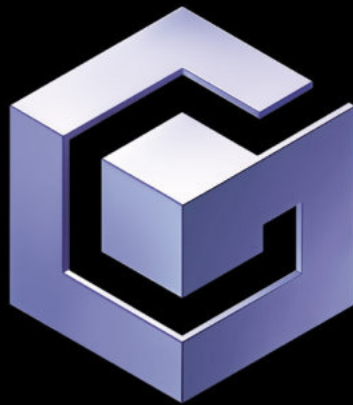


THE  
**GAMECUBE™**



ENCYCLOPEDIA BOOK

copy/paste  
by:  
DaddaRuleKonge



# DaddaRuleKonge

This book is made for people who collect for or are interested in the system. I made this book cause` I like to catalog and categorize stuff, and to learn more about the system.

I have tried to make the book well presented and easy to look through. If you are happy with the book then please look at some of the web-sites on the “Reference Guide” page. Find a site that you like and give them some spending money.

If you are annoyed, or the owner of some of the content i took from you, send an email to me: [sennep@hotmail.com](mailto:sennep@hotmail.com). The book is free, and I hope the information and pictures I use comes under free-use.

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.

<http://daddarulekonge.itch.io/>

[DaddaRuleKonge.com](http://DaddaRuleKonge.com)

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# Nintendo GameCube

*This is a short wikipedia introduction for the Neo Geo Systems.*

The GameCube is the sixth-generation console is the successor to the Nintendo 64 and competed with Sony Computer Entertainment's PlayStation 2 and Microsoft's Xbox.

In 1997, a graphics hardware design company called ArtX was launched, staffed by twenty engineers who had previously worked at SGI on the design of the Nintendo 64's graphics hardware. The team was led by Dr. Wei Yen, who had been SGI's head of Nintendo Operations, the department responsible for the Nintendo 64's fundamental architectural design.

Partnering with Nintendo in 1998, ArtX began the complete design of the system logic and of the graphics processor (codenamed "Flipper") of Nintendo's sixth-generation video game console, reportedly bearing the early internal code name of "N2000". At Nintendo's press conference in May 1999, the console was first publicly announced as "Project Dolphin", the successor to the Nintendo 64. At the conference, Nintendo's Howard Lincoln said of ArtX, "This company is headed up by Dr. Wei Yen, the man who was primarily responsible for the N64 graphics chip. Dr. Yen has assembled at ArtX one of the best teams of 3D graphics engineers on the planet." Subsequently Nintendo began providing development kits to game developers. Nintendo also formed a strategic partnership with IBM for the production of Dolphin's CPU, code-named "Gekko".

ArtX was acquired by ATI in April 2000, whereupon the Flipper graphics processor design had already been mostly completed by ArtX and was not overtly influenced by ATI. In total, ArtX team cofounder Greg Buchner recalled that their portion of the console's hardware design timeline had arced from inception in 1998 to completion in 2000. Of ATI's acquisition of ArtX, an ATI spokesperson said, "ATI now becomes a major supplier to the game console market via Nintendo. The Dolphin platform is reputed to be king of the hill in terms of graphics and video performance with 128-bit architecture."



The Dolphin Dev-Kit.

The console was announced as the Nintendo GameCube at a press conference in Japan on August 24, 2000, abbreviated as "NGC" in Japan and "GCN" in North America. Nintendo unveiled its software lineup for the sixth-generation console at E3 2001, focusing on fifteen launch titles, including Luigi's Mansion and Star Wars Rogue Squadron II: Rogue Leader. Several titles that were originally scheduled to launch with the console were delayed. It is also the first console in the company's history not to accompany a Mario platform title at launch.

Long prior to the console's launch, Nintendo had developed and patented an early prototype of motion controls for the GameCube, with which developer Factor 5 had experimented for its launch titles. An interview quoted Greg Thomas, Sega of America's VP of Development as saying, "What does worry me is Dolphin's sensory controllers [which are rumored to include microphones and headphone jacks] because there's an example of someone thinking about something different." These motion control concepts would not be deployed to consumers for several years, until the Wii remote.

Nintendo began its marketing campaign with the catchphrase "The Nintendo Difference" at the E3 reveal. The goal was to distinguish itself from the competition as an entertainment company. Later advertisements push the slogan "Born to Play", and video game commercials feature a rotating cube animation that morphs into a GameCube logo and ends with a voice whispering, "GameCube".

The GameCube launched in Japan on September 14, 2001. Approximately 500,000 units were shipped in time to retailers. The console was scheduled to launch two months later in North America on November 5, 2001, but the date was pushed back in an effort to increase the number of available units. The console eventually launched in North America on November 18, 2001, with over 700,000 units shipped to the region. Other regions followed suit the following year beginning with Europe in the second quarter of 2002.

## Hardware

Howard Cheng, technical director of Nintendo technology development, said the company's goal was to select a "simple RISC architecture" to help speed development of games by making it easier on software developers. IGN reported that the system was "designed from the get-go to attract third-party developers by offering more power at a cheaper price. Nintendo's design doc for the console specifies that cost is of utmost importance, followed by space." Hardware partner ArtX's Vice President Greg Buchner stated that their guiding thought on the console's hardware design was to target the developers rather than the players, and to "look into a crystal ball" and discern "what's going to allow the Miyamoto-sans of the world to develop the best games".



Initiating the GameCube's design in 1998, Nintendo partnered with ArtX (then acquired by ATI Technologies during development) for the system logic and the GPU, and with IBM for the CPU. IBM designed a PowerPC-based processor for the next-generation console, known as Gekko, which runs at 485 MHz and features a floating point unit (FPU) capable of 1.9 GFLOPS. Designed at 0.18 microns and described as "an extension of the IBM Power PC architecture", Gekko features IBM's reportedly then-unique copper-based chip manufacturing technology. "Flipper", the GPU runs at 162 MHz and, in addition to graphics, manages other tasks through its audio and input/output (I/O) processors.

The GameCube introduced a proprietary miniDVD optical disc format as the storage medium for the console, capable of storing up to 1.5 GB of data. The technology was designed by Matsushita Electric Industrial (now Panasonic Corporation) which utilized a proprietary encryption scheme – different from the Content Scramble System (CSS) found in standard DVDs – to prevent unauthorized reproduction. The Famicom Data Recorder, Famicom Disk System, SNES-CD, and 64DD had explored various complementary storage technologies, but the GameCube was Nintendo's first console to move away from cartridge-based media altogether. The GameCube's 1.5 GB mini-disc have sufficient room for most games, although a few games require an extra disc, higher video compression, or removal of content present in versions on other consoles. By comparison, the PlayStation 2 and Xbox, also sixth-generation consoles, both use 8.5 GB Dual-Layer DVDs.

Nintendo developed stereoscopic 3D technology for the GameCube, and one launch title, Luigi's Mansion, supports it. However, the feature was never enabled outside of development. 3D televisions were not widespread at the time, and it was deemed that compatible displays and crystals for the add-on accessories would be too cost-prohibitive for the consumer. Another unofficial feature are two audio Easter eggs that can be invoked during the console's startup routine. When the power is activated with the "Z" button on the Player 1 controller held down, a more whimsical startup sound is heard in place of the standard one. With four controllers connected, holding down the "Z" button on all four simultaneously produces a "ninja-like" tune at startup.

## Reception

The Nintendo GameCube received generally positive reviews following its launch. PC Magazine praised the overall hardware design and quality of game titles available at launch. CNET gave an average review rating, noting that while the console lacks a few features offered by its competition, it is relatively inexpensive, has a great controller design, and launched a decent lineup of games. In later reviews, criticism mounted against the console often centering on its overall look and feel, describing it as "toy-ish." In the midst of poor sales figures and the associated financial harm to Nintendo, a Time International article called the GameCube an "unmitigated disaster."

With the GameCube, Nintendo failed to reclaim the market share lost by its predecessor, the Nintendo 64. Throughout the lifespan of its console generation, GameCube hardware sales remained far behind its direct competitor the PlayStation 2, and slightly behind Microsoft's Xbox.

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# Reference Guide

These are web sites that i use alot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

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## NintendoAge



*“NintendoAge.com is dedicated to Nintendo collecting, gaming, homebrews and and peer-to-peer collaboration.”*

- Not used. Included for promoting this site, as it is a great place and tool for collectors of Nintendo systems.

The biggest site regarding collecting for the different Nintendo consoles. The site include maybe the most trustworthy rarting system on the different systems.

<http://nintendoage.com/>

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## Redump



*“Redump.org is a disc preservation database and internet community dedicated to collecting precise and accurate information about every video game ever released on optical media of any system. The goal is to make blueprints of the data on console and PC game discs.”*

- Used for checklist info.

<http://redump.org/>

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## RarityGuide



*“Comprehensive Rarity Guides and Price Guides Database. Collectors Community, Museum, Articles and more.”*

- Used for NTSC rarity info.

A huge database revolving on rarity lists for different consoles.

<http://superfamicom.org/>

## GameFAQs



*“Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews.”*

- Used for most pictures and the review score.

A great website regarding many of games released with loads of information, faqs and pictures.

<http://www.gamefaqs.com/>

## Retro Collect



*“Retro Games, Retro Gamers & Collectors Community. Featuring retro game news, rarity guides, Collection tracker and cataloguing system, classic gaming forum ...”*

- Not used. Included for promoting this site, as it is also a great place and tool for collectors of Nintendo systems.

A big website dedicated to different video game systems.

<http://www.retrocollect.com/>

## Moby Games



*“MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014.”*

- Used for info.

A good site for information and pictures on much of the games released.

<http://www.mobygames.com/>

## Emuparadise



*“Looking for video games? You’ve come to the right place! You will find hundreds of thousands of roms, isos and games here.”*

- Used for pictures.

A giant site for emulators and Roms.

<http://www.emuparadise.me/>




# GameCube Games

This is the main portion of the book. A collection of every official GameCube game with a sweet cover art, a screen-shot and some information about the game.

## Page Break-Down

This is a break-down of what the pages consist of:

A. Cover-Art



Rarity US: 4.2

F.

B. Info

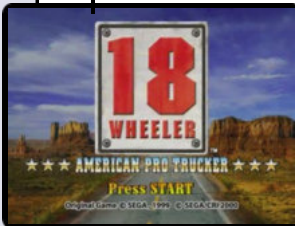
### 18 Wheeler: American Pro Trucker

<b>Developer</b>	Acclaim Cheltenham
<b>Publisher</b>	Acclaim Entertainment
<b>Release date</b>	(us) February 18, 2002 (eu) May 31, 2002
<b>Genre</b>	Racing
<b>Mode</b>	1-2 Players


The main purpose of the game is to make it to the finish line with the truck's cargo. Players are given a set amount of time, but can ram into special vans that will add three seconds to the timer. There are several characters to choose from, each with a unique truck and attributes.

C.      E.

6.8



G.      D.



J N P

### A. NTSC Cover-Art

This represent the cover art. I used GameFAQs for much of the pictures. The cover is NTSC (North-American). If the game did not get a NTSC release, I would use PAL, then NTSC-J (Japaense).

### B. Info

This is the Info box. I used mainly wikipedia for help for information on the Developers and Publishers. I suspect some of the information is wrong, as often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the home console port for example. Also, information often differ from different sources. "Mode" are what the maximum players the game support. I used the information that is found on the box of the game. In the info or trivia section, I wanted some content that would reflect on what the game is about. I mainly used wikipedia. If I used another site for information and did a direct transcript, I would try to credit the source material. The credit is in *italic*.

### C. Title Screen

This is a screenshot from the title screen of the game, found wherever. More often then not on emumovies.com.

### D. Screen-shot

This is a random screenshot from the game. I mainly used emumovies.com.

### E. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from “GameFAQs.com”, cause` they could often be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one, as seen on the many unlicensed games.

### F. Rarity

I could not find a rarity info list I found credible, as such, I used rarityguide.com. I do not find their scores to be valid, as they mostly set their scores on ebay sale prices and such. Also, their scores only reflect the NTSC releases. You should just see their scores as a price level score. The score should be used as a reference point, and not to be taken all too literally.

### G. Release

These colored circles show what release the game got. J - Japan, N - NTSC and P - PAL

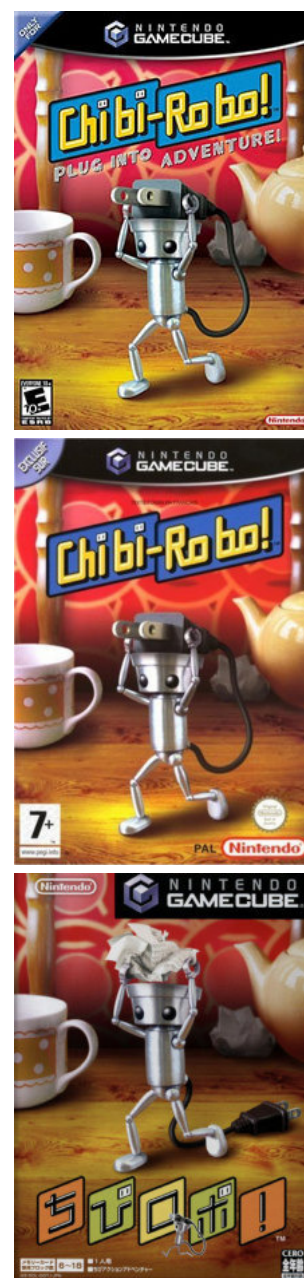
## GameCube Software library

Over its lifespan, which came to a close in 2007, more than 600 games were released for the GameCube.

Nintendo is traditionally recognized for releasing innovative, first-party game titles, most notably from the Super Mario and The Legend of Zelda series. These first-party series continued on the GameCube and bolstered the console’s popularity. As a publisher, Nintendo also focused on creating new franchises, such as Pikmin and Animal Crossing, and renewing some that skipped the N64 platform, most notably the Metroid series with the release of Metroid Prime. The console also saw success with the critically acclaimed The Legend of Zelda: The Wind Waker and Super Mario Sunshine, and its best-selling game, Super Smash Bros. Melee, which sold 7 million copies worldwide. Despite Nintendo’s commitment to its software library, however, it was still criticized by some for not featuring enough game titles during the console’s launch window.

Early on in its history, Nintendo had achieved considerable success with third-party developer support on the NES and SNES. Competition from the Sega Genesis and Sony’s PlayStation in the 1990s changed the market’s landscape, however, and reduced Nintendo’s ability to obtain exclusive, third-party support on the N64. The console’s cartridge-based media was also increasing the cost to manufacture software, as opposed to the cheaper, higher-capacity optical discs used by the PlayStation.

With the GameCube, Nintendo aimed to reverse the trend as evidenced by the number of third-party titles available at launch – the N64 had none. The new optical disc format introduced with the GameCube increased the capacity significantly and reduced production costs. For the most part, the strategy worked. High-profile exclusives such as Star Wars Rogue Squadron II: Rogue Leader from Factor 5, Resident Evil 4 from Capcom, and Metal Gear Solid: The Twin Snakes from Konami were very successful. Sega, which focused on third-party development following the demise of its Dreamcast console, offered a vast amount of support for the GameCube porting old favorites over such as Crazy Taxi and Sonic Adventure 2.







Rarity US: 2.7

## 1080° Avalanche

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) December 1, 2003  
 (eu) November 28, 2003  
**Genre** Sports  
**Mode** 1-4 Players

1080° Avalanche has an emphasis on racing, rather than doing tricks, in contrast to other popular snowboarding games, such as the SSX series. It can output in 480p and Dolby Pro Logic II and supports four players on one GameCube as well as LAN play with up to four GameCubes.

The game is a sequel to 1080° Snowboarding for the Nintendo 64.

7.4



J N P



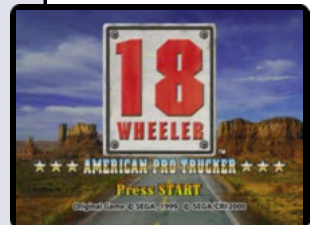
Rarity US: 4.2

## 18 Wheeler: American Pro Trucker

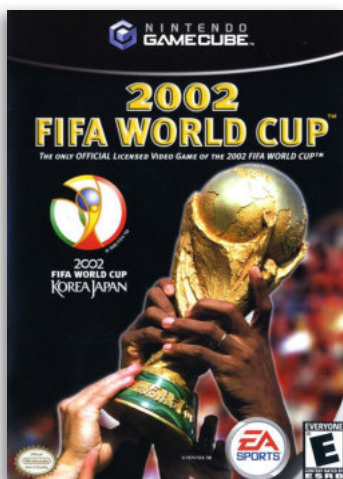
**Developer** Acclaim Cheltenham  
**Publisher** Acclaim Entertainment  
**Release date** (us) February 18, 2002  
 (eu) May 31, 2002  
**Genre** Racing  
**Mode** 1-2 Players

The main purpose of the game is to make it to the finish line with the truck's cargo. Players are given a set amount of time, but can ram into special vans that will add three seconds to the timer. There are several characters to choose from, each with a unique truck and attributes.

6.8



J N P



Rarity US: 1.9

## 2002 FIFA World Cup

**Developer** TOSE  
**Publisher** EA Sports, (jp) Electronic Arts Victor  
**Release date** (us) April 30, 2002  
 (eu) May 3, 2002  
**Genre** Sports  
**Mode** 1-4 Players

2002 FIFA World Cup is the official game of the 17th FIFA World Cup, based on the 2002 World Cup - Korea and Japan, and includes all of the countries who promoted to the World Cup, and a lot more. It is based on the engine of FIFA Soccer 2002.

As in FIFA Soccer 2002, animation were taken from real players, with motion sensors. Thus, some new animation were added - new sliding, falling, and more.

6.4



J N P



7.7

## 2006 FIFA World Cup

**Developer** EA Canada  
**Publisher** EA Sports  
**Release date** (us) April 24, 2006  
 (eu) April 28, 2006  
**Genre** Sports  
**Mode** 1-4 Players

Released one month before the actual World Cup 2006, this game lets players play all the matches before they even started. Featuring 12 official German stadiums and all the teams that qualified for the World Cup 2006 in Germany, plus additional teams and unlockable classic players. The playable modes let players try any of the qualifying stages or skip right to the world cup mode assuming as one of the qualified teams.



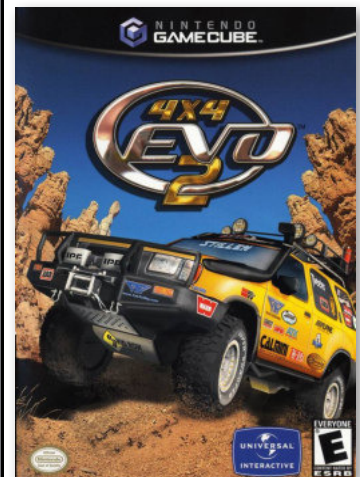
Rarity US: 3.9

7.2

## 4x4 EVO 2

**Developer** Terminal Reality  
**Publisher** Games  
**Release date** (us) September 29, 2002  
**Genre** Racing  
**Mode** 1-2 Players

4x4 EVO 2 is a racing game in which the general point of the gameplay is to cross the finish line before all of the other vehicles. The courses are primarily in extreme environments such as deserts, canyons, and other off-road locales. Players are allowed to customize their vehicle to their liking with a variety of engine, suspension, wheels, tires, and other aftermarket parts and modifications.



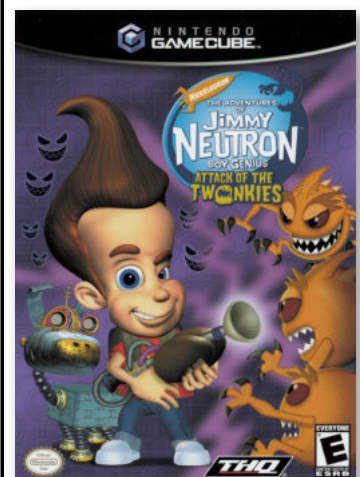
Rarity US: 5.3

6.5

## The Adventures of Jimmy Neutron Boy Genius: Attack of the Twonkies

**Developer** THQ  
**Publisher** THQ  
**Release date** (us) September 13, 2004  
 (eu) February 11, 2005  
**Genre** Action-adventure  
**Mode** 1 Player

The game is based on the Jimmy Neutron episode, "Attack of the Twonkies!". In the game, the player controls Neutron in a quest to save Earth from the alien "Twonkies" using gadgets and inventions.



Rarity US: 1.5





Rarity US: 4.0

## The Adventures of Jimmy Neutron Boy Genius: Jet Fusion

**Developer** Krome Studios  
**Publisher** THQ  
**Release date** (us) September 16, 2003  
 (eu) November 21, 2003  
**Genre** Action-adventure  
**Mode** 1 Player

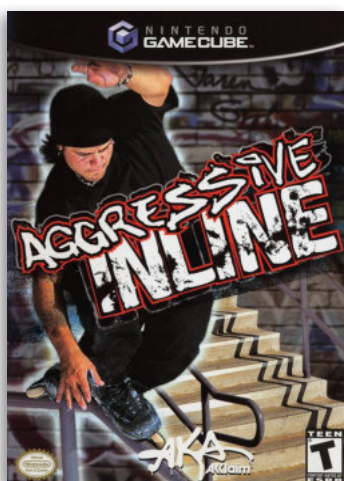
In the game, the player controls Jimmy Neutron who has to save the movie star/spy Jet Fusion by using a variety of gadgets and inventions.

Reception of the game was mixed. GameRankings gave it a score of 63% for the GameCube version.

5.4



N P



Rarity US: 2.4

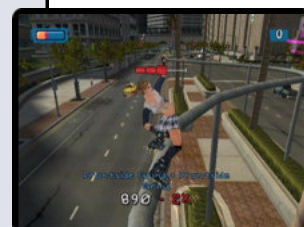
## Aggressive Inline

**Developer** Underground Development  
**Publisher** Acclaim Entertainment  
**Release date** (us) July 31, 2002  
 (eu) September 6, 2002  
**Genre** Sports  
**Mode** 1-2 Players

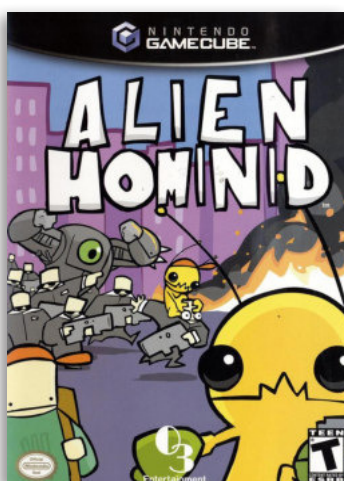
Aggressive Inline is a aggressive inline skating video game. It features professional inline skaters, including Chris Edwards, Eito Yasutoko, Franky Morales, Jaren Grob and Taig Khris.

At the time, it was considered to be a breakthrough competitor to the Tony Hawk's Pro Skater series, even being the first to include some elements that would later become standard in the Tony Hawk games.

6.8



N P



Rarity US: 4.5

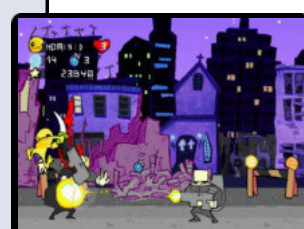
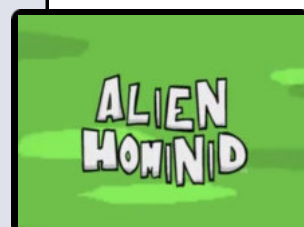
## Alien Hominid

**Developer** The Behemoth  
**Publisher** O3 Entertainment  
**Release date** (us) November 23, 2004  
**Genre** Run and gun  
**Mode** 1-4 Players

Alien Hominid is a side-scrolling shooter in a similar vein to games like Metal Slug, where one hit instantly kills, and can be played simultaneously other players.

The game began as a flash game developed by programmer Tom Fulp and animator Dan Paladin, which was released on Newgrounds in August 2002. It is often referred to as the Alien Hominid "prototype" by The Behemoth.

7.4



N



5.8

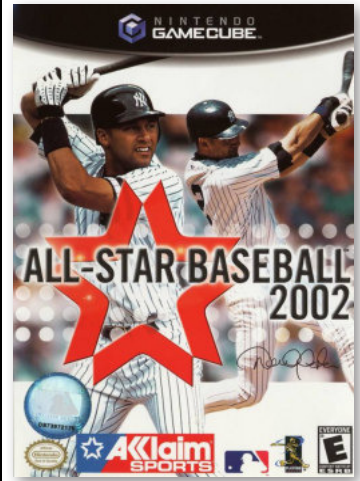
## All-Star Baseball 2002

<b>Developer</b>	Acclaim Entertainment
<b>Publisher</b>	Acclaim Entertainment
<b>Release date</b>	(us) November 18, 2001
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

All-Star Baseball 2002 has the complete 2001-2002 MLBPA rosters. Players may choose to play as one of the current teams, or they can go back to the past and play as people like Nolan Ryan or Reggie Jackson. Players can also create their own player and/or team.

The featured game modes are Quick Play, Exhibition, All-Star Game, Season, Series, Home Run Derby and Batting Practice.

*"mobygames.com"*



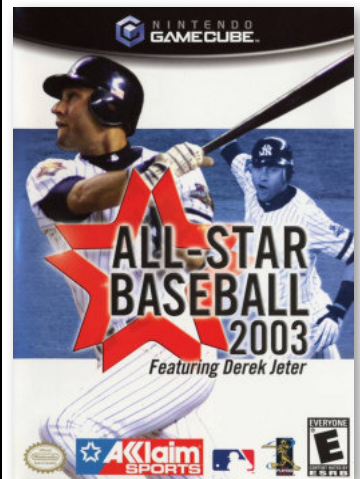
Rarity US: 1.4

7.5

## All-Star Baseball 2003

<b>Developer</b>	Acclaim Entertainment
<b>Publisher</b>	Acclaim Entertainment
<b>Release date</b>	(us) February 25, 2002
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

Four-time World Series Champion Derek Jeter headlines the 2003 edition of All-Star Baseball. Every player from the Major League Baseball 2002-2003 season is here, with hundreds of stats, rules and options to modify and jazz up the baseball experience. Along with the usual season mode, there's also the playoff's to be won, home run competition's, multiplayer options and all-star modes. New is the franchise mode which simulates 20 seasons.



Rarity US: 1.6

6.9

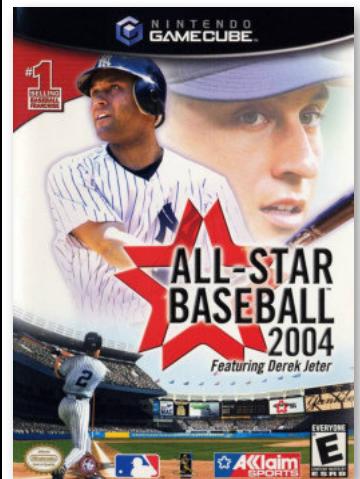
## All-Star Baseball 2004

<b>Developer</b>	Acclaim Entertainment
<b>Publisher</b>	Acclaim Entertainment
<b>Release date</b>	(us) February 23, 2003
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

As in earlier versions, all current Major League Baseball teams players are featured, available for play in a number of single-game, season, and playoff modes.

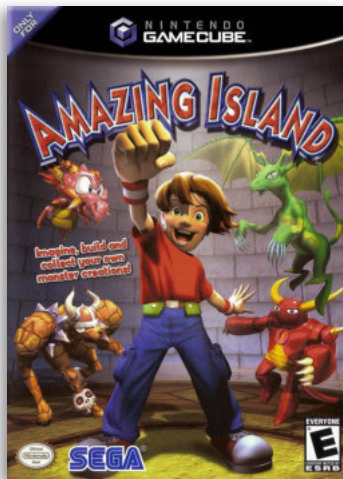
New in this version is the inclusion of over 100 legendary players from seasons past, including Babe Ruth, Lou Gehrig, and Ty Cobb. The game's interface has also been revamped to be more user-friendly.

*"mobygames.com"*



Rarity US: 3.7





Rarity US: 4.1

## Amazing Island

<b>Developer</b>	Ancient
<b>Publisher</b>	Sega
<b>Release date</b>	(us) August 25, 2004
<b>Genre</b>	Action-adventure
<b>Mode</b>	1-2 Players

Amazing Island is a minigame collection with an avatar creator. The player chooses either a boy or girl avatar, along with a monster companion. By completing courses, the player gains Vision Orbs, which drives off the Black Evil, restores portions of the Island, and earns them new abilities and items to customize their monster partner. Upon purging the whole Island of Evil, the villagers and the player hold a celebration.

6.7



J N



Rarity US: 1.4

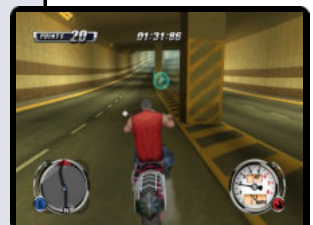
## American Chopper 2: Full Throttle

<b>Developer</b>	Creat Studios
<b>Publisher</b>	Activision
<b>Release date</b>	(us) November 29, 2005
<b>Genre</b>	Racing
<b>Mode</b>	1 Player

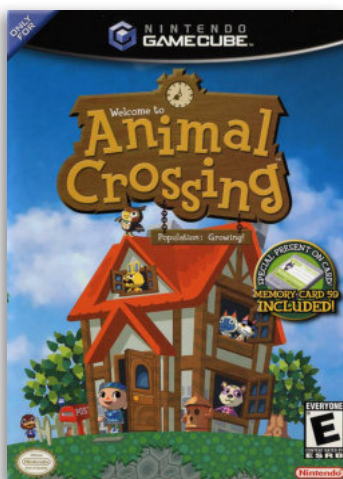
American Chopper 2: Full Throttle is the sequel to American Chopper and like its predecessor, based on the Discovery Channel show of the same name.

Since American Chopper is a show about making custom bikes, this game offers a wide variety of performance and aesthetic upgrades with the ultimate objective of building the perfect custom motorcycle.

8.1



N



Rarity US: 7.0

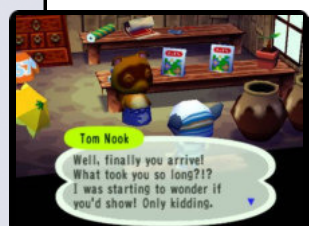
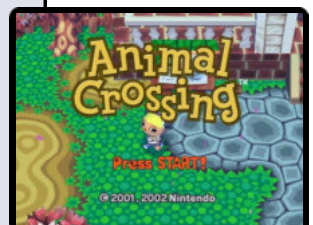
## Animal Crossing

<b>Developer</b>	Nintendo
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) September 15, 2002 (eu) September 24, 2004
<b>Genre</b>	Life simulation, Role-playing
<b>Mode</b>	1-4 Players

Animal Crossing is a port of Animal Crossing on Nintendo 64, released eight months after the original game.

The game is a social simulator that has been dubbed a "communication game" by Nintendo. It is open-ended, and the player's character can live a separate life with little preset plot or mandatory tasks. Players assume the role of a new resident to the town.

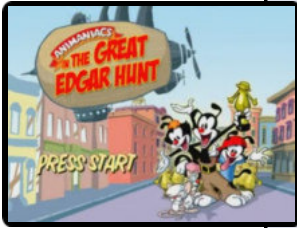
8.2



J N P



6.8



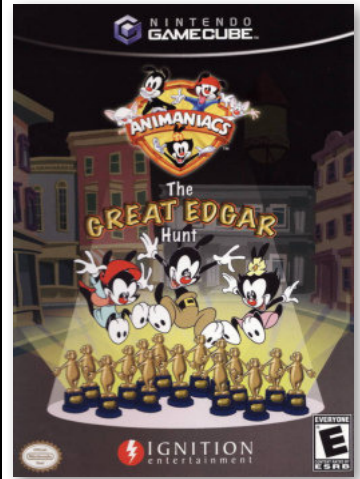
N P

## Animaniacs: The Great Edgar Hunt

**Developer** Warthog Games  
**Publisher** Ignition Entertainment  
**Release date** (us) September 18, 2005  
 (eu) May 27, 2005  
**Genre** Action-adventure  
**Mode** 1 Player

Animaniacs: The Great Edgar Hunt is an action adventure game based on the animated cartoon series and features the same voice actors for the main characters.

The game is one of multiple Animaniacs video games. It was the first Animaniacs-related project to be released since Wakko's Wish in 1999.



Rarity US: 5.1

5.1



N

## The Ant Bully

**Developer** Artificial Mind and Movement  
**Publisher** Midway Games  
**Release date** (us) July 24, 2006  
**Genre** Action-adventure  
**Mode** 1 Player

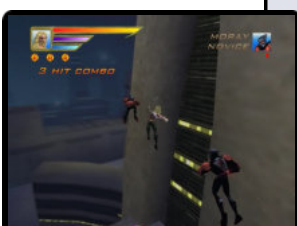
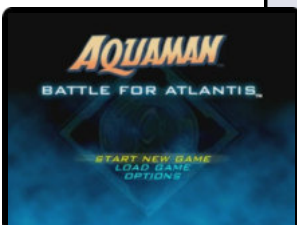
The Ant Bully is a video game based on the animated movie of the same name. It was released alongside the theatrical release of the movie. The story and actions of the game correspond to that of the movie.

The game is broken down into missions, though the game follows a linear design. The game is a traditional action-adventure game, with players able to use different weapons to clear a mission and advance to the next level.



Rarity US: 0.8

3.1



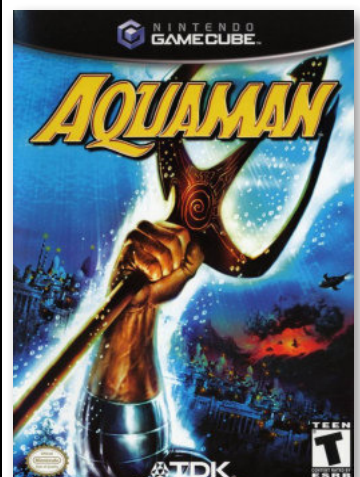
N

## Aquaman: Battle for Atlantis

**Developer** Lucky Chicken Games  
**Publisher** TDK Mediactive  
**Release date** (us) July 23, 2003  
**Genre** Action-adventure  
**Mode** 1 Player

Aquaman: Battle for Atlantis, based on Peter David's controversial interpretation of the comic book character, is notable for its poor reception from players and critics.

The purpose of the game is to save Atlantis from doom. The player progresses by swimming around the level and defeating the enemies there. The levels are filled with empty ruined buildings that Aquaman sometimes has to swim around.



Rarity US: 2.7





Rarity US: 3.7

## Army Men: Air Combat - The Elite Missions

**Developer** Wide Games  
**Publisher** 3DO  
**Release date** (us) March 25, 2003  
**Genre** Shooter  
**Mode** 1-2 Players

Army Men: Air Combat - The Elite Missions is part of the Army Men series by 3DO. It is based on various conflicts between four kinds of plastic army men, distinguished by their color.

The final game in the air combat series gave gamers the same experience from the N64 original with upgraded features, graphics, and new levels.

7.5



N



Rarity US: 2.7

## Army Men RTS: Real Time Strategy

**Developer** Pandemic Studios  
**Publisher** 3DO  
**Release date** (us) November 2, 2004  
**Genre** Strategy  
**Mode** 1 Player

This game was one of the last Army Men titles released before The 3DO Company filed for bankruptcy. This Army Men installment is a 3D Real Time Strategy game. It provided a brand new perspective on the Army Men game - base building, and a fully 3D camera. The game does provide some unique elements such as collecting the melted plastic after a battle and recycling it to create a fresh supply of troops.

7.5



N



Rarity US: 2.8

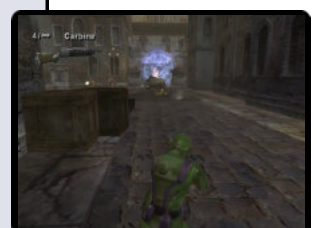
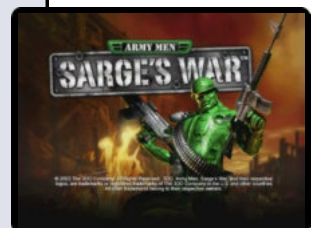
## Army Men: Sarge's War

**Developer** Global Star Software  
**Publisher** 3DO  
**Release date** (us) August 21, 2004  
**Genre** Third-person shooter  
**Mode** 1-4 Players

Army Men: Sarge's War is more mature and darker than earlier games in the series. Sarge makes no comical moves, holes are blown into soldiers, and the weapons are also made of metal.

The game was generally rated as average or below average. Improvements on previous games included a new lock on feature as well as the ability to blow off enemy limbs. Most reviews also said that the darker appearance was nice.

7.1



N

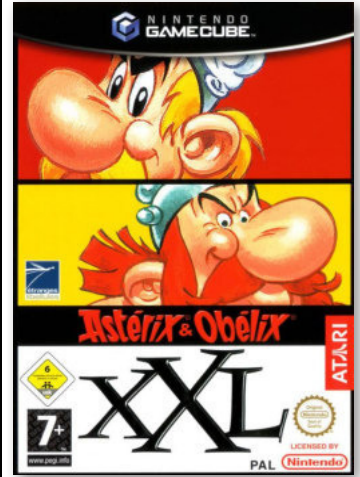


7.7

## Asterix & Obelix XXL

**Developer** Étranges Libellules  
**Publisher** Atari  
**Release date** (eu) June 18, 2004  
**Genre** Action-adventure  
**Mode** 1 Player

Asterix & Obelix XXL is an action adventure video game based on the French comic book series Asterix. Gameplay involves the rescuing of various villagers while solving large puzzles and defeating the Roman masses. Players automatically switch between Asterix and Obelix depending on the situation, both with slight differences, such as speed or strength.



