

.N I N T E N D O

WHAT'S NEW
WHAT'S HOT

NEWS

VOLUME II • ISSUE NINE • SEPTEMBER 1995

SUPER MARIO WORLD 2 YOSHI'S ISLAND

This baby's outta control

Only For
Nintendo

Mario's back in his biggest adventure yet. Four years in the birthing, and now this bambino comes kicking and screaming into the world of Morphmation graphics. A Nintendo brainchild that allows the characters and backgrounds to ripple, rubberize and react like nothing you've ever seen (cept maybe that nasty gelatin salad your mom puts out for company). But there's more than eye-popping

visuals to drool over. There's over 60 levels packed with all-new surprises. Huge expanding bosses. And Yoshi — a cold-blooded babysitter who spits fire and launches eggs out his butt. He even morphs into a helicopter — try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.

This Game
Is The Best
Of The
Best!



This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean number two)



Kicking, shrieking, crying, tantrums... and that's just the guys who bought new systems!

ONLY FOR
SUPER NINTENDO.
ENTERTAINMENT SYSTEM

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Comments on Virtual Boy overheard across the Country:

"It's better than ice cream!"

"I know it's a great game when I shiver!"

"Cool! Rad! Gotta get one!"

"Awesome...I know what I want for Christmas!"

"Lots of fun!"

"Wow! This is great!"

"Man, this is really cool!"

"Incredible!"

"I have to have one of these!"

"Wait until I tell my friends about this!"

"This is a lot better than I thought it would be!"

Girls seem to like it better than regular video games because they like being "so into the game."

"I'm impressed by the clarity and graphics."

"I'm surprised at the quality... the pricing for the unit and the software are very reasonable."

"3-D graphics are the best!"

It's Here!

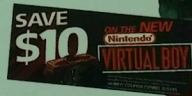
VIRTUAL BOY

mall tour

First Stop On The Virtual Boy Mall Tour!

On August 18-20 at the Mall of America, more than 3,000 people had the chance to experience Virtual Boy, as well as gather information on other Nintendo products. Initially, attendees enjoyed access to 6 Virtual Boy displays, where they could play for several minutes and become familiar with the exciting features of the game.

The crowd and the waiting quickly increased, so 8 more Virtual Boy stations were added. Even with 14 stations, it was not possible to keep the line down. Then 2 more units were added, then 6 more. Still more demand than we could handle! Eventually we maxed out at 22 units, and even more flocked to the display as they found out that everyone had a chance to win a T-Shirt, a "\$10 Off" VB coupon, a key chain and/or a Virtual Boy pen!



Blockbuster Update!

Blockbuster estimates that over 1 million consumers will have experienced Virtual Boy the first 30 days after its release.

VIRTUAL BOY

Van Tour

The Virtual Boy Van Tour has been extremely successful. It has visited 14 of its 21 cities targeted. As we approach midpoint, we have secured more than 60 print and broadcast media interviews, reaching approximately 40 million people in the process. So far media have loved Virtual Boy and have referred to it as "impressive," "interesting" and "great."

Throughout the tour, Team Nintendo has encountered many Virtual Boy supporters. Actor Dick Van Patten, star of TV's "Eight Is Enough" show, happened to catch the van in Grand Rapids, Michigan, where he was in town for summer stock theatre. As WOOD-TV (NBC) taped a great Virtual Boy segment with Team Nintendo expert Martin Doyal at a local park, Dick saw the taping and afterwards, he enjoyed playing Nintendo's hottest new games — which he thinks were a smash hit!

One reporter brought Virtual Boy all the way to City Hall to a City Councilman in Cincinnati. He, too, was hooked on Nintendo's exciting new 32-bit platform.

As the van journeys the final leg of the Virtual Boy tour, finishing up in Boston on Sept. 7, plan on more media coverage and a lot more Virtual Boy fans!

play
it
loud

arcade CLASSIC

Galaxian

Travel back in time with Nintendo's hand-held release of a classic from the dawn of video gaming. The year is 1979, and disco rules the radio waves. Meanwhile, gamers go gaga over Galaxian, blowing quarters by the pocketful down at the local arcade on this hot title. NOW, you too can capture (or recapture) that Galaxian feeling by jumping into the cockpit of this arcade classic and blasting away at the fleet of alien spacecraft invading earth!



Galaga

EEK! It's a big bug! Giant bugs invade earth! You're an intrepid star pilot; your task is to exterminate all the flies, scorpions and other icky things that go bump in outer space! Dazzling enhancements include bugs that fly in circles and spooky sound effects straight out of the opening credits for "The Outer Limits." AND...it plays and looks exactly like an arcade game if played through Super Game Boy!

Your momma. She knows the bad boys of Street Fighter II™ are now on Game Boy. She knows its nine levels of destruction can't be contained by the four walls of our lovely split-level suburban domicile. Knows Street Fighter II is finally loose on the streets where it belongs. Knows all about the Special Moves, the flaming fireballs, spinning backfists, jabs, jukes, blocks, flash kicks and sucker punches. She knows that with the 2-player mode she can kick your butt on Game Boy or Super Game Boy. Your momma is one bad lady. No wonder she wears combat boots. (See Vol. 75 of Nintendo Power Magazine for 6 pages of game play coverage.)

