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<p></p><p>On September 13, 2012, Nintendo announced that the W ii U would launch in Japan on December 8, 2012.[53] Later that🧾 day, Nin tendo announced that the North American launch date would be November 18, 2012.[54] Nintendo of Europe and Nintendo Australia🧾 also announced that the W ii U would be released in both regions on November 30, 2012. In an interview wit h🧾 GameSpot the next day, Nintendo of America's Senior Product Marke ting Manager Bill Trinen admitted that Nintendo's pre-launch marketing and p resentations🧾 of the Wii U had focused too much on the GamePad, to the e xtent that some consumers mistook the device🧾 as an accessory for the ex isting Wii rather than a component of an entirely new platform. Trinen ensured t hat future🧾 promotional material for the console, including its packagin

g, would emphasize both the Wii U console and GamePad.[55]</p> <p>Wii Street U was🧾 announced in 2013 as part of Nintendo's N intendo Web Framework, and is one of the first applications to use it.[142]</

p>

<p>Launch🧾 games</p> <p>NA North America</p>

<p>In January 2014, citing lower-than-expected sales during the 2013 holid ay season, Nintendo announced that Wii U sales forecasts🧾 for fiscal yea r 2014 had been cut from 9 million units to 2.8 million.[215] In light of this a nnouncement, the🧾 Wii U's long-term viability had been called into q uestion.[216] In February 2014, Nintendo revealed that the Wii U had improved 29534; about 180% in year-over-year sales in the United States due to the launch of Donkey Kong Country: Tropical Freeze, which🧾 sold 130,000 copies.[21 7] By February 26, Wii U sales had surpassed those of the Xbox 360 in Japan.[218