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PAC-MAN: MAZE MADNESSMYSTICAL NINJA protagonists Goemonn64DD iplromanagan Winter Olympics '98namco 64Nascar Museum' 99Nascar 2000NBA Courtside 2 Equipped with Kobe Bryantnba Hangtimenba in the area In the '99nba area in the area area Jam '99nba Jam 2000nba Live' 99nba Live 2000nba Showtime: NBA su NBCNeon Genesis Evangelionnfl Blitznfl Blitz 2000nfl Blitz 2001NFL Blitz: Special EditionNFL Quarterback club '98NFL Quarterback club' 99NFL Quarterback club 2000NFL Quarterback club 2001NHL '99NHL Blades of Steel '99NHL Breakaway '98NHL Breakaway '99nighmare CreaturesNintama Rantou 64 Galleria GalleryNuclear Strike 64o.dtoff Road ChallengeGre Battle 64: Persona di Hockey CaliberOIolololymymymypico Nagano' 98 Paper MarioPaperBoyparloy! Pro 64: Pachinko Jikk Simulazione GamePenny RacersPerfect DarkPGA europea TourPilotwings 64Pokemon Puzzle LeaguePokemon SnapPokemon Snap StationPokemon StadiumPokemon Stadio 2Polaris SnoCrossPower League Baseball 64Power Rangers: Lightspeed RescuePremier Responsable 64Puyo Puyo 4: Puyo Puyo PartyPuyo Puyo Sun 64Quake 64Quake IIQuest 64Rakuga KidsRally Sfida 2000Rampage 2: universale TourRampage: World Tourrat Attackrayman 2: The Great Escaperazor Freestyle Scooterre-VolTready 2 Rumble BoxingRound 2Resident Evil 2Ridge Racer 64Rades Evil 64roadsters TrophyroboTech: Crystal Dreamsrobotron 64Rocket: Robot on Wheelsrugrats a Parigi: The Movierugrats: Scavenger Huntrush 2: Extreme Racing USAS.Cars San Francisco Rush 2049san Francisco Rush: Extreme Racingscooby-doo!: Classic Creep Capersd Hiryuu No Ken Densushadow Manshadowgate 64: Prove dei quattro Torkershin Nihon Pro Wrestling: Toukon Road 2: The Next Generationshin Nihon Pro Wrestling: Toukon Road: Brave SPI Ritsin and Punishment: Successore del ThinkSokboard Kidswoardboard Kids 2rsouth Parksouth Park Rallysouth Park: Chef LUV Shackspace DynamitessPace InvadersSpace Stazione Silicon Valleyspider-Manstar Fox 64Star Soldato: Vanishing Earthstar Wars Episodio I: Battaglia per Nabostar Wars Episodio I: Guerre di Guerra: Rogue SquadronStar Wars: Shadows of the Empirestarcraft 64Starshot: Space Circus Fevrstunt Racer 64Super Bowling 64Super Mario 64Super Robot Spiritsuper Smash Bros.Super Speed âaRace 64Supercross 2000SuperMansusUSUME! Taisen Puzzle Dama Toukon! MARATA COUSYDNEY 2000TAMIYA Racing 64 (prototipo) Tarzantaz Expresstetris 64Tetrispherehe Legend of Zelda: Majora's Mask (GameCube Edition) La leggenda di Zelda: Ocarina della leggenda di Timethe di Zelda: Ocarina di Time (GameCube Edition) La leggenda di Zelda : OCARINA OF TIME - Master Quest (GameCube Edition) The New Tetristhe PowerPuff Girls: Chimica X-TracionGger's Honey Huntton e Jerry in pugni di Furryton Clancy's Rainbow Sixtommy Hawk's Pro Skatony Hawk's Pro Skatony Hawk's Pro Skater 3Toon Hawk's Pro Skater 3Toon Panic (prototipo) Top Gear 1per biketop Gear Gear Gear Gear Rallytop Gear Rally 2Toy Story 2Transformers: Beast Guerre TransMetaltriple Play 2000Turok 2: Semi di Eviltok 3: Shadow of EblivionTurok: Dinosaur HunterTurok: Rage Waterwisted Edge Erme SnowboardGuChananchan Nessun Hono No Challenger: Denryu Iraitra Bou-Rally Edition '99Vypoint 2064 (prototipo) Vigilante Bvigliante 8: 2nd offensevirtual scacch 64 virtualÅ. Piscina 64Vir Tual Pro Wrestling 2Virtual Pro Wrestling 64Waialae Country Club: True Golf Classicswar Godwave Race 64Wayne Gretzky's 3D HockeyWeyWeyNeyne Gretzky's 3D Hockey '98WCW Backstage AssaultWCW MayhemWCW Nitrowcw vs. NWO: World TourWCW / NWO RevengeNetrixwheel of Fortunewildwaters Extreme Kayakingwinback: Covert OperationsWipeout 64world Project J2World Cup '98World Driver Championshipionworms: ArmageddONWHF AttitudewF WAR ZONEWWF WRESTLEMANIA 2000WWF: No Mercyxena Warrior Princess: The Talisman of Fateexplorer 64yoshi's StoryZool: Majou Tsukai Densu ----- Home Videogioco console prodotti da Nintendo Nintendo 64a Carbone grigio grigio Nintendo 64 (a destra) e grigio Nintendo 64 Controllereralso noto Asproject RealtÅ (nome del codice), Ultra 64 (Nome del prodotto Planning), Hyundai Comboy 64 (Corea) DevelopernINTENDO