STREET FIGHTER II™



Don't Forget!
Earthbound Coupon from ad needs to be marked
"For Earthbound Only"



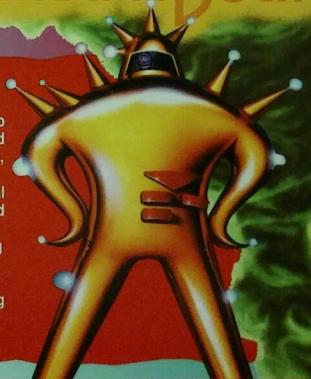
Here's a word of sympathy to all the unlucky people who dropped lots of cash on a brand new system, when Killer Instinct clearly delivers the arcade feel on a 16-bit, down to the last splatter.

The only thing you need is a Super NES—OK and maybe a tourniquet.
Fully rendered graphics... carnage... mayhem... exploding corpuscles...fun for the whole family! (not.)
Even though others might say the end is near for 16-bit... this sucker'll kill that feud.
(See Vol. 76 of Nintendo Power Magazine for 12 pages of game play coverage!)

SUPER NINTENDO ENTERTAINMENT SYSTEM

EARTHBOUND

From the San Francisco Examiner: "EarthBound is a truly unique game, mixing elements and environments of the real world with strategy and game-play of a traditional role-playing game... the game is funny, cute and constantly entertaining and challenging."



VIRTUAL BOY Questions & Answers

What if I can't see all 4 squares?

Adjust the focus on the same screen using the slider bar. Move the slider bar to the left and right to make the Virtual Boy graphic in the center as clear as possible. Always adjust the FPD (linear-pupil distance) and focus on the screen with the 4 squares.

How long will the batteries last?

Between 6 & 8 hours. There will be an AC adapter available separately sometime after the launch.

Why can't someone under 7 yrs of age use this product?

Because the depth perception and binocular vision of children under 7 are still maturing, the use of any product that relies on depth perception and stereo displays may affect the maturation of visual abilities.

Is there a way to make the FPD and focus adjustments in the middle of a game?

Yes. Just press start to pause the game, then press select to get to the screen that has Virtual Boy in the middle and the four squares in the corners. Use the focus to make the Virtual Boy graphic in the center of the screen as clear as possible. You will not lose your place in the game.

How will the AC adapter work?

The adapter is 2 separate pieces: an AC adapter and what is called a Tap. The Tap is a component that is similar in shape to the Virtual Boy battery pack and connects to the controller the same way. Open the Tap to reveal a port for the AC adapter to plug into. Once the AC adapter is plugged in close the Tap and connect the Tap to the controller. Available in September.

Can 2 players play at the same time?

The Virtual Boy GameLink Cable allows 2 players to play simultaneously on specific simultaneous play game paks. This accessory will be available separately very soon.

GET INTO THE GAME

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GAME COUNSELOR PERSON TO PERSON
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FOR DISPLAY REPAIR

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7 DAYS A WEEK 8AM - 6:30 PM (PACIFIC TIME)



Camp Hyrule was Nintendo

Power Source's 1st annual Cyber Summer Camp. "Campers" from everywhere joined Nintendo on America Online for 10 days of video-game-related fun in the month of August. During those 10 days there were camp fires with guest speakers from the video game industry, field trips across the Internet, art projects in the art shack, and even the ever-popular "Cabin Raids."

Enrollment began the week before Camp Hyrule started, and within 3 days all 250 bunk beds were full. The ages of our campers ranged from 9 to 34, and they came from all corners of the country, but they all shared one common interest—Nintendo!

All of the campers were divided into 10 cabins and each cabin group was assigned a Game Play Counselor of their very own. Not only did the campers get to meet other players from around the country, but they also got direct access to a GPC!

Camp Hyrule was a raging success! While only 250 players joined the camp, the resulting traffic to our area increased by 33%, bringing the total number of visits to our AOL area to nearly 1 million. The strongest indicator of Camp Hyrule's success has been the lasting influence on our "campers". They continue to talk about the camp with their friends that couldn't attend, which in turn keeps the name Nintendo fresh in their minds.

COLLECTOR'S EDITION

	SEPTEMBER	OCTOBER	NOVEMBER
SUPER HEROES ADVERTISING	EARTH ROUND	THE NEW SUPERHERO 2018 ISLAND	
VIRTUAL BOY PROMOTION		VIRTUAL BOY	HARDWARE
RADIO		VIRTUAL BOY	SOFTWARE
arcade CLASSIC ADULT PRINT			arcade CLASSIC ADULT & KID TEEN PRINT
arcade CLASSIC ADULT TV			arcade CLASSIC ADULT TV
arcade CLASSIC PRINT			arcade CLASSIC PRINT
arcade CLASSIC GAME BOY			arcade CLASSIC GAME BOY
GAMING MAGAZINES	STARFIGHTER II	EARTH ROUND	arcade CLASSIC
	VIRTUAL BOY		