P

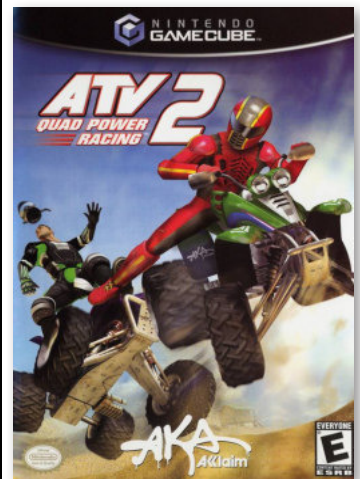
7.7

## ATV Quad Power Racing 2

**Developer** Climax Group  
**Publisher** Acclaim Entertainment  
**Release date** (us) January 22, 2003  
 (eu) February 28, 2003  
**Genre** Racing  
**Mode** 1-2 Players

ATV Quad Power Racing 2 is an all-terrain vehicle racing video game. It is the sequel to ATV Quad Power Racing. The game is notable for its inclusion of a three-wheeled ATV, not seen in any other video games, and not sold in the real world since the late 1980s.

The game scored mostly average reviews.



Rarity US: 4.1



N P

6.8

## Auto Modellista

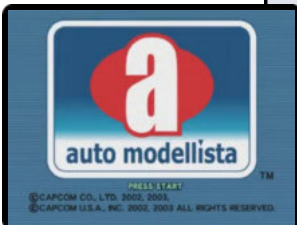
**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) September 30, 2003  
**Genre** Racing  
**Mode** 1-2 Players

Auto Modellista marked itself apart from others of the same genre with cel-shaded graphics, which gave a hand-drawn and cartoon-like appearance. The game attempts to be a very technical racing game, with an immense amount of available parts and settings for the selection of cars provided to the player.

Despite its unique style and large amount of simulation-esque detail, there was widespread claim of poor handling dynamics.

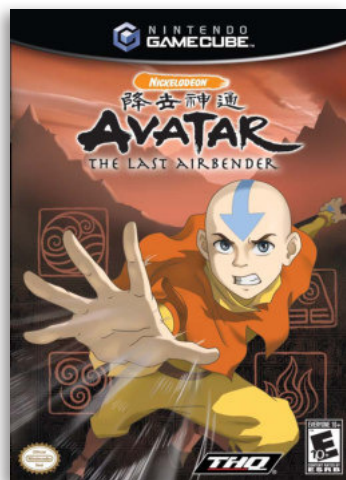


Rarity US: 5.3



J N





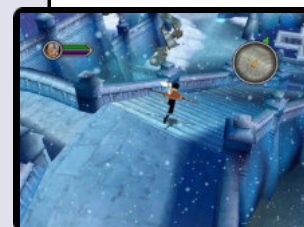
Rarity US: 0.9

## Avatar: The Last Airbender

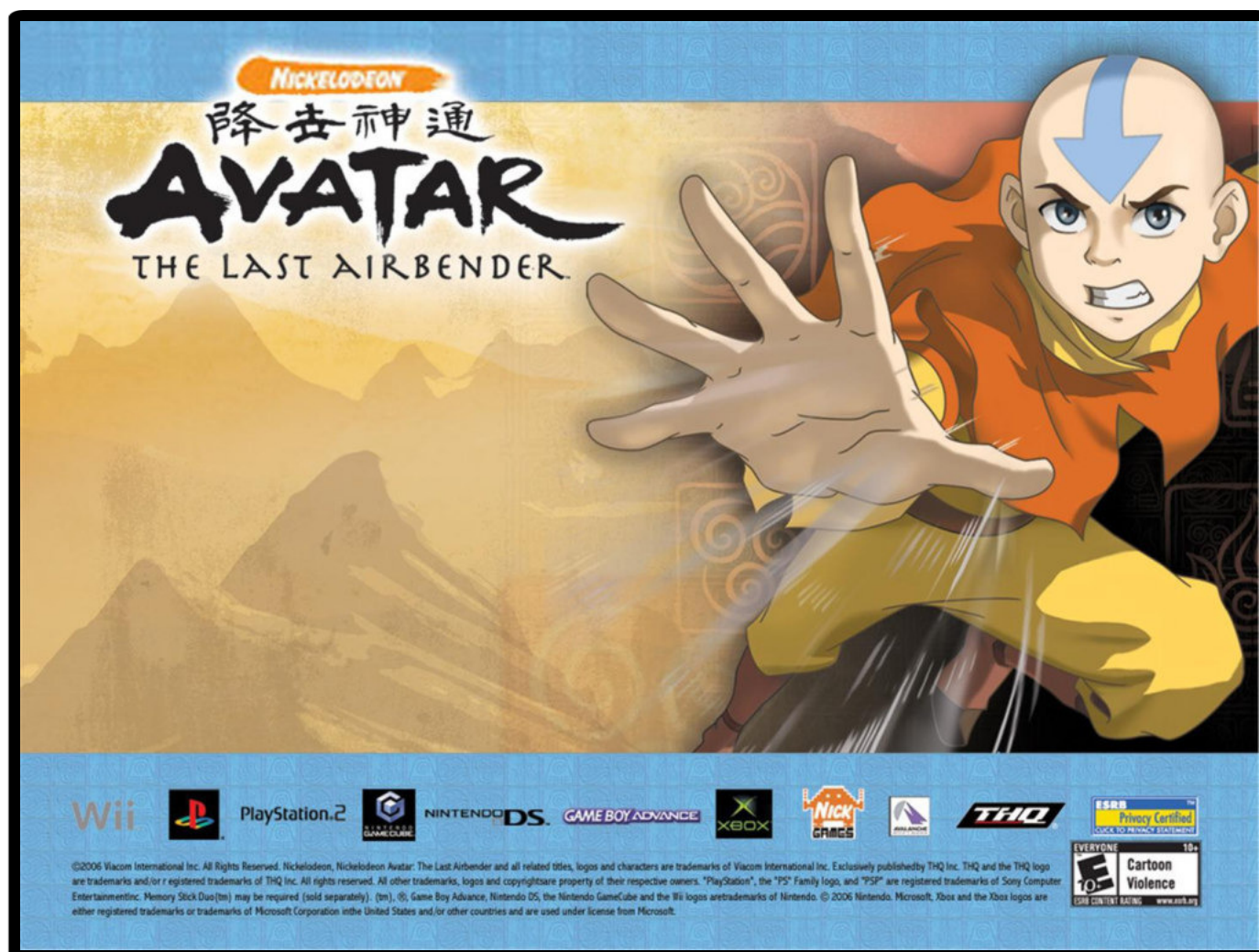
<b>Developer</b>	THQ
<b>Publisher</b>	THQ
<b>Release date</b>	(us) October 10, 2006 (eu) February 9, 2007
<b>Genre</b>	Action-adventure, Action role-playing
<b>Mode</b>	1 Player

The Avatar: The Last Airbender, based on the animated television series of the same name, allows the player to control one of four characters – Aang, Katara, Haru, or Sokka – in a single-player adventure. Each character uses his or her own trademark weapon and fighting style, and is able to earn new special abilities through experience gained from defeating enemies.

6.6



N P





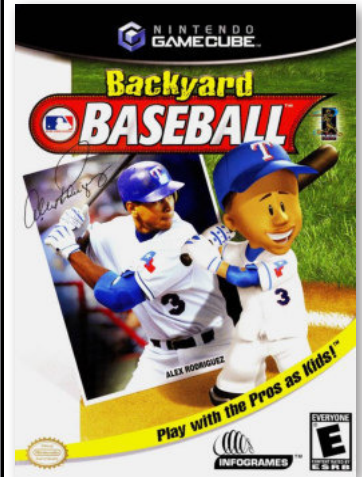
7.3

## Backyard Baseball

Developer	Humongous Entertainment
Publisher	Infogrames
Release date	(us) March 31, 2003
Genre	Sports
Mode	1-2 Players

Players can build the championship baseball team of their dreams and play with the Pros in their own backyard. Create the lineup, take the field and direct all of the action. Earn new pitching and batting power-ups to light up the scoreboard. The Backyard Baseball game includes kid versions of hard-hitting, base-stealing, tough-fielding players including Barry Bonds, Randy Johnson, Mike Piazza and Ichiro.

*"mobygames.com"*



Rarity US: 4.5

7.5

## Backyard Baseball 2007

Developer	Humongous Entertainment
Publisher	Atari
Release date	(us) April 3, 2006
Genre	Sports
Mode	1-2 Players

The game modes are quick matches (also available for two players), a season mode with the ability to change the lineup and some statistics and two mini games (Home Run Derby and Fielder's Challenge which is basically fielding training). The player can either use pre-defined or customized teams and some things (e.g. the young MLB athletes or better leagues to play in) have to be unlocked by completing achievements.

*"mobygames.com"*



Rarity US: 6.8

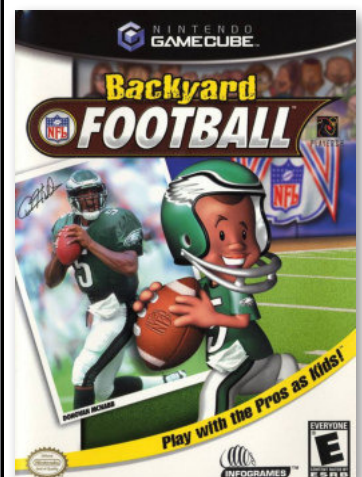
6.5

## Backyard Football

Developer	Humongous Entertainment
Publisher	Infogrames
Release date	(us) October 10, 2002
Genre	Sports
Mode	1-2 Players

In Backyard Football, players get all 32 NFL teams to choose from as well as traditional Backyard Sports teams. They also get kid versions of top players in 2002 - Brett Favre, Rich Gannon, Jerry Rice, Michael Vick, Peyton Manning, Donovan McNabb, Jeff Garcia, Ricky Williams, Jevon Kearse and Terrell Davis. Kicking, passing, audibles, juking, stiff-arming, tackling and hurdling - it's all there.

*"mobygames.com"*



Rarity US: 3.1





Rarity US: 3.3

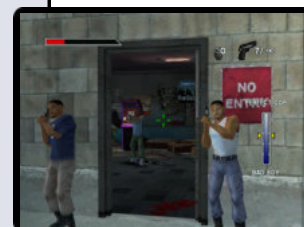
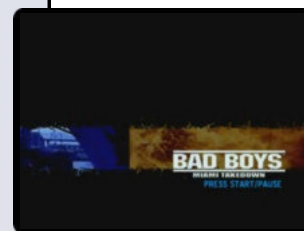
## Bad Boys: Miami Takedown

4.0

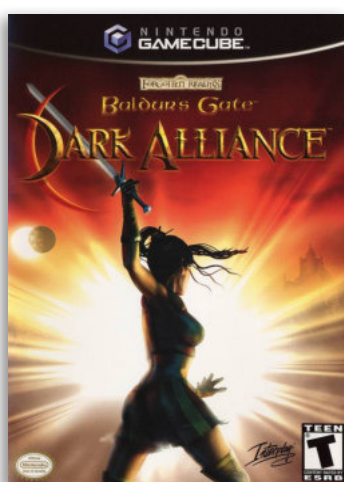
**Developer** Blitz Games  
**Publisher** Crave Entertainment, Empire Interactive  
**Release date** (us) September 14, 2004  
 (eu) October 15, 2004  
**Genre** Action-adventure, Shooter  
**Mode** 1 Player

Bad Boys: Miami Takedown, also known as Bad Boys II in Europe, is a video game based on the action-comedy movie Bad Boys II starring Martin Lawrence.

The player takes the role of Miami Police Department detectives Marcus Burnett and Mike Lowrey over alternating levels, meaning that the player plays level 1 with one character, plays level 2 with the other, then plays level 3 with the first, and so on.



N P



Rarity US: 4.7

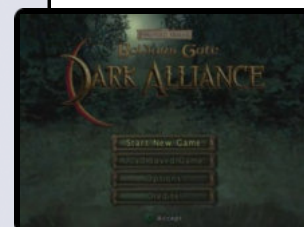
## Baldur's Gate: Dark Alliance

7.3

**Developer** Snowblind Studios, High Voltage Software  
**Publisher** Vivendi Games  
**Release date** (us) November 18, 2002  
 (eu) April 25, 2003  
**Genre** Action role-playing, Hack and slash  
**Mode** 1-2 Players

Baldur's Gate: Dark Alliance is a real-time hack and slash/action role-playing game presented in a 3D perspective, with a rotatable isometric three-quarter top-down view.

At the beginning of the game, character stats are pre-set, with the player able to choose from three race/class combinations; a dwarven fighter (Kromlech), a human archer (Vahn) or an elven sorceress (Adrianna).



N P



Rarity US: 2.9

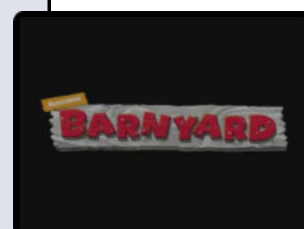
## Barnyard

7.4

**Developer** Blue Tongue Entertainment  
**Publisher** THQ  
**Release date** (us) August 1, 2006  
 (eu) October 13, 2006  
**Genre** Party, Adventure  
**Mode** 1 Player

Barnyard is a party-oriented adventure game based on the movie of the same name.

Players arrive at the farm as a newbie cow, and must complete quests and earn respect in order to win keys that allow them to advance through the barnyard map.



J N P

"mobygames.com"

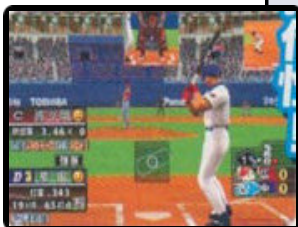


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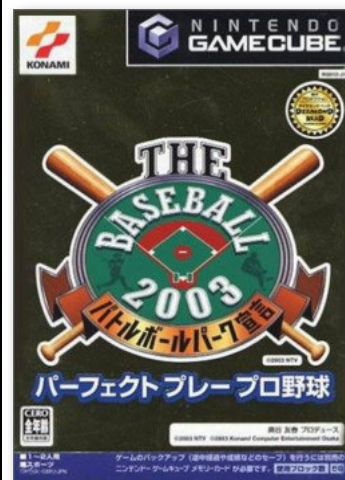
## The Baseball 2003

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(jp) March 20, 2003
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

The Baseball 2003: Battle Ballpark Sengen Perfect Play Pro Yakyuu is a baseball video game released only in Japan in 2003. The game features real time commentaries and bench reports, and the players have been animated using motion capture technology. It includes 12 teams and 528 real life players.



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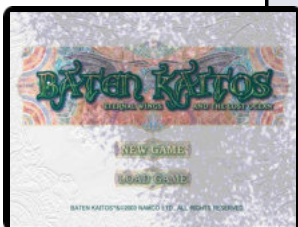


8.1

## Baten Kaitos: Eternal Wings and the Lost Ocean

<b>Developer</b>	tri-Crescendo, Monolith Soft
<b>Publisher</b>	Namco, Nintendo
<b>Release date</b>	(us) November 16, 2004 (eu) April 1, 2005
<b>Genre</b>	Role-playing
<b>Mode</b>	1 Player

Baten Kaitos is a role-playing video game with some puzzle elements. It tells the story of a young man named Kalas and his companion Xelha, who live in an aerial island-based kingdom in the clouds. While not actually taking on the role of the protagonist, the player is an active participant as a Guardian Spirit who guides the main character, Kalas, on all of his decisions.



J N P



Rarity US: 5.5

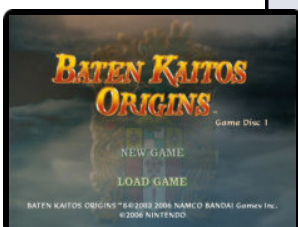
8.4

## Baten Kaitos Origins

<b>Developer</b>	tri-Crescendo, Monolith Soft
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) September 25, 2006
<b>Genre</b>	Role-playing
<b>Mode</b>	1 Player

Baten Kaitos Origins takes place 20 years prior to the events of the original Baten Kaitos. The game features several new locales, such as Sedna, a town that looks like it's made of childish clay sculptures, and Hassal-eh, a new continent that didn't appear in the first game.

Unlike a number of other GameCube titles in development, Baten Kaitos Origins did not make the jump to the Wii, despite the console's announcement prior to the title being released.



J N



Rarity US: 5.1





Rarity US: 2.8

## Batman Begins

<b>Developer</b>	Eurocom
<b>Publisher</b>	Electronic Arts, Warner Bros. Interactive
<b>Release date</b>	(us) June 14, 2005 (eu) June 17, 2005
<b>Genre</b>	Stealth, Action-adventure
<b>Mode</b>	1 Player

Batman Begins has a unique system involving intimidation. Whereas most superhero games require straightforward fighting, Batman Begins features the utilization of the environment to frighten opponents. Certain gadgets designed to frighten enemies during combat are provided. On top of this is traditional stealth gameplay reminiscent of the Splinter Cell series, such as sneaking.

7.1



N P



Rarity US: 3.6

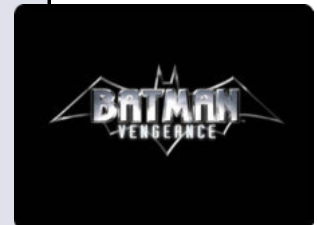
## Batman Vengeance

<b>Developer</b>	Ubisoft Montreal
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) November 18, 2001 (eu) May 3, 2002
<b>Genre</b>	Action
<b>Mode</b>	1 Player

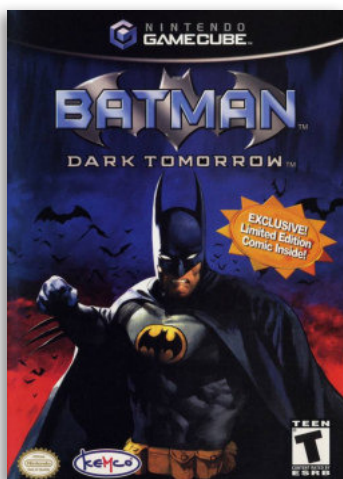
Batman: Vengeance is based on the television series The New Batman Adventures (the successor to Batman: The Animated Series).

The game took environmental and character designs from The New Batman Adventures, and starred most of the main voice cast from both it and its predecessor, Batman: The Animated Series.

6.6



N P



Rarity US: 5.3

## Batman: Dark Tomorrow

<b>Developer</b>	HotGen
<b>Publisher</b>	Kemco
<b>Release date</b>	(us) March 25, 2003 (eu) April 11, 2003
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

Batman: Dark Tomorrow is based on the DC Comics' character Batman and his iteration from the DC Universe source material, unlike most other Batman games which are adaptations of the character in film or television appearances.

The game received "unfavorable" reviews on both platforms according to video game review aggregator Metacritic.

3.8



J N P



6.7



N P

## Batman: Rise of Sin Tzu

<b>Developer</b>	Ubisoft
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) November 11, 2003 (eu) December 5, 2003
<b>Genre</b>	Beat 'em up
<b>Mode</b>	1-2 Players

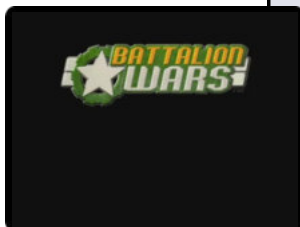
Batman: Rise of Sin Tzu is based on the television series The New Batman Adventures and is a sequel to the game Batman: Vengeance.

The bulk of the game has the player battling groups of enemies in the style of games like Battletoads and Double Dragon.



Rarity US: 1.8

7.3



J N P

## Battalion Wars

<b>Developer</b>	Kuju Entertainment
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) September 19, 2005 (eu) December 9, 2005
<b>Genre</b>	Action, Real-time tactics
<b>Mode</b>	1 Player

Battalion Wars contains the elements of both a third-person shooter and a real-time tactics game. In the midst of battle, the player will have control over a variety of units, including infantry, armored vehicles, and aircraft. Separate units or unit groups can be given commands by the player, such as to follow the player, hold their positions, man gun turrets, or attack certain targets.



Rarity US: 3.0

7.6



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## Battle Stadium D.O.N

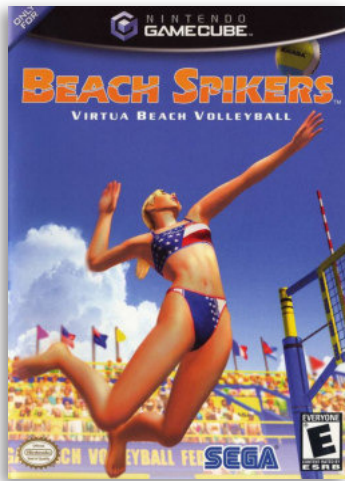
<b>Developer</b>	Eighting, Q Entertainment
<b>Publisher</b>	Namco Bandai Games
<b>Release date</b>	(jp) July 20, 2006
<b>Genre</b>	Fighting
<b>Mode</b>	1-4 Players

Battle Stadium D.O.N is a Japanese crossover fighting game. The "D.O.N." in the game's title is derived from Dragon Ball, One Piece, and Naruto, the three manga series published by Weekly Shōnen Jump upon which the game is based.

Similar to the Super Smash Bros. series, players fight their opponents on dynamic stages in battles based around free-roaming two-dimensional character movement.







Rarity US: 2.6

## Beach Spikers

**Developer** Sega-AM2  
**Publisher** Sega  
**Release date** (us) August 12, 2002  
 (eu) September 27, 2002  
**Genre** Sports  
**Mode** 1-4 Players

Based on the sport of beach volleyball, the game revolves around two-on-two matches where a volleyball is hit back and forth over a net until one side allows the ball to touch the ground. Similar to Sega's Virtua sports games, most of the gameplay in Beach Spikers is based around the concept of "charging" the strength of moves, judged by how long the button is held prior to release at the point of which the move is executed.

7.8



J N P



Rarity US: 2.9

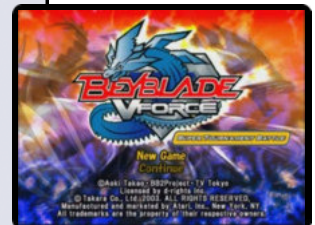
## Beyblade VForce: Super Tournament Battle

**Developer** Takara  
**Publisher** Atari, Takara  
**Release date** (us) September 23, 2003  
 (eu) November 28, 2003  
**Genre** Role-playing, Action  
**Mode** 1-4 Players

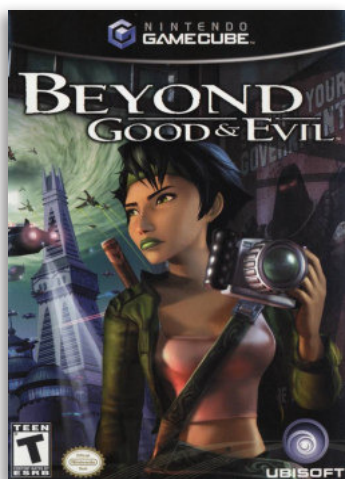
Beyblade is an action role-playing game based on the anime and manga Beyblade.

In the game, the player selects a Beyblade and a Beyblader to fight in a tournament, buying better Beyblades as the game progresses. The objective of the game is to knock the opponent out of the stadium.

5.9



J N P



Rarity US: 8.7

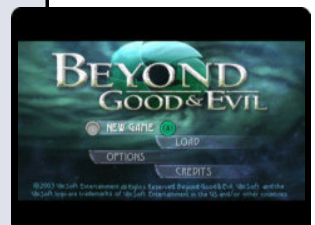
## Beyond Good & Evil

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) December 11, 2003  
 (eu) February 27, 2004  
**Genre** Action-adventure  
**Mode** 1 Player

The story follows the adventures of Jade, an investigative reporter and martial artist, who works with a resistance movement to reveal a planet-wide alien conspiracy. The player controls Jade and allies, solving puzzles, fighting enemies, and obtaining photographic evidence.

Beyond Good & Evil was a commercial failure, but was critically acclaimed.

8.4



N P



# BEACH SPIKERS™

VIRTUA BEACH VOLLEYBALL



**Bump!**



**Set!**



**Spike!**



**Beach Volleyball has  
Never Been Hotter!**

**SEGA®**



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Rarity US: 5.5

## Big Air Freestyle

**Developer** Paradigm Entertainment  
**Publisher** Infogrames  
**Release date** (us) September 13, 2002  
 (eu) November 8, 2002  
**Genre** Racing  
**Mode** 1-2 Players

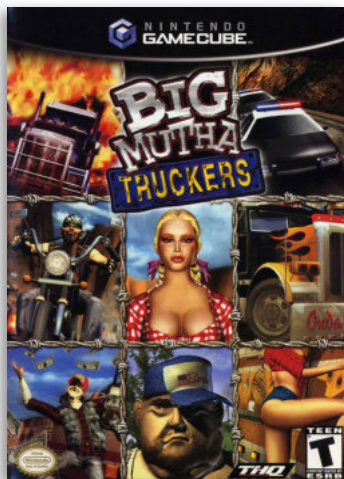
Big Air Freestyle is a motor cycle racing game with up to 10 riders on over 20 different tracks, supercross or motorcross. Also includes 6 freestyle arenas and multiplayer.

Players can select from 3 classes of bikes. The 125cc class has the lowest speed but most control. 250cc has an equal amount of speed and control. The 500cc has the most speed but the least control.

5.2



N P



Rarity US: 4.9

## Big Mutha Truckers

**Developer** Eutechnyx  
**Publisher** Empire Interactive, THQ  
**Release date** (us) August 16, 2003  
 (eu) September 5, 2003  
**Genre** Racing  
**Mode** 1 Player

Set in fictional Hick County, the game revolves around completing trips between cities, delivering goods, and competing in races while at the helm of an eighteen wheeler.

The game's plot revolves around one of four available characters and their quest to inherit the family business.

6.7



N P



Rarity US: 5.5

## Billy Hatcher and the Giant Egg

**Developer** Sonic Team  
**Publisher** Sega  
**Release date** (us) September 23, 2003  
 (eu) October 31, 2003  
**Genre** Platformer  
**Mode** 1-4 Players

Billy Hatcher has a unique style of gameplay revolving around rolling large eggs. The player controls the hero, Billy, who cannot do much by himself aside from moving and jumping. However, he becomes a powerhouse once he finds an egg. While rolling an egg, Billy moves faster and is more agile. He can also dash, throw and return the egg along the ground, slam the egg down, and travel on rails and fly through rings.

7.1



J N P



7.1

## Bionicle Heroes



N

<b>Developer</b>	Traveller's Tales
<b>Publisher</b>	Eidos Interactive
<b>Release date</b>	(us) November 14, 2006
<b>Genre</b>	Third-person shooter
<b>Mode</b>	1 Player

Players control an anonymous hero out to stop the evil Piraka, who have used the power of the Mask of Life to transform the wildlife of the island of Voya Nui into aggressive, evil creatures. During gameplay, players collect Lego pieces with different point values. Collecting enough points fills a meter and activates "Hero Mode". After completing a level, points collected can also be used to purchase items and upgrades from the in-game Lego Shop.



Rarity US: 2.5

4.9

## Bionicle: The Game



N P

<b>Developer</b>	Argonaut Games
<b>Publisher</b>	EA Games, Lego Media
<b>Release date</b>	(us) October 20, 2003 (eu) October 31, 2003
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

Bionicle: The Game is based on parts of the movie Bionicle: Mask of Light and other parts of the Bionicle storyline. Initially, the game was supposed to make each Toa, Toa Nuva, and the Toa of Light playable, but due to deadlines, much of the game was dropped.

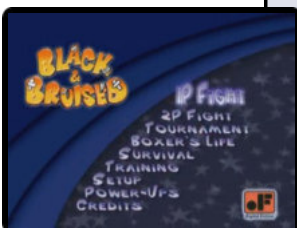
Basic controls include using shields and light elemental blasts to defeat enemies and open canisters. Overall, there are 8 levels in the game.



Rarity US: 4.0

6.9

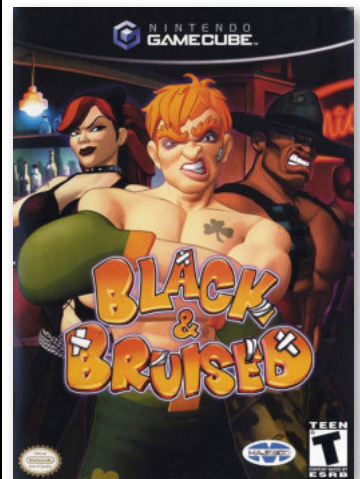
## Black & Bruised



N P

<b>Developer</b>	Digital Fiction
<b>Publisher</b>	Majesco Entertainment, VU Games
<b>Release date</b>	(us) January 26, 2003 (eu) June 27, 2003
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

Black & Bruised is a cartoonish take on boxing with 18 different boxers, each with their own personality and fighting style. There are five different modes including multi-player, exhibition and a story mode told with CG with each boxer's life story is played out in story mode. Each boxer has a different special attack and power-ups can be picked up to use in matches.



Rarity US: 3.8

"mobygames.com"



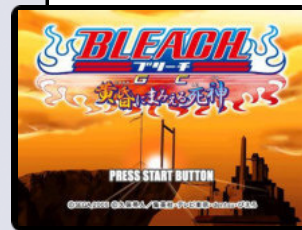


## Bleach GC: Tasogare ni Mamieru Shinigami

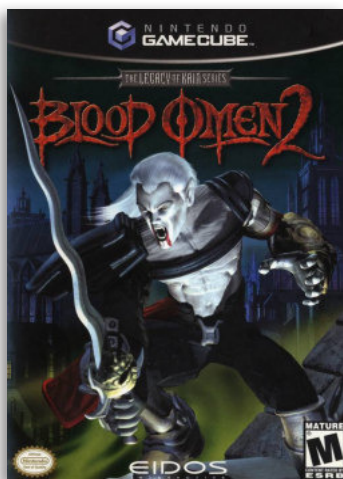
**Developer** Sega  
**Publisher** Sega  
**Release date** (jp) December 8, 2005  
**Genre** Fighting  
**Mode** 1-2 Players

Bleach GC: Tasogare ni Mamieru Shinigami (Bleach GC: Death Gods Meeting in the Twilight) is a 3D fighting game based on the popular anime series. The game includes a 2-player battle mode.

7.0



J

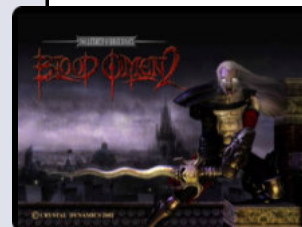


## Blood Omen 2

**Developer** Crystal Dynamics  
**Publisher** Eidos Interactive  
**Release date** (us) December 9, 2002  
 (eu) January 24, 2003  
**Genre** Action-adventure  
**Mode** 1 Player

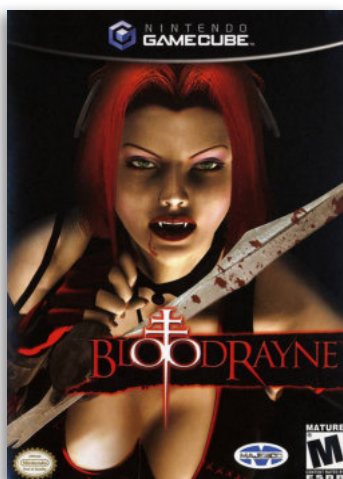
Blood Omen 2 is the fourth title in the Legacy of Kain series. It is the sequel to the first game in the series, Blood Omen: Legacy of Kain, with Blood Omen's protagonist, the vampire Kain, returning as the central character. Blood Omen 2 chronologically bridges the stories of the original Blood Omen and Legacy of Kain: Soul Reaver, but it takes place in an alternate timeline created by the events of Soul Reaver 2.

6.9



N P

Rarity US: 2.9



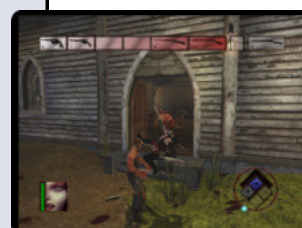
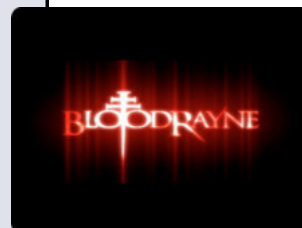
## BloodRayne

**Developer** Terminal Reality  
**Publisher** Majesco Entertainment, VU Games  
**Release date** (us) October 15, 2002  
 (eu) May 23, 2003  
**Genre** Hack and slash  
**Mode** 1 Player

BloodRayne is an action hack and slash video game and the first game in the BloodRayne series. It was developed by Terminal Reality, and was strongly influenced by their previous game Nocturne.

The player character Rayne is a dhampir (hybrid of a human and vampire parent) looking for her father, and kills any vampire that crosses her path. She is working for the Brimstone Society.

6.8



N P

Rarity US: 3.7



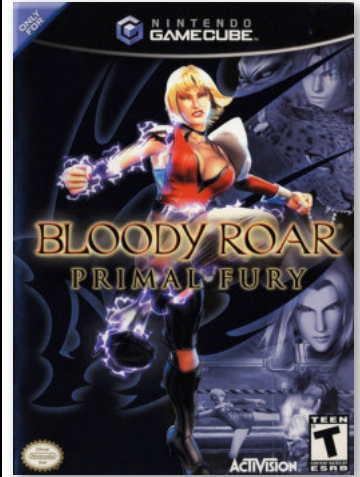
7.3

## Bloody Roar: Primal Fury

**Developer** Eighting  
**Publisher** Activision, Hudson Soft  
**Release date** (us) March 18, 2002  
 (eu) May 3, 2002  
**Genre** Fighting  
**Mode** 1-2 Players

A conversion of the PlayStation 2 3D beat 'em up Bloody Roar 3, Primal Fury adds new characters, arenas and special attack moves for each previous character from BR3. Improvements are also made in graphical lighting and textures, plus added music tracks. The same control style and gameplay seen in the original three Bloody Roar titles is here, where the character can morph into beasts.

*"mobygames.com"*



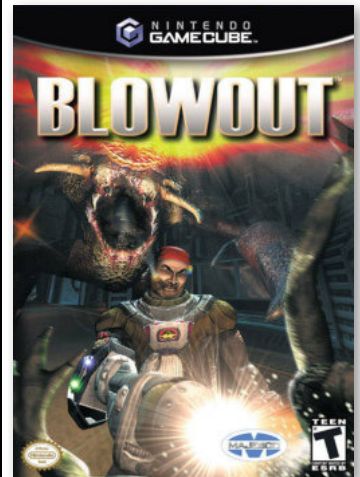
Rarity US: 6.8

6.2

## BlowOut

**Developer** Pipe Dream Interactive  
**Publisher** Majesco Entertainment  
**Release date** (us) November 26, 2003  
**Genre** Run and gun  
**Mode** 1 Player

BlowOut is a run-and-gun shoot-em-up in the tradition of games such as Contra and Metal Slug, with a power-up-based exploration structure akin to Metroid. In the game, the player takes the role of John "Dutch" Cane, a space marine sent to check up on researchers on the space platform "Honour Guard" only to discover that they have been horribly mutated.



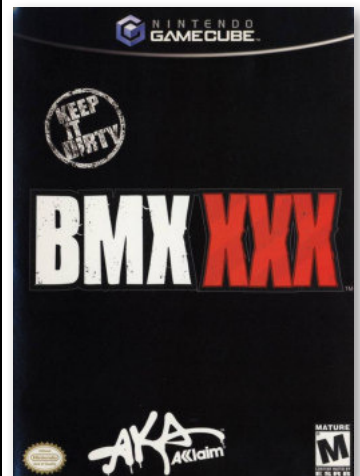
Rarity US: 3.0

5.0

## BMX XXX

**Developer** Underground Development  
**Publisher** Acclaim Entertainment  
**Release date** (us) November 24, 2002  
 (eu) February 7, 2003  
**Genre** Sports  
**Mode** 1-2 Players

While primarily a BMX-based action sports title, it earned most of its notoriety for containing nudity, foul language and adult humor. The game allows the player to create female characters that are fully topless and view live-action video clips of real life strippers, also with bare breasts. While the adult content garnered a great deal of publicity for the game, it was almost entirely negative, receiving dismal reviews.



Rarity US: 2.7





## Bobobo-bo Bo-bobo Dassutsu! Hajike Royale

**Developer** Hudson Soft  
**Publisher** Hudson Soft  
**Release date** (jp) March 18, 2005  
**Genre** Action  
**Mode** 1-4 Players

This was the first and only Bo-bobo game, based on the manga by Yoshio Sawai, that was released for the Gamecube.

7.9



J



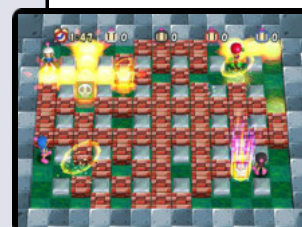
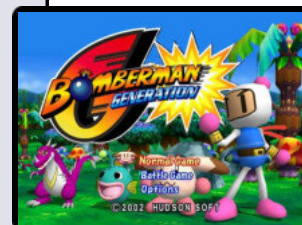
Rarity US: 2.9

## Bomberman Generation

**Developer** Hudson Soft  
**Publisher** Hudson Soft, Majesco, Vivendi Games  
**Release date** (us) June 3, 2002  
 (eu) December 6, 2002  
**Genre** Action-adventure  
**Mode** 1-4 Players

Bomberman Generation consists of six worlds consisting of about five levels each. The levels involve puzzles, mini games, Pokémon-like battles using Charaboms who get befriended by Bomberman once defeated, and Charabom or bomb merge areas where a merge item and a bomb get fused or a Charabom and another Charabom get fused resulting in a stronger bomb or Charabom.

7.1



J N P



Rarity US: 0.9

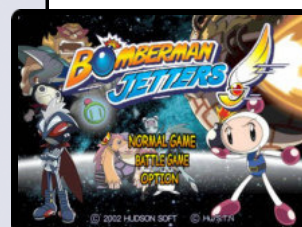
## Bomberman Jetters

**Developer** Hudson Soft  
**Publisher** Hudson Soft, Majesco Entertainment  
**Release date** (us) March 10, 2004  
**Genre** Action-adventure  
**Mode** 1-4 Players

Bomberman Jetters is an adaptation of the anime series Bomberman Jetters which was based on the Bomberman game series.

The game-play is somewhat different from its predecessor, Bomberman Generation. Instead of playing as just Bomberman, players can switch between him and his partner Max, whose addition to the gameplay is the use of the Hyper Plasma Bomb.

