

A Unique Game Experience at a Red Hot P

Nintendo ánnounces a new MSRP for its true 3-D, portable Virtual Boy video game system

In Your-Face Gami

MULTI-DIRECTIONA

- - Nester's Funky Bowling - Dec.

Through December you can rent a Vigto Boy system for \$9.99 from Blockbuster video. You'll get two games for two nights plus a coupon good for \$10 off on the purchase of a Virtual Boy.



intendo

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 - DKC2, Diddy's Kong Quest
 - Super Mario World 2, Yoshi's Island



DENKEY KENG CULLERY 2 DIDDY'S KONG QUEST

When Kremlings ape-nap the big DK, Diddy teams up with talented tress-tosser Dixie and sets out in pursuit. Kremland has never seen the likes of these Kongsters, but you will when you play this great game!



SUPERMARIOWORD 22



Welcome to the wonderful and magical shores of Yoshi's Island, which is as close to the Mushroom Kingdom as the stork could get. Outstanding play control and many different ways to creatively dispatch enemies.



The tournament to name the ultimate World Warrior has begun again. This time the tournament moves to the Game Boy, so Street Fighter tans will be fighting in the streets... or anywhere they want to go!



The same great power-packed moves and gruesome danger... now on Game Boy! The most popular tournament fighting game ever goes portable!



Play the games the high rollers play! Craps, Blackjack, Seven Card Stud— and rake in a real bankroll!

GAMEBOY SUPER PROMOTION

Offers Included and get up to GAME B

arcape

Defender was the forerunner of most of the space shoot- 'em-ups Lots of Intense action!



in which you and a buddy ostrich jump and fly while jousting with other ostriches.

In Asteroids you fly through the galaxy destroying asteroids before they destroy you!



In Missile Command you have the important mission of protecting the cities of the world from a barrage of incoming missiles.





PREPARING FOR HOLIDAY MERCHANDISING SEASON:

- Remember to bulk stock all products from the back room and, if possible, set up a clearance table(s) to encourage impulse buying of reduced-price software.
- Be sure all items are priced so the customer can see the prices. This is particularly crucial during the fall selling season where there is a shortage of sales clerks. Try to accommodate the "self-service" because of necessity.
- Top-selling products should be placed in premium position, i.e. end cap.
- Make sure displays are turned on and working...so that customers can sample the product.
- Cross-merchandise by placing P.O.P. in the TV department and use a Nintendo product tape to help cross-sales.
- Another great idea is to take a Super NES and hook it up to one of the TVs in the TV department.
- Add-on sales: When selling a system, try including an accessory or another game pak.
 If you're selling a Game Boy, ask if they have a Super NES and suggest a Super Game Boy because they'll be able to use the same games.
- · Check stock every day to make sure everything is on the sales floor.
- Be sure seasonal clerks are educated on Nintendo Warranty information.
- For stores with Flip/Spin page displays: make sure your people do not pull product from the display before checking in the locked storage.
 - For customers coming in looking for the best Super NES software, refer them to KI, Yoshi's Island and DKC II.
 - For customers looking for a great stocking stuffer, refer them to Super Game Boy
 - If customers are looking for something new for Game Boy —have them try Arcade Classics— or the new Play It Loud Game Boy Series (red and clear are the most popular).
 - Virtual Boy brochures should be at the checkout to include in-purchase bagging.
 - Customers looking for something

something totally new? Virtual Boy is the ticket!





NOVEMBER ISSUE:

- Mortal Kombat 3 10 pages
- Spiderman & Venom 8 pages (Super NES)
- Sports Pages 10 pages
- · Boogerman 10 pages (Super NES)
- Secret of Evermore 12 pages (Super NES)
- Virtual Boy Waterworld 2 pages
 Virtual League Baseball
- 2 pages
 Game Boy Defender/Joust 2 pages

GAME COUNSELORS

DONKEY KONG LAND — Current #1 Game
Boy game according to game counselors! Not
only because it features 40 levels of all new
characters from flying pigs to friendly tornados
that let you hitch a ride, but also because it's the
first Game Boy title to utilize the ACM (Advanced
Computer Modelling) technology! This technique
was used in the Super NES game Donkey Kong
Country, and comes through very well on the Game
Boy format.

ON-LINE UPDAIR

Hold onto your mouse— the newest, hippest, coolest cyber jock has hit the on-line scene hosting "The Loud House" with NOA Travis, the talk-show with an attitude from Nintendo Power Source on America Online (AOL). Each weekday evening from 6-7 p.m. (Pacific), on-line participants can jam for an hour as NOA Travis takes up residence on the "Power Circuit" to service hosts, confident, and maybe even referee, on lopics ranging to the photost price agreement.

STARLIGHT FOUNDATION UPDATE

Miestopes reached with "delivery" of 1,000th Starlight Nintendo Fun Center to kids in höspitals across U.S. Kids get 2nd dose of therapeutic fun with celebration of Mario's 10th birthiday (See August 1994/June 1995 newsletters)

