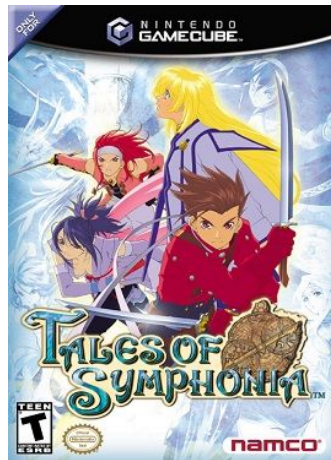
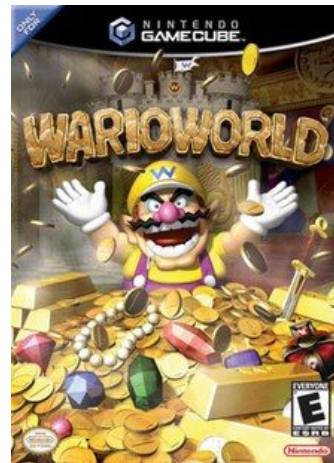
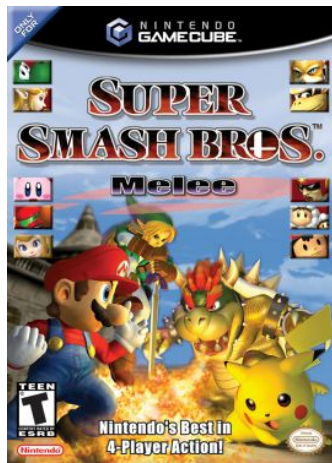
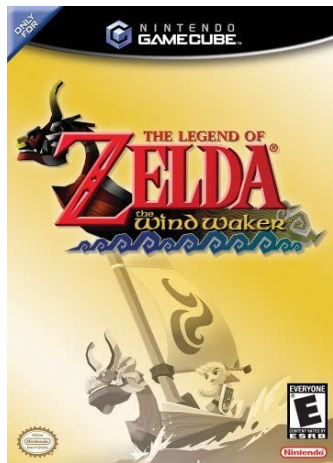


And of course, the games were incredible... let's list them now.



Rules

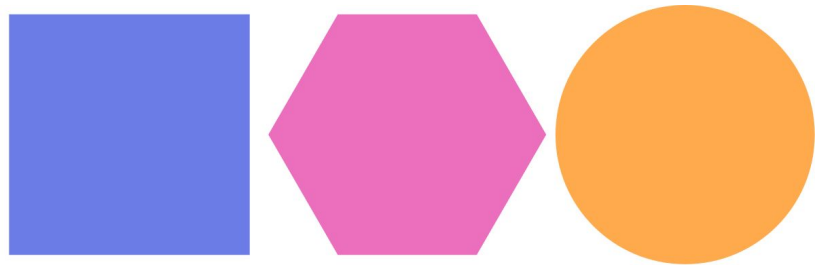
- We are looking to build a list of 15 essential titles for your collection
- As a panel, we have pre-selected a list of 10 excellent games (next slide)
- Please line up behind *this* microphone
- Whoever is at the front of the line will have 15 seconds to convince us that a game should be added to the list
- If there are already 15 games on the list, you must also take one off
- State your game (and sacrifice) and your timer will start
- The panel will then give a thumbs up or thumbs down to the change
- You need to convince 3 out of 5 for the change to be made
- We will continue until we around 12:55pm



The List



Special Thanks



VIDEO GAME HISTORY FOUNDATION



@GameHistoryOrg



patreon.com/gamehistoryorg



gamehistory.org

HOSTED BY:



JACOB MCCOURT
@JACOBMCCOURT
HE/HIM

PARTICIPANTS (+ THE PAX AUDIENCE):



KATIE LESPERANCE
@LESPEAK
SHE/HER



JESSE VITELLI
@JESSEVITELLI
HE/HIM



TRAVIS COLENUTT
@TRAVISCOLENUTT
HE/HIM



FLORA MERIGOLD
@LUDONARRATIVEFM
SHE/THEY

VGT

@



EAST

BOSTON, MASSACHUSETTS



BRENDEN GROOM
@BEGROOM
HE/HIM



KYLE STEPHENSON
@MRKSTEP
HE/HIM

VIDEO GAME TRIVIA LIVE!

FRIDAY, MARCH 24

7:30PM ET

CONDOR THEATRE

(BCEC, LEVEL 2)

NOT STREAMING

VOD AVAILABLE LATER



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BOSTON, MASSACHUSETTS

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HE/HIM

Competition



Dreamcast
1999
\$199.99
~10M units sold



PlayStation 2
2000
\$299.99
>155M units sold



Xbox
2001
\$299.99
~25M units sold

Memory



Via YouTube @CacoCube