6.7



J N



7.7

## Bomberman Land 2

**Developer** Racjin  
**Publisher** Hudson Soft  
**Release date** (jp) July 31, 2003  
**Genre** Party game  
**Mode** 1-4 Players

Player's goal is to collect 125 BOMPAD pieces obtained through the adventures inside the park. In addition to mini-games within the main story, there are other mini-games: Survival Bomberman - An action RPG. Bomberman Kart - A subset of Bomberman Kart game. Bomberman Battle - The multiplayer blasting action featured in most Bomberman titles. SameGame - Bomberman-themed SameGame. And Panic Bomber - A variant of Super Bomberman Panic Bomber World.



J



5.9

## Bratz: Forever Diamondz

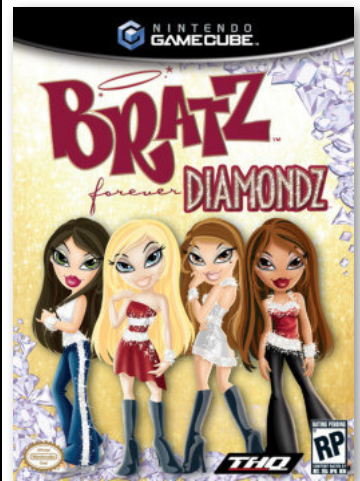
**Developer** Blitz Games  
**Publisher** THQ  
**Release date** (us) September 18, 2006  
 (eu) November 3, 2006  
**Genre** Adventure  
**Mode** 1-2 Players

Bratz: Forever Diamondz is the third video game based on the popular fashion doll line, Bratz. The game is based on the direct-to-DVD movie, Bratz Passion 4 Fashion Diamondz and the doll line, Bratz "Forever Diamondz".

The game has explorable roam, similar to Grand Theft Auto series. When the player is not in an objective, she can take a character to collect character coins.



N P



Rarity US: 1.1

6.5

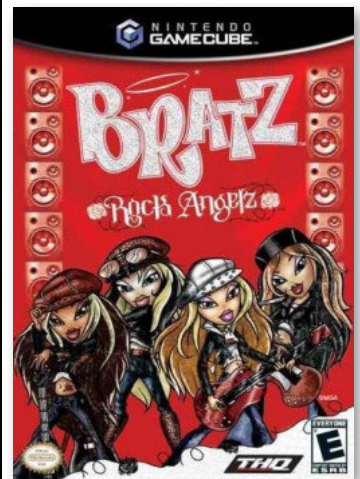
## Bratz: Rock Angelz

**Developer** Blitz Games  
**Publisher** THQ  
**Release date** (us) October 5, 2005  
 (eu) October 14, 2005  
**Genre** Adventure  
**Mode** 1 Player

The game is another open world sandbox adventure, similar to the Grand Theft Auto series (it even shares the same RenderWare engine with the GTA series, most especially the Grand Theft Auto III-era games). The player controls one of the four Bratz girls - Yasmin, Cloe, Sasha and Jade - who are attempting to launch their own fashion magazine.

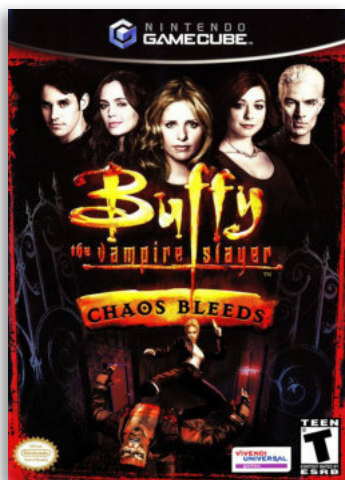


N P



Rarity US: 2.8





Rarity US: 5.8

## Buffy the Vampire Slayer: Chaos Bleeds

**Developer** Eurocom Entertainment Software  
**Publisher** Sierra Entertainment, VU Games  
**Release date** (us) August 28, 2003  
 (eu) October 24, 2003  
**Genre** Beat 'em up  
**Mode** 1-4 Players

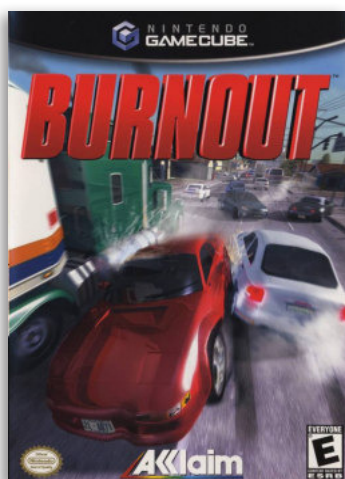
The story is set during the television series' fifth season. Due to certain plot points mentioned and character styles, the game takes place some time after the episode "Forever", but before "Tough Love".

The game was the first to allow players to control characters other than Buffy Summers.

7.6



N P



Rarity US: 3.7  
 Player's Choice: 3.0

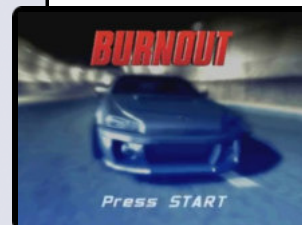
## Burnout

**Developer** Criterion Games  
**Publisher** Acclaim Entertainment  
**Release date** (us) April 29, 2002  
 (eu) May 3, 2002  
**Genre** Racing  
**Mode** 1-2 Players

Burnout was the first in a series of high-speed racing games noted for over the top crashes and high risk gameplay mechanics. The game's success led to several sequels.

The main gameplay mode in Burnout is the Championship mode, which is a selection of events with three or four races in each. Here the player competes against three other cars on various courses.

6.9



N P



Rarity US: 7.0

## Burnout 2: Point of Impact

**Developer** Criterion Games  
**Publisher** Acclaim Entertainment  
**Release date** (us) April 9, 2003  
 (eu) May 9, 2003  
**Genre** Racing  
**Mode** 1-2 Players

The goal of Burnout 2: Point of Impact is to race circuits around a track, either alone, against the computer or another player.

To promote the game, Acclaim offered to reimburse any driver in the United Kingdom who received a speeding ticket. Following a negative reaction to this from the UK government, the plan was canceled.

7.9



N P



7.2



J N P

## Bust-a-Move 3000

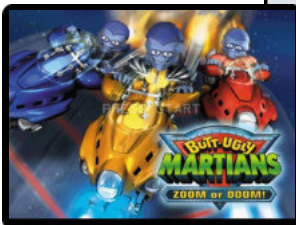
Developer	Taito
Publisher	Taito, Ubisoft
Release date	(us) February 12, 2003 (eu) September 5, 2003
Genre	Puzzle
Mode	1-2 Players

Super Bust-A-Move is a puzzle game released for the PlayStation 2. The game was later ported to the GameCube under the name of Super Puzzle Bobble/Bust-A-Move All-Stars, and also simply Bust-A-Move 3000. The game is a direct port, except for the inclusion of new backgrounds. It also features new box artwork, more in line with the in-game artwork. The GameCube All-Stars version has a four player option.



Rarity US: 5.4

6.6



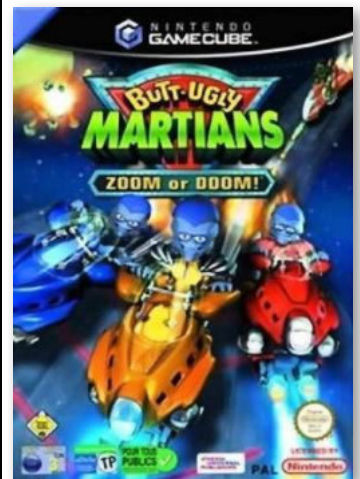
P

## Butt-Ugly Martians: Zoom or Doom

Developer	Runecraft
Publisher	Vivendi Games
Release date	(eu) May 10, 2003
Genre	Racing
Mode	1-2 Players

Butt-Ugly Martians: Zoom or Doom is a racing game by Runecraft. The game is based on the Computer animated Television series Butt-Ugly Martians.

Emperor Bog, annoyed with the Butt Ugly Martian's messing up his plans decides to throw a cross galaxy race to decide the fate of earth.



7.9



J

## Bokujou Monogatari: Shiawase no Uta

Developer	Marvelous Interactive
Publisher	Marvelous Interactive
Release date	(jp) March 3, 2005
Genre	Simulation, Role-playing
Mode	1-4 Players

This game was later updated and localized under the name Harvest Moon: Magical Melody. The story and gameplay are very similar to those of the updated version of the game.

This game suffer from several bugs and freezes. Jamie is not marriageable. And it has a smaller capacity for the shelf and the fridge.

*"harvestmoon.wikia.com"*







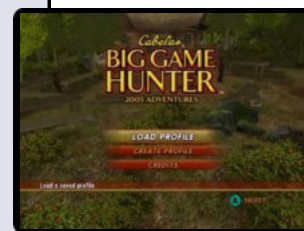
Rarity US: 5.3

## Cabela's Big Game Hunter 2005 Adventures

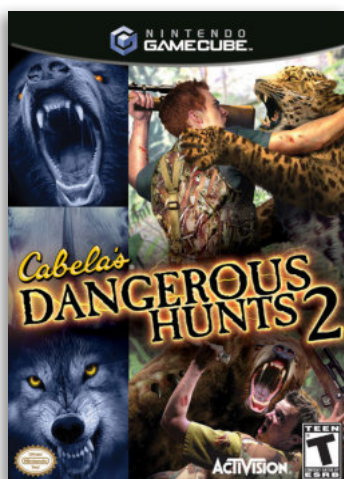
**Developer** Magic Wand Productions  
**Publisher** Activision  
**Release date** (us) December 9, 2004  
**Genre** Action, Sports  
**Mode** 1 Player

In the Career mode, players progress through six geographical regions, each with several sub-levels. The regions are: Forest, Marsh, Desert, Prairie, Mountain, and Tundra. Each sublevel has a specific animal to hunt, though some animals are hunted multiple times on separate occasions, and occasionally the player will encounter other objectives within a level. Some animals include: deer, timberwolves and peccary.

8.1



N



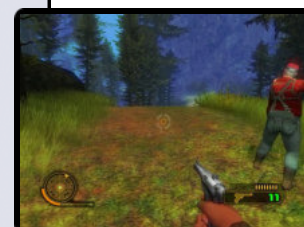
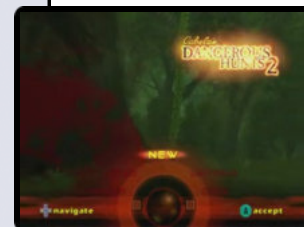
Rarity US: 3.9

## Cabela's Dangerous Hunts 2

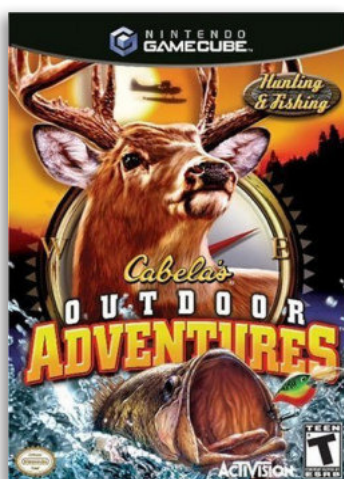
**Developer** FUN Labs  
**Publisher** Activision  
**Release date** (us) November 16, 2005  
**Genre** Action  
**Mode** 1 Player

As opposed to previous games, Cabela's Dangerous Hunts 2 is more focused on survival rather than hunting. The player takes the role of a famous hunter traveling through many different types of terrain, trying to find out who or what killed his best friend. As with the first game, the hunter has a limited amount of energy and can be injured, which results in failure. There are many weapons, including handguns, rifles, shotguns, knives and machetes.

6.7



N



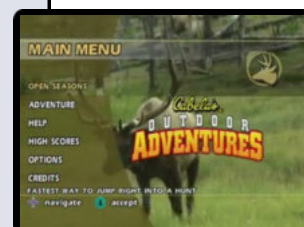
Rarity US: 4.8

## Cabela's Outdoor Adventures

**Developer** Magic Wand Productions  
**Publisher** Activision  
**Release date** (us) September 13, 2005  
**Genre** Action, Sports  
**Mode** 1 Player

Cabela's Outdoor Adventures is another cabela hunting game. The game gives a player the ability to drive vehicles, fish, and hunt. There are 11 locations, 32 animals to hunt and harvest, and several thousand Cabela's gear options. Some of the animals in the game include white-tailed deer, mule deer, brown bear, black bear, moose, coyote, bobcat, lynx, javelina, and raccoon.

6.6



N



7.0

## Call of Duty 2: Big Red One

**Developer** Treyarch  
**Publisher** Activision  
**Release date** (us) November 1, 2005  
 (eu) November 18, 2005  
**Genre** First-person shooter  
**Mode** 1 Player

Big Red One differs from other games in the Call of Duty franchise in that it focuses on a single Allied formation in World War II: the U.S. Army's 1st Infantry Division, which goes by the nickname Big Red One due to their unit patch which features a large red numeral one. The game covers several parts of the division, like the invasion and liberation of North Africa and the landing on Omaha Beach in Europe.



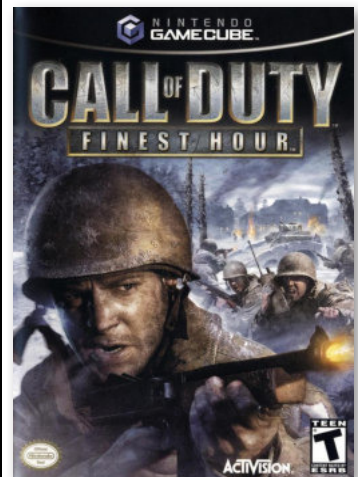
Rarity US: 5.0

7.0

## Call of Duty: Finest Hour

**Developer** Exakt Entertainment  
**Publisher** Activision  
**Release date** (us) November 16, 2004  
 (eu) November 26, 2004  
**Genre** First-person shooter  
**Mode** 1 Player

Although it is based on the original Call of Duty franchise for Microsoft Windows, it has a completely different storyline and acts as a side-story/expansion of the main game. In the spirit of previous Call of Duty games, it features six intertwined stories and battles based on real events from the perspective of soldiers on each side of the allied campaign (U.S., British, and Soviet).



Rarity US: 7.0

7.7

## Capcom vs. SNK 2 EO

**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) September 23, 2002  
 (eu) August 30, 2002  
**Genre** Fighting  
**Mode** 1-2 Players

Capcom vs. SNK 2 EO is the same game as Capcom vs. SNK 2, but with minor changes in gameplay and the inclusion of an EO ("Easy Operation") system that allows the player to perform specific attacks by simply moving the right analog stick in a certain direction. Like all other home versions of the game, CvS2: EO also contains four bonus characters: Evil Ryu, Orochi Iori, Shin Akuma, and Ultimate Rugal.



Rarity US: 5.3



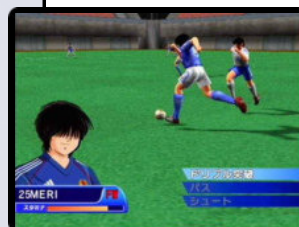


## Captain Tsubasa: Ougon Sedai no Chousen

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) September 12, 2002  
**Genre** Sports  
**Mode** 1 Player

Captain Tsubasa: Ougon Sedai no Chousen is the only Captain Tsubasa game released on the GameCube. The game was only released in Japan.

5.8



J N P



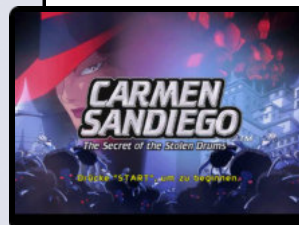
## Carmen Sandiego: The Secret of the Stolen Drums

**Developer** Artificial Mind and Movement  
**Publisher** BAM! Entertainment  
**Release date** (us) September 13, 2004  
 (eu) March 5, 2004  
**Genre** Action-adventure, Platformer  
**Mode** 1 Player

The game is based on the Carmen Sandiego series and features Cole Gannon along with Jules Argent, Shadow Hawkins and the Chief of Where in the World is Carmen Sandiego? Treasures of Knowledge.

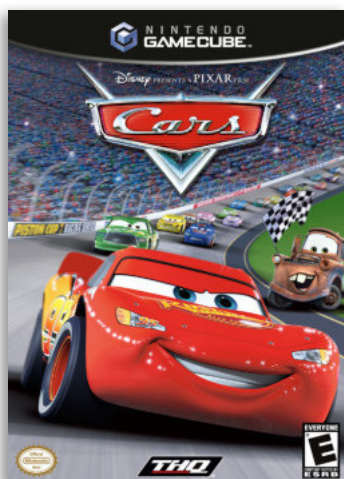
This game is the first in the series to give the player complete control of a character in a 3D world.

6.3



N P

Rarity US: 5.4



## Cars

**Developer** Rainbow Studios  
**Publisher** THQ  
**Release date** (us) July 6, 2006  
 (eu) July 14, 2006  
**Genre** Racing  
**Mode** 1-2 Players

Cars is a racing game based on and considered a sequel to the 2006 film of the same name. The game is set in the fictional town of Radiator Springs, where it takes place after the movie, the player must compete in 50 races to help Lightning McQueen win the Piston Cup. The game takes place in an open world environment and features 10 playable characters from the film, all voiced by the original voice talent.

6.9



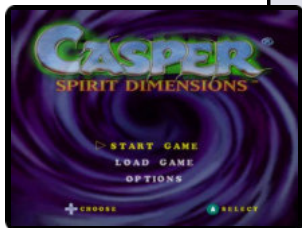
J N P

Rarity US: 4.1



3.0

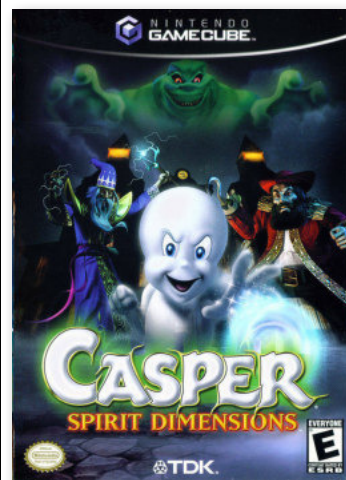
## Casper: Spirit Dimensions



N P

**Developer** Lucky Chicken Games  
**Publisher** TDK Mediactive  
**Release date** (us) October 15, 2002  
 (eu) February 14, 2003  
**Genre** Action-adventure  
**Mode** 1 Player

Casper: Spirit Dimensions is a action-adventure game based on Casper the Friendly Ghost. The objective of the game is to defeat Kibosh. Casper needs to complete a dimension before he can proceed to the next one. Casper needs to defeat Kibosh's enemies, help people throughout the game, free the other ghost, and defeat Kibosh!



Rarity US: 5.8

6.4

## Catwoman



N P

**Developer** Argonaut Games  
**Publisher** EA Games  
**Release date** (us) July 20, 2004  
 (eu) August 6, 2004  
**Genre** Action-adventure  
**Mode** 1 Player

Catwoman follows the film's plot and its models and graphics are based upon the respective characters and locations as seen in the movie. Halle Berry also lends her voice to the character, aside from her likeness.

Catwoman has an impressive array of powers at her disposal with which to overcome obstacles and fight her enemies.

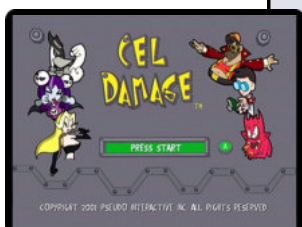
*"mobygames.com"*



Rarity US: 1.2

7.2

## Cel Damage



N P

**Developer** Pseudo Interactive  
**Publisher** Electronic Arts  
**Release date** (us) January 7, 2002  
 (eu) May 3, 2002  
**Genre** Vehicular combat  
**Mode** 1-4 Players

Cel Damage is a cartoony take on vehicular combat games like Twisted Metal. The story focuses on six cartoon characters from a fictional cartoon show called "Cel Damage". The characters annihilate each other to the delight of TV audiences and, since they are cartoons, instantly regenerate. The player battles through thirteen different levels and three game modes.



Rarity US: 4.0





Rarity US: 4.0

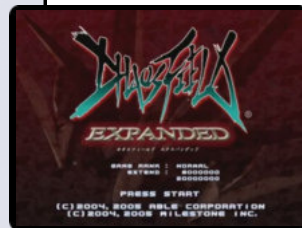
## Chaos Field

**Developer** Milestone  
**Publisher** O3 Entertainment, (jp) Sega  
**Release date** (us) December 20, 2005  
**Genre** Shoot 'em up  
**Mode** 1 Player

Chaos Field is a 2004 arcade shoot 'em up. It was later ported to GameCube. The GameCube version was also the only standalone version to be released outside of Japan, in North America.

The player can choose one among three ships, each with specific traits of firepower and speed. Along with normal gunfire and energy swords, there is the "Wing Layer" and the "Lock-on Shot".

7.0



J N P



## Charinko Hero

**Developer** Banpresto  
**Publisher** Banpresto  
**Release date** (jp) July 17, 2003  
**Genre** Racing  
**Mode** 1-4 Players

Charinko Hero was only released in Japan. It features characters from Shotaro Ishinomori's Kamen Rider Series and Eiji Tsuburaya's Ultra Series riding on Big Wheels.

7.7



J N P



Rarity US: 3.2

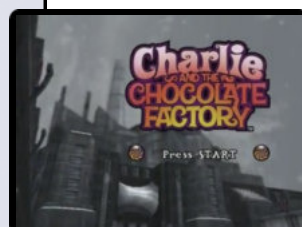
## Charlie and the Chocolate Factory

**Developer** High Voltage Software, Backbone Entert.  
**Publisher** Global Star Software  
**Release date** (us) July 11, 2005  
 (eu) July 11, 2005  
**Genre** Action-adventure  
**Mode** 1 Player

Charlie and the Chocolate Factory is a 2005 video game based on the film of the same name by Tim Burton.

The main part of the game takes place in Willy Wonka's chocolate factory where the Oompa Loompas help the player through each level.

6.4



N P



2.7

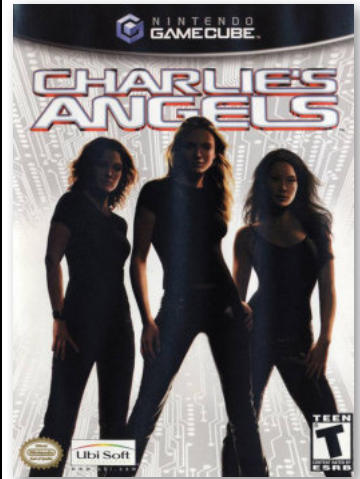


N P

## Charlie's Angels

<b>Developer</b>	Neko Entertainment
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) July 9, 2003 (eu) July 18, 2003
<b>Genre</b>	Beat 'em up
<b>Mode</b>	1 Player

Charlie's Angels is based on the first and second film in the series. It follows the continuing adventures of private investigators Alex, Dylan and Natalie as they attempt to solve the mystery of a series of missing national monuments. The heroines do not use firearms but can utilize blunt weapons and certain environmental objects.



Rarity US: 3.0

8.2



J N P

## Chibi-Robo!

<b>Developer</b>	Skip Ltd.
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) February 6, 2006 (eu) May 26, 2006
<b>Genre</b>	Platformer, Adventure
<b>Mode</b>	1 Player

Chibi-Robo! is a platform-adventure game that puts the player in direct control of a tiny, battery-powered robot that does housework for humans. The objective of the game is to become the top-ranked "Super Chibi-Robo" in the world by accumulating Happy Points, a collectible that is gained by doing good deeds for the family and for various toys within the Sandersons' home.



Rarity US: 6.5

6.3



J N P

## Chicken Little

<b>Developer</b>	Avalanche Software
<b>Publisher</b>	Buena Vista Games, (jp) D3 Publisher
<b>Release date</b>	(us) October 20, 2005 (eu) February 10, 2006
<b>Genre</b>	Action-adventure
<b>Mode</b>	1-2 Players

Chicken Little is a action-adventure game based on the computer animated film. It spawned a sequel called Disney's Chicken Little: Ace in Action. The game has gameplay similar to that of the Tak series.

The game was met with average to mixed reception upon release.



Rarity US: 1.0  
Player's Choice: 1.4





Rarity US: 2.0

## The Chronicles of Narnia: The Lion, the Witch and the Wardrobe

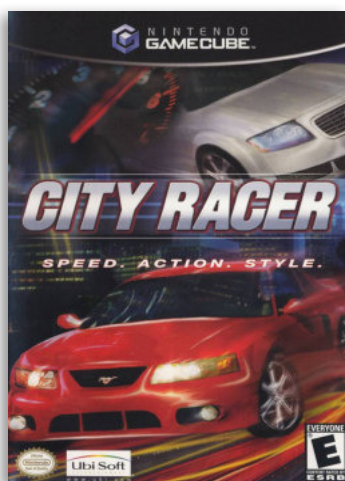
**Developer** Traveller's Tales  
**Publisher** Buena Vista Games  
**Release date** (us) November 14, 2005  
 (eu) March 31, 2006  
**Genre** Action-adventure  
**Mode** 1-2 Players

The objective of The Lion, the Witch and the Wardrobe is to guide the four Pevensie children—Peter, Susan, Edmund and Lucy—through the enchanted, wintry land of Narnia as they fight to end the rule of the wicked White Witch with the aid of Aslan, the talking lion and true king of Narnia.

7.1



J N P



Rarity US: 6.2

## City Racer

**Developer** Ubisoft Romania  
**Publisher** Ubisoft  
**Release date** (us) April 29, 2003  
**Genre** Racing  
**Mode** 1-2 Players

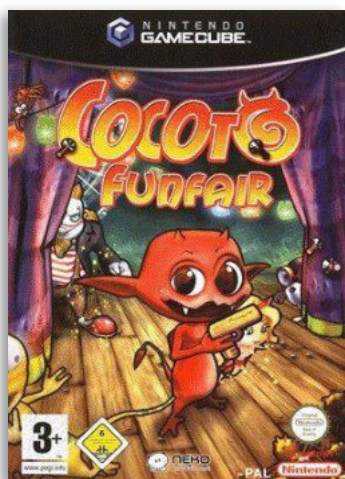
City Racer, also known as Downtown Run, features many different cars, game modes and tracks. In most game modes, players can collect power-ups to maximise their chance of winning or slow down opponents.

Number of laps can be anywhere from 1-30. Players can also choose start position and number of opponents on many game modes. Initially, only the London tracks are unlocked, players must progress through the Championship mode to unlock tracks.

6.5



N



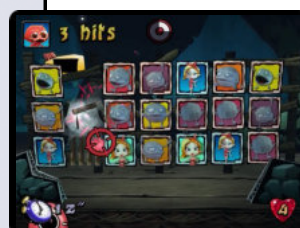
## Cocoto Funfair

**Developer** Neko Entertainment  
**Publisher** BigBen Interactive  
**Release date** (eu) April 7, 2006  
**Genre** Shoot 'em up  
**Mode** 1-4 Players

Cocoto Funfair, also known as Cocoto Magic Circus, is a 2006 shoot 'em up video game by Neko Entertainment. The game was only released in the PAL region.

Up to 4 players can compete with each other in 40 different minigames.

7.1



P



5.0

## Cocoto Kart Racer



P

<b>Developer</b>	Neko Entertainment
<b>Publisher</b>	BigBen Interactive
<b>Release date</b>	(eu) April 22, 2005
<b>Genre</b>	Racing
<b>Mode</b>	1-4 Players

Cocoto Kart Racer is a 2005 racing game by Neko Entertainment. The gameplay is very similar to Mario Kart.

Later, the company Eurocenter combined with Neko Entertainment to make the game Cocoto Kart Racer on apple iOS.



5.7

## Cocoto Platform Jumper



P

<b>Developer</b>	Neko Entertainment
<b>Publisher</b>	BigBen Interactive
<b>Release date</b>	(eu) December 10, 2004
<b>Genre</b>	Platformer
<b>Mode</b>	1-4 Players

Cocoto Platform Jumper is a circular 3D Platform Jumper with isometric camera angle. Players play as demon Cocoto in his quest to save a secret of magma and his demonic friends. For the most part of the game he run along circular platforms and fight monsters and bosses on his way to victory. Cocoto has several special abilities which will help him - some can be used to build temporary platforms and some to fight monsters.

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6.6

## Codename: Kids Next Door – Operation: V.I.D.E.O.G.A.M.E.



N P

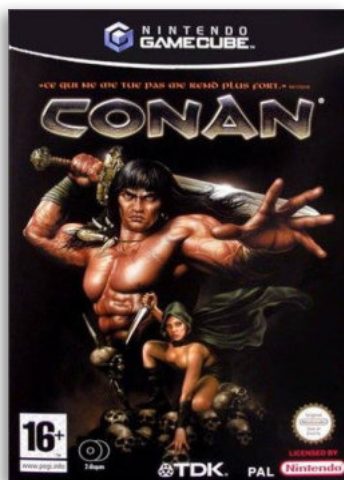
<b>Developer</b>	High Voltage Software
<b>Publisher</b>	Global Star Software
<b>Release date</b>	(us) October 16, 2005 (eu) December 2, 2005
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

This action/adventure platformer is based on the Cartoon Network show Codename: Kids Next Door. In each mission, players control a specific KND agent, and each agent has a unique play style. The Kids Next Door battle their arch-nemeses from the show when they escape from the maximum-security KND prison on the moon.



Rarity US: 1.9



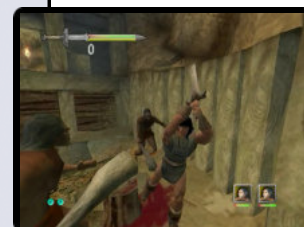
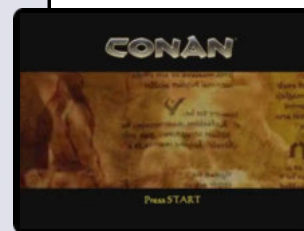


## Conan

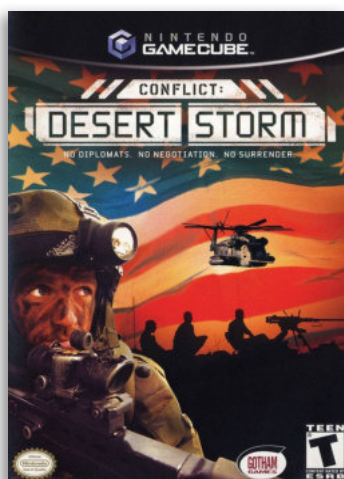
**Developer** Cauldron Ltd.  
**Publisher** TDK Mediactive  
**Release date** (eu) April 15, 2005  
**Genre** Hack and slash  
**Mode** 1-2 Players

Conan is a action-adventure role-playing game based on the literary character Conan the Barbarian. The game is a third-person action-adventure game with the majority of the action being real time hack and slash combat, though players also have to solve puzzles in the game. The player can acquire up to 14 different weapons and learn new fighting techniques similar to other role-playing video games. There are more than 70 levels, spanning from volcanoes to jungles.

6.5



P



Rarity US: 4.6

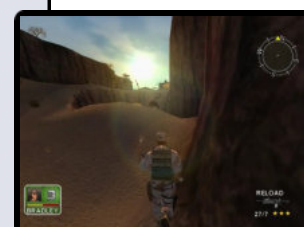
## Conflict: Desert Storm

**Developer** Pivotal Games  
**Publisher** Gotham Games, (eu) SCi  
**Release date** (us) April 22, 2003  
 (eu) April 17, 2003  
**Genre** Tactical shooter  
**Mode** 1-4 Players

Conflict: Desert Storm is a tactical third-person shooter set during the Persian Gulf War. It is the first video game in the Conflict video game series.

The player takes control of a four-man squad of special forces soldiers, either in the British Armed Forces 22 SAS Regiment or the United States Army Delta Force. Each soldier in the squad has a unique specialty, like demolitions, sniper, machine guns, and assault rifles.

6.8



N P



Rarity US: 5.4

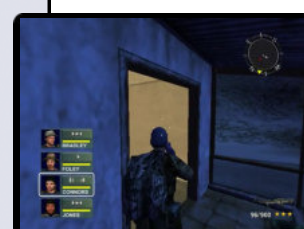
## Conflict: Desert Storm II - Back to Baghdad

**Developer** Pivotal Games  
**Publisher** Gotham Games, (eu) SCi  
**Release date** (us) January 7, 2004  
 (eu) February 6, 2004  
**Genre** Tactical shooter  
**Mode** 1-4 Players

Set during the first Gulf War, the four squad members of either the British 22nd SAS or the US Army Delta Force must battle their way through ten missions and take out Saddam Hussein's men.

The player can control one member at a time but can also give remote commands to other squad members.

7.4



N P



6.7



J N P

## Crash Bandicoot: The Wrath of Cortex

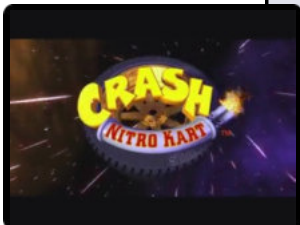
<b>Developer</b>	Traveller's Tales
<b>Publisher</b>	Vivendi Games, (jp) Konami
<b>Release date</b>	(us) September 17, 2002 (eu) November 1, 2002
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

The game is the fourth main installment in the Crash Bandicoot video game series. It is the first main installment of the series to not be developed by Naughty Dog. The story centers on the appearance of Crunch Bandicoot who is aided by a group of destructive masks. Crash Bandicoot and his sister Coco must travel the world and gather special Crystals to defeat Crunch.



Rarity US: 4.2  
Player's Choice: 2.7

6.3



J N P

## Crash Nitro Kart

<b>Developer</b>	Vicarious Visions
<b>Publisher</b>	Vivendi Games, (jp) Konami
<b>Release date</b>	(us) November 11, 2003 (eu) November 28, 2003
<b>Genre</b>	Racing
<b>Mode</b>	1-4 Players

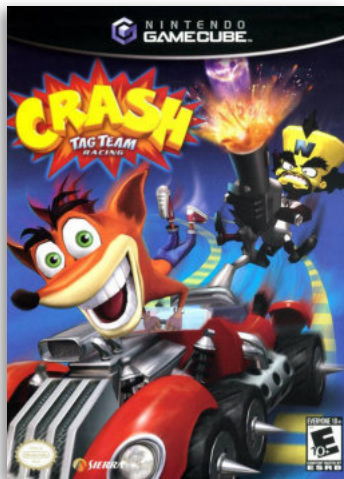
The game is the ninth installment in the Crash Bandicoot series. It is an indirect sequel to Crash Team Racing and the first full motion video based game in the series. The game's story centers on the abduction of Crash Bandicoot, along with other characters in the series, by the ruthless dictator Emperor Velo XXVII. Threatening to destroy the Earth if they refuse, he forces them all to race in his gigantic coliseum.



Rarity US: 2.2







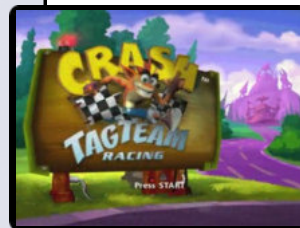
Rarity US: 4.3

## Crash Tag Team Racing

**Developer** Radical Entertainment  
**Publisher** Vivendi Games  
**Release date** (us) October 19, 2005  
 (eu) November 11, 2005  
**Genre** Racing, Vehicular combat  
**Mode** 1-4 Players

Crash Tag Team Racing is the twelfth installment in the Crash Bandicoot series, as well as the third racing game, following Crash Nitro Kart. The game's story centers on the exploits of the protagonist, Crash Bandicoot, who must win the ownership of a dilapidated theme park by finding its missing Power Gems before his nemesis, Doctor Neo Cortex, can.

6.3



J N P



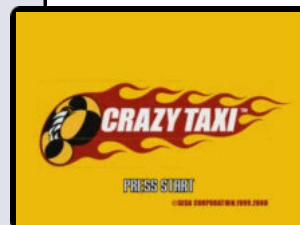
Rarity US: 6.7

## Crazy Taxi

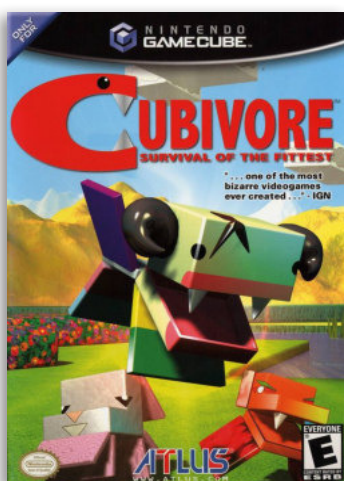
**Developer** Acclaim Cheltenham, Sega Hitmaker  
**Publisher** Acclaim Entertainment, Sega  
**Release date** (us) November 18, 2001  
 (eu) May 3, 2002  
**Genre** Racing, Action  
**Mode** 1 Player

Crazy Taxi is an open world racing game developed by Kenji Kanno and his team at Hitmaker and published by Sega. The game was first released in arcades in 1999 and later ported to other consoles. Gameplay is based on picking up taxi customers, and driving to their destination as quickly as possible. Along the way, money can be earned by performing stunts such as near misses with other vehicles.

6.9



J N P



Rarity US: 8.3

## Cubivore: Survival of the Fittest

**Developer** Nintendo  
**Publisher** Atlus Co., (jp) Nintendo  
**Release date** (us) November 5, 2002  
**Genre** Action-adventure  
**Mode** 1 Player

Cubivore's gameplay is an action-adventure game with a few role-playing video game elements in it. The purpose of Cubivore is to kill the Killer Cubivore and its cronies. To accomplish this the Cubivore must go through several mutations, through several lifetimes "laps" and generations of "offspring". Upon attaining 100 mutations, the Cubivore can become powerful enough to produce an offspring capable of fighting the Killer Cubivore.

