

# NES RELEASES: 1985/1986



## Baseball

Nintendo | Sports | Oct. 1985

Japan: ベーボール | Dec. 1983

Nintendo's take on America (and Japan's) favorite pastime may not look like much today, but it set the NES apart at launch.

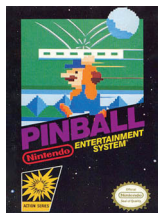


## Tennis

Nintendo | Sports | Oct. 1985

Japan: テニス | Jan. 1984

A simple take on tennis boosted by a neat graphical effect and the optional to play competitively or cooperatively.



## Pinball

Nintendo | Pinball | Oct. 1985

Japan: ピンボール | Feb. 1984

Like many early NES titles, Pinball feels terribly dated today but beat the competition hands-down in its day.

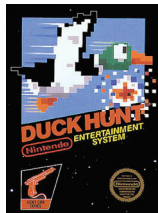


## Wild Gunman

Nintendo | Light Gun | Oct. 1985

Japan: ワイルドガンマン | Feb. 1984

The first title to support the NES Zapper light gun, Wild Gunman reached into Nintendo's history for inspiration.



## Duck Hunt

Nintendo | Light Gun | Oct. 1985

Japan: ダックハント | April 1984

Like Wild Gunman, Duck Hunt drew on Nintendo's heritage. It's much better-known, though, thanks to that stupid dog.

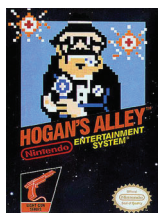


## Golf

Nintendo | Sports | Oct. 1985

Japan: ゴルフ | May 1984

A surprisingly durable take on the sport. Modern golf games don't stray too far from the template Nintendo established here.



## Hogan's Alley

Nintendo | Light Gun | Oct. 1985

Japan: ホーガンズアレイ | June 1984

A cops-and-robbers-themed Zapper game that plays a little like The Untouchables, a little like police training.



## Clu Clu Land

Nintendo | Maze Chase | Oct. 1985

Japan: クルクルランド | Nov. 1984

Nintendo's take on the Pac-Man maze chase genre, Clu Clu Land unfortunately suffers from a too-fussy concept.



## Excitebike

Nintendo | Racing | Oct. 1985

Japan: エキサイトバイク | Nov. 1984

Though it lacked a custom track recording option in the U.S., Excitebike nevertheless stood out for its nuanced racing action.

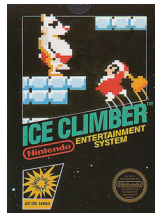


## Kung-Fu

Irem/Nintendo | Brawler | Oct. 1985

Japan: スパルタンX | Dec. 1984

The first of two third-party titles at the U.S. NES launch, this memorable brawler was based on a Jackie Chan flick.



## Ice Climber

Nintendo | Platformer | Oct. 1985

Japan: アイスクライマー | Jan. 1985

An attempt to borrow from Mario Bros.' cooperative arcade action, Ice Climber falls flat due to its awful control physics.



## Wrecking Crew

Nintendo | Puzzle Platformer | Oct. 1985

Japan: レッキングクルー | June 1985

The first Mario game not developed by Shigeru Miyamoto, this leisurely puzzler set the tenor for future R&D1 Mario outings.

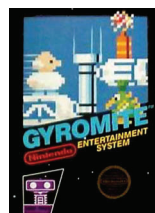


## Stack-Up

Nintendo | Puzzle | Oct. 1985

Japan: ROBOTブロック | July 1985

A not-particularly-interesting showcase for R.O.B., Stack-Up is only notable for the extreme rarity of a complete-in-box version.



## Gyromite

Nintendo | Puzzle Platformer | Oct. 1985

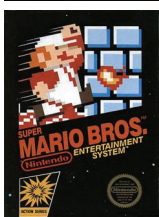
Japan: ROBOT ジャイロ | Aug. 1985

The second (and final) R.O.B. title, Gyromite is more entertaining than Stack-Up... though it's easily beaten sans R.O.B.



### 10-Yard Fight

Irem/Nintendo | Sports | Oct. 1985  
Japan: 10ヤードファイト | Aug. 1985  
Irem's arcade football game made its way to NES as a launch title, because of course Americans would want a football game.



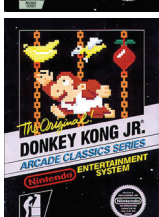
### Super Mario Bros.

Nintendo | Platformer | Oct. 1985  
Japan: スーパーマリオブラザーズ | Sept. 1985  
One of the most influential games ever made, and the absolute killer app for the NES's American launch.



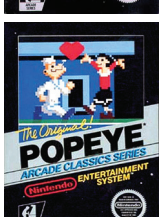
### Donkey Kong

Nintendo | Platformer | June 1986  
Japan: ドンキーコング | July 1983  
Nintendo's killer app for the Japanese launch, on the other hand, didn't hit the U.S. until the NES entered wide distribution.



### Donkey Kong Jr.

Nintendo | Platformer | June 1986  
Japan: ドンキーコングJR. | July 1983  
The second of the Donkey Kong trilogy, this was also released in the U.S. once Nintendo went nationwide.



### Popeye

Nintendo | Platformer | June 1986  
Japan: ポパイ | July 1983  
The third and final of the original Famicom launch games, Popeye on NES remains one of Nintendo's "lost" creations.



### Donkey Kong Jr. Math

Nintendo | Edutainment | June 1986  
Japan: ドンキーコングJR.の算数遊び | Dec. 1983  
The fourth and least desirable of June 1986's Donkey Kong releases, which of course means it's the most expensive now.



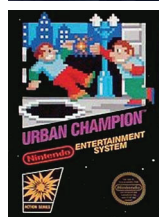
### Donkey Kong 3

Nintendo | Shooter | June 1986  
Japan: ンキーコング3 | July 1984  
The wacky vertical shooter spin-off to Donkey Kong would stand as the last original Kong game for the next eight years.



### Mario Bros.

Nintendo | Platformer | Aug. 1986  
Japan: マリオブラザーズ | July 1983  
Though overshadowed by its Super sequel, the original Mario Bros. would have its day in the sun during the GBA years.



### Urban Champion

Nintendo | Brawler | Aug. 1986  
Japan: アーバンチャンピオン | Nov. 1984  
Quite easily the low point among Nintendo's black box titles, this brawler has some neat ideas but forgot to include any fun.



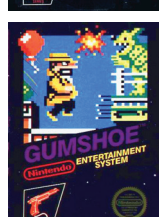
### Balloon Fight

Nintendo | Platformer | Aug. 1986  
Japan: バルーンファイト | Jan. 1985  
Yeah, it's a shameless Joust clone, but this competitive aerial platformer rocks — and who doesn't love Balloon Trip's music?



### Mach Rider

Nintendo | Racing | Aug. 1986  
Japan: マッハラライダー | Nov. 1985  
Probably the least Nintendo-like of the early NES games, this sci-fi racer is like a worse version of Sega's Hang On.



### Gumshoe

Nintendo | Light Gun | Aug. 1986  
An NES first: The first game designed specifically for the U.S. market. Yoshio Sakamoto's wacky light gun platformer remains a marvelous curiosity of lateral design.



### Chubby Cherub

TOSE/Bandai | Platformer | Oct. 1986  
Japan: オバケのQ太郎 ワンワンパニック | Dec. 1985  
The first third-party-published game on NES was, sadly, total trash.



### M.U.S.C.L.E.

TOSE/Bandai | Wrestling | Oct. 1986  
Japan: キン肉マン マッスルタッグマッチ | Nov. 1985  
Yes, this is based on the little plastic toys. It also is not very good.