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# Nintendo 64 Anthology Classic Edition



## Synopsis

September 29th, 2016, marks the Nintendo 64's twentieth anniversary. To celebrate the birth of this incredibly avant-gardist machine, Matt Manent has written the most comprehensive and remarkable book about this legendary console. 348 pages long, this book inventories and chronicles the entire game library (388 games sold in Japan, the US, Europe, and Australia), sifts through the canceled games, accessories, collector's editions, and, of course, every Nintendo 64 version and bundle. By interviewing the people involved at the time - Martin Hollis (Rare - GoldenEye) and Eric Caen (Titus - Superman; acknowledged as one of the machine's worst games)- Matt Manent has worked to make this book an encyclopedia honoring the Nintendo 64 we've all come to love.

## Book Information

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## Customer Reviews

Comprehensive. I pre-ordered this thinking it would be a good reference book, something I could flip through to reminisce on some of my fondest gaming memories; however, when I received it I was surprised at the depth and scope of this book. Yes, it includes a half or full page write-up on all 388 N64 games (Japanese, NA and PAL) with cover art and screenshots which would have been enough, but it also includes a lengthy history on the development and life of the system itself. It has extensive segments on every accessory released (both official and unofficial), all hardware variations of every region, add-ons, magazine coverage, developer interviews, hardware particulars, analysis of every 64 DD game, the book even details and identifies every unreleased game including screenshots when available. The book is well-written, something often hit-or-miss in anthologies like this. The Nintendo 64 Anthology is already a prized addition to my collection and

will be frequently referenced even after I finish reading it. I cannot recommend this book enough if you're considering purchasing it.

I bought this book because of the nostalgia I have for playing the Nintendo 64. If you are a fan of the system, or you want to go down memory lane, I would recommend this book. The first third of the book is about the development of the system, some history of Nintendo and interviews with some of the game developers. There is also a fair amount of technical info if that interests you. I read most of the beginning of the book, but the game profiles was what I was really after. The authors detail each game produced for the N64 to include games that were not released in the US. There is a lot of detail in the game reviews. Not only do they have pictures and release dates, but the authors also include the rarity of the game, how many were sold and other interesting pieces of information about the game. My only negative for the book is that there are a lot of spelling and grammar errors, or at least, an amount that becomes noticeable the longer you read. However, I take into account that the book is written for a very small audience so I imagine the focus was more on content than editing. With that being said, the book is a high quality hard cover with vibrant pages and great info on the system. I am happy with my purchase.

I couldn't live with myself if I gave this book anything less than 5 stars. There is an overabundance of N64 facts, figures and info given from beginning to end. I nostalgia'd hard flipping through this book. Not only is the content AAA quality, the book itself is AAA quality. This must have been a labor of love on the part of the authors because this is an absolute MASTERPIECE and is one of the best pieces of literature I've purchased in a long time. As one of the few people who actually owned a 1st edition console and many 1st edition games I appreciate the care that went into compiling this information. I loved my N64 and spent ungodly amounts of time playing it and after reading this book I'm more convinced than ever that it wasn't time wasted.

Absolutely well done and thoroughly researched. Comes well bound and all pages are glossy and full color. No found issues with typos or anything to suggest that less than the very best care was taken. It was fun to learn new things about the production cycle and lifespan of the N64. If one day we get a book this good about the SNES, I will be grateful. One major thing to note though is that this was clearly written by a European for a European audience. The Sega CD is the Mega Drive for instance. This is major if you see it that way, but I would imagine the target audience is like me and can discern the differences quickly. The timetables are listed for Japan, Europe, and the USA so it's

more of a quibble but notable if you are bothered by some distinctly European naming schemes and references.

The reason that I purchased this book was to have a read that contains a full comprehensive history of the Nintendo 64. After reading through the first 100 pages or so, that is exactly what I have in front of me. This book goes through the history of the system from it's beginnings until it's death and the Nintendo Gamecube. I wanted to have a nice book to use as reference on my way to completing a full N64 set. One could complain that there is a lot of objectivity in this book and there is. If you aren't looking for an opinion from someone who is an enthusiast, then this book is not for you. Math Manent uses their opinion and memories to create a historic review of the N64. You have to take it for what it's worth. I personally don't look for perfection here and a great job was done.

A fun, well-constructed book that provides a comprehensive historical review of a Nintendo console that hasn't received this type of coverage elsewhere in print form. However, the book definitely would have benefited from one more pass by an experienced editor: some of the text lacks a level professionalism that I'd expect in such a book, especially considering the authors' passion for the project.

Seriously, as someone that spent his childhood obsessing about the Nintendo 64, this book blew ALL of my expectations out of the water. I thought it might be just like six pages with some history on the N64 and a dozen or so pages of box art with a little blurb about each game. No, this is essentially the Bible of Nintendo 64. There are probably 75-100 pages dedicated to the history of the console itself, followed by hundreds of pages of box art, descriptions, and reviews and rarity of EVERY Nintendo 64 game (even the Japan-only ones). If someone in your life or even yourself ever gave a care about the Nintendo 64, solidify it and purchase this book. You will not be sorry.

Love this as a coffee table piece with some character. The nostalgia you feel from flipping through these pages is strong. If you are looking for in-depth history, then this may be too biased overall (see other, lengthier reviews). However, as a piece of nostalgia to look back on a system you loved, there's a lot to remember from this. All the hardware and games listed in this anthology...

Fascinating. Makes a great gift for an N64 fan! Thinking of buying a second one for myself now...

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