7.7



J N



8.0

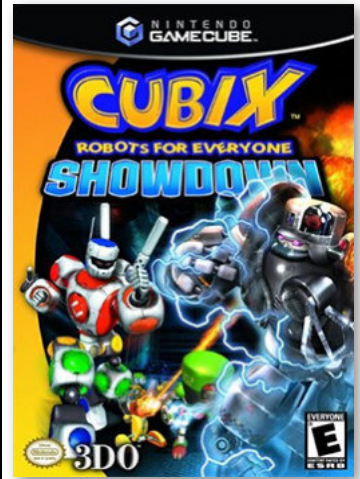


N

## Cubix Robots for Everyone: Showdown

<b>Developer</b>	Blitz Games
<b>Publisher</b>	3DO
<b>Release date</b>	(us) June 2, 2003
<b>Genre</b>	Action-adventure
<b>Mode</b>	1-2 Players

Cubix Robots for Everyone: Showdown is a 2002 action-adventure video game released by Blitz Games. The game is based on the Cubix: Robots for Everyone television series. It is developed by Blitz Games, produced by 4Kids Entertainment, Daewon Media, and Cinepix and published by The 3DO Company.



Rarity US: 4.3

7.3



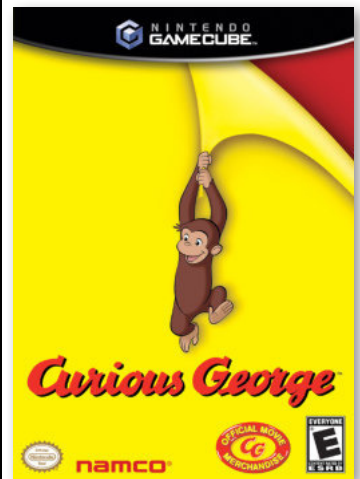
N P

## Curious George

<b>Developer</b>	Monkey Bar Games
<b>Publisher</b>	Namco
<b>Release date</b>	(us) February 1, 2006 (eu) November 24, 2006
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

Curious George is a game developed by Monkey Bar Games, a division of Vicious Cycle Software.

The game used cel-shaded graphics, which did not aid in the constant problems with the camera angles and occasionally difficult dark areas. Most of the animated film's original voices were not used in any of the in-game dialogue (however Frank Welker reprised his role as George).



Rarity US: 4.4

8.0



J N

## Custom Robo

<b>Developer</b>	Noise Inc.
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) May 10, 2004
<b>Genre</b>	Action role-playing
<b>Mode</b>	1-4 Players

Custom Robo is the fourth title of the Custom Robo series, and the first title of the series released outside of Japan. In this title, each player is called a "commander", who pilots and customizes a miniature "robo" to battle each other in a virtual arena called a Holosseum; the average robo is 32 centimeters tall. The first half of the story takes place in "A New Journey" mode. After the story mode is completed, the player may choose to go through the story again or enter tournaments.



Rarity US: 5.2





Rarity US: 4.4

## Dakar 2: The World's Ultimate Rally

**Developer** Acclaim Cheltenham  
**Publisher** Acclaim Entertainment  
**Release date** (us) March 25, 2003  
 (eu) March 28, 2003  
**Genre** Racing  
**Mode** 1-2 Players

Dakar 2: The World's Ultimate Rally is the sequel to Paris-Dakar Rally on PlayStation 2 and is based on the real-life Paris Dakar Rally - one of the world's most difficult and dangerous sporting events. The game begins in rural Paris and ends on a beach in Dakar, Senegal, with 11 stages in between, including tracks in the Sahara Desert and Atlas Mountains.

7.3



N P



Rarity US: 9.3  
 (complete with dance pad)

## Dance Dance Revolution Mario Mix

**Developer** Konami  
**Publisher** Nintendo  
**Release date** (us) October 24, 2005  
 (eu) October 28, 2005  
**Genre** Music  
**Mode** 1-2 Players

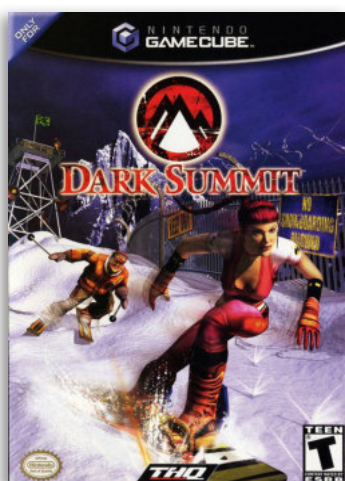
Being run on a modified engine of Mario Party 6, the gameplay of Dance Dance Revolution Mario Mix follows the formula established all in Dance Dance Revolution games.

The game was bundled with the dance pad controller.

7.1



J N P



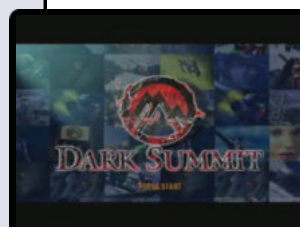
Rarity US: 1.9

## Dark Summit

**Developer** Radical Entertainment  
**Publisher** THQ  
**Release date** (us) February 4, 2002  
 (eu) May 24, 2002  
**Genre** Sports  
**Mode** 1-2 Players

Dark Summit is a twist on the snowboarding genre. Instead of trying to pull off insane tricks, players will be completing various missions, such as "Find the Bomb" and "Destroy the Cannon". Pulling off tricks earns them points to buy new equipment.

7.1



N P

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6.4

## Darkened Skye

**Developer** Boston Animation  
**Publisher** Simon & Schuster, TDK Mediactive  
**Release date** (us) November 16, 2002  
 (eu) May 30, 2003  
**Genre** Third-person shooter, Action-adventure  
**Mode** 1 Player

Darkened Skye title character is a young woman who lives in a fantasy realm searching for her mother. She does not use firearms, but can perform magic using Skittles candies, as well as use her staff as a melee weapon, though it also becomes an energy weapon when used in conjunction with the Skittles.

The game is based on the Skittles brand.



Rarity US: 2.5

6.6

## Dave Mirra Freestyle BMX 2

**Developer** Z-Axis Games  
**Publisher** Acclaim Entertainment  
**Release date** (us) November 18, 2001  
 (eu) May 3, 2002  
**Genre** Sports  
**Mode** 1-2 Players

In the game, players can take on the role of one of 13 top BMX riders, or a number of other characters. Along with the pro riders, there were 3 hidden characters. One of which was teenager, Mike Dias, who won the grand prize in the Slim Jim Sweepstakes getting his likeness put into the game, the Slim Jim man from the Slim Jim commercials, and then Amish Boy, who rode around on a wooden bike and had a corn cob pipe.



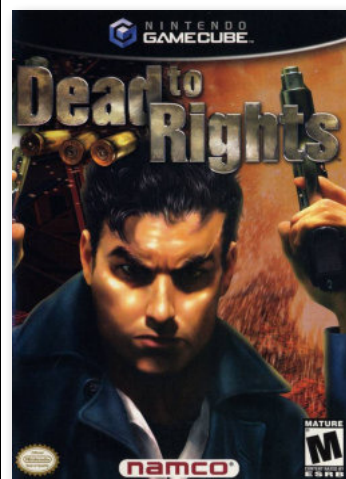
Rarity US: 2.4  
 Player's Choice: 1.3

6.7

## Dead to Rights

**Developer** Namco  
**Publisher** Electronic Arts, Namco  
**Release date** (us) November 25, 2002  
 (eu) August 22, 2003  
**Genre** Third-person shooter  
**Mode** 1 Player

Dead to Rights makes use of bullet time, a popular gameplay contrivance of the time. The game advertises itself as drawing inspiration from Hong Kong action cinema, i.e. gun fu. The player is sometimes accompanied by Shadow, a canine partner who can attack enemies on command. In some puzzle sections, the player actually takes direct control of Shadow to reach areas that the human character cannot.



Rarity US: 0.7





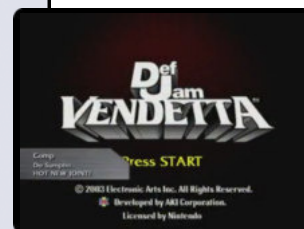
Rarity US: 1.1

## Def Jam Vendetta

**Developer** EA Canada, Syn Sophia  
**Publisher** Electronic Arts  
**Release date** (us) March 31, 2003  
 (eu) May 23, 2003  
**Genre** Sports  
**Mode** 1-4 Players

Def Jam Vendetta is a 2003 professional wrestling video game that combined hip hop with pro wrestling. It was Electronic Arts' first attempt at a wrestling game since the widely-panned WCW Backstage Assault. The game's engine was originally designed for use in a sequel to EA's WCW Mayhem, but EA lost the WCW license when the wrestling company was purchased by the World Wrestling Federation in 2001.

6.7



N P



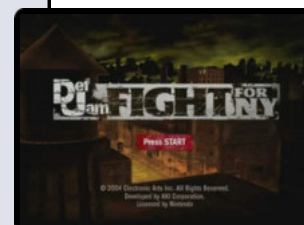
Rarity US: 3.2

## Def Jam: Fight for NY

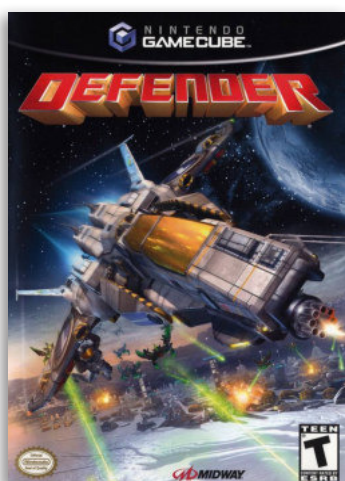
**Developer** EA Canada, Syn Sophia  
**Publisher** Electronic Arts  
**Release date** (us) September 20, 2004  
 (eu) October 1, 2004  
**Genre** Fighting  
**Mode** 1-4 Players

Def Jam: Fight for NY features several rappers, including Lil' Kim, Snoop Dogg, Method Man, Redman, Fat Joe, Joe Budden, Ice-T, Xzibit, N.O.R.E, Ludacris, Crazy Legs and Busta Rhymes, Flavor Flav, Sean Paul as well as the voices and likeness of other celebrities, such as Henry Rollins, Christopher Judge and Kimora Lee Simmons. The game was spun off into a 2006 PSP game called Def Jam Fight for NY: The Takeover.

7.7



J N P



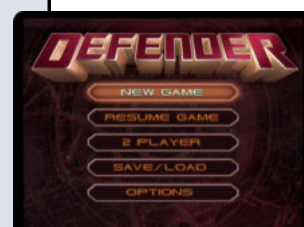
Rarity US: 2.3

## Defender

**Developer** 7 Studios  
**Publisher** Midway Games  
**Release date** (us) November 6, 2002  
 (eu) March 14, 2003  
**Genre** Shooter  
**Mode** 1-2 Players

Defender is an updated version of the classic arcade game of the same name. There are a total of six different ships to fly, each with its own flight characteristics and special weapons. Weapon and shield power-ups can also be found throughout the various missions. As in the original version of Defender, the Manti will try to capture any humans they can find to change them into mutants to increase their attack force.

6.4



N P



8.0

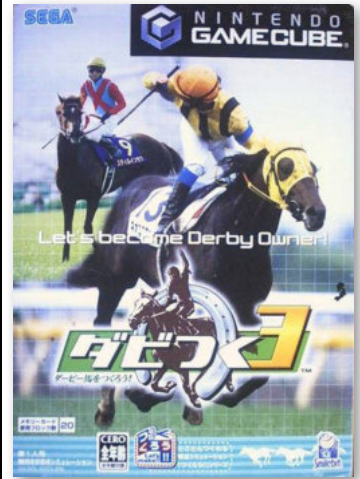
## Derby Tsuku 3: Derby Uma o Tsukurou!

**Developer** Smilebit  
**Publisher** Sega  
**Release date** (jp) December 11, 2003  
**Genre** Racing  
**Mode** 1 Player

Derby Tsuku 3: Derby Uma o Tsukurou! is a PlayStation 2 and Nintendo GameCube horse racing game released exclusively in Japan.



J



6.1

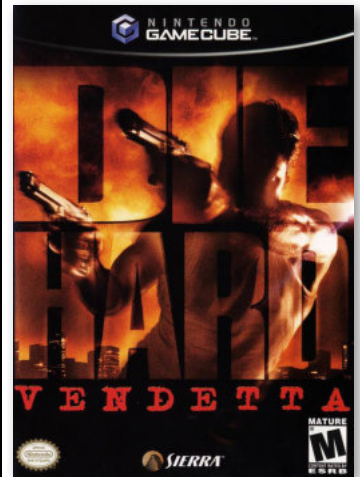
## Die Hard: Vendetta

**Developer** Bits Studios  
**Publisher** Vivendi Games  
**Release date** (us) November 15, 2002  
 (eu) November 19, 2002  
**Genre** First-person shooter  
**Mode** 1 Player

Taking place after the first three Die Hard films, players again take on terrorists as hard-luck cop John McClane. Reginald VelJohnson reprises his role as Sgt. Al Powell. McClane's daughter, Lucy, is an L.A.P.D. member in the game. Vendetta separates itself from other first person shooter games with its puzzle like elements. This includes hostage situations which have multiple outcomes, puzzles and NPC interactions.



N P



Rarity US: 2.0

6.8

## Digimon Rumble Arena 2

**Developer** Bandai  
**Publisher** Atari, Bandai  
**Release date** (us) September 6, 2004  
 (eu) October 15, 2004  
**Genre** Fighting  
**Mode** 1-4 Players

Digimon Rumble Arena 2 is the sequel to Digimon Rumble Arena and has a similar style of gameplay as Super Smash Bros. Melee, except with a health meter.

The game is based on the Digivolving techniques of Digimon battling it out in a battle royale and to see who is the strongest Digimon.

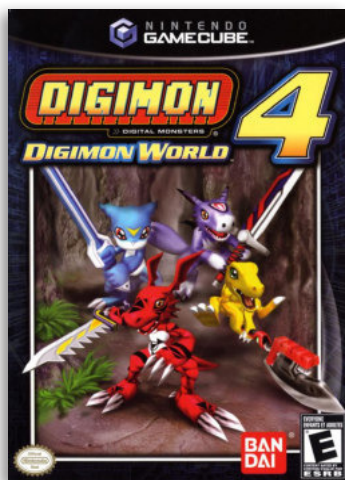


N P



Rarity US: 8.4





Rarity US: 7.5

## Digimon World 4

**Developer** Bandai  
**Publisher** Bandai  
**Release date** (us) June 1, 2005  
**Genre** Action role-playing  
**Mode** 1-4 Players

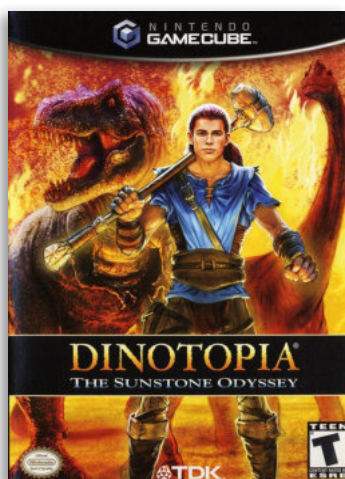
Instead of being a standard role-playing game like the previous Digimon games, Digimon World 4 has hack and slash gameplay and supports up to four players. The game offers a choice of one of four starter Digimon: Dorumon, Veemon, Guilmon, and Agumon.

The game is loosely based on the Digital Monster X-Evolution film.

7.4



J N



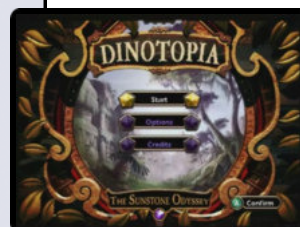
Rarity US: 2.7

## Dinotopia: The Sunstone Odyssey

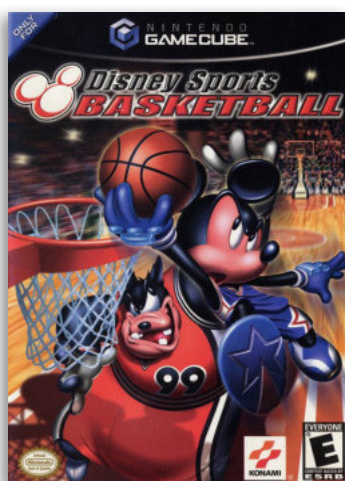
**Developer** Vicious Cycle Software  
**Publisher** TDK Mediactive  
**Release date** (us) July 23, 2003  
**Genre** Action-adventure  
**Mode** 1 Player

The game is based on the Dinotopia book series. Dinotopia: The Sunstone Odyssey follows the story of Drake Gemini, his twin brother, Jacob, and their father, who have been stranded on Dinotopia for 10 years. Drake and Jacob goes their separate ways, with Jacob joining a gang of dinosaur-hating humans and Drake choosing to take on the role of a guardian of Dinotopia. The player takes the role as Drake.

6.4



N



Rarity US: 7.1

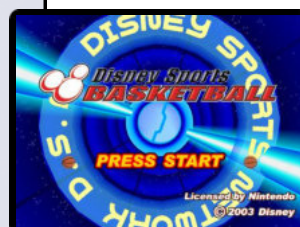
## Disney Sports Basketball

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) January 13, 2003  
 (eu) August 8, 2003  
**Genre** Sports  
**Mode** 1-4 Players

Disney Sports Basketball is the fourth and last in a series of GameCube-exclusive games that combine popular sports with Disney characters, offering three-on-three hoops.

Players can select from eight different teams, captained by the Disney characters Mickey, Minnie, Donald, Daisy, Goofy, Max, Huey and Mortimer, with the remaining players filled by generic characters.

7.6

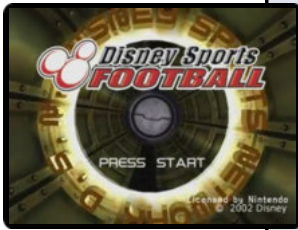


J N P



7.5

## Disney Sports Football

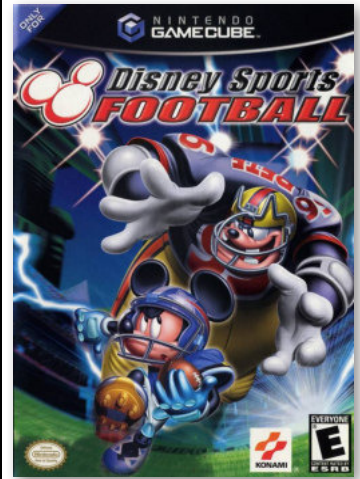


J N

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) December 8, 2002
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

There are four different modes in all: Exhibition, Practice, Co-op and the Dream for the Cup mode, where the player competes in the tournament to win the championship. There is also magic that can be cast during the games, giving specific players the ability to run faster, cast a shield around them and protect them or even knock an opponent out of the way.

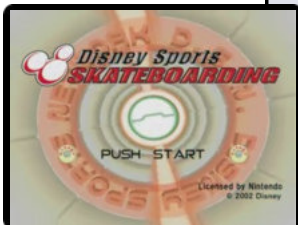
*"mobygames.com"*



Rarity US: 6.3

7.4

## Disney Sports Skateboarding

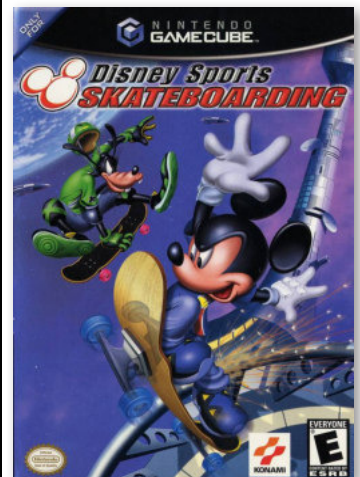


J N P

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) November 17, 2002 (eu) March 7, 2003
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

Disney Sports Skateboarding, much as the title implies, is a skateboarding game based on the Disney license. It features eight levels set around the world and many favorite Disney characters like Mickey, Minnie, Donald and Goofy.

Like most modern skateboarding games, the structure of Disney Sports Skateboarding owes much to the Tony Hawk series.



Rarity US: 4.6

7.8

## Disney Sports Soccer

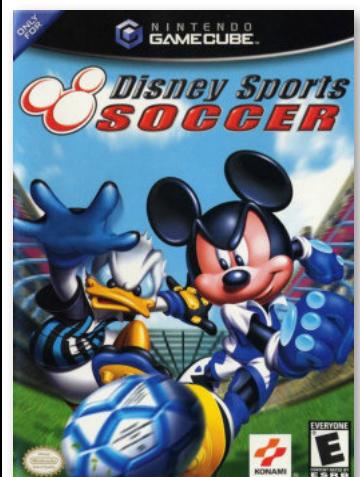


J N P

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) November 17, 2002 (eu) February 7, 2003
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

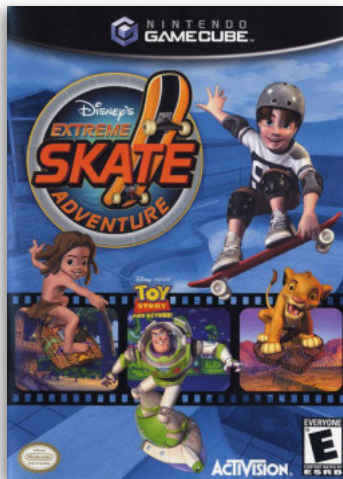
Disney Sports Soccer is the first game in the series of Konami/Disney collaborations that put Disney characters into sports simulations. The Soccer entry is based on Konami's Winning Eleven/ISS series, offering a similarly complex simulation of the sport crossed with more arcade-like features. The game features eight different teams, each captained by characters like Mickey, Donald and Goofy.

*"mobygames.com"*



Rarity US: 4.0





Rarity US: 6.5

## Disney's Extreme Skate Adventure

**Developer** Toys For Bob  
**Publisher** Activision  
**Release date** (us) September 4, 2003  
 (eu) September 5, 2003  
**Genre** Sports  
**Mode** 1-2 Players

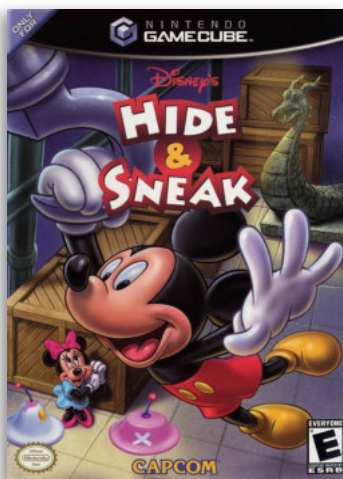
Disney's Extreme Skate Adventure uses the same game engine as Tony Hawk's Pro Skater 4 by Neversoft and features characters from Toy Story, The Lion King, and Tarzan.

There are three main modes: Adventure, Free Play and Versus.

7.6



N P



Rarity US: 6.4

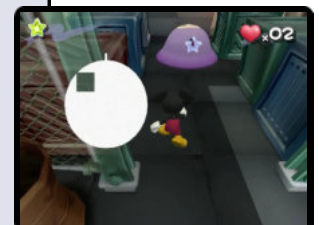
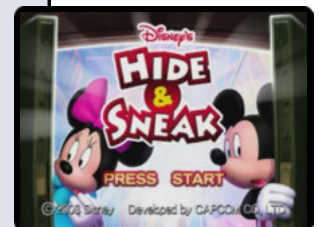
## Disney's Hide & Sneak

**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) November 30, 2003  
 (eu) March 19, 2004  
**Genre** Action-adventure  
**Mode** 1 Player

Disney's Hide and Sneak, known as Mickey and Minnie Trick and Chase in Japan, is an action-adventure video game released in 2003 by Capcom. This is last game to featuring Mickey Mouse as protagonist until 2010 video game Epic Mickey.

This game received very poor reviews. IGN gave it a 4.8, calling it "just as bad and boring as Magical Mirror".

7.6



J N P



Rarity US: 2.9

## Disney's Magical Mirror Starring Mickey Mouse

**Developer** Capcom  
**Publisher** Nintendo  
**Release date** (us) August 11, 2002  
 (eu) September 13, 2002  
**Genre** Adventure  
**Mode** 1 Player

The game uses a simple point-and-click mechanic which involves using a cursor to guide Mickey Mouse to various locations. Mickey will react to what the player does and what he encounters in the game. At certain points, the player is able to have Mickey perform a special move that generally involves having him stomp on an onscreen enemy.

5.6



J N P



7.3

## Disney's Party

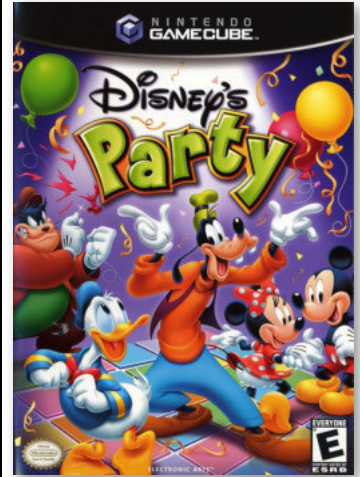
<b>Developer</b>	Hudson Soft
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) September 16, 2003 (eu) October 17, 2003
<b>Genre</b>	Party
<b>Mode</b>	1-4 Players

Disney's Party is much like the games of the Hudson Soft-produced Mario Party series, where players compete in mini-games to win the game.

Disney's Party did not fare well with gaming critics, for example receiving a score of 3 out of 10 from Game Informer magazine.



J N P



Rarity US: 5.1

6.2

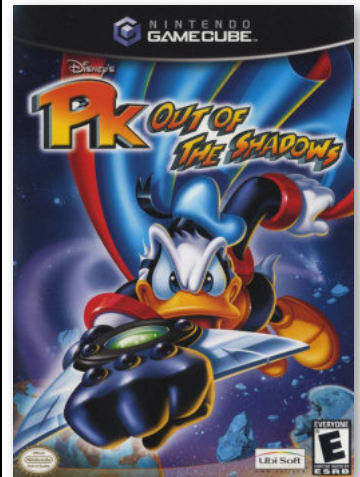
## Disney's PK: Out of the Shadows

<b>Developer</b>	Ubisoft
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) December 3, 2002
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

Donald Duck works as a security guard in the Ducklair Tower. He falls asleep and starts dreaming of Daisy Duck and his nephews Huey, Dewey and Louie teasing him. He wishes he was a superhero. An artificial intelligence agrees to help him. He is given a future technological weapon, a new voice and the new name PK. PK is out to stop the aliens named Evronians and save the earth.



J N



Rarity US: 1.4

6.5

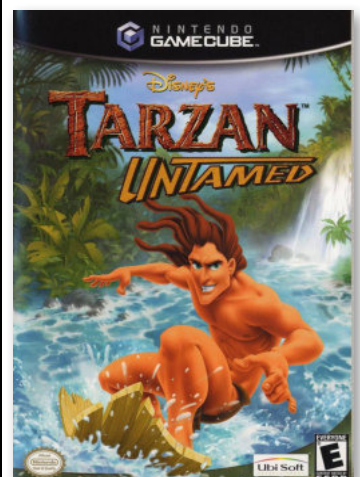
## Disney's Tarzan Untamed

<b>Developer</b>	Ubisoft Montreal
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) November 18, 2001 (eu) May 3, 2002
<b>Genre</b>	Action
<b>Mode</b>	1 Player

When an evil scientist, Oswald Gardner, comes to the jungle and imprisons all of the baby apes, Tarzan must rescue all of the baby apes and destroy Gardner's 75 film reels. There are 15 levels of exploration that involve vine swinging, bungee jumping, surfing, and wrestling.

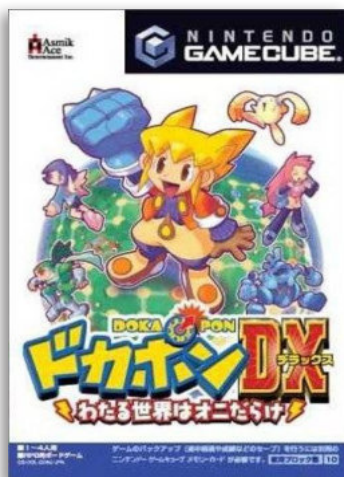


N P



Rarity US: 5.8





## Dokapon DX: Wataru Sekai wa Oni Darake

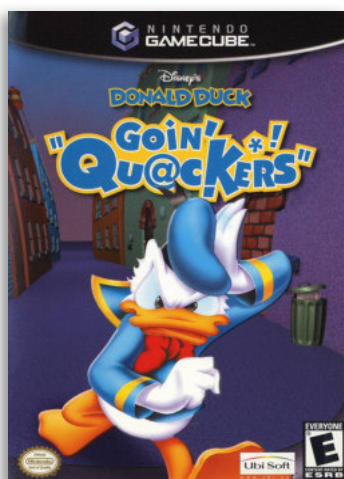
7.6

**Developer** Asmik Ace Entertainment  
**Publisher** Asmik Ace Entertainment  
**Release date** (jp) April 10, 2003  
**Genre** Board game  
**Mode** 1-4 Players

Dokapon DX is a Japan-only RPG/Board game hybrid, the first of these in the Dokapon series and appeared on the Gamecube and Sony Playstation 2.



J

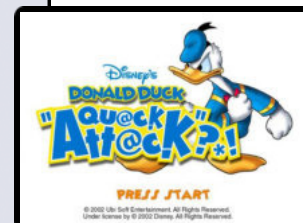


## Donald Duck: Goin' Quackers

6.7

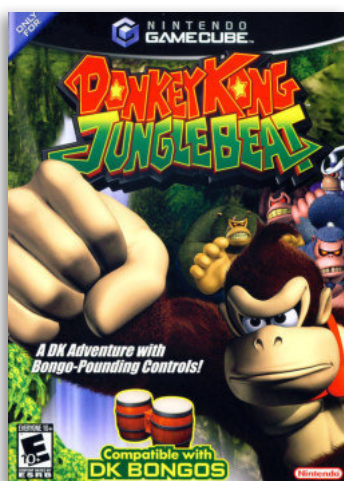
**Developer** Disney Interactive Studios  
**Publisher** Ubisoft  
**Release date** (us) March 25, 2002  
 (eu) May 3, 2002  
**Genre** Platformer  
**Mode** 1 Player

Goin' Quackers's gameplay is very similar to that of Crash Bandicoot, and requires the player to move through various settings in 24 levels in four warp rooms. The four level themes are Ducky Mountain, Duckburg, Magica DeSpell's Manor, and Merlock's Temple. Donald Duck has to dodge various enemies and obstacles throughout the levels and defeat bosses at the end of each warp room.



N P

Rarity US: 7.1

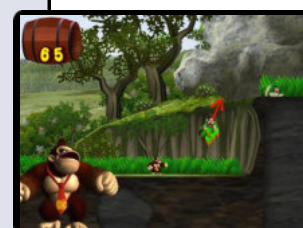


## Donkey Kong Jungle Beat

7.6

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) March 14, 2005  
 (eu) February 4, 2005  
**Genre** Platformer  
**Mode** 1 Player

Gameplay involves combat, jumping, and counterattacking. While the traditional GameCube controllers are compatible, Donkey Kong Jungle Beat uses a pair of bongo drums to control Donkey Kong's actions. Hitting the left drum causes DK to move left, while hitting the right drum causes him to move right. Hitting both drums at the same time causes DK to jump.



J N P

Rarity US: 6.0  
 with DK Bongos: 6.8



6.9



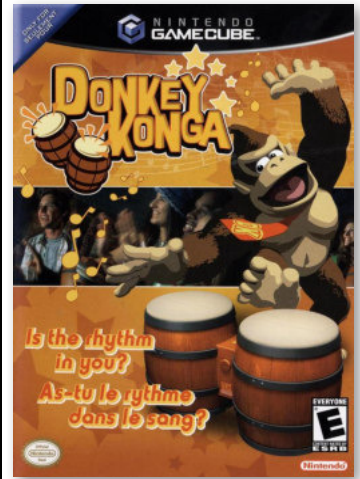
J N P

## Donkey Konga

Developer	Namco
Publisher	Nintendo
Release date	(us) September 27, 2004 (eu) October 15, 2004
Genre	Music
Mode	1-4 Players

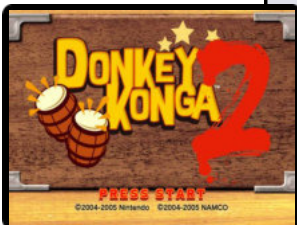
Donkey Konga is a rhythm game starring the ape Donkey Kong. Instead of the standard GameCube controllers, the game is intended to be played with the DK Bongos.

The game was developed by the same team of people who made the Taiko: Drum Master series for the PlayStation 2. The tracks include hits such as "Louie Louie", "Shining Star" and "Losing My Religion".



Rarity US: 3.1  
with DK Bongos: 6.8

6.9



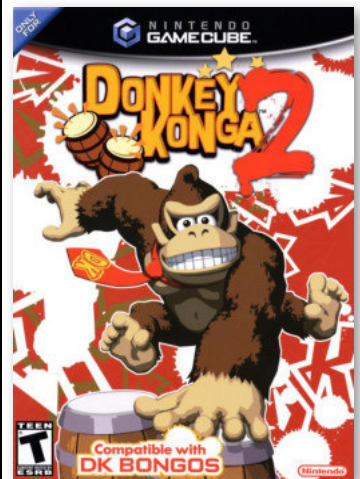
J N P

## Donkey Konga 2

Developer	Namco
Publisher	Nintendo
Release date	(us) May 9, 2005 (eu) June 3, 2005
Genre	Music
Mode	1-4 Players

The main selling point of Donkey Konga 2 is over 30 new tracks to play with the Bongos. Other features include slightly improved graphics, the inclusion of some classic Donkey Kong characters and a variety of new minigames.

This is the only Donkey Kong game to be rated T for teen, as it contained Lyrics not suitable for younger players.



Rarity US: 2.1  
with DK Bongos: 5.7

6.9



J

## Donkey Konga 3

Developer	Nintendo
Publisher	Nintendo
Release date	(jp) March 17, 2005
Genre	Music
Mode	1-4 Players

Before the second installment was released in North America, Nintendo and Namco had already started plans for the third game in the series, which, unlike the first two Donkey Konga games, was eventually released only in Japan in early 2005.

The game features a total of 57 track, over 20 track more than the first two games. 35 of these tunes are the usual classical, pop, and game selections.







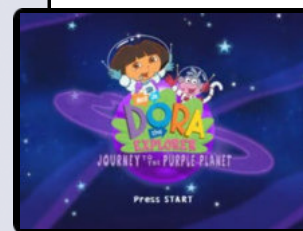
Rarity US: 3.3

## Dora the Explorer: Journey to the Purple Planet

**Developer** Monkey Bar Games  
**Publisher** Take-Two Interactive  
**Release date** (us) October 13, 2005  
 (eu) December 16, 2005  
**Genre** Action-adventure  
**Mode** 1 Player

Based on the show, the game is about Dora who has a task to complete or a place to reach with her monkey, Boots. The player controls Dora the Explorer. As the game is played, players collect gems so Isa's rocket ship can fly to where gems are hidden in treasure. Later in the game, gems are also hidden in logs. If players collect 10 or more gems, Isa's rocket ship will fly.

5.6



N P

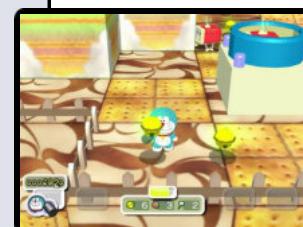


## Doraemon: Minna de Asobo! Minidorando

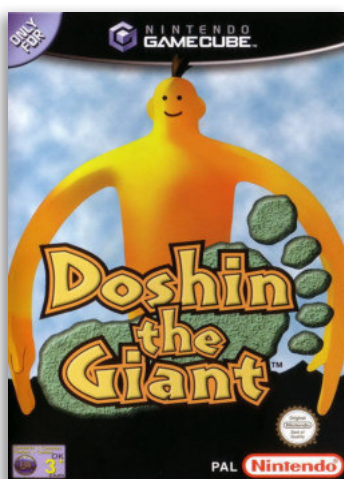
**Developer** Shogakukan  
**Publisher** Shogakukan  
**Release date** (jp) July 18, 2003  
**Genre** Action  
**Mode** 1-4 Players

Doraemon: Minna de Asobō! Minidorando ("Doraemon: Let's Play with Everyone! Mini Doraland") is a 2003 action game. The game was released only in Japan.

8.2



J

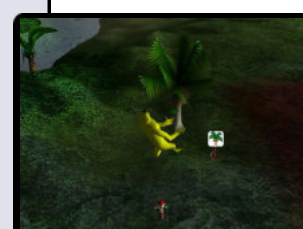
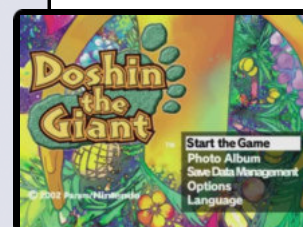


## Doshin the Giant

**Developer** Param  
**Publisher** Nintendo  
**Release date** (eu) September 20, 2002  
**Genre** God game  
**Mode** 1 Player

Doshin the Giant is a Nintendo god simulation game. It was originally released in Japan on December 1, 1999 as a launch title for the 64DD. As a god game, Doshin the Giant's gameplay revolves around typical god-like abilities and tasks, such as altering the geography, managing natural disasters or answering prayers from simulated worshippers. Its designer Kazutoshi Iida has described it as "Populous meets Mario".

7.0



J P



8.1

## Doubutsu no Mori e-Plus

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (jp) June 27, 2003  
**Genre** Life simulation, Role-playing  
**Mode** 1 Player

Dōbutsu no Mori e+ is an enhanced, Japanese-exclusive rerelease of Animal Crossing. It contains all the content that had been introduced in Animal Crossing, as well as several new events, items, and neighbors. Interactions with neighbors have been expanded, and now include the ability to buy medicine for sick neighbors, more errands to run for them, and the possibility of eavesdropping on two neighbors having a conversation.



J

6.5

## Dr. Muto

**Developer** Midway Games  
**Publisher** Midway Games  
**Release date** (us) December 17, 2002  
**Genre** Platformer  
**Mode** 1 Player

The game follows Dr. Muto, a maniacal and genius mad scientist whose latest experiment has accidentally destroyed his own home planet. In order to rebuild his world, he steals organic matter from neighboring planets. Dr. Muto uses his invention, the Splizz Gun, to mutate and morph into other organisms to complete his tasks.

