

PHOTOS AND CAPTIONS FROM THE NINTENDO ALL-ACCESS PRESENTATION @ E3 2012

Los Angeles, California
June 5, 2012

(Pikmin and Miyamoto - VB4_7043.jpg)

In this photo provided by Nintendo of America, famed video game designer Shigeru Miyamoto speaks on stage during the Nintendo All-Access Presentation @ E3 2012 in Los Angeles on June 5, 2012 (Vince Bucci/AP Images for Nintendo of America). Miyamoto demonstrates how the second screen of the Wii U GamePad controller is integrated into the new *Pikmin 3* game.

(Eguchi and Nintendo Land - VB2_5136.jpg)

In this photo provided by Nintendo of America, Katsuya Eguchi, Producer of Software Development for Nintendo, shows off "Luigi's Ghost Mansion," one of 12 attractions in *Nintendo Land*, an upcoming game for the new Wii U home console, during the Nintendo All-Access Presentation @ E3 2012 in Los Angeles on June 5, 2012 (Vince Bucci/AP Images for Nintendo of America). The Wii U GamePad controller makes asymmetric gameplay possible by allowing for multiple experiences in the same game at the same time.

(ZombiU and Reggie - VB4_7411.jpg)

In this photo provided by Nintendo of America, Reggie Fils-Aime, Nintendo of America's President and Chief Operating Officer, tests out an interactive feature of *ZombiU*, an upcoming Ubisoft game for the Wii U console, during the Nintendo All-Access Presentation @ E3 2012 in Los Angeles on June 5, 2012 (Vince Bucci/AP Images for Nintendo of America). Using facial recognition, the feature transforms the player into a gruesome zombie.

(Two GamePads and Reggie - VB2_4956.jpg VB2_4956.jpg)

In this photo provided by Nintendo of America, Reggie Fils-Aime, Nintendo of America's President and Chief Operating Officer, announces that the new Wii U home console is capable of supporting two Wii U GamePad controllers, during the Nintendo All-Access Presentation @ E3 2012 in Los Angeles on June 5, 2012 (Vince Bucci/AP Images for Nintendo of America).