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## Nintendo 64 and DS Games Coming to Wii U Virtual Console

Super Mario 64 and Yoshi's Island DS the first to be added to the service. By Shawn Wilkins. Posted 04/01/2015 18:30 3 Comments

Today marks a special day for those who love to play and replay every era of Nintendo's games- Nintendo 64 games along with Nintendo DS games have finally been announced for the Wii U Virtual Console. The offerings are scarce for now, but they will undoubtedly increase as time progresses and development of the games increases.

Currently, the games available are Super Mario 64 and Yoshi's Island DS, with Yoshi Touch & Go and WarioWare: Touched! following on April 9, Donkey Kong 64 on April 16, Mario Kart DS on April 23, and the original Paper Mario on April 30, respectively. Nintendo 64 VC games will range from \$9.99 to \$11.99, while DS VC games will cost between \$6.99 and \$9.99.

Some of these titles were previously available on the Wii Virtual Console service. Those who downloaded the Wii VC versions will be able to upgrade to the Wii U ones for \$2.

Source: Nintendo Direct

Issue 50: Gaming Cubed This story is featured in... soon to VC by Anthony Pelone

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3 Responses to "Nintendo 64 and DS Games Coming to Wii U Virtual Console"



penduin says...

Huzzah for N64 support, finally!

Years ago, a deal was nearly reached which would have seen Goldeneye 007 released on VC, but (if I remember correctly) Nintendo's execs pulled the plug. I wouldn't hold out much hope that it will come to Wii U, except for the inclusion of that left-and-middle-prong controller mapping.

Holding the N64 controller that way and choosing the right layout (1.2 I think) makes 007 feel almost identical to a modern dual-stick shooter. If the only N64 games on the way were platformers (which, hooray, DK64!) there would be no reason to include this setting.

makes sense. Turok had its own weird thing going on, though maybe its sequels changed things around. Can anyone here think of any other reason that controller mapping would be included? Reply 04/02/2015 at 11:40

In fact, besides 007 and Perfect Dark, I can't think of a single N64 game where left-and-middle



04/02/2015 at 14:17

04/03/2015 at 14:57

This was a VERY pleasant surprise during the presentation. I'll finally be able to experience Paper Mario for the first time. (And maybe DK64 as well)

I have my fingers crossed that we will get a Goemon title, but this is a great start to finally filling in big gaps of virtual console titles.

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lilmac says...

Goldeneye?? Moving along... Reply

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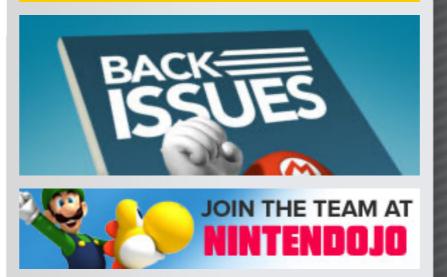
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