Overall, the game received mixed reviews by critics.



Rarity US: 4.3



N







Rarity US: 3.0  
Player's Choice: 1.9

## Dragon Ball Z: Budokai

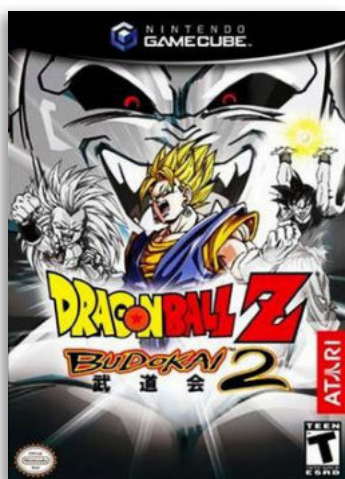
**Developer** Dimps  
**Publisher** Atari, (jp) Bandai  
**Release date** (us) October 28, 2003  
(eu) November 14, 2003  
**Genre** Fighting  
**Mode** 1-2 Players

The game follows the Dragon Ball Z timeline starting with Goku and Piccolo's fight with Raditz up to Gohan's final battle with Cell with a total of 23 playable characters. Features included in the game is a story mode, a versus mode, a tournament stage, a practice mode, and an items shop which allowed the player to purchase various customization abilities. The story mode also included a few "what if" episodes to play.

7.1



J N P



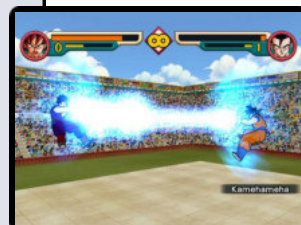
Rarity US: 3.6

## Dragon Ball Z: Budokai 2

**Developer** Dimps  
**Publisher** Atari  
**Release date** (us) December 15, 2004  
(eu) March 18, 2005  
**Genre** Fighting  
**Mode** 1-2 Players

The game's features include a tournament stage, versus mode, and an item shop. The story mode in the game is known as Dragon World, and plays like a board game as the player assembles a team of Z-fighters to challenge the various enemies in the series starting from the Saiyan Saga up to the final Kid Buu Saga. The game has a total of 31 playable characters including fusions of different fighters, and Majin Buu's various forms.

7.2



N P



Rarity US: 2.5

## Dragon Ball Z: Sagas

**Developer** Avalanche Software  
**Publisher** Atari  
**Release date** (us) March 22, 2005  
**Genre** Beat 'em up  
**Mode** 1-2 Players

Sagas has fighting-based gameplay with new abilities becoming available via upgrade. There are three basic fighting styles: Melee, Combo, and Ki. Melee attacks are often swift and leave the opponent temporarily stunned. Combo attacks are several consecutive punches or kicks to the opponent which may contain up to 10 hits. Ki attacks are energy blasts that rely on a rechargeable meter for power. The most powerful Ki blast is the "Special Move" found in the first level.

5.6



N



6.4



J

## Dragon Drive: D-Masters Shot

<b>Developer</b>	Treasure
<b>Publisher</b>	Bandai
<b>Release date</b>	(jp) August 8, 2003
<b>Genre</b>	Third-person shooter
<b>Mode</b>	1-2 Players

Dragon Drive is an aerial combat game, set primarily in large, outdoor arenas where players had to face several waves of enemies. With multi-directional dash and lock on abilities, the game has sometimes drawn comparisons to the Zone of the Enders series.

It received largely negative reviews, drawing criticism for its poor graphics and repetitive nature.



7.4



N P

## Dragon's Lair 3D: Return to the Lair

<b>Developer</b>	Dragonstone Software
<b>Publisher</b>	Encore Software, (eu) THQ
<b>Release date</b>	(us) December 22, 2002 (eu) March 26, 2004
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

The game is based on Cinematronics' 1983 laserdisc arcade game Dragon's Lair, and follows a similar story; the hero, Dirk the Daring, must enter the evil wizard Mordroc's castle to rescue Princess Daphne from Singe the dragon. Animator and director Don Bluth, who produced the cartoon animation for the arcade original, also produced two new animated sequences.



Rarity US: 7.6

7.8



J

## DreamMix TV World Fighters

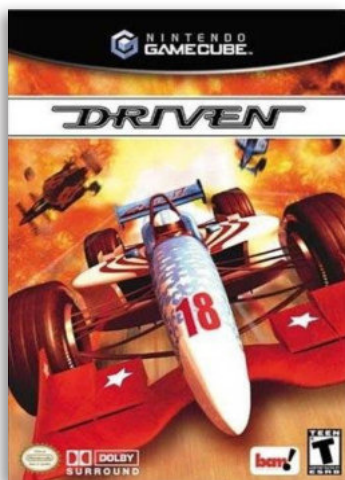
<b>Developer</b>	Red Entertainment
<b>Publisher</b>	Hudson Soft, Konami
<b>Release date</b>	(jp) December 18, 2003
<b>Genre</b>	Fighting
<b>Mode</b>	1-4 Players

DreamMix TV World Fighters is a crossover fighting game that crosses over characters from Hudson and Konami's video game series and Takara's toy lines.

The game revolves around damaging opponents and taking their life in the form of heart shaped coins. The two main modes of play are World Fighters, a single player campaign, and Character Soul Survival, a multiplayer battle. There are also minigames available.







Rarity US: 2.9

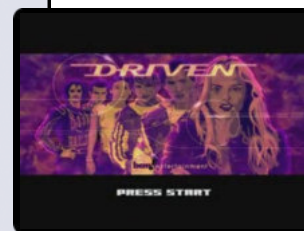
## Driven

**Developer** BAM! Entertainment  
**Publisher** BAM! Entertainment  
**Release date** (us) March 30, 2002  
 (eu) May 3, 2002  
**Genre** Racing  
**Mode** 1-2 Players

The game Driven is based on the movie by the same name with Sylvester Stallone. The player competes in a series of open-wheel races that follow the plotline of the movie. Each selected driver has different attributes that effect the performance of the car. The point of the game is to win the series championship against the arch-rival. The game contains an arcade mode, a story mode and a multiplayer mode.

*"mobygames.com"*

3.7



N P



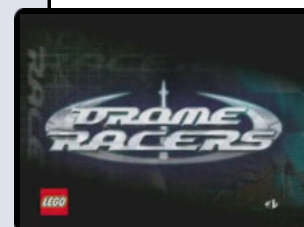
Rarity US: 3.7

## Drome Racers

**Developer** Drome Racers  
**Publisher** Electronic Arts  
**Release date** (us) September 16, 2003  
 (eu) September 26, 2003  
**Genre** Racing  
**Mode** 1-4 Players

Set in the year 2015, Drome Racers is a combination of racing gameplay with the Lego license, offering vehicles based upon the 2002 Lego construction toys. Career mode puts the player in the role of Max Axel, who is tasked with winning the coveted Drome Championship. To do so, he must work his way through the ranks by completing a number of Multi-Challenge Races; a series of races.

5.7



N P



## Duel Masters

**Developer** Takara  
**Publisher** Takara  
**Release date** (jp) December 18, 2003  
**Genre** Strategy  
**Mode** 1-2 Players

Duel Masters (fully titled Duel Masters Nettou! Battle Arena) is a strategy video game by Takara. The game was only released in Japan for GameCube. It was later released for PlayStation 2 in North America, the PAL region, and Japan. The game is based on the Duel Masters trading card game franchise. It was published and developed by the video game company Takara.

When reviewed by Famitsu, it was given a 7 out of 10.

7.8



J

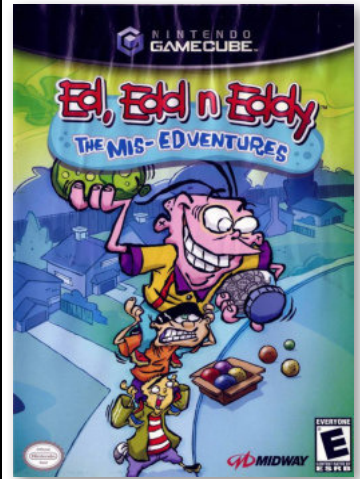


6.6

## Ed, Edd n Eddy: The Mis-Edventures

<b>Developer</b>	Artificial Mind and Movement
<b>Publisher</b>	Midway Games
<b>Release date</b>	(us) November 3, 2005
<b>Genre</b>	Adventure, Platformer
<b>Mode</b>	1 Player

Ed, Edd and Eddy are all playable characters in the game. Players can use them in special tag team formations like “(Leaning-)Tower-of-Eddy” (as Eddy), “Trampol-Edd” (as Edd), and “Batter(ing)-Ed” (as Ed) to complete eight levels, referred to as scams. The Eds’ normal weapons and skills include Ed lifting heavy objects, Edd using a slingshot to hit distant targets, and Eddy using the El Mongo stink bomb to stun enemies.



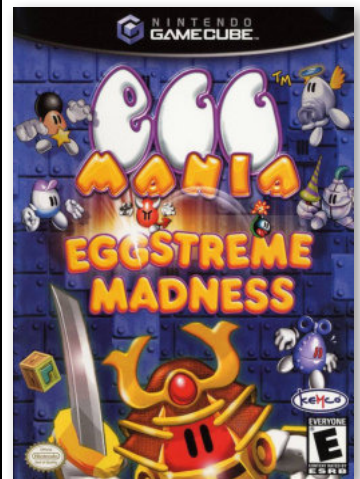
Rarity US: 3.3

6.9

## Egg Mania: Eggstreme Madness

<b>Developer</b>	HotGen
<b>Publisher</b>	Kemco, (jp) Kotobuki Systems
<b>Release date</b>	(us) September 12, 2002 (eu) October 25, 2002
<b>Genre</b>	Puzzle
<b>Mode</b>	1-2 Players

At the start of a level, crates begin falling from the sky. Each one has a picture of the block it contains on it. Stack these blocks and build a tower up to the hot-air-balloon to finish the level. However, it is not that simple; the water at the bottom of the level rises and if the water reaches a row with a hole in it, the row will be destroyed.



Rarity US: 3.7

7.3

## Eisei Meijin VI

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(jp) September 26, 2002
<b>Genre</b>	Board game
<b>Mode</b>	1-2 Players

Eisei Meijin VI (“Immortal Master VI”) is a traditional video game released in 2002 by Konami. The game was only released in Japan. The game is based on the traditional board game shogi.



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PlayStation 2



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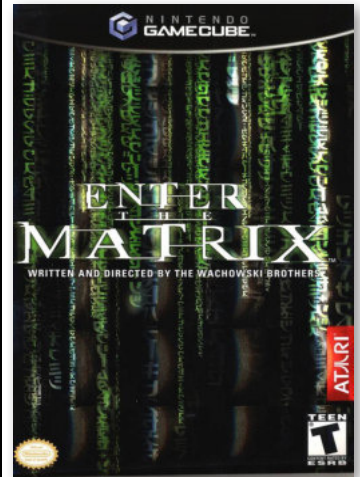
6.2

## Enter the Matrix

**Developer** Shiny Entertainment  
**Publisher** Atari, (jp) Bandai  
**Release date** (us) May 14, 2003  
 (eu) May 15, 2003  
**Genre** Action-adventure, Fighting  
**Mode** 1 Player

Enter the Matrix gives players control of two of the supporting characters from Reloaded and Revolutions, Ghost and Niobe, members of the same group of rebels as Morpheus, Trinity, and Neo, the protagonists of the series. The game takes place at roughly the same time as the events in Reloaded.

The game received mixed reviews.



Rarity US: 2.7  
 Player's Choice: 3.0

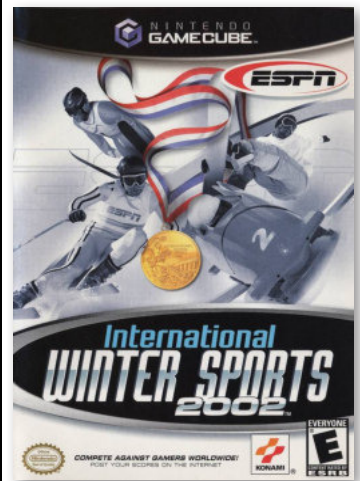
5.8

## ESPN International Winter Sports 2002

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) February 4, 2002  
 (eu) May 3, 2002  
**Genre** Sports  
**Mode** 1-2 Players

While not officially endorsed by the Winter Olympics, the game is modeled closely to it with 10 events that include skiing, curling, bobsledding, figure skating among more. The gameplay for each event varies, but feature similar controls that require the player to tap a set of buttons when prompted for control, speed, etc.

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Rarity US: 2.7

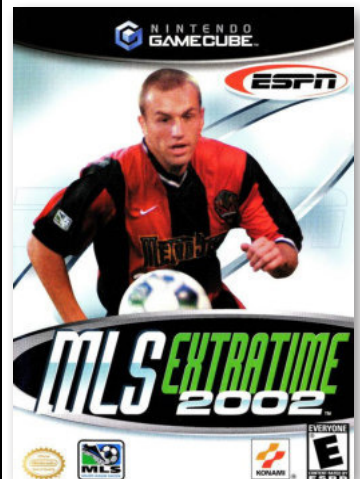
7.7

## ESPN MLS ExtraTime 2002

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) March 25, 2002  
**Genre** Sports  
**Mode** 1-4 Players

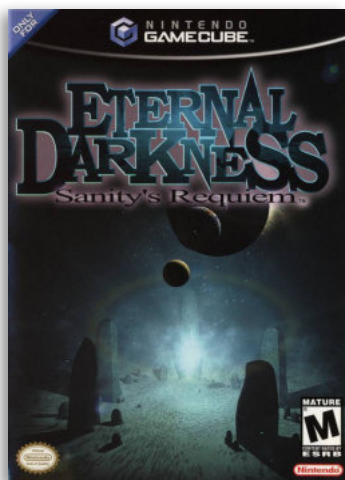
ESPN MLS ExtraTime 2002, or ESPN MLS ExtraTime, is a sports video game released in 2002 by Konami. It is available for GameCube, Xbox, and PlayStation 2. Clint Mathis is on the cover. The MLS Extratime series ended after just one installment as the MLS officially licensed its players and uniforms to the FIFA series.

The game received positive reviews from critics.



Rarity US: 2.3





Rarity US: 6.6

## Eternal Darkness: Sanity's Requiem

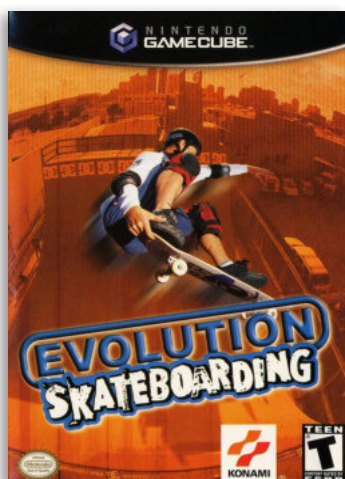
**Developer** Silicon Knights  
**Publisher** Nintendo  
**Release date** (us) June 24, 2002  
 (eu) November 1, 2002  
**Genre** Action-adventure  
**Mode** 1 Player

Eternal Darkness: Sanity's Requiem is a psychological horror action-adventure originally planned for the Nintendo 64. The games' setting is centered on a mansion in Rhode Island - the home of protagonist Alexandra Roivas' grandfather - and a book that Alexandra finds there. It utilizes a third-person view in which the player must navigate a number of locations.

8.5



J N P



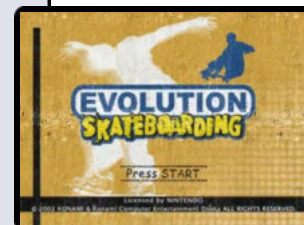
Rarity US: 1.9

## Evolution Skateboarding

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) November 17, 2002  
 (eu) February 21, 2003  
**Genre** Sports  
**Mode** 1-2 Players

Evolution Skateboarding consists of several popular skateboarders, such as Rick McCrank, Arto Saari, Kerry Getz, and Danny Way. There is also a create-a-skater feature and an unlockable character for every skater the player completes the game as. There are also sets of level specific songs such as the metal-remix of the Metal Gear Solid theme and a Castlevania theme after unlocking the Vampire Hunter.

7.9



J N P





7.4

## Evolution Snowboarding

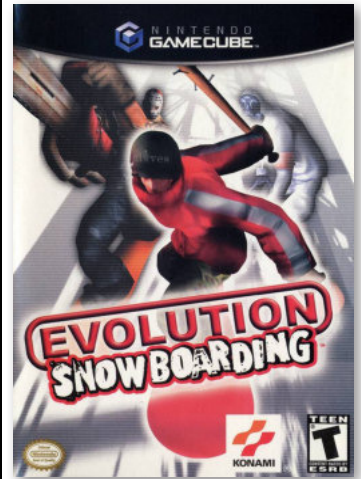


N P

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) February 25, 2003  
 (eu) March 28, 2003  
**Genre** Sports  
**Mode** 1-2 Players

Evolution Snowboarding uses a combination of Snowboarding and Combat skills to complete certain tasks and defeat enemies. Players can use punches, kicks, weapons, grabs, and board tricks to battle the Big Core's minions.

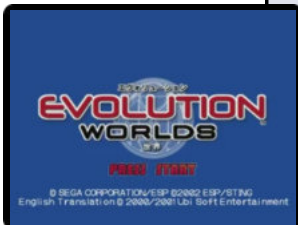
Weapons can be found throughout the levels of the game. Weapons include spiked bats, chains, and others.



Rarity US: 2.5

7.0

## Evolution Worlds

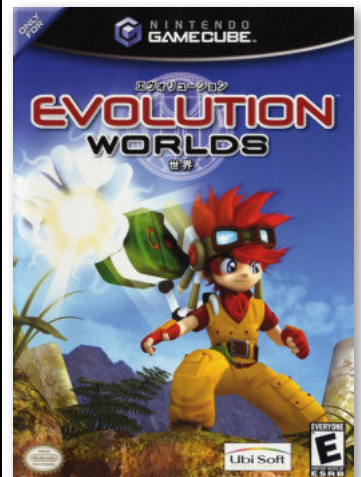


J N P

**Developer** Sting Entertainment  
**Publisher** Ubisoft, (jp) ESP Software  
**Release date** (us) December 2, 2002  
 (eu) 2003  
**Genre** Role-playing  
**Mode** 1 Player

Evolution Worlds is a re-release of the two Dreamcast games: Evolution: The World of Sacred Device and Evolution 2: Far off Promise.

The first game underwent a significant reduction. Most dungeon areas from the original release have been removed. Some cutscenes are omitted as well, while the remaining ones have been expanded. The second game has no major changes compared to the original version.



Rarity US: 3.0

6.7

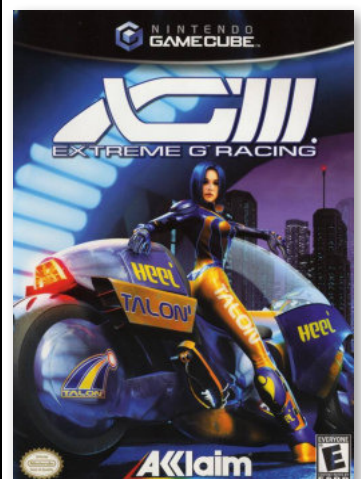
## Extreme-G 3



J N P

**Developer** Acclaim Entertainment  
**Publisher** Acclaim Entertainment  
**Release date** (us) November 27, 2001  
 (eu) May 3, 2002  
**Genre** Racing  
**Mode** 1-4 Players

Extreme-G 3 follows a simulator-style look into team racing of the 23rd century, specifically, the existence of Extreme-G racing. Players are one of two riders in one of six teams, all of which vie for glory in the Championship. One starts a career in the slowest class, 250G, and eventually compete their way into the 1000G cup, the fastest in the game.



Rarity US: 3.5





Rarity US: 4.6  
Player's Choice: 5.3

## F-Zero GX

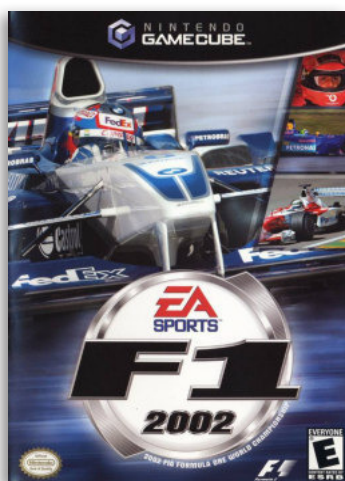
**Developer** Amusement Vision, Sega  
**Publisher** Nintendo  
**Release date** (us) August 26, 2003  
(eu) October 31, 2003  
**Genre** Racing  
**Mode** 1-4 Players

F-Zero GX is the successor to F-Zero X and continues the series' difficult, high-speed racing style, retaining the basic gameplay and control system from the Nintendo 64 game. A heavy emphasis is placed on track memorization and reflexes, which aids in completing the game. GX introduces a "story mode" element, where the player assumes the role of F-Zero pilot Captain Falcon through nine chapters.

8.4



J N P



Rarity US: 4.0

## F1 2002

**Developer** EA Sports  
**Publisher** EA Sports, (eu) Electronic Arts  
**Release date** (us) June 22, 2002  
(eu) July 19, 2002  
**Genre** Racing  
**Mode** 1-4 Players

Every track, driver, team and pit crew from the official F1 2002 competition are included in this, the '02 version of the long standing EA F1 series.

Players can drive in a full season, a single race, test sessions (where they can modify their cars setup to increase the cars speed, handling, etc and test them under normal racing conditions) and training.

*"mobygames.com"*

7.8



N P



## F1 Career Challenge

**Developer** EA Sports, Visual Sciences  
**Publisher** Electronic Arts  
**Release date** (eu) June 27, 2003  
**Genre** Racing  
**Mode** 1-4 Players

F1 Challenge '99-'02 spans four entire championship seasons and features accurate team, vehicle, and driver data for each.

Across the four racing seasons, F1 Challenge '99-'02 features 14 different teams, 44 different vehicles, and 17 of the world's most famous racing circuits--some of which have slightly different configurations, depending on the year.

*"mobygames.com"*

7.1



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5.9

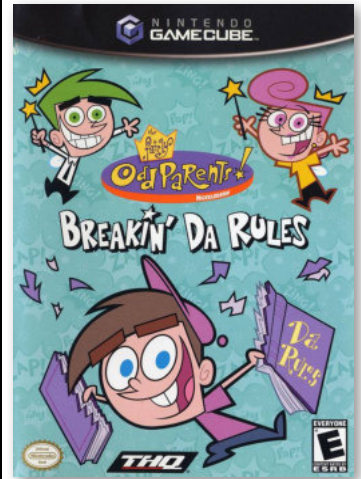


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## The Fairly OddParents: Breakin' Da Rules

<b>Developer</b>	Blitz Games
<b>Publisher</b>	THQ
<b>Release date</b>	(us) November 3, 2003
<b>Genre</b>	Action
<b>Mode</b>	1 Player

The plot of the game has Timmy Turner's mother and father have gone on a vacation, and left Timmy with the evil babysitter Vicky. When Vicky arrives, she gains possession of the book, Da Rules. Timmy must navigate through ten levels and find the pages before Vicky's wishing goes too far. By the end of the game, everything is back to normal and Da Rules has all of its pages back.



Rarity US: 4.3

6.3

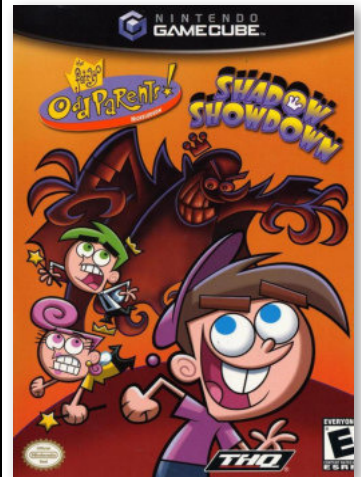


N P

## The Fairly OddParents: Shadow Showdown

<b>Developer</b>	Blitz Games
<b>Publisher</b>	THQ
<b>Release date</b>	(us) September 8, 2004 (eu) April 8, 2005
<b>Genre</b>	Platformer
<b>Mode</b>	1-2 Players

To assemble a muffin, Timmy must bake it with magical forms of common cake ingredients, namely super strong hair raising flour, a phoenix egg, pixie sugar, and mooncalf milk. He somehow orders everything using the Internet, but Vicky snatches everything, and the ingredients are scattered in various places, such as in the possession of his parents or of Vicky herself.



Rarity US: 3.7

8.8



J

## Family Stadium 2003

<b>Developer</b>	Namco
<b>Publisher</b>	Namco
<b>Release date</b>	(jp) May 30, 2003
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

Family Stadium 2003 is a Japan only release from the Family Baseball franchise of games from 2003. The game was published by Namco and was their only home console release on this generation of video game hardware.



"giantbomb.com"





Rarity US: 2.3

## Fantastic 4

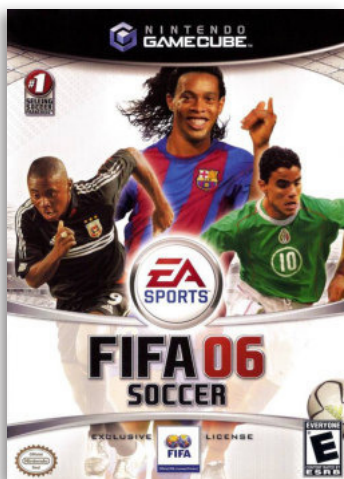
**Developer** 7 Studios  
**Publisher** Activision  
**Release date** (us) June 27, 2005  
 (eu) July 15, 2005  
**Genre** Beat 'em up  
**Mode** 1-2 Players

Fantastic Four is a beat 'em up action-adventure based on the 2005 Fantastic Four film. Players play as the characters of the Fantastic Four using combos and special attacks to fight their way through hordes of enemies and bosses. Ioan Gruffudd, Jessica Alba, Michael Chiklis, Chris Evans and Julian McMahon reprise their roles for the game.

6.3



N P



Rarity US: 4.7

## FIFA Soccer 06

**Developer** EA Canada  
**Publisher** Electronic Arts  
**Release date** (us) October 4, 2005  
 (eu) September 30, 2005  
**Genre** Sports  
**Mode** 1-4 Players

Developers of the FIFA series made a complete overhaul of the game's engine for the 2006 installment of the game, asserting it has improved the control of play, having rewritten more than half the programming code for the game. In addition to a renovation of the game engine which discards the "the ball" system, developers boast a significantly more involved career mode.

7.0



N P



Rarity US: 7.6

## FIFA Soccer 07

**Developer** EA Canada  
**Publisher** Electronic Arts  
**Release date** (us) October 3, 2006  
 (eu) September 29, 2006  
**Genre** Sports  
**Mode** 1-4 Players

FIFA 07 was the last game in the FIFA series to be released for the GameCube, Xbox, and Game Boy Advance, and the first to be released for the Xbox 360. There are a total of 27 leagues available in FIFA 07. There is also an International league that features national football teams, and a Rest of World league that includes other notable clubs from around the world.

7.6



N P

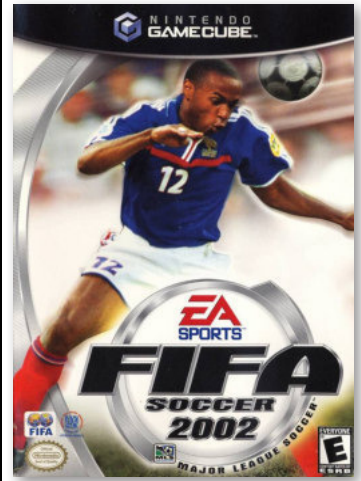


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## FIFA Soccer 2002

<b>Developer</b>	EA Sports
<b>Publisher</b>	EA Sports, (jp) Electronic Arts Victor
<b>Release date</b>	(us) November 21, 2001
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

Many of the international teams in the game are not licensed (some of them down to the players' names like the Netherlands), as well as smaller countries such as Barbados, who were only given numbers as player names. Also, to date, this was the last FIFA edition (not counting the World Cup versions) to feature the Japanese national team, since Japan Football Association would go on to concede exclusive rights to Konami's Pro Evolution Soccer series.



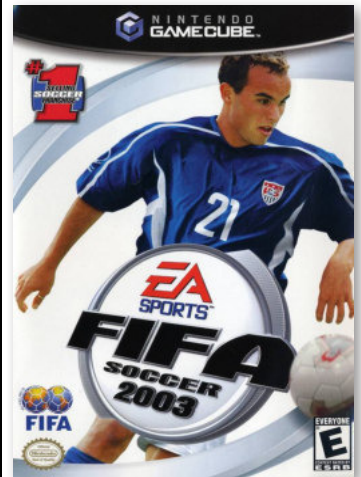
Rarity US: 3.8

6.6

## FIFA Soccer 2003

<b>Developer</b>	EA Canada
<b>Publisher</b>	Electronic Arts, (us) EA Sports
<b>Release date</b>	(us) November 14, 2002 (eu) November 1, 2002
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

A number of new features were added to improve upon the previous version. Club Championship Mode was introduced with the feature of playing against 17 of Europe's top clubs in their own stadiums and the fans singing their unique chants and songs. One of the most anticipated new features was EA Sport's "Freestyle Control" which allows the user to flick the ball on and lay it off to team mates.



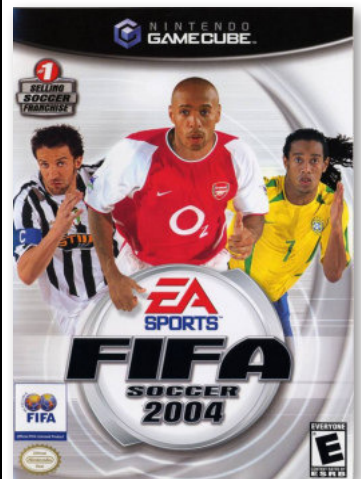
Rarity US: 3.1

6.7

## FIFA Soccer 2004

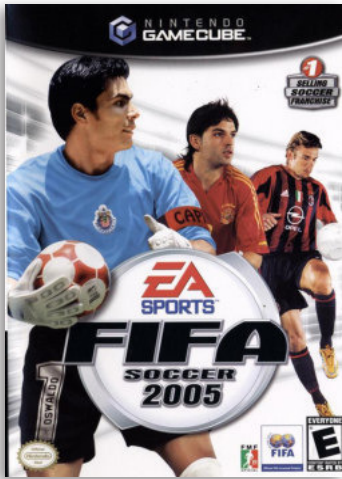
<b>Developer</b>	EA Canada
<b>Publisher</b>	Electronic Arts, (us) EA Sports
<b>Release date</b>	(us) November 4, 2003 (eu) October 24, 2003
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

While not adding much to the engine used in FIFA Football 2003, the biggest new inclusions were secondary divisions, which allow the player to take lower ranked teams to promotion attempts. Gameplay has a new feature dubbed "Off the ball", which allows the control of two players at the same time for greater tactical play.



Rarity US: 2.8





Rarity US: 2.8

## FIFA Soccer 2005

**Developer** EA Canada  
**Publisher** Electronic Arts, (us) EA Sports  
**Release date** (us) October 12, 2004  
 (eu) October 8, 2004  
**Genre** Sports  
**Mode** 1-4 Players

Improving the career mode, the game was extensively advertised and released much sooner than the usual late October dates to avoid proximity with the release of Pro Evolution Soccer 4 and the EA Big release, FIFA Street. While some critics still considered it to have inferior gameplay to Konami's series, it was acknowledged to have improved significantly since the 2003 edition.

7.0



N P



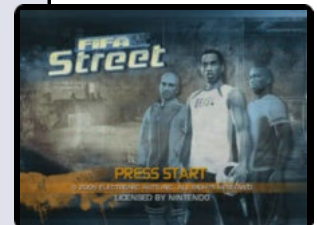
Rarity US: 3.7

## FIFA Street

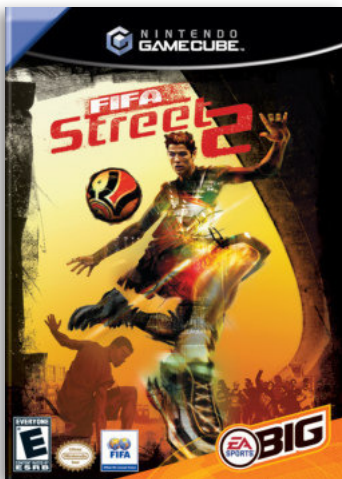
**Developer** EA Canada  
**Publisher** EA Sports BIG  
**Release date** (us) February 22, 2005  
 (eu) March 11, 2005  
**Genre** Sports  
**Mode** 1-4 Players

The game is a spin-off of EA's FIFA series of football games, following the same formula as their other "Street" titles, by reducing the more complete version of the game into a simpler arcade style game. It focuses on flair, style and trickery, as opposed to what FIFA Football focuses on team play and tactics, reflecting the culture of freestyle football played in the streets and backlots across the world.

7.1



N P



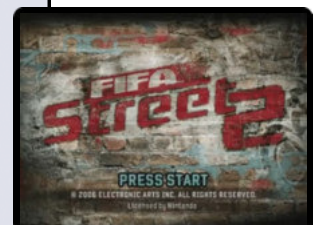
Rarity US: 2.6

## FIFA Street 2

**Developer** EA Canada  
**Publisher** EA Sports BIG  
**Release date** (us) February 28, 2006  
 (eu) March 3, 2006  
**Genre** Sports  
**Mode** 1-4 Players

The game is another street football game in which the player can take control of 4-a-side versions of national football teams in matches where the object is to win by scoring a set amount of goals or points via tricks, or within a time limit. In the career mode "Rule the Streets", one creates a player and competes in tournaments around the world to obtain "Skill Bills" to buy clothing and upgrade his rating.

7.7



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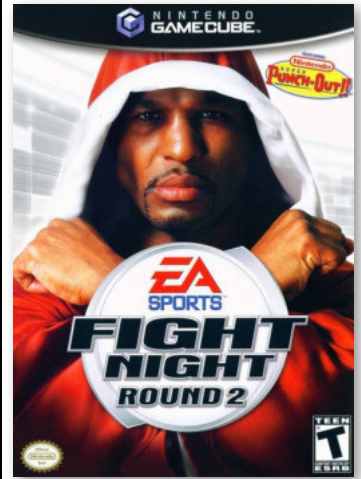
7.6

## Fight Night Round 2

**Developer** EA Sports  
**Publisher** EA Sports  
**Release date** (us) February 28, 2005  
 (eu) March 18, 2005  
**Genre** Sports  
**Mode** 1-2 Players

Fight Night Round 2 is the sequel to Electronic Arts' Fight Night 2004. It was the only Fight Night game in the series to be released on the GameCube.

The game contains the SNES classic hit Super Punch-Out!! as a bonus game. The game's protagonist, "Little Mac", can become a playable fighter in Fight Night Round 2 if the game is beaten.



Rarity US: 2.7

7.2

## Final Fantasy Crystal Chronicles

**Developer** Square Enix  
**Publisher** Nintendo  
**Release date** (us) February 9, 2004  
 (eu) March 12, 2004  
**Genre** Action role-playing  
**Mode** 1-4 Players

Many new gameplay elements were included in this game, such as real-time fighting and GameCube-Game Boy Advance compatibility; it was the first role-playing video game to incorporate the latter.

It received positive reviews, many of which described the graphics as beautiful and the multiplayer design as innovative.



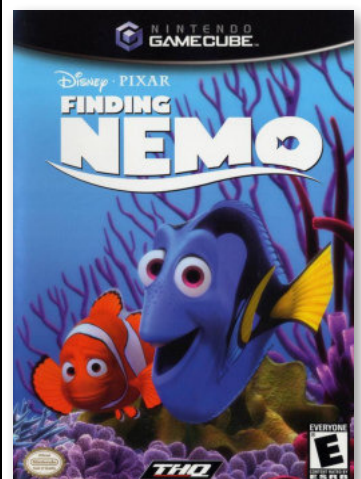
Rarity US: 2.5

5.8

## Finding Nemo

**Developer** Traveller's Tales  
**Publisher** THQ  
**Release date** (us) May 12, 2003  
 (eu) September 26, 2003  
**Genre** Action-adventure  
**Mode** 1 Player

The game is based on the Finding Nemo film by Disney and Pixar. The goal is to complete different levels under the roles of film protagonists Nemo, Marlin or Dory. It includes cutscenes from the movie, and each clip is based on a level, e.g. hopping through a batch of jellyfish. It was also the last Disney/Pixar game developed by Traveller's Tales.



Rarity US: 1.3  
 Player's Choice: 0.8





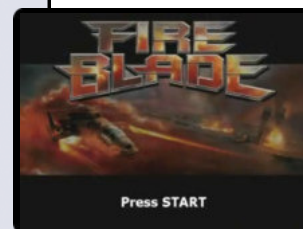
Rarity US: 2.7

## Fire Blade

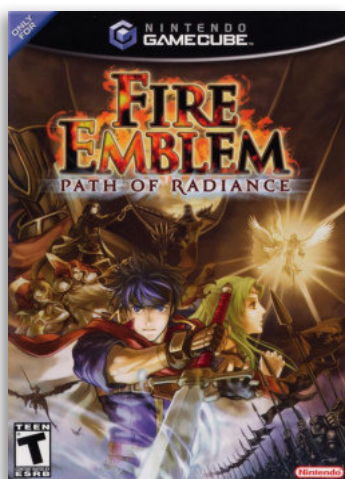
**Developer** Kuju Entertainment  
**Publisher** Midway Games  
**Release date** (us) December 29, 2002  
**Genre** Flight simulation  
**Mode** 1 Player

Fire Blade is a flight simulation game. In the game, the player takes control of an advanced helicopter gunship as a part of the Fire Blade task force, which in the arc of the game's story is responsible for fighting terrorism. The enemies of the game are the United Eastern States, who are believed to be building terrorist training camps and factories for weapons of mass destruction.