IRDMANUFACTRÛRNINTENDOTOPEHOME VIDEO VIDEO GIOCO CONSOLEGENORAZIONEFITH Datejp: 23 June 1996 [2] NA: 29 September 1996 [1] EU: 1 March, March, 1 March 1997 [4] Lifespan1996Å, (1996) Å € Å,~ "2002Å, (2002) Discontinuedvw: 30 April 2002 [5] SOLDWORLDWIDE unit: 32.93 MILLION [6] Japan: 5.54 MillionAmericas: 20.63 MillionEurope & Australia: 6.75 MillionMediandendo 64 Game Pakmagnetic Disc (64DD) CPU64-bit NEC VR4300 @ 93.75Å, Mhzmemory4 MB Rambus RDRAM (8 MB with Pak expansion) Storage4 - 64 MB game Pakremovable Storage32-KB Controller Pakgraphyssgi RCP @ 62.5 MHzsound16-bit, 48 or 44.1 PiÅ " Additional 164 ControllerPowersWitching Power Supply, 12 V and 3.3Å, V DCONLINE SERVICESRANDNET (Japan only) Sharkwire Online (third parties) Size2.87 " (72.9 mm) Åf- 10.23" (259.8 mm) Åf- 7.48 " (190 mm) Mass2.42 lb (1.1 kg) Best-sell-seller GameStuer Mario 64, 11.62 million (starting from 21 May 2003) [7] Predecessorsor Nintendo Entertainment SystemSuccessOrogamecubewebsitewww.nintendo.com/consumer/systems/nintend64/index.jsp the Nintendo 64 [a] (abbreviated as N64, stylized as Nintendo64) is a video game console. Chi domestic developed and marketed by N I intend. The console is the successor of the Super Nintendo Entertainment System. It was released for the first time on June 23, 1996 in Japan, on 29 September 1996 in North America and 1 March 1997 in Europe and Australia. It was the last large household console to use the cartridges as a primary storage format up to the Nintendo switch in 2017. [8] As a fifth-generation console, it complained mainly with the Sony PlayStation and the Saturn saw. The console was started in 1993 under the code of the "Reality of the project" code. Although the design was mostly completed by the 1995 half, its launch was delayed until 1996. The console takes its name from the 64-bit processing unit. It was launched with three games: Super Mario 64, Pilotwings 64 and SaikyÅ ¥ Habu ShÅ ¥ gi (Exclusive for Japan). Time named machine of the year in 1996, [9] and in 2015, IGN appointed the non-largest console of all-time video game. [10] Nintendo 64 was interrupted in 2002 following the launch of his successor, the GameCube. The Nintendo 64 was critically acclaimed at the time of release and remains one of the most recognizable video game consoles. Diagram of history "At the center of the [Reality Reality] system will be a version of the Multimedia MIPS (R) engine, a chip-set consisting of a 64-bit MIPS RISC microprocessor, a chart co-processor chip and the application Integrated circuits (ASICS) ". "The product, which will be developed specifically for Nintendo, will be presented in Arcades in 1994 and will be available for domestic use by the end of 1995. The price of the U.S. target for the domestic system is less than \$ 250". "For the first time, the Microprocessor MIPS MIPS RISC technology will be used in the video entertainment industry [and already] Powers Computers ranging from PC to supercomputers". Å € Å,~ "SGI press release, 23 August 1993 [11] At the end of the 1980s, Nintendo led the video game industry with its Nintendo entertainment system (NES). Although the Follow-Up NES console , the Super Nintendo Entertainment System (SNES), succeeded, sales have taken a shot from the Japanese recession. The competition of the long-term saw rival, and its new arrival Sony, stressed the need for Nintendo to develop a successor For the SNES or risk losing the domain market to its competitors. Further complication of matters, Nintendo has also addressed a backlash from unhappy third-party developers with the strict Nintendo license policies. [12] SILICON GRAPHICS DEVELOPMICS, INC. (SGI), a long-standing leader in the display and supercomputing of the graphics, was interested in expanding his activity adapting his own technology in the realm of the top volume of the products Consumption, starting from the video game market. Based on your MIPES R4000 Supercomputing and Workstation CPU family, SGI has developed a CPU that requires a fraction of resources - consuming only 0.5 watts of power instead of 1.5 to 2 Watts, with