7.4



N



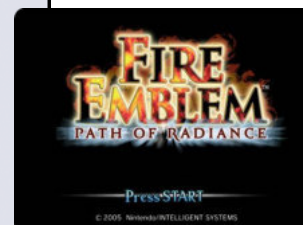
Rarity US: 8.4

## Fire Emblem: Path of Radiance

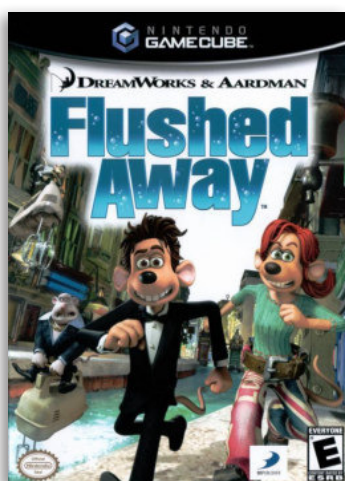
**Developer** Intelligent Systems  
**Publisher** Nintendo  
**Release date** (us) October 17, 2005  
 (eu) November 4, 2005  
**Genre** Tactical role-playing  
**Mode** 1 Player

Fire Emblem: Path of Radiance is the ninth main installment (10th overall) in the Fire Emblem series, and the third to be released in the west. As with previous installments, gameplay revolves around positioning characters on a battlefield with the aim of defeating an opposing force. If characters are defeated in battle, they are removed from the rest of the game.

8.6



J N P



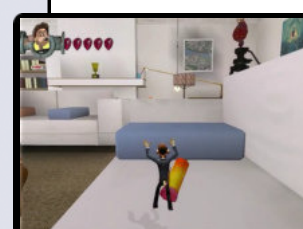
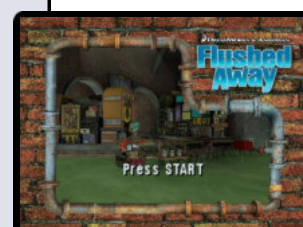
Rarity US: 2.9

## Flushed Away

**Developer** Monkey Bar Games  
**Publisher** D3 Publisher  
**Release date** (us) October 24, 2006  
 (eu) November 24, 2006  
**Genre** Action-adventure  
**Mode** 1-2 Players

Flushed Away is based around platform gameplay, with the player controlling the two main characters from the film and guiding them through hazard-filled environments. Environments and enemies are based on those in the film, although several areas and creatures not seen in the film are also included. Interspersed throughout the game are mini-game sequences, like shooting enemies with a golf-ball firing turret.

6.3



N P



# NEWS & REVIEW

# PROFILE

When in the Course of Yes, of course I can fly! These wings aren't for looks you know! The can accordingly Hammer Laguz among Hammerne of the earth, the separate station to Crimea Laws of Nature them, Daein respect here we of should declare the these truth to be they are

# FIRE EMBLEM PATH OF RADIANCE

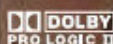
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IN A LAND OF MAN AND BEAST, YOUR SMALL BAND OF MERCENARIES MUST NOW SAVE THE WORLD FROM A REAWAKENING EVIL FORCE. YOU'LL MAKE YOUR FIGHT ON THE 3D BATTLEFIELDS OF TELLIUS, WHERE STRATEGY IS ESSENTIAL AND DEATH IS FINAL. SO SHARPEN YOUR AXE. DRAW YOUR SWORD. IT'S TIME TO IGNITE THE FLAMES OF WAR.

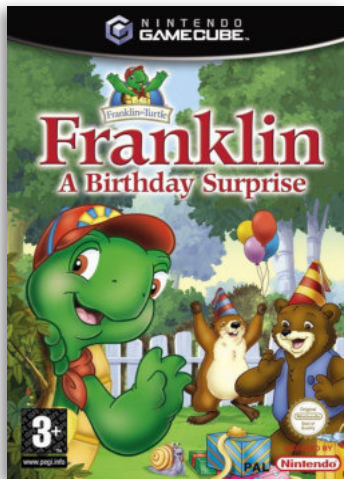


Fantasy Violence



NINTENDO  
GAMEBOY ADVANCE





## Franklin: A Birthday Surprise

6.6

**Developer** Neko Entertainment  
**Publisher** The Game Factory  
**Release date** (eu) June 16, 2006  
**Genre** Action  
**Mode** 1-4 Players

Franklin a Birthday Surprise is a 3D platform adventure game in the cartoon universe including arcade sequences and mini games. The game is targeted at children aged 3-8 years. The platform levels scroll sideways and have been designed to immerse the child into Franklin's Universe. The mini games are unlocked as rewards as the child advances through the game. The player can replay the games on a multi-player basis with friends and family.



P



## Freaky Flyers

8.1

**Developer** Midway Games  
**Publisher** Midway Games  
**Release date** (us) August 8, 2003  
**Genre** Racing  
**Mode** 1-2 Players

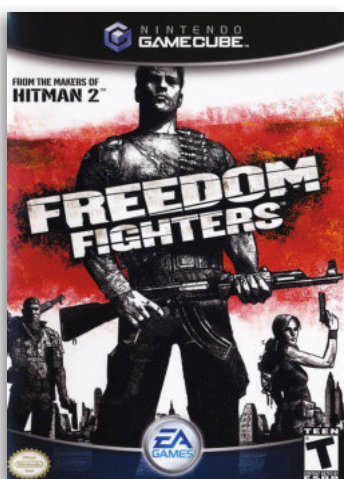
This cartoon style racing game replaces the usual kart formula with planes, UFO's, flying carpets and plenty more. Players choose from one of several different characters and take to the sky over various locations, each with its own set of obstacles and shortcuts. Each character has a different level of ability (for example, one may be highly accurate in cornering but slow, while another is much faster but less responsive in turning).

*"mobygames.com"*



N

Rarity US: 3.6



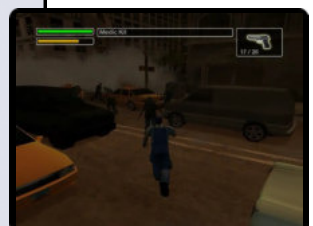
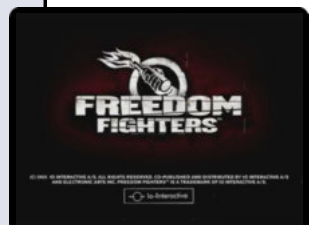
## Freedom Fighters

8.1

**Developer** IO Interactive  
**Publisher** EA Games, (eu) Electronic Arts  
**Release date** (us) October 1, 2003  
 (eu) September 26, 2003  
**Genre** Third-person shooter  
**Mode** 1-4 Players

Freedom Fighters was developed by IO Interactive, using a modified version of the Hitman 2: Silent Assassin game engine.

The game is set in an alternate history where the Soviet Union has invaded and occupied New York City. The player takes the role of Christopher Stone, a plumber turned American Resistance movement leader, fighting against the invaders.



N P

Rarity US: 3.4



7.1

## Freekstyle



N P

<b>Developer</b>	Hypnos Entertainment, Page 44 Studios
<b>Publisher</b>	EA Sports, (eu) Electronic Arts
<b>Release date</b>	(us) September 5, 2002 (eu) September 20, 2002
<b>Genre</b>	Racing
<b>Mode</b>	1-2 Players

Freekstyle is a EA Sports' take on motocross racing. This game is all about going fast and doing cool tricks. There are essentially two games here: first there is a straightforward racing game, where players race three laps around a circuit and attempt to finish first. The second part of the game is a freestyle competition, where players perform tricks to score points, and attempt to rack up the biggest total.

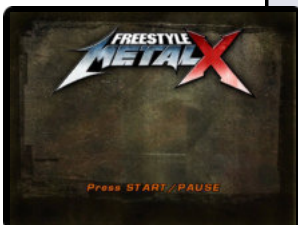
*"mobygames.com"*



Rarity US: 3.6

7.3

## Freestyle Metal X

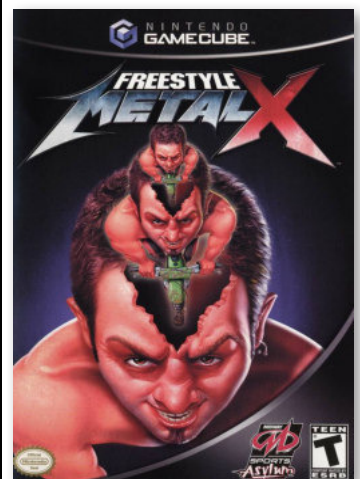


N P

<b>Developer</b>	Deibus Studios
<b>Publisher</b>	Midway Games
<b>Release date</b>	(us) September 12, 2003 (eu) September 12, 2003
<b>Genre</b>	sports
<b>Mode</b>	1-9 Players

Freestyle MetalX is about a custom dirt-biker who goes through what seems to be "Tough", or "Crazy" sessions.

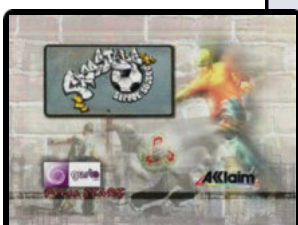
The soundtrack to the game consists of hard rock and metal music, including bands such as Megadeth, Mötley Crüe, Motörhead, and Grade 8.



Rarity US: 1.3

5.3

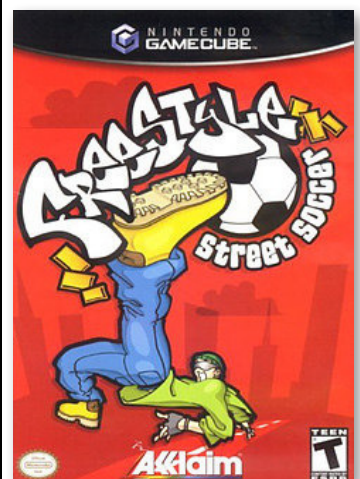
## Freestyle Street Soccer



N P

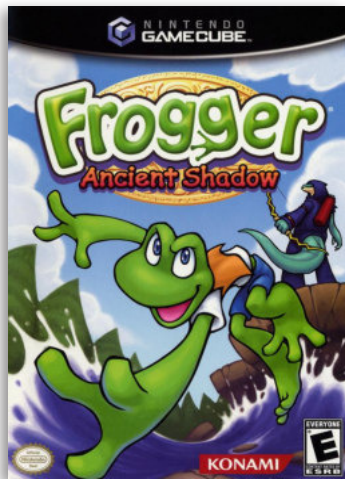
<b>Developer</b>	Gusto Games
<b>Publisher</b>	Acclaim Entertainment
<b>Release date</b>	(us) March 25, 2004 (eu) March 5, 2004
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

Urban Freestyle Soccer is rather simple to play. The player navigates his teammates via controller, passing the ball, dribbling the opponents, and even playing dirty here and there. The player can clash at opposing teammates, knocking them down with kicks and punches, and can also use the objects from the environment of the playing field to throw at the opponents (like trash cans).



Rarity US: 1.7





Rarity US: 3.7

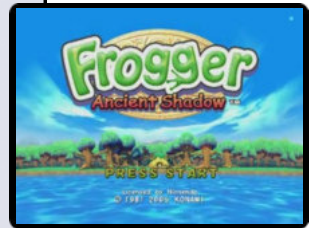
## Frogger: Ancient Shadow

<b>Developer</b>	Hudson Soft
<b>Publisher</b>	Konami
<b>Release date</b>	(us) September 27, 2005
<b>Genre</b>	Platformer
<b>Mode</b>	1-4 Players

While his friend Lumpy is away, Frogger learns from his girlfriend Lily that the evil crocodile Dr. Wani is threatening Firefly Swamp. He must save his home by solving puzzles, collecting gold coins and dodging hazards. In addition to running and jumping, Frogger can also manipulate objects with his tongue. The game's single-player story mode spans seven worlds and twenty-eight levels.

*"mobygames.com"*

7.6



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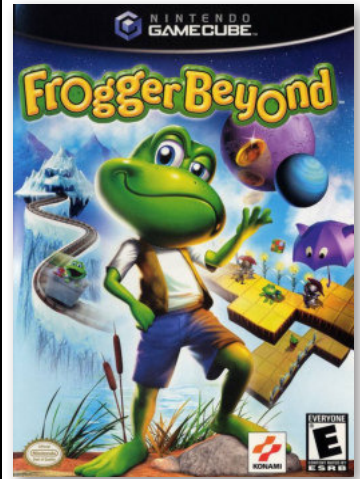
## Frogger Beyond



J N P

<b>Developer</b>	Konami Computer Entertainment Hawaii
<b>Publisher</b>	Konami
<b>Release date</b>	(us) December 6, 2002 (eu) June 27, 2003
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

The time has come for Frogger to go through his "rite of passage." He has reached an age where every frog must make the transition from boy-frog to teenage-frog. In order to make that transition, Frogger will journey to the Chamber of the Elders on his most significant birthday and stand before the eight venerable members of the Elder Council.



Rarity US: 6.5

6.6

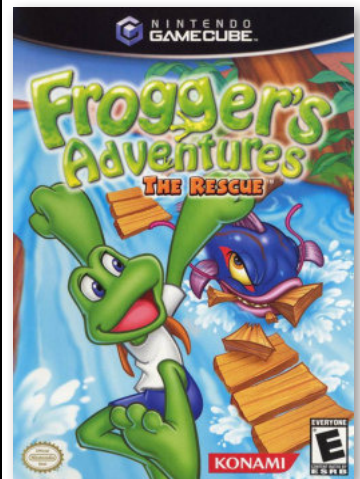
## Frogger's Adventures: The Rescue



N

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) October 31, 2003
<b>Genre</b>	Action-adventure
<b>Mode</b>	1-4 Players

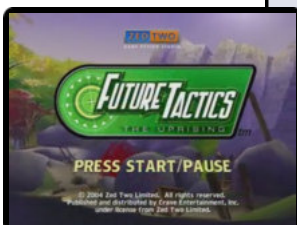
The game contains hop-and-dodge style gameplay similar to that of the original arcade game. Frogger, however, can perform many moves that he could not in the original. Frogger can perform a "super hop" which allows him to jump over the space in front of him, as well as being able to move footholds and sections of certain walls with his tongue. Frogger can also rotate left and right.



Rarity US: 5.0

7.4

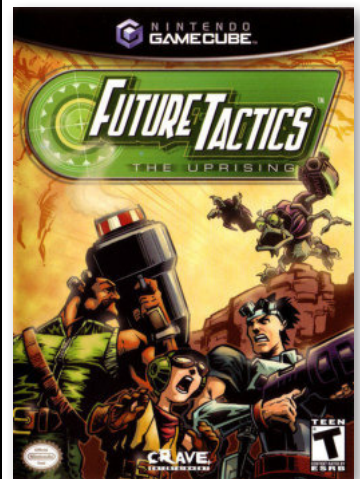
## Future Tactics: The Uprising



N P

<b>Developer</b>	Warthog Games
<b>Publisher</b>	Crave Entertainment, (eu) JoWooD Product.
<b>Release date</b>	(us) May 10, 2004 (eu) October 22, 2004
<b>Genre</b>	Tactical shooter
<b>Mode</b>	1-2 Players

Future Tactics: The Uprising is a turn based tactical shooter. Once known as Pillage, this colourful turn based shooter was stuck in development for a number of years before being picked up by Crave. It plays a lot like the Worms 3D games and has a story penned by Paul Rose, who used to write the video game page Digitiser on Channel 4's Teletext.



Rarity US: 3.4





## Gakuen Toshi Vara Noir Roses

8.8

**Developer** Idea Factory  
**Publisher** Idea Factory  
**Release date** (jp) January 23, 2004  
**Genre** Adventure  
**Mode** 1 Player

Gakuen Toshi Vara Noir: Kingdom of Chaos the Universe is an adventure video game by Idea Factory. The game was originally released for the PlayStation 2 in 2002, and was ported to the Nintendo GameCube in 2004 as Gakuen Toshi Vara Noir Roses.



J

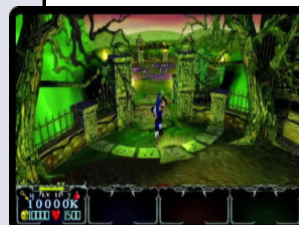
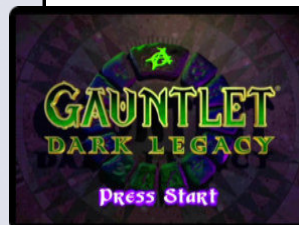


## Gauntlet: Dark Legacy

7.9

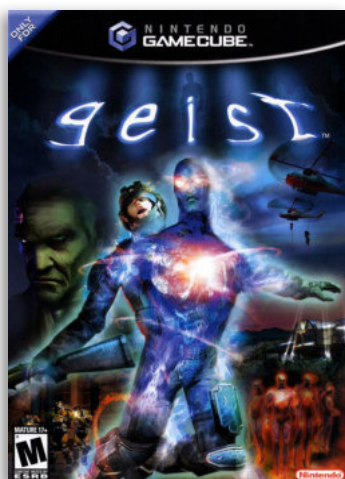
**Developer** Midway Games  
**Publisher** Midway Games  
**Release date** (us) March 6, 2002  
 (eu) July 19, 2002  
**Genre** Hack and slash, Dungeon crawl  
**Mode** 1-4 Players

Gauntlet Dark Legacy is an expansion of the previous title in the series, Gauntlet Legends. The expansion adds four new character classes: Dwarf, Knight, Jester, and Sorceress, and five new levels. It also adds a large number of secret characters, some of which can be unlocked in the game, others only accessible by entering specific cheat codes.



N P

Rarity US: 5.6

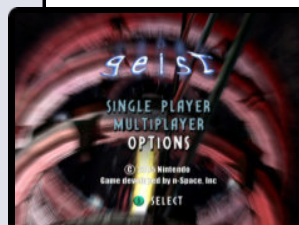


## Geist

6.9

**Developer** n-Space  
**Publisher** Nintendo  
**Release date** (us) August 15, 2005  
 (eu) October 7, 2005  
**Genre** Action-adventure  
**Mode** 1-4 Players

Players start the game as John Raimi in human form. The game plays as though it is a regular first-person shooter. Players in human form can strafe, aim, run, and shoot enemies. In spirit form, they must possess people or animals to keep from being pulled into the afterlife; they can also drain the life from plants. To possess a being, first players have to frighten it.



N P

Rarity US: 2.1

"mobygames.com"



8.6

Presented by  
**SEGA**

## Gekitō Pro Yakyū

**Developer** Wow Entertainment  
**Publisher** Sega  
**Release date** (jp) September 11, 2003  
**Genre** Sports  
**Mode** 1-2 Players

Gekitō Pro Yakyū is a sports video game released in 2003 by WOW Entertainment for the Triforce arcade board. It is a Japanese-only released baseball game featuring cel-shading. It has also been referred to as Fierce Fight Professional Baseball.



J

7.6

## Generation of Chaos Exceed

**Developer** Idea Factory  
**Publisher** Idea Factory  
**Release date** (jp) February 6, 2003  
**Genre** Strategy, Role-playing  
**Mode** 1 Player

Generation of Chaos Exceed's world and system are reminiscent of the Spectral series fusing with theatrical elements of animation. The game's battles have a simulation feel, while dungeon exploration feels like in a RPG.



J

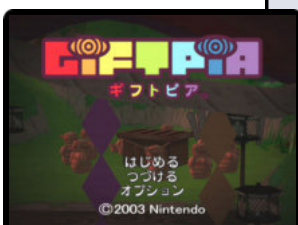
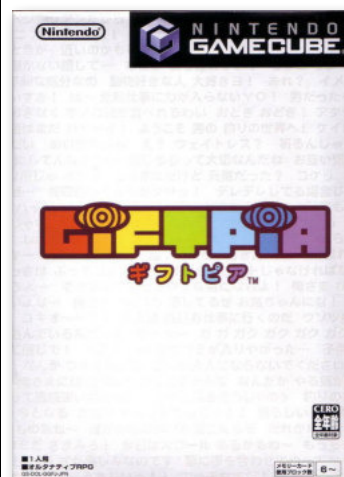
*"play-asia.com"*

7.9

## GiFTPiA

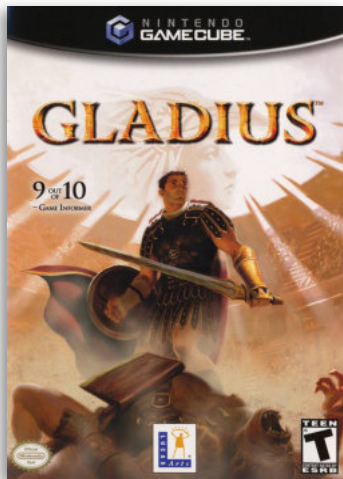
**Developer** Skip Ltd.  
**Publisher** Nintendo  
**Release date** (jp) April 25, 2003  
**Genre** Adventure  
**Mode** 1 Player

Giftpia follows the protagonist Pockle, a resident of Nanashi Island, who, on the day of his coming of age ceremony, oversleeps and misses the whole thing. The mayor of the island, Mayer, is so incensed that he orders Pockle's arrest and a fine of five million "Mane" to recoup the costs of the event. Thus, it is up to Pockle to work off his huge debt. The game is similar to Nintendo's Animal Crossing in that both games place an emphasis on interacting with other characters.



J





Rarity US: 4.9

## Gladius

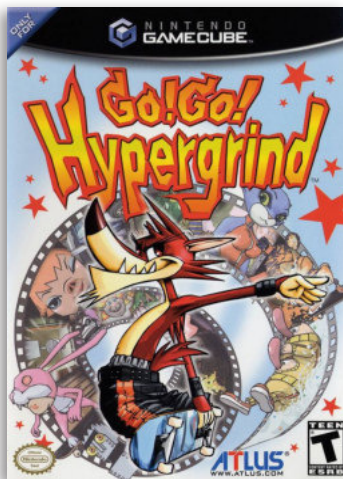
**Developer** LucasArts  
**Publisher** LucasArts, (eu) Activision  
**Release date** (us) April 25, 2003  
 (eu) November 28, 2003  
**Genre** Tactical role-playing  
**Mode** 1-4 Players

The game allows the player to build a school of gladiators and take them into battle against opposing schools in a quest for fame and glory. The plot focuses on several of the main characters and slowly affects the decisions of the group, eventually leading to a final large battle that tests the skills of all members of the school. There are three main classes of characters: heavy, medium, and light.

8.0



N P



Rarity US: 3.8

## Go! Go! Hypergrind

**Developer** Poponchi  
**Publisher** Atlus Co.  
**Release date** (us) November 18, 2003  
**Genre** Sports  
**Mode** 1-2 Players

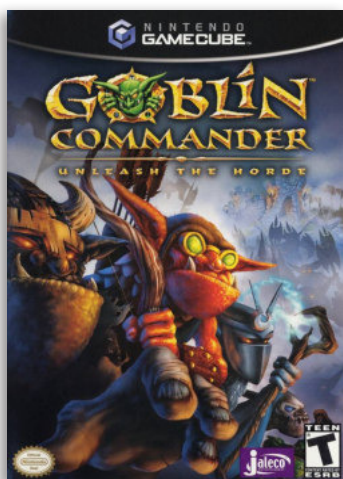
Go! Go! Hypergrind is a skateboarding video game. Animation studio Spümcø of Ren & Stimpy fame contributed character designs and animations to the game.

The game allows players to select one of several whacky cartoon characters and skateboard through a variety of cel-shaded levels. The objective of the game is to steer characters into a variety of classic cartoon “mishaps” and then chaining one mishap directly into another to create combos.

7.4



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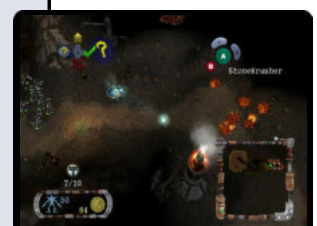
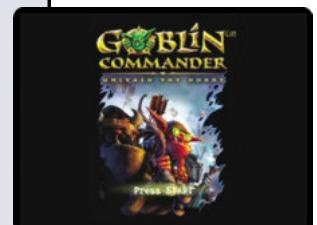
Rarity US: 6.0

## Goblin Commander: Unleash the Horde

**Developer** Jaleco Entertainment  
**Publisher** Jaleco Entertainment  
**Release date** (us) December 16, 2003  
 (eu) July 16, 2004  
**Genre** Real-time strategy  
**Mode** 1-2 Players

Goblin Commander is a hybrid genre with much of the gameplay revolving around real-time strategy while incorporating elements of action gameplay. Players take control of a number from five different goblin clans, each with their own unique units and designs with the objective of harvesting resources to build up their horde and warring with the opposing player clans.

6.8



N P



There are some individuals who would prefer that we not  
publish a game like Go! Go! Hypergrind.

Let them vent.

"Do you like skating? If you do then Go! Go!  
Hypergrind should rocket to the top of your  
"Must buy" list. You won't be disappointed."  
- Nintendophiles



Skate as one of 12 crazy, cool competitors, designed by  
SPUMCO, the world-famous animation studio responsible for  
The Ren & Stimpy Show and The Ripping Friends!

"Go! Go! Hypergrind is fast, fun, kooky, and it  
looks great."  
- IGN.com



Compete in a multitude of head-to-head multiplayer modes  
such as Push, Race and Battle!



Use the new "Negative Reaction" system to score insane  
points and begin your rise to stardom! Chain multiple  
Negative Reactions together with normal tricks for insane  
combination points!



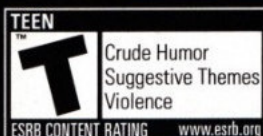
Powerful graphics engine allows for real-time character  
deformation. The wacky, cel-shaded skateboarders can be  
subjected to numerous humiliations, such as being set on fire,  
flattened and covered in coco!

"...your ticket to many nights  
of great gaming."  
- NintendoInsider.com

"...absolutely insane..."  
- GamesAreFun.com



CRUDE. CRAZY. CONSTITUTIONALLY PROTECTED.



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Rarity US: 6.8

## Godzilla: Destroy All Monsters Melee

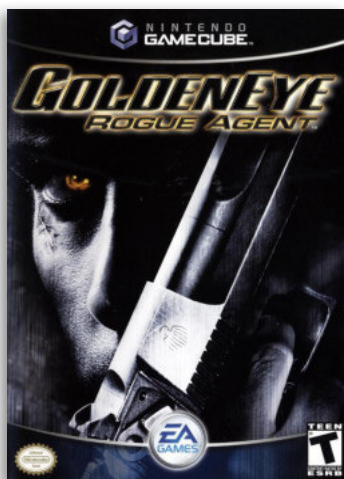
**Developer** Pipeworks Software  
**Publisher** Atari  
**Release date** (us) October 8, 2002  
 (eu) November 15, 2002  
**Genre** Fighting  
**Mode** 1-4 Players

The player plays as one of several giant monsters (eleven playable characters: Anguirus, Destoroyah, Gigan, Godzilla 90s, Godzilla 2000, King Ghidorah, Mecha-King Ghidorah, Megalon, Orga, Rodan, and Mechagodzilla). Via punches, kicks, and limb attacks (usually a tail-attack), each monster can attack others and also use their surroundings.

6.8



J N P



Rarity US: 1.4

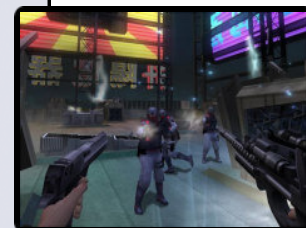
## GoldenEye: Rogue Agent

**Developer** EA Los Angeles  
**Publisher** EA Games  
**Release date** (us) November 22, 2004  
 (eu) December 3, 2004  
**Genre** First-person shooter  
**Mode** 1-4 Players

The player takes the role of an ex-MI6 agent, who is recruited by Auric Goldfinger to assassinate his rival Dr. No. Several other characters from the Bond series make appearances throughout the game.

Despite its name and being part of the James Bond universe, the game has no relation to the 1995 film or the 1997 video game of the same name.

6.3



J N P



Rarity US: 4.1

## Gotcha Force

**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) December 3, 2003  
 (eu) February 20, 2004  
**Genre** Third-person shooter  
**Mode** 1-4 Players

Gotcha Force is a fighting/third-person shooter. The game consists primarily of collecting small toys, called Gotcha Borgs, and battling with them.

Upon its initial release the game received mediocre reviews from critics and very little advertising. Due to these circumstances, it was not commercially successful, although it has gained a cult following with numerous high fan reviews.

8.7



J N P



6.9



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## The Grim Adventures of Billy & Mandy

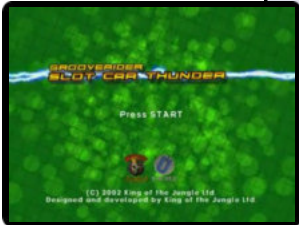
<b>Developer</b>	High Voltage Software
<b>Publisher</b>	Midway Games
<b>Release date</b>	(us) September 25, 2006
<b>Genre</b>	Fighting
<b>Mode</b>	1-4 Players

The gameplay heavily mirrors that of the Power Stone series. In the game, players can execute light and heavy style attacks. Gameplay includes multiplayer, solo, and co-op Story Mode and Mission Mode. Different weapons are scattered through all the levels, such as a halberd or a club. An opponent is not fully defeated until their lives are depleted and the player or another opponent attacks them, triggering a “finishing blow”.



Rarity US: 1.5

7.3



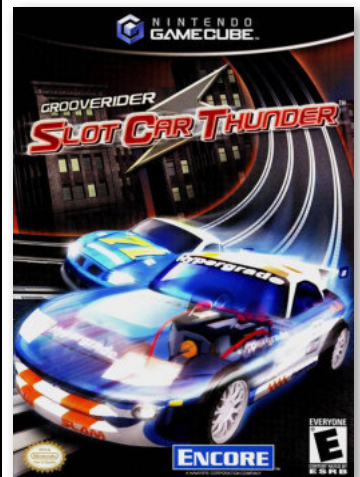
N

## Grooverider: Slot Car Thunder

<b>Developer</b>	King of the Jungle
<b>Publisher</b>	Encore Software
<b>Release date</b>	(us) September 28, 2003
<b>Genre</b>	Racing
<b>Mode</b>	1-4 Players

Grooverider is a slot-car inspired arcade racer aimed at the budget/casual market. In this game players race against three other cars around a track inside different rooms of a luxury apartment.

Although the racing is limited to fixed lanes that players switch between there are also road blocks, ramps, splits, loops, merges and a power ups along the track.



Rarity US: 3.6

7.4



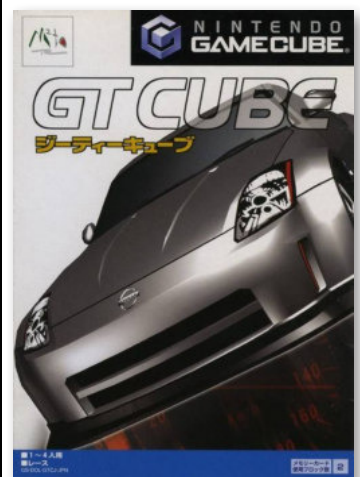
J

## GT Cube

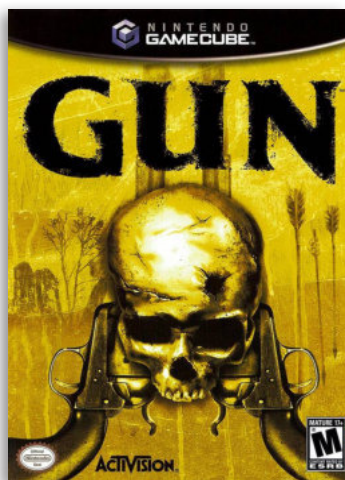
<b>Developer</b>	MTO
<b>Publisher</b>	MTO
<b>Release date</b>	(jp) June 20, 2003
<b>Genre</b>	Racing
<b>Mode</b>	1-4 Players

GT Cube is a cel-shaded racing game that is a soft-simulation of real-world racing. The game allows players access to over 80 tunable vehicles from ten different Japanese manufacturers. Many of these cars are locked and must be obtained by playing through the game. In addition, there are several modes of play to use them on, which are Championship, Quick Race, Time Attack, Versus, and Drift-Combo.

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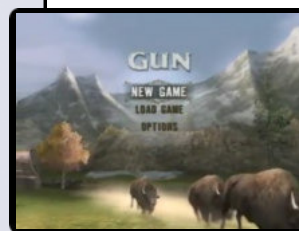
Rarity US: 0.5

## GUN

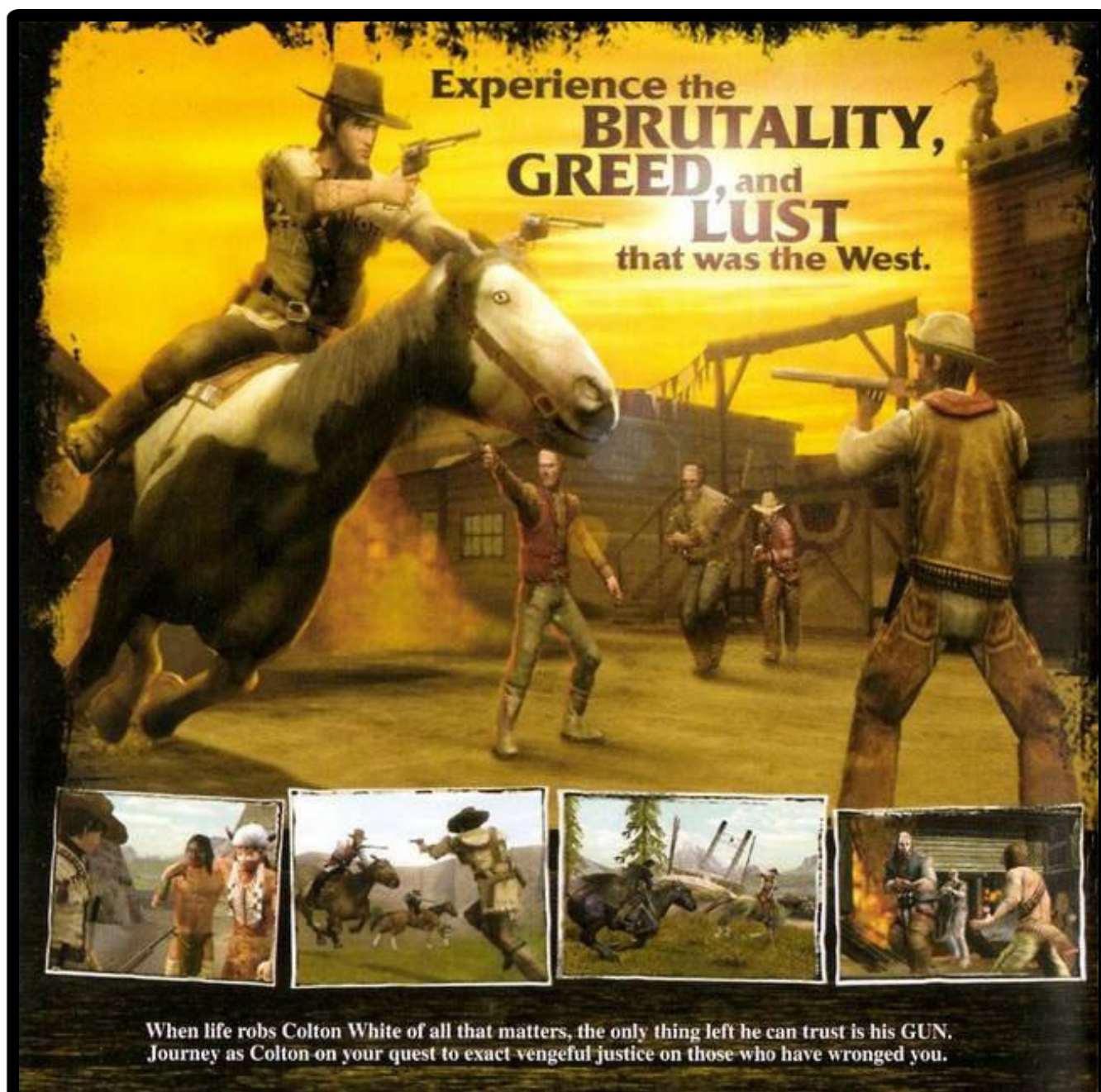
**Developer** Neversoft Entertainment  
**Publisher** Activision  
**Release date** (us) November 8, 2005  
 (eu) November 25, 2005  
**Genre** Action-adventure  
**Mode** 1 Player

Gun features an open world environment, including side-missions that add to the story. Players control the protagonist, Colton White, from a third-person perspective. While traveling from town to town, bandit attacks are frequent and players must either escape or defend themselves. Players can hunt and kill various animals like buffalo, wild horses, and even stray dogs and farm animals.

7.6



N P





5.0

## Happy Feet



N

<b>Developer</b>	Midway Games
<b>Publisher</b>	Warner Bros. Interactive Entertainment
<b>Release date</b>	(us) November 14, 2006
<b>Genre</b>	Action-adventure
<b>Mode</b>	1-2 Players

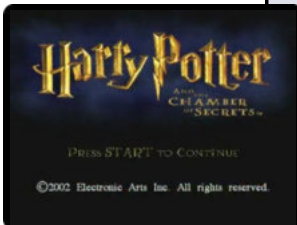
The game features 3 different modes: a dancing mode which simulates Dance Dance Revolution with the player pushing the button in response to arrows on the screen, a fishing mode in which the player collects pebbles and shrimp as well as air bubbles in order to breathe, and a belly-sledding mode where the player sleds and collects the number of fish needed, sleds to beat a given time or races another character down the hill.



Rarity US: 2.4

6.2

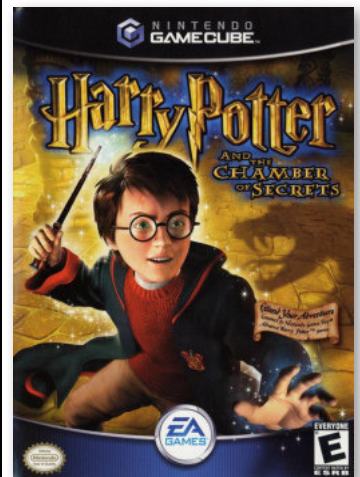
## Harry Potter and the Chamber of Secrets



J N P

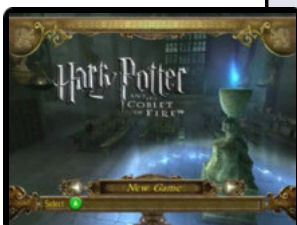
<b>Developer</b>	Eurocom
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) November 14, 2002 (eu) November 15, 2002
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

The game's core gameplay is simple. Taking control of Harry, the player explores Hogwarts castle and grounds. Throughout the course of the game, the player will encounter events that tie into the storyline of the second book. Filling the gaps between these events are various classes, where the player will learn how to fly a broomstick and learn new spells for combating bosses.