an estimated target price of US \$ 40 instead of US \$ 80 Å,~ "200. [13] The company has created a design proposal for a video game system, looking for a giÅ already already Partner in that market. Jim Clark, Founder of Sgi, initially offered the proposal of Tom Kalinske, which was the CEO of Sega of America. The next candidate would be Nintendo. The historical details of these preliminary negotiations have been controversial between the two competition pretenders. [12] Kalinske said that he and Joe Miller of Sega of America were "very impressed" with the Sgi prototype, inviting their hardware team to travel from Japan to meet with SGI. Sega Enterprises engineers stated that their evaluation of the first prototype had discovered several unresolved hardware problems and deficiencies. Those who have been subsequently solved, but saw had already decided against the drawing of Sgi. [14] Nintendo has resisted this conclusion synthesis, claiming that the real reason for the definitive choice of partner SGI is that Nintendo was a more attractive sales partner than saw. [12] While saw has requested exclusive rights for the chip, Nintendo was licensed technology, on a non-exclusive basis. [12] Michael Slater, Microprocessor Report publisher, said, "The mere fact of a business relationship is a significant cause of the phenomenal capacity of Nintendo per volume of units. If it works at all, it could bring MIPS to levels of Volume [SGI] never dreamed ". [13] Jim Clark met the CEO of Nintendo Hiroshi Yamauchi at the beginning of 1993, starting so Project Reality. [12] On August 23, 1993, the two companies announced a common global development and license agreement surrounding Project Reality. [15] [11] projecting that any product still unnamed would be "specifically developed for Nintendo. It will be presented in the games rooms in 1994, and will be available for use at home for the end of 1995 ... under \$ 250 ". [11] This announcement coincided by August 1993 Shoshinkai Fiera di Nintendo. [16] [11] "The reality immersion technology" is the name Sgi had given the set of the main components, which would first be used in project reality. The MIPS R4300i CPU, the MIPS reality coprocessor, and the embedded software [11] [15] [17] Some chip and manufacturing technology was supplied by NEC, Toshiba and Sharp. [18] SGI has recently acquired Computer Systems Mips (renamed for MIPS Technologies), and the two worked together to be ultimately, responsible for the design of the Immersion Technology Chip [11] under the direction of Engineering Jim Foran [19] [20] And leader of Tim Van Hook hardware architect. [21] Deskside Onyx The project initial game reality development platform was developed and sold by SGI in the form of his Onyx supercomputer cost \$ 100,000 [22] US \$ 250,000 (equivalent to \$ 436,518 in 2020) [23] [21] and loaded with the homonymous US \$ 50,000 [24] Graphic reality cards and four MHz CPU 150Å, R4400. [22] Your software includes first APIs Reality and Emulation Project Based on Performer and OpenGL. This supercomputing platform graphics had served as the source design that SGI had reduced to becoming the reality immersion technology for project reality. [25] [21] The project reality project prototyped a game controller for the development system by changing a Super NES controller to have a primitive analogue joystick and z trigger. Under the maximum secrecy also from the rest of the company, a lucasarts developer said his team would "stealthily hide the prototype controller in a cardboard box, while we used it. In response to the inevitable questions about what we were doing, there He jokingly responded that he was a new kind of controller c a bowl of liquid that absorbed your thoughts through the fingertips. Of course, you had to think about Japanese "[21] on June 23, 1994, Nintendo announced The new name The still unfinished console as "Ultra 64". The first group of elite developers selected by Nintendo was nicknamed the "Dream Team": Silicon Graphics, Inc.; Alias Å €

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