Rarity US: 4.5  
Player's Choice: 4.2

6.1

## Harry Potter and the Goblet of Fire



J N P

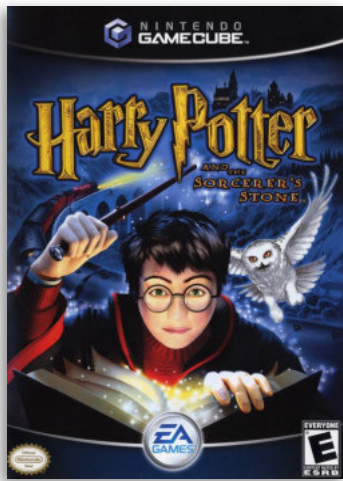
<b>Developer</b>	Electronic Arts
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) November 8, 2005 (eu) November 11, 2005
<b>Genre</b>	Action
<b>Mode</b>	1-3 Players

The game follows the three main characters of the film — namely Harry Potter, Hermione Granger, and Ron Weasley — and there is an entirely new spell-casting system that allows for collaborative spells. The characters themselves more closely resemble their film counterparts than in previous games. It also has higher-quality graphics than the previous Harry Potter games.



Rarity US: 2.0





Rarity US: 6.3

## Harry Potter and the Sorcerer's Stone

**Developer** Warthog Games  
**Publisher** Electronic Arts  
**Release date** (us) December 9, 2003  
 (eu) December 12, 2003  
**Genre** Action-adventure  
**Mode** 1 Player

The story follows protagonist Harry Potter, who discovers he is a wizard, and is sent to Hogwarts School of Witchcraft and Wizardry where he makes friends and receives magical training, and along with his friends stop Lord Voldemort from returning to power.

The game received mixed reviews.

6.1



J N P



Rarity US: 4.8  
 Player's Choice: 3.3

## Harry Potter and the Prisoner of Azkaban

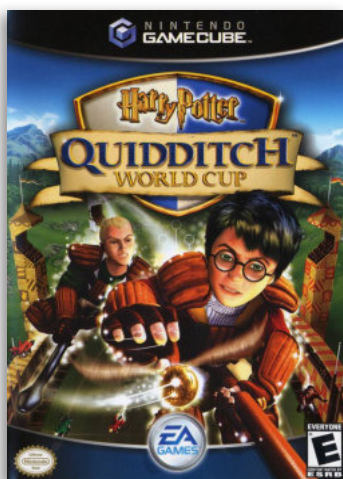
**Developer** Electronic Arts  
**Publisher** Electronic Arts  
**Release date** (us) May 29, 2004  
 (eu) June 2, 2004  
**Genre** Action-adventure  
**Mode** 1 Player

The game features the possibility to connect with the GBA version. If the player has a GBA Connection Cable and the Player connects a GBA with the game's GBA version in it, it gives them the possibility to play the minigames from the GBA version on their TV. Besides that, they can also send an Owl Caring package to the GBA game, so they can play an extra mini game.

6.8



J N P



Rarity US: 4.5  
 Player's Choice: 1.9

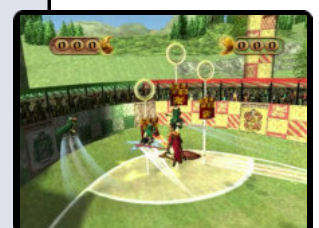
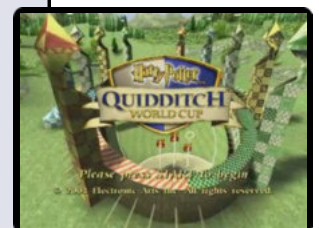
## Harry Potter: Quidditch World Cup

**Developer** Electronic Arts  
**Publisher** Electronic Arts  
**Release date** (us) October 28, 2003  
 (eu) November 7, 2003  
**Genre** Sports, Action  
**Mode** 1-2 Players

Harry Potter: Quidditch World Cup is a sports action game that features the fictional sport of Quidditch from the Harry Potter franchise, using the likeness from the films. The user plays in the Hogwarts Quidditch Cup competition.

The game received mixed reviews.

6.1



J N P



7.3

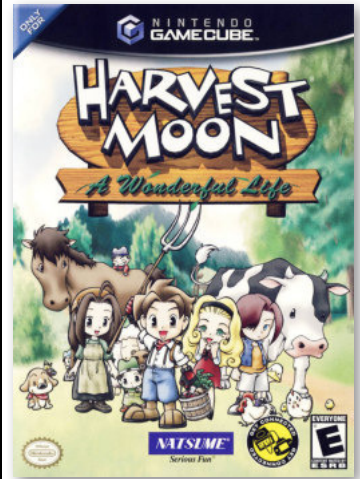


J N P

## Harvest Moon: A Wonderful Life

<b>Developer</b>	Marvelous Entertainment
<b>Publisher</b>	Natsume, Ubisoft, Victor Interactive Software
<b>Release date</b>	(us) March 16, 2004 (eu) March 26, 2004
<b>Genre</b>	Simulation, Role-playing
<b>Mode</b>	1 Player

Harvest Moon: A Wonderful Life is part of the long-running Story of Seasons series of video games. The game offers connectivity with the Game Boy Advance game Harvest Moon: Friends of Mineral Town. When connected to the GBA, some NPCs will make periodic trips to Mineral Town, returning with new items to sell or hints for the player.



Rarity US: 5.8  
Player's Choice: 2.6

7.8



J N

## Harvest Moon: Another Wonderful Life

<b>Developer</b>	Marvelous Entertainment
<b>Publisher</b>	Marvelous Entertainment, Natsume
<b>Release date</b>	(us) July 26, 2005
<b>Genre</b>	Simulation, Role-playing
<b>Mode</b>	1 Player

In this game, the player goes through the storyline of A Wonderful Life as a female character, and can court and marry one of three male NPCs, Marlin, Rock, and Gustafa. The game offers connectivity with the Game Boy Advance game Harvest Moon: More Friends of Mineral Town.



Rarity US: 5.2

7.9

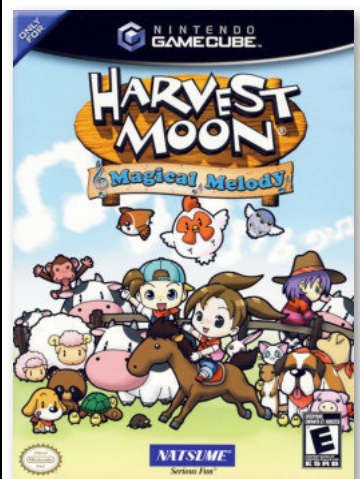


J N

## Harvest Moon: Magical Melody

<b>Developer</b>	Marvelous Entertainment
<b>Publisher</b>	Marvelous Entertainment, Natsume
<b>Release date</b>	(us) March 28, 2006
<b>Genre</b>	Simulation, Role-playing
<b>Mode</b>	1-4 Players

Harvest Moon: Magical Melody returns to the concept of the original Harvest Moon game, excluding much of the newer features brought into later titles. Returning to the game are full 30 day seasons, festivals, and the top-down look of the originals. New features include buying land, placing furniture in the player's house, and numerous other things. Multiplayer mini games are also available to unlock.



Rarity US: 3.0  
Player's Choice: 2.5





Rarity US: 4.1

## The Haunted Mansion

**Developer** High Voltage Software  
**Publisher** TDK Mediactive  
**Release date** (us) October 14, 2003  
**Genre** Action-adventure, Survival Horror  
**Mode** 1 Player

Based off a combination of the popular Disneyland attraction and the 2003 movie of the same name, players guide Zeke Holloway through the house of 999 happy haunts in order to solve a mystery, put the spirits to rest, and get out of the house alive.

Players are allowed full roam of the mansion, once they collect enough Shriveled Souls inside their Beacon of Souls, a special lantern designed to collect the various lesser ghosts throughout the rooms.

6.8



N



Rarity US: 6.7

## Hello Kitty: Roller Rescue

**Developer** XPEC Entertainment  
**Publisher** Empire Interactive, Namco  
**Release date** (us) August 16, 2005  
 (eu) September 9, 2005  
**Genre** Action-adventure, Racing  
**Mode** 1 Player

Hello Kitty: Roller Rescue is an action-adventure-racing game. The game features Hello Kitty and other Sanrio characters. The game also features exclusive character designs by Hunter Roberson and Rhett Deal.

A Hello Kitty Crystal Xbox was released with Sanrio in Singapore, to commemorate the release of the game on the Xbox. Included with the console was a matching Crystal Controller S.

7.4



N P



## Hikaru no Go 3

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) March 20, 2003  
**Genre** Board game  
**Mode** 1-4 Players

Hikaru no Go 3 is a GameCube game based on the Hikaru no Go series of anime and manga. It simulates games of Go, the Asian board game, between characters from the series.

7.9



J

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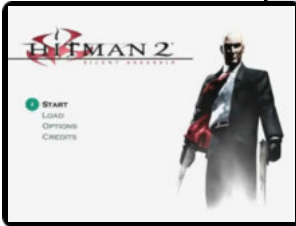


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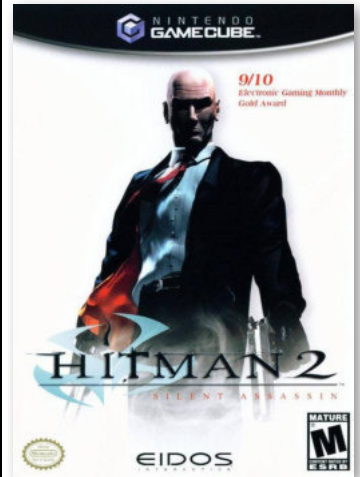
## Hitman 2: Silent Assassin

**Developer** IO Interactive  
**Publisher** Eidos Interactive  
**Release date** (us) June 19, 2003  
 (eu) June 27, 2003  
**Genre** Stealth  
**Mode** 1 Player

In the game, players assume the role of an assassin known as Agent 47. The game advances as players carry out contract killings by solving puzzles to arrange for stealthy, untraceable assassinations. Most levels require the assassination of one or more people. However, how missions are completed is up to the player, and there are almost always a variety of ways to complete missions.



N P



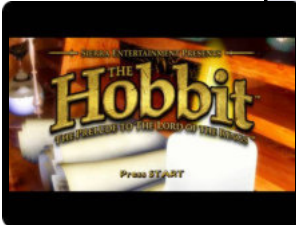
Rarity US: 3.3

6.9

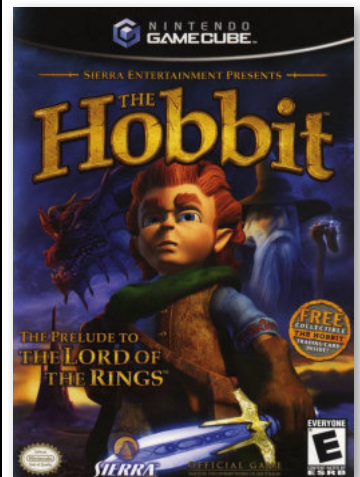
## The Hobbit

**Developer** Midway Austin  
**Publisher** Sierra Entertainment  
**Release date** (us) November 11, 2003  
 (eu) November 28, 2003  
**Genre** Platformer, action-adventure  
**Mode** 1 Player

The game is a licensed adaptation of J. R. R. Tolkien's 1937 novel The Hobbit, and has no relationship with the Peter Jackson-directed Lord of the Rings film trilogy. The game sticks very closely to the plot of the novel, although it does feature some minor characters not found in Tolkien's original. The game is primarily a platform game, with elements of hack and slash combat and some rudimentary puzzle aspects.



N P



Rarity US: 5.0

7.0

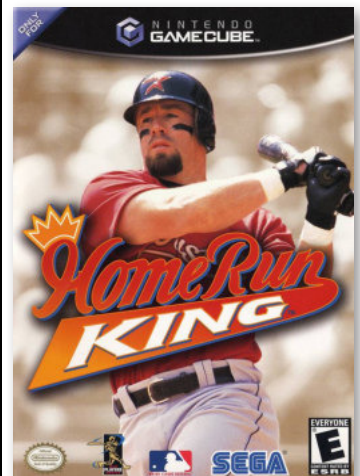
## Home Run King

**Developer** Wow Entertainment  
**Publisher** Sega  
**Release date** (us) March 18, 2002  
**Genre** Sports  
**Mode** 1-2 Players

Home Run King is a baseball game by WOW Entertainment, released exclusively for the GameCube in 2002. A sequel, Sega Home Run King 2, was released in 2004 for the mobile platform.

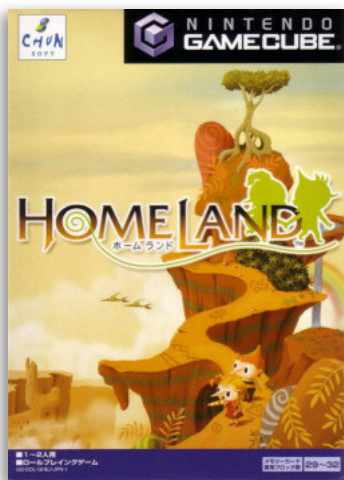


N



Rarity US: 2.9





## Homeland

**Developer** Chunsoft  
**Publisher** Chunsoft  
**Release date** (jp) April 29, 2005  
**Genre** Role-playing  
**Mode** 1-2 Players

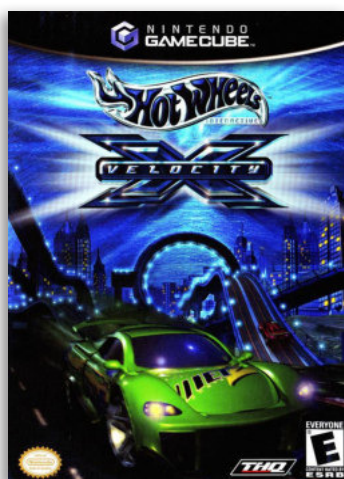
HOMELAND features nonlinear gameplay with branching storylines and multiple endings, and (especially in multiplayer mode) co-operative gameplay.

It is the only online GameCube game that isn't a Phantasy Star Online title. In online mode, the GameCube itself acts as the server, rather than the player using a central server.

8.1



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Rarity US: 7.0

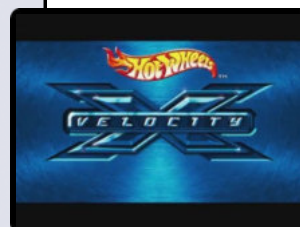
## Hot Wheels Velocity X

**Developer** Beyond Games  
**Publisher** THQ  
**Release date** (us) November 12, 2002  
 (eu) December 13, 2002  
**Genre** Racing  
**Mode** 1-4 Players

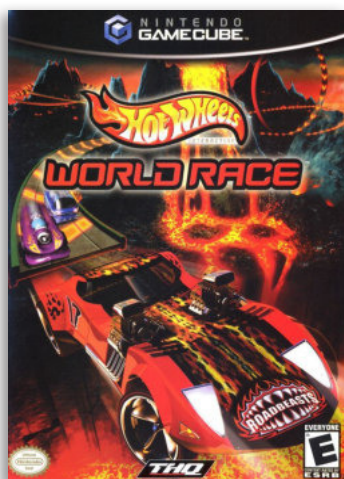
Hot Wheels Velocity X, based on the Hot Wheels toy automobiles, features 11 different gadgets and 5 different worlds - Monument City, Turbine Sands, Crankshaft Bay, Burnout Glacier and Underworld.

In the main Adventure mode, players have to beat all 30 missions, while completing tasks in each one. These tasks vary from destroying a few vehicles, collecting items, or racing/battling a boss.

7.4



N P



Rarity US: 6.0

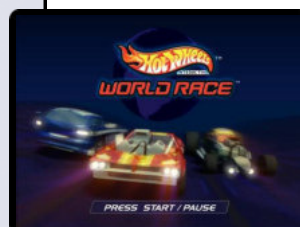
## Hot Wheels World Race

**Developer** Climax Group  
**Publisher** THQ  
**Release date** (us) October 31, 2003  
 (eu) November 28, 2003  
**Genre** Racing  
**Mode** 1-4 Players

Hot Wheels Highway 35: World Race, celebrating the 35th Anniversary of the Hot Wheels range, features dozens of authentically modelled Mattel Hot Wheels cars.

Players must compete to be the world's greatest driver in the most intense race ever created - The Highway 35 Circuit.

6.8



N P

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7.2



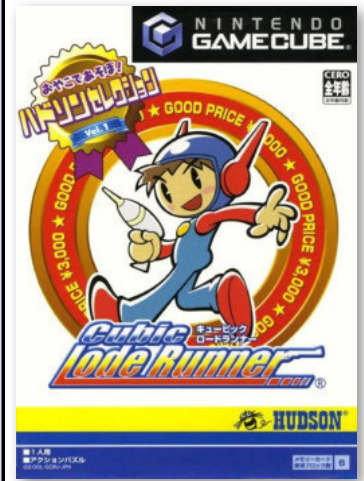
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## Hudson Selection Vol. 1: Cubic Lode Runner

Developer	Red Entertainment
Publisher	Hudson Soft
Release date	(jp) July 10, 2003
Genre	Puzzle, Action
Mode	1 Player

The Hudson Selection Vol. 1-4 are a collection of video games by Hudson Soft, released only in Japan. Each volume is an enhanced remake of the following games.

Cubic Lode Runner is an Isometric puzzle/action game.



8.1



J

## Hudson Selection Vol. 2: Star Soldier

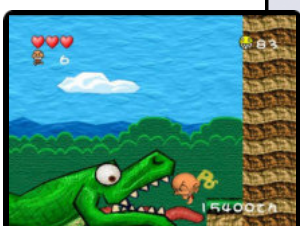
Developer	Red Entertainment
Publisher	Hudson Soft
Release date	(jp) July 10, 2003
Genre	Shoot 'em up
Mode	1 Player

Hudson Selection Vol. 2 is a budget remake of the top-down sci-fi shooter Star Soldier. The remake replaces the original graphics with a completely polygonal engine, featuring particle effects for all weapons and a new interface. New mid-stage bosses have been added to the mix and a new close range attack has been included in your ship for added damage.

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7.9

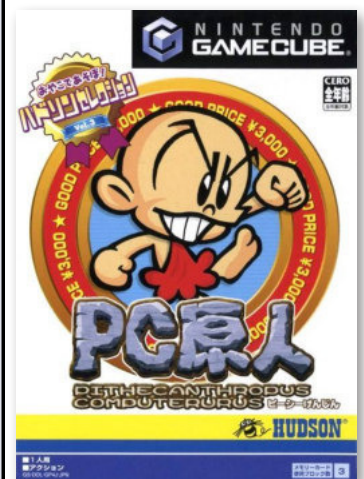


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## Hudson Selection Vol. 3: Bonk's Adventure

Developer	Red Entertainment
Publisher	Hudson Soft
Release date	(jp) December 18, 2003
Genre	Platformer
Mode	1 Player

While the game remains mostly the same as the original, the graphics and sound have been completely overhauled. The graphics are fully 3D rendered and are similar in design to Yoshi's Story. Bonk has a meaner look and practically every sound effect is spelled out on-screen. Some of the levels are altered. Fruit is not as common and there are no crystal hearts, but lives are much more plentiful.







## Hudson Selection Vol. 4: Adventure Island

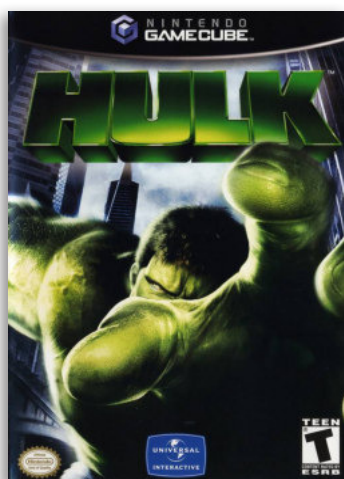
**Developer** Red Entertainment  
**Publisher** Hudson Soft  
**Release date** (jp) December 18, 2003  
**Genre** Platformer  
**Mode** 1 Player

The story starts out with Master Higgins and his girlfriend relaxing until a purple cloud takes his girlfriend away to King Quiller. So it's up to Master Higgins to go and rescue her. This remake is different from the original in that the graphics were rendered to 3D, the music was completely overhauled, the bosses do more things than throw their weapons at Master Higgins, and this remake contains bonus materials.

7.3



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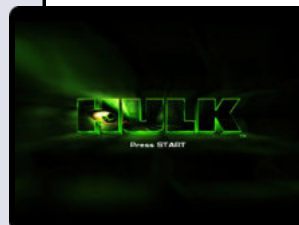
## Hulk

**Developer** Radical Entertainment  
**Publisher** Vivendi Games  
**Release date** (us) May 27, 2003  
 (eu) June 13, 2003  
**Genre** Action  
**Mode** 1 Player

Based eight years after the events of the movie (starring Eric Bana), players take the role as Dr. Bruce Banner and his alter ego, green giant The Hulk.

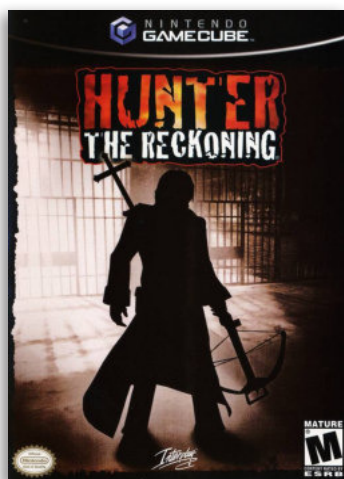
Levels in the game have players controlling either Bruce or The Hulk. Bruce must use his smaller size to sneak around areas 'Splinter Cell' style, while The Hulk can bash and blast his way through enemy territory in every way possible.

5.6



N P

Rarity US: 3.4

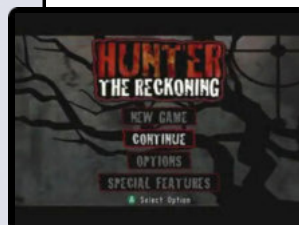


## Hunter: The Reckoning

**Developer** High Voltage Software  
**Publisher** Interplay Entertainment, Virgin Interactive  
**Release date** (us) November 18, 2002  
 (eu) July 11, 2003  
**Genre** Hack and slash  
**Mode** 1-4 Players

Hunter: The Reckoning, based on the role-playing game of the same name, is an action game, with elements of the hack and slash and the beat em up genre of fighting. The game lets the player choose between one of four characters, each of which has different weapons and abilities. The player acts as a human monster-hunter combining melee, ranged and spell-driven attacks called "edges."

6.9



N P

Rarity US: 4.3



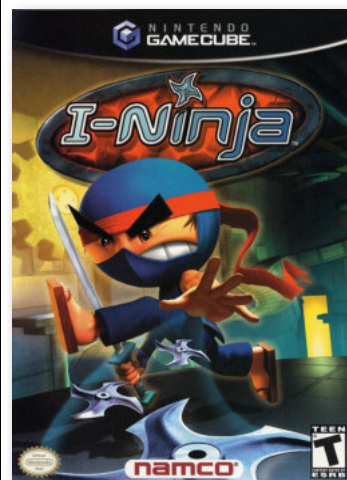
7.3

## I-Ninja

**Developer** Argonaut Games  
**Publisher** Namco  
**Release date** (us) December 4, 2003  
**Genre** Platformer  
**Mode** 1 Player

The main character in I-Ninja has a variety of acrobatic abilities that are used throughout the game to defeat the Ranx army led by Master O-Dor. In addition to basic skills such as running and jumping, Ninja can also double jump, spin his sword around while midair for a limited time and use it to fall slower than normal, and use the shape of the environment to his advantage.

First print copies of the game also included Pac-Man Vs.



Rarity US: 3.5

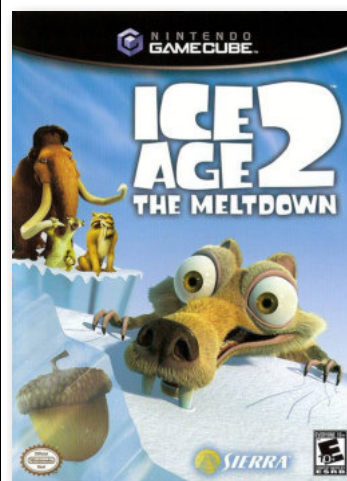
6.8

## Ice Age 2: The Meltdown

**Developer** Vivendi Games  
**Publisher** Vivendi Games  
**Release date** (us) March 14, 2006  
 (eu) March 31, 2006  
**Genre** Action-adventure  
**Mode** 1 Player

Ice Age 2: The Meltdown is loosely based on the movie of the same name. The game takes place in prehistory - players take the role as Scratt, the hapless (but not totally helpless) proto-squirrel, helping his friends escape the coming of a huge flood. Much of the game consists of hunting down acorns and other special nuts for health renewal or for unlocking bonuses.

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Rarity US: 2.8

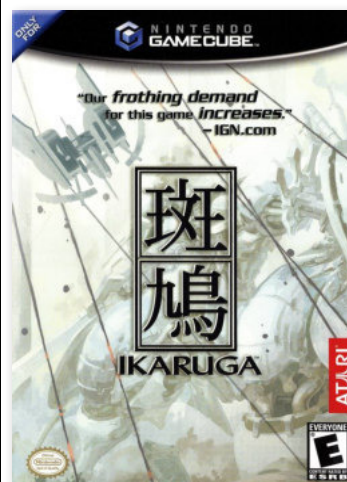
8.3

## Ikaruga

**Developer** G.rev, Treasure  
**Publisher** Atari  
**Release date** (us) April 15, 2003  
 (eu) May 23, 2003  
**Genre** Shoot 'em up  
**Mode** 1-2 Players

The gameplay consists of shooting enemies who come in one of two polarities: black or white. The player can alter their ship between either polarity at will. When the player ship is black, it may absorb black bullets, but it takes longer to shoot down black ships (vice versa for white).

Ikaruga was well received by critics and is considered one of the best shoot 'em up games of all time.



Rarity US: 7.8





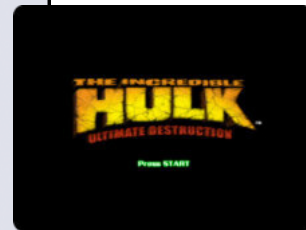
Rarity US: 5.8

## The Incredible Hulk: Ultimate Destruction

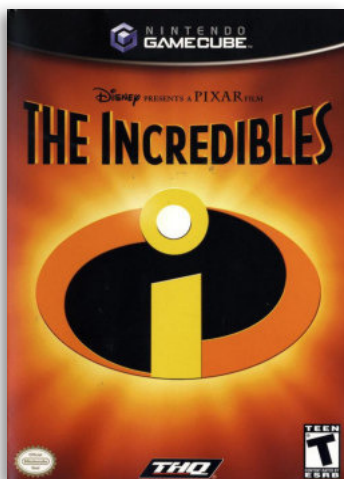
**Developer** Radical Entertainment  
**Publisher** Vivendi Games  
**Release date** (us) August 23, 2005  
 (eu) September 9, 2005  
**Genre** Action-adventure  
**Mode** 1 Player

The player controls the Hulk in an open world environment in which the player can visit most locations and interact with the environment while not engaged in missions. The game's bosses include Devil Hulk and Mercy, and the game's main villain is the Abomination.

8.4



N P



Rarity US: 1.7  
 Player's Choice: 1.8

## The Incredibles

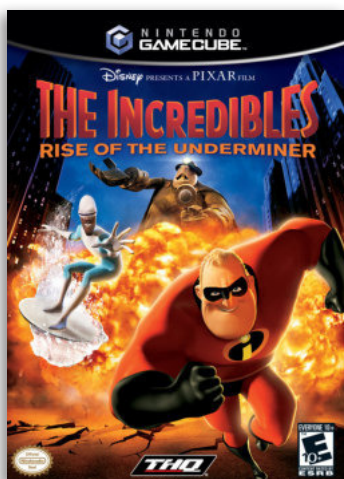
**Developer** Heavy Iron Studios  
**Publisher** THQ  
**Release date** (us) October 31, 2004  
 (eu) November 5, 2004  
**Genre** Beat 'em up  
**Mode** 1 Player

This game is based on the hit Pixar film of the same name and same plot. The game sees players controlling the Incredible family members, each with their own super powers. Players can lift heavy objects, bash through walls as Mr. Incredible, stretch to swing across chasms and grab enemies as Mrs. Incredible as well as taking control of their kids Dash, who run amazingly fast, and Violet who has invisibility.

5.9



J N P



Rarity US: 3.2

## The Incredibles: Rise of the Underminer

**Developer** Heavy Iron Studios  
**Publisher** THQ  
**Release date** (us) November 1, 2005  
 (eu) November 25, 2005  
**Genre** Action-adventure  
**Mode** 1-2 Players

The Incredibles: Rise of the Underminer is the sequel to the animated film The Incredibles. It features Mr. Incredible and Frozone fighting The Underminer's legion of robot minions. The game features appearances by the rest of the Incredibles, though they are not playable characters. Only John Ratzenberger reprises his role of the Underminer in the game.

6.2



J N P



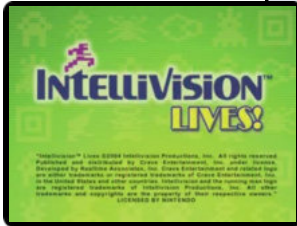
6.0

## Intellivision Lives!

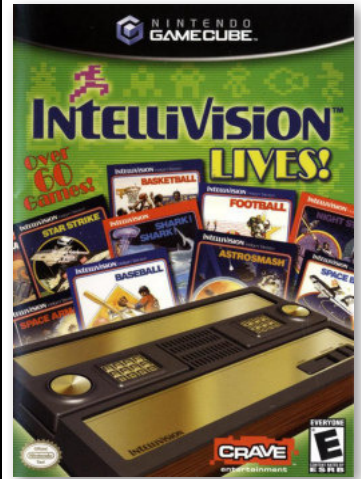
Developer	Realtime Associates
Publisher	Crave Entertainment
Release date	(us) November 4, 2004
Genre	Compilation
Mode	1-6 Players

Intellivision Lives! is a compilation of various games from the Intellivision. In addition, there are three exclusive games that were never released for the original console.

The games are accessed from a 3D “overworld” set in a circa 1980s pizza parlor, although this is an inaccurate representation of the games in question which are designed for a home console.

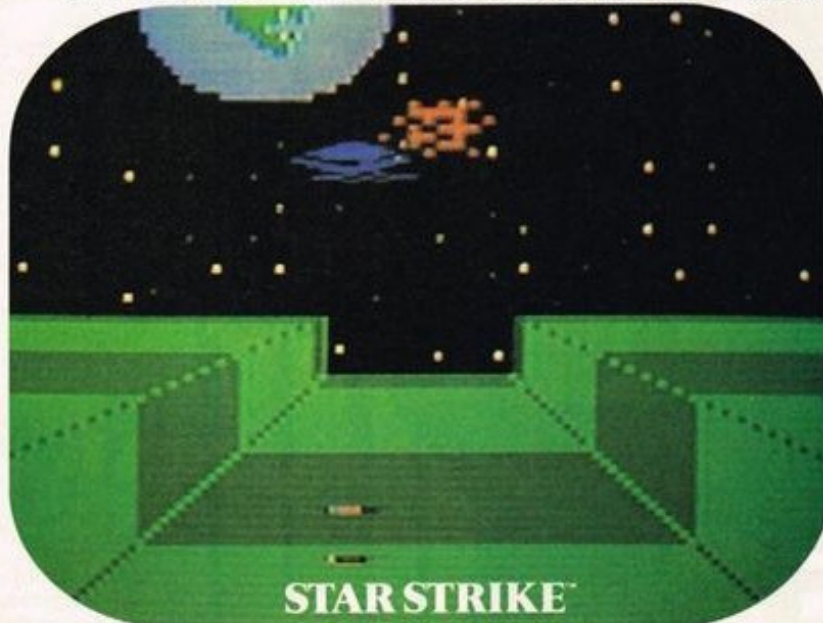


N



Rarity US: 2.0

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THEIR BEST  
SPACE GAME EVER,  
OR MY  
LIVING ROOM IS  
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## International Superstar Soccer 2

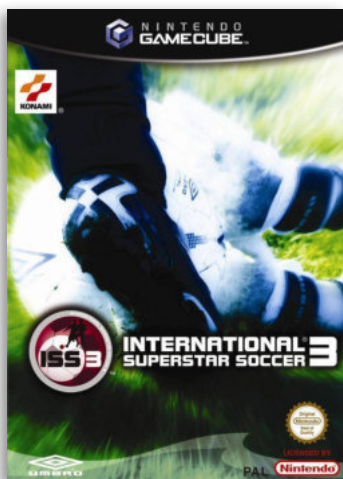
**Developer** Konami  
**Publisher** Konami  
**Release date** (eu) May 3, 2002  
**Genre** Sports  
**Mode** 1-4 Players

Unlike other football games by Konami it only features international teams. The game continued the trend of having player's with different attributes, both visually and with regards to their style on the pitch; pacey wingers out wide, large target men up front, shorter centre forwards trying to cause problems for defenders with their skill running on the ball.

7.0



P



## International Superstar Soccer 3

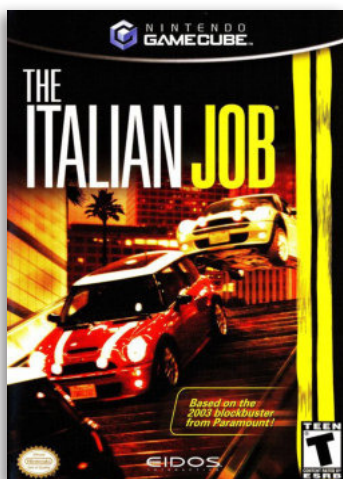
**Developer** Konami  
**Publisher** Konami  
**Release date** (eu) May 30, 2003  
**Genre** Sports  
**Mode** 1-4 Players

This is the last installment to the discontinued Konami's ISS series. In ISS 3 players can choose from Friendly mode, International Cup, Custom League, World League or Training mode, where they will take part with the best national teams. Players will also count with a points system, where for every match they win they will accumulate points that later can be given away in exchange for extra modes or stadiums.

7.3



P

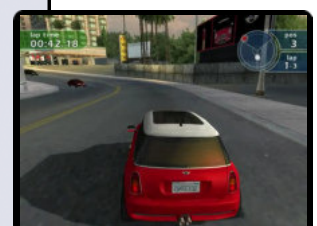
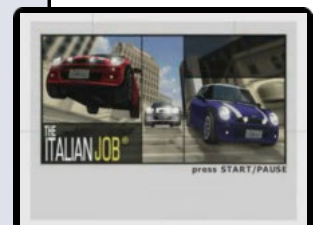


## The Italian Job

**Developer** Climax Group  
**Publisher** Eidos Interactive  
**Release date** (us) July 17, 2003  
 (eu) September 12, 2003  
**Genre** Racing  
**Mode** 1-2 Players

The Italian Job is a racing game based on the 2003 film. Players drive vehicles around Hollywood and Los Angeles, earning points for completing small tasks. There are 15 missions in the story mode. Each is designed to reflect a certain part of the movie, with the spoken introduction to each 'section' giving background on what part of the movie is being covered, and what the objective of the mission is going to be.

6.6



N P

Rarity US: 4.7



7.0



N P

## James Bond 007: Agent Under Fire

**Developer** Electronic Arts  
**Publisher** Electronic Arts  
**Release date** (us) March 13, 2002  
 (eu) June 14, 2002  
**Genre** First-person shooter  
**Mode** 1-4 Players

Agent Under Fire originally started as the PS2 and PC versions of The World Is Not Enough, and was based on a modified Quake III Arena engine.

The game features over 15 different types of firearms as well as other weapons. Each firearm is based on a real firearm, but is given a pseudonym.



Rarity US: 1.5  
 Player's Choice: 2.0

7.6

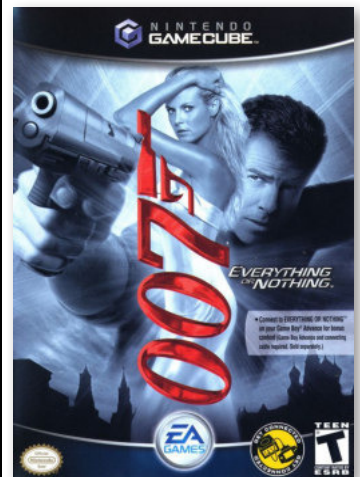


J N P

## James Bond 007: Everything or Nothing

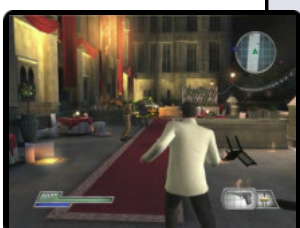
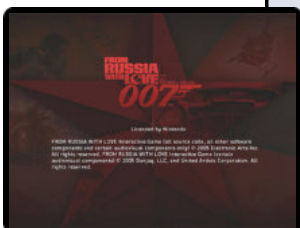
**Developer** Electronic Arts  
**Publisher** Electronic Arts  
**Release date** (us) February 17, 2004  
 (eu) February 27, 2004  
**Genre** Third-person shooter  
**Mode** 1-2 Players

Everything or Nothing centers around Bond dealing with the use of nanotechnology as terrorism. The gameplay is a mix of third-person shooting/action sequences and vehicle sequences. In third-person missions, Bond can typically use cover, engage in hand-to-hand combat, use gadgets and perform some context-sensitive actions.



Rarity US: 3.5  
 Player's Choice: 2.2

7.4

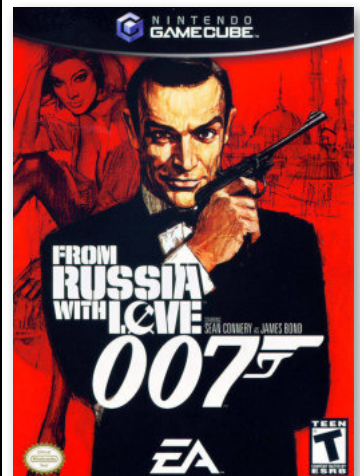


N P

## James Bond 007: From Russia with Love

**Developer** EA Redwood Shores  
**Publisher** Electronic Arts  
**Release date** (us) November 15, 2005  
 (eu) November 18, 2005  
**Genre** Third-person shooter  
**Mode** 1-4 Players

The game is based on the 1957 novel and the 1963 film of the same name. It follows the storyline of the book and film, albeit adding in new scenes to make the game more action-oriented, as well as changing the affiliation of the main villains. It was the last James Bond video game EA Games marketed before they lost the rights to Activision in 2006.



Rarity US: 2.7





Rarity US: 4.3

## James Bond 007: Nightfire

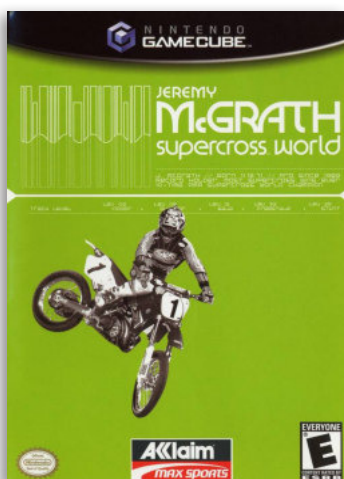
**Developer** Eurocom  
**Publisher** Electronic Arts  
**Release date** (us) November 18, 2002  
 (eu) November 29, 2002  
**Genre** First-person shooter  
**Mode** 1-4 Players

007: Nightfire is a first-person shooter featuring the character of the British secret agent James Bond and a sequel to Agent Under Fire. Throughout the game, players will be taken to more than ten exotic areas, reaching all areas of the globe, confronting the beautiful Bond women. In his quest to stop the Phoenix Corporation, players have have a variety of weapons available to them.

7.6



N P



Rarity US: 4.0

## Jeremy McGrath Supercross World

**Developer** Acclaim Entertainment  
**Publisher** Acclaim Entertainment  
**Release date** (us) February 27, 2002  
 (eu) June 7, 2002  
**Genre** Racing  
**Mode** 1-2 Players

This updated version of Supercross 2000 lets the players take to 25 different dirt bike tracks, each with their own twists, turns, bumps and jumps while performing insane gravity-defying tricks. Players can customize their bikes to their liking as well as choose from ten professional riders including the game's namesake, Jeremy McGrath.

5.2



N P



## Jikkyou Powerful Major League

**Developer** Pawapuro Production  
**Publisher** Konami  
**Release date** (jp) May 11, 2006  
**Genre** Sports  
**Mode** 1-2 Players

Jikkyou Powerful Major League is part of the large Jikkyō Powerful Pro Yakyū baseball series. It is known for its big-headed characters, and addictive arcade-style gameplay.

The game was the first in a western offshoot from the main series, featuring Major League Baseball players.

7.6



J



6.6



J

## Jikkyou Powerful Pro Yakyuu 10

**Developer** Pawapuro Production  
**Publisher** Konami  
**Release date** (jp) July 17, 2003  
**Genre** Sports  
**Mode** 1-2 Players

New features in Jikkyou Powerful Pro Yakyuu 10 were Success Mode, where players create teams instead of individual players. Online mode is available. And Mylife mode, an alternate type of Success Mode where players control the Japan League player instead of original character (but players can still play created player in Success Mode).



5.8

## Jikkyou Powerful Pro Yakyuu 10 Chou Ketteiban

**Developer** Pawapuro Production  
**Publisher** Konami  
**Release date** (jp) December 18, 2003  
**Genre** Sports  
**Mode** 1-2 Players

Since 1998, two installments are released every year, one normal version in the start of the season, and one named Kettei-ban (Post-Season version), with the latter have statistic (and sometime involving player transfers) update that reflects his performance in the season. This has become one of the tradition of Konami, much like the Winning Eleven series.



J



7.1

## Jikkyou Powerful Pro Yakyuu 11

**Developer** Pawapuro Production  
**Publisher** Konami  
**Release date** (jp) July 15, 2004  
**Genre** Sports  
**Mode** 1-2 Players

Jikkyou Powerful Pro Yakyuu 11 was released for the 10th Anniversary of the Power Pro Series. Audio Endings are first featured in Success Mode, again it is made (and the only Pawapuro series ending production they participated) by Kyoto Animation.



J







## Jikkyou Powerful Pro Yakyuu 11 Chou Ketteiban

**Developer** Pawapuro Production  
**Publisher** Konami  
**Release date** (jp) December 16, 2004  
**Genre** Sports  
**Mode** 1-2 Players

Jikkyou Powerful Pro Yakyuu 11 Chou Ketteiban is an updated version of Jikkyou Powerful Pro Yakyuu 11, featuring mostly updated stats.

6.5



J



## Jikkyou Powerful Pro Yakyuu 12

**Developer** Pawapuro Production  
**Publisher** Konami  
**Release date** (jp) July 14, 2005  
**Genre** Sports  
**Mode** 1-2 Players

New features are modified player password system, were password systems cannot be placed on previous installment. Cheering Songs Editor is available since this installment, like players, password system are used to transfer and import the songs.

8.1



J

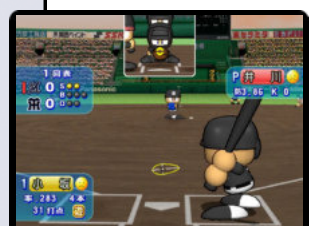


## Jikkyou Powerful Pro Yakyuu 12 Ketteiban

**Developer** Pawapuro Production  
**Publisher** Konami  
**Release date** (jp) December 15, 2005  
**Genre** Sports  
**Mode** 1-2 Players

Jikkyou Powerful Pro Yakyuu 12 Ketteiban is an updated version of Jikkyou Powerful Pro Yakyuu 12, featuring mostly updated stats.

8.0



J



7.1



J

## Jikkyou Powerful Pro Yakyuu 9

<b>Developer</b>	Konami Osaka, Pawapuro Production
<b>Publisher</b>	Konami
<b>Release date</b>	(jp) July 18, 2002
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

Jikkyou Powerful Pro Yakyuu 9 was the first game in the main series released on two platforms, both PlayStation 2 and GameCube. And this basically constructs the Sony side and the Nintendo side.



7.3

## Jikkyou Powerful Pro Yakyuu 9 Ketteiban

<b>Developer</b>	Konami Osaka, Pawapuro Production
<b>Publisher</b>	Konami
<b>Release date</b>	(jp) December 19, 2002
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

Jikkyou Powerful Pro Yakyuu 9 Ketteiban is an updated version of Jikkyou Powerful Pro Yakyuu 9, featuring mostly updated stats.



J



7.6

## Jikkyou World Soccer 2002

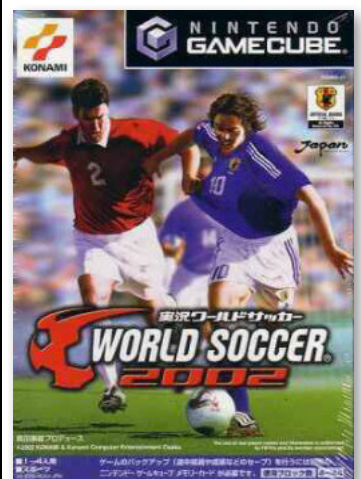
<b>Developer</b>	Major A
<b>Publisher</b>	Konami
<b>Release date</b>	(jp) March 14, 2002
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

Jikkyou World Soccer 2002 is a Soccer Sim game, released in 2002 by Major A and Konami.

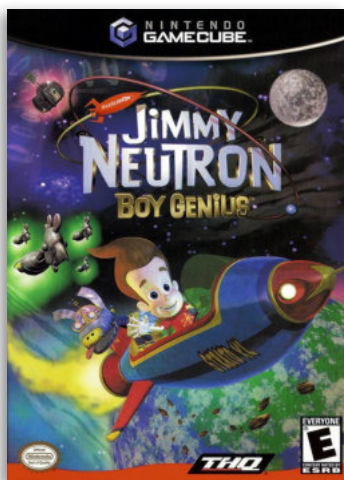
On release, Famitsu magazine scored the GameCube version of the game a 32 out of 40, and gave the PlayStation 2 version a 30 out of 40.



J







Rarity US: 2.2

## Jimmy Neutron: Boy Genius

**Developer** Big Sky Software  
**Publisher** THQ  
**Release date** (us) December 17, 2002  
 (eu) March 7, 2003  
**Genre** Adventure  
**Mode** 1 Player

The game is a 3D adventure starring Jimmy Neutron and his robotic canine Goddard. In the game, the evil King Goobot has abducted some of Jimmy's friends, so Jimmy must begin an intergalactic quest to save them. While progressing through various locales inspired by the movie, players need to solve puzzles using an assortment of gadgets. Also included are various mini-games to play within an amusement park.

5.4



N P



Rarity US: 1.4

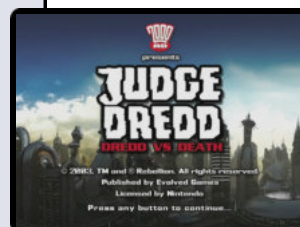
## Judge Dredd: Dredd Vs. Death

**Developer** Rebellion Developments  
**Publisher** Evolved Games, Vivendi Games  
**Release date** (us) December 12, 2003  
 (eu) March 1, 2005  
**Genre** First-person shooter  
**Mode** 1-4 Players

Judge Dredd: Dredd vs. Death is a first-person shooter video game based on the Judge Dredd character from the 2000 AD comic series.

The singleplayer campaign is made up of eleven levels in which the player takes the role of Judge Dredd and battles a series of criminals and undead vampires. Easy, Normal and Hard difficulty levels are available, as well as a cooperative mode.

7.1



N P





7.5

## Kao the Kangaroo Round 2



N P

**Developer** Tate Interactive  
**Publisher** Atari, JoWooD Productions  
**Release date** (us) March 29, 2006  
 (eu) April 15, 2005  
**Genre** Action-adventure  
**Mode** 1 Player

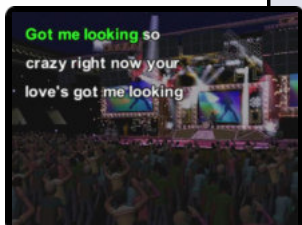
Kao the Kangaroo Round 2 is the sequel to the Dreamcast game, Kao The Kangaroo. Kao the Kangaroo, a young, cute, yellow kangaroo, have to saves animals from the hands of the evil Hunter and his equally evil colleagues. In order to bribe the guard and get aboard Hunter's ship, Kao must collect lots of coins scattered throughout the game. The main character can fight with his boxing gloves and can throw lethal boomerangs.



Rarity US: 3.5

7.5

## Karaoke Revolution Party

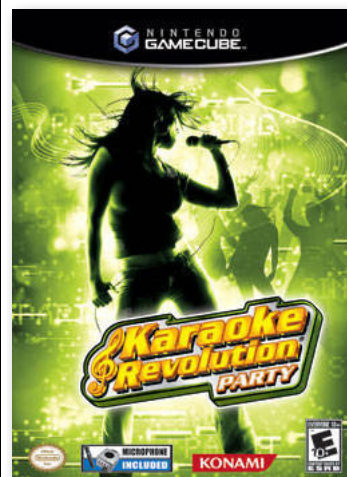


N

**Developer** Harmonix Music Systems  
**Publisher** Konami  
**Release date** (us) November 8, 2005  
**Genre** Music  
**Mode** 1-8 Players

The Karaoke Revolution continues with this entry which supports the DDR dance pad as well as the required USB microphone (a handheld microphone is included). Karaoke Revolution Party features 50 new songs (ranging from Dean Martin's That's Amore to Beyonce's Crazy in Love) and a host of new party options.

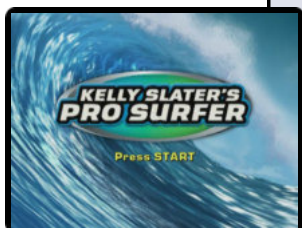
*"mobygames.com"*



Rarity US: 7.1

6.0

## Kelly Slater's Pro Surfer

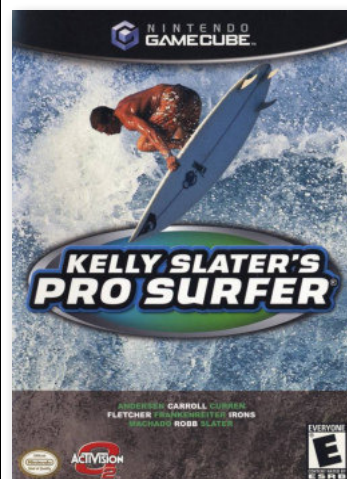


N P

**Developer** Treyarch  
**Publisher** Activision  
**Release date** (us) September 16, 2002  
 (eu) October 18, 2002  
**Genre** Sports  
**Mode** 1-2 Players

Kelly Slater's Pro Surfer is an extreme sports game in the Activision brand, endorsed by veteran surfer Kelly Slater. Motocross rider Travis Pastrana and skateboarder Tony Hawk appear as secret characters.

The game received generally positive reviews from critics.



Rarity US: 3.7





## Kidō Senshi Gundam: Gundam vs. Z Gundam

**Developer** Bandai  
**Publisher** Bandai  
**Release date** (jp) December 9, 2004  
**Genre** Third-person shooter  
**Mode** 1-4 Players

The game takes place seven years after the One Year War Gundam storyline. The game features 31 mobile suits which can be played on five different modes. These modes are arcade, versus, universal century mode, survival, and training.

The game is praised for the number of available playable mobile suits and the number of different modes.

7.3



J

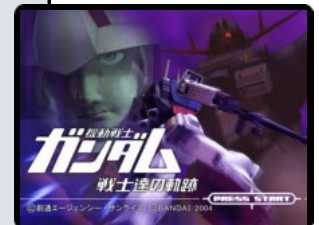


## Kidō Senshi Gundam: Senshitachi no Kiseki

**Developer** Bandai  
**Publisher** Bandai  
**Release date** (jp) March 18, 2004  
**Genre** Third-person shooter  
**Mode** 1 Player

Kidō Senshi Gundam: Senshitachi no Kiseki ("Mobile Suit Gundam: Warrior's Locus") is a GameCube-exclusive third-person shooter released in 2004 by Bandai. The game was released only in Japan as a part of the Mobile Suit Gundam series.

8.3



J



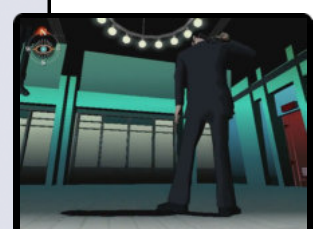
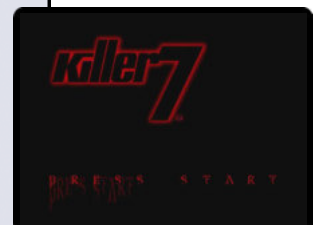
## killer7

**Developer** Grasshopper Manufacture  
**Publisher** Capcom  
**Release date** (us) July 7, 2005  
 (eu) July 15, 2005  
**Genre** Action-adventure, First-person rail shooter  
**Mode** 1 Player

The game follows an elite group of assassins called the "killer7". The assassins, physical manifestations of a man named Harman Smith, perform hits on behalf of the United States government.

Killer7 was Suda51's first game released outside Japan. It received polarized reviews due to its unconventional control scheme and complex noir plot.

7.8

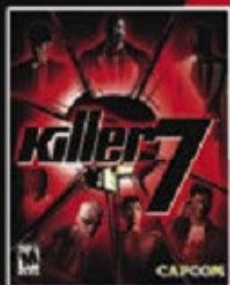


J N P

Rarity US: 3.1



STEP INTO THE MIND OF AN ASSASSIN **Killer7™**



**MATURE 17+**  
**M**  
CONTENT RATED BY  
**ESRB**

**CAPCOM**



# 7 PERSONAS 1 DEADLY CRIME SYNDICATE

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Rarity US: 2.7

## King Arthur

**Developer** Krome Studios  
**Publisher** Konami  
**Release date** (us) November 18, 2004  
 (eu) February 11, 2005  
**Genre** Action-adventure  
**Mode** 1-2 Players

King Arthur is an action-adventure game based on the 2004 film of the same name. In the game the player can control Arthur and his friends. Usually each level has 2 players and one of them can be chosen by the player. The other one will be either computer controlled or controlled by second player. There are many characters including Arthur, Bors, Tristan, Lancelot, etc.

5.7



N P



Rarity US: 7.6

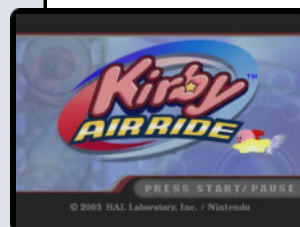
## Kirby Air Ride

**Developer** HAL Laboratory  
**Publisher** Nintendo  
**Release date** (us) October 13, 2003  
 (eu) February 27, 2004  
**Genre** Racing  
**Mode** 1-4 Players

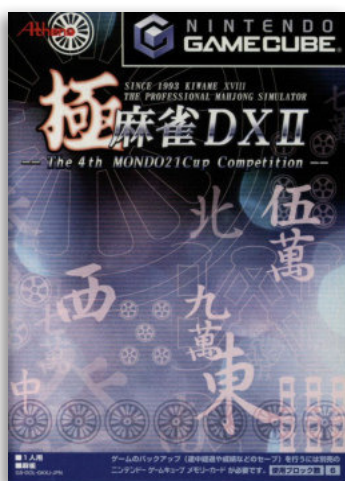
Kirby Air Ride is played primarily through use of a vehicle, many of which are taken from previous Kirby games, such as the Warpstar. Players take control of Kirby or any of his multicolored counterparts to compete in races or other minigames.

The simple controls are a defining feature of Kirby Air Ride. Unlike most racers, no input is necessary for the craft to move forward.

8.0



J N P



## Kiwame Mahjong DX2

**Developer** Athena  
**Publisher** Athena  
**Release date** (jp) August 9, 2002  
**Genre** Board game  
**Mode** 1 Player

Kiwame Mahjong DX II is a mahjong game, published by Athena, which was released in Japan in 2002.

7.6



J



6.2

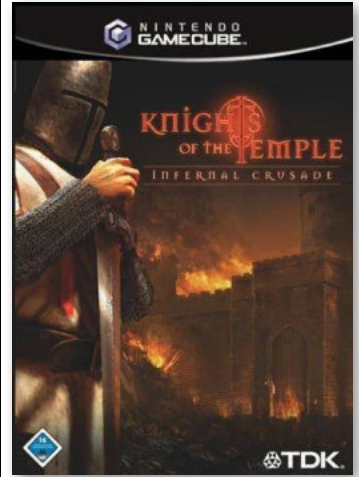


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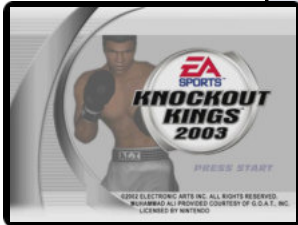
## Knights of the Temple: Infernal Crusade

<b>Developer</b>	Starbreeze Studios
<b>Publisher</b>	TDK Mediactive
<b>Release date</b>	(eu) March 19, 2004
<b>Genre</b>	Hack and slash
<b>Mode</b>	1 Player

Knights of the Temple is a dynamic camera third-person hack and slash game set in the medieval times. Players take hold of various medieval weapons from axe, mace, sword, to mastering archery. Right from the first hack, relentless batches of enemies has to be dispatched with ever increasing degrees of stylish violence, doors to be unlocked, keys to be found and the occasional puzzle to be solved.



7.2

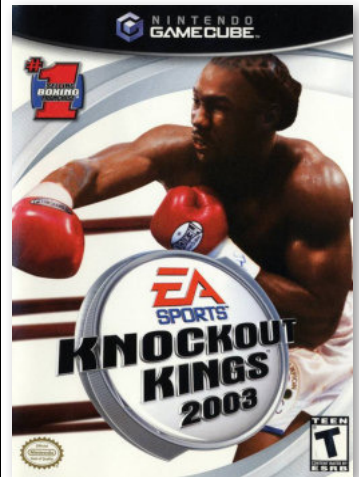


N P

## Knockout Kings 2003

<b>Developer</b>	EA Sports
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) October 9, 2002 (eu) December 20, 2002
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

Knockout Kings 2003 gives players control of the big name fighters of today, and the legends of yesterday. Or they can create their own legend, and take him through a years-spanning career mode. Other than career, play modes include exhibition fights, tournaments, or the less realistic Slugfest mode.



Rarity US: 2.4

"mobygames.com"

7.4



J

## Konjiki no Gash Bell!! Yūjō no Tag Battle Full Power

<b>Developer</b>	Bandai
<b>Publisher</b>	Bandai
<b>Release date</b>	(jp) August 5, 2004
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

Konjiki no Gash Bell!! Yūjō no Tag Battle Full Power is a fighting game based on the manga/anime series Zatch Bell! released in 2004 by Bandai. The game was released only in Japan. It's revised edition of Konjiki no Gash Bell!!: Yuujou no Tag Battle has new features and two additional characters.







## Konjiki no Gash Bell!! Go! Go! Mamono Fight!!

**Developer** 8ing  
**Publisher** Bandai  
**Release date** (jp) December 15, 2005  
**Genre** Fighting  
**Mode** 1-4 Players

Konjiki no Gash Bell!! Go! Go! Mamono Fight!! is a video game released in Japan for PlayStation 2 and Gamecube based on the Zatch Bell! anime/manga series.

This game is a cel-shaded Super Smash Brothers style game. There are a few game modes to choose from.

5.8



J



## Korokke! Ban-O no Kiki o Sukue

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) July 8, 2004  
**Genre** Action  
**Mode** 1-2 Players

GC Korokke! Ban-Ou no Kiki o Sukue is an action game based on the Japanese TV anime series. The idea of the game is to seek out opponents on a large RPG-style field map, then challenge them to fast-paced battles. Already in its fourth incarnation on GameBoy Advance, the console version takes the series into the third dimension.

“G0EMONBOY@youtube.com”

8.3



J



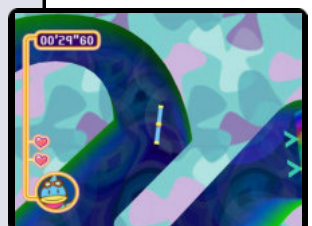
## Kururin Squash!

**Developer** Eighting  
**Publisher** Nintendo  
**Release date** (jp) October 14, 2004  
**Genre** Puzzle  
**Mode** 1-4 Players

Kururin Squash! is the successor to Kururin Paradise and is the only title of the Kururin series with 3D computer graphics.

The player controls a slowly spinning stick called the Helirin, and must maneuver it through a series of mazes without touching the walls. If the stick hits any wall or dangerous object three times it will shatter, forcing the player to start over again.

8.2



J

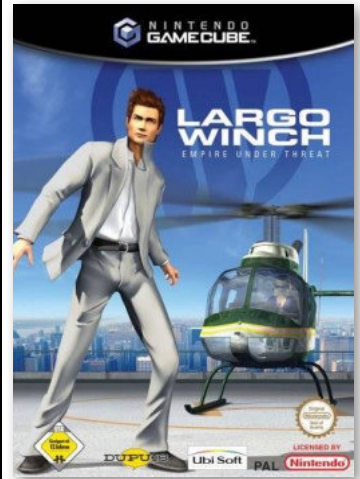


7.0

## Largo Winch: Empire Under Threat

**Developer** Dupuis  
**Publisher** Ubisoft  
**Release date** (eu) October 1, 2002  
**Genre** Action-adventure  
**Mode** 1 Player

Largo Winch: Empire Under Threat, based on the Belgian comic book series, is a puzzle-based third-person adventure game with Largo himself as the playable character. The plot of the game follows the usual scenario of Largo Winch stories, with his business empire under threat as he fights to save it.



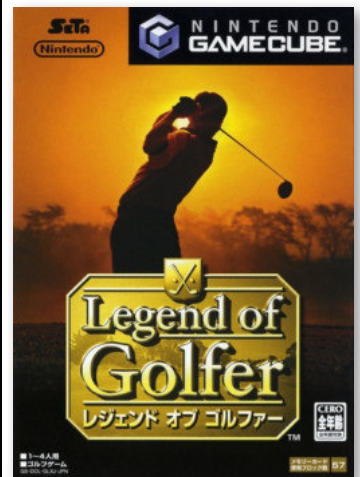
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7.6

## Legend of Golfer

**Developer** SETA Corporation  
**Publisher** Nintendo  
**Release date** (jp) June 17, 2004  
**Genre** Sports  
**Mode** 1-4 Players

Legend of Golfer is a Nintendo published arcade golf game released only in Japan for the Nintendo GameCube.



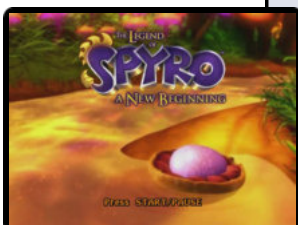
J

6.7

## The Legend of Spyro: A New Beginning

**Developer** Krome Studios  
**Publisher** Sierra Entertainment  
**Release date** (us) October 10, 2006  
 (eu) October 27, 2006  
**Genre** Action-adventure  
**Mode** 1 Player

The Legend of Spyro: A New Beginning is the first game in The Legend of Spyro trilogy, a reboot of the Spyro the Dragon series. Krome Studios planned to make a Crash Bandicoot game, but Sierra Entertainment asked them to develop The Legend of Spyro instead. The game has also been noted for beginning a more dark and complex plot to the Spyro series.



N P

Rarity US: 2.5





## The Legend of the Quiz Tournament of Champions

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (jp) December 8, 2005  
**Genre** Quiz  
**Mode** 1-4 Players

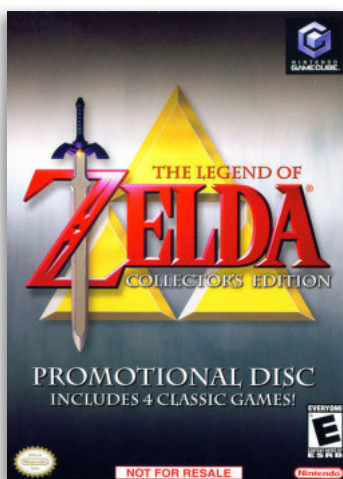
Densetsu no Quiz ou Ketteisen, known in English as The Legend of the Quiz Tournament of Champions, is a quiz game by Nintendo. The game allows one to four players, and came bundled with a GameCube Microphone.

*"wiki.dolphin-emu.org"*

7.6



J



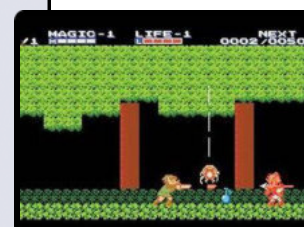
Rarity US: 8.7

## The Legend of Zelda: Collector's Edition

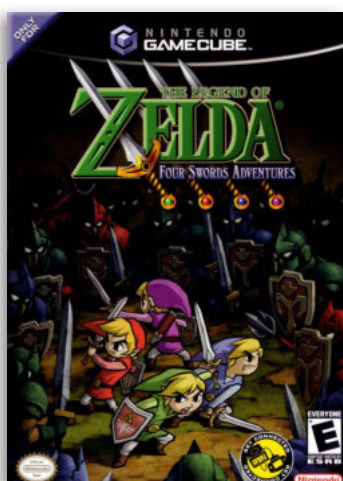
**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) November 17, 2003  
 (eu) November 14, 2003  
**Genre** Compilation  
**Mode** 1 Player

The Legend of Zelda: Collector's Edition is a compilation disc with emulated versions of the original The Legend of Zelda, The Adventure of Link, Ocarina of Time, and Majora's Mask, as well as a twenty-minute playable demo of The Wind Waker and two short featurettes.

9.1



N P



Rarity US: 7.8  
 Player's Choice: 7.5

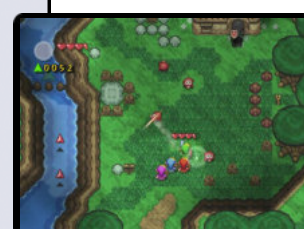
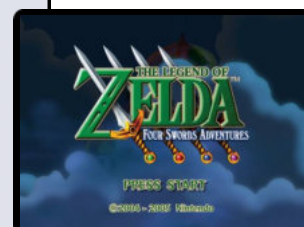
## The Legend of Zelda: Four Swords Adventures

**Developer** Nintendo Research & Development 1  
**Publisher** Nintendo  
**Release date** (us) June 7, 2004  
 (eu) January 7, 2005  
**Genre** Action-adventure  
**Mode** 1 Player

The game takes Link on an adventure to restore peace to Hyrule after learning that an evil counterpart of himself, Shadow Link, has been created.

The main mode of Four Swords Adventures is "Hyrulean Adventure", an episodic, cooperative multi-player adaptation of conventional The Legend of Zelda gameplay.

7.7



J N P



9.1



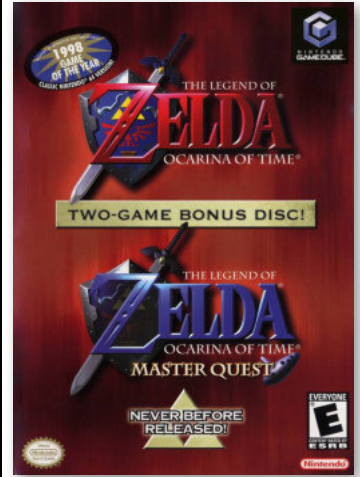
J N P

## The Legend of Zelda: Ocarina of Time/Master Quest

<b>Developer</b>	Nintendo Entertainment Analysis Develop.
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) February 17, 2003 (eu) May 3, 2003
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

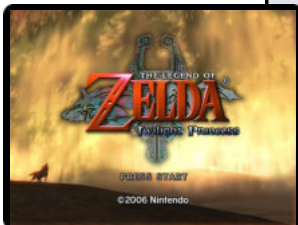
The Master Quest compilation was given as a premium for pre-ordering The Wind Waker in Japan and North America. In Europe and Australia, the disc came in the same case as the initial pressings of The Wind Waker.

Master Quest uses the same engine and plot of Ocarina of Time, but dungeons have been altered.



Rarity US: 8.5

8.8

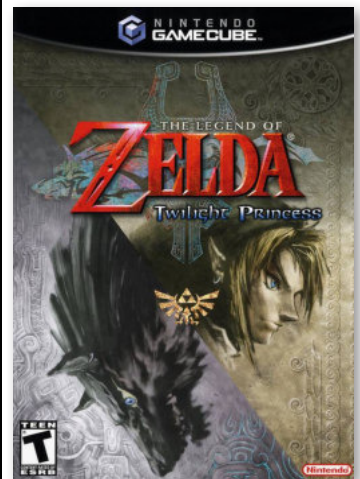


J N P

## The Legend of Zelda: Twilight Princess

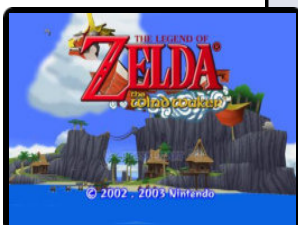
<b>Developer</b>	Nintendo Entertainment Analysis Develop.
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) December 11, 2006 (eu) December 15, 2006
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

The story focuses on series protagonist Link, who tries to prevent Hyrule from being engulfed by a corrupted parallel dimension known as the Twilight Realm. To do so, he takes the forms of both a Hylian and a wolf, and is assisted by a mysterious creature named Midna. The game takes place approximately 100 years after Ocarina of Time and Majora's Mask.



Rarity US: 7.8

8.8

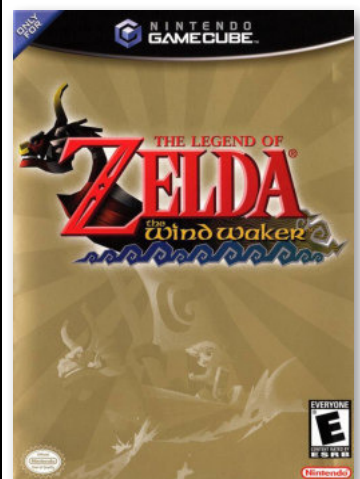


J N P

## The Legend of Zelda: The Wind Waker

<b>Developer</b>	Nintendo Entertainment Analysis Develop.
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) March 24, 2003 (eu) May 2, 2003
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

The Wind Waker follows in the footsteps of Ocarina of Time and Majora's Mask, retaining the basic gameplay and control system found in the two Nintendo 64 titles. A heavy emphasis is placed on controlling wind with a baton called the Wind Waker, which aids in sailing and floating in air.



Rarity US: 7.9  
Player's Choice: 7.8





Rarity US: 3.5

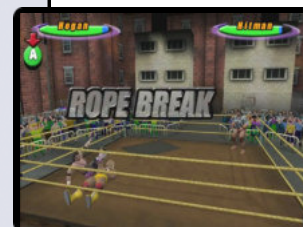
## Legends of Wrestling

**Developer** Acclaim Entertainment  
**Publisher** Acclaim Entertainment  
**Release date** (us) May 27, 2002  
 (eu) June 7, 2002  
**Genre** Sports  
**Mode** 1-4 Players

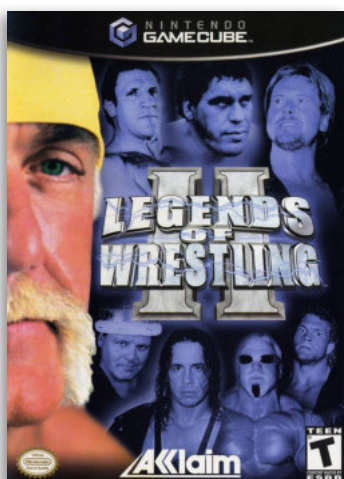
Legends of Wrestling is a professional wrestling video game based on the greatest wrestlers of all time, from WWF/WWE, NWA, WCW, ECW and various independent promotions.

The game features in-depth match analysis and career guidance by some of wrestling's greatest managers, including Captain Lou Albano and "The Mouth Of The South" Jimmy Hart.

5.6



N P



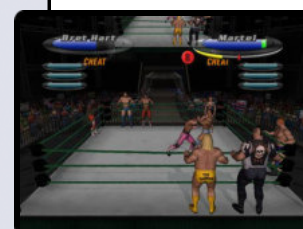
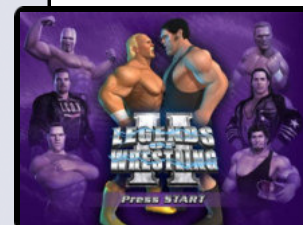
Rarity US: 3.5

## Legends of Wrestling II

**Developer** Acclaim Entertainment  
**Publisher** Acclaim Entertainment  
**Release date** (us) November 26, 2002  
 (eu) February 7, 2003  
**Genre** Sports  
**Mode** 1-4 Players

Legends II contains 24 wrestlers that were not in the first game, though also excludes Rob Van Dam, presumably because he had recently been signed to a WWF contract. The game did contain Eddie Guerrero, however, who, although unemployed at the time he signed a likeness deal, re-signed with WWF when the game was released.

6.6



N P



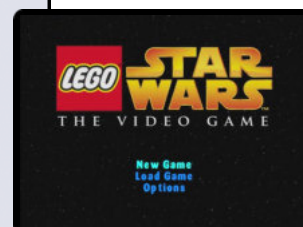
Rarity US: 4.7  
 Player's Choice: 2.5

## Lego Star Wars: The Video Game

**Developer** Traveller's Tales  
**Publisher** Eidos Interactive, LucasArts  
**Release date** (us) October 25, 2005  
 (eu) November 4, 2005  
**Genre** Action-adventure  
**Mode** 1-2 Players

Lego Star Wars: The Video Game is a video game based on the Star Wars themed toy line by the Lego Group and the first game in TT Games' Lego videogame franchise. It is a video game adaptation of the Star Wars prequel trilogy, The Phantom Menace, Attack of the Clones and Revenge of the Sith, with a bonus segment from Episode IV.

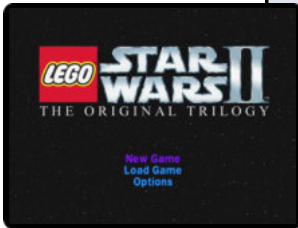
7.7



N P



7.9



N P

## Lego Star Wars II: The Original Trilogy

<b>Developer</b>	Traveller's Tales
<b>Publisher</b>	LucasArts
<b>Release date</b>	(us) September 12, 2006 (eu) September 11, 2006
<b>Genre</b>	Action-adventure
<b>Mode</b>	1-2 Players

Lego Star Wars II follows the events of the Star Wars films Star Wars, The Empire Strikes Back and Return of the Jedi. The game allows players to assume the roles of over 50 Lego versions of characters from the film series. Camera movement was improved from its predecessor, and the concept of "vehicle levels" was explored more thoroughly.



Rarity US: 2.7  
Player's Choice: 3.7

5.7



N P

## Lemony Snicket's A Series of Unfortunate Events

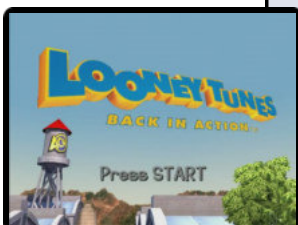
<b>Developer</b>	Adrenium Games, Amaze Entertainment
<b>Publisher</b>	Activision
<b>Release date</b>	(us) November 10, 2004 (eu) November 10, 2004
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

The game is based primarily on the movie, which in turn is based on the plots of the first three books of the series. Players take the roles of Violet, Klaus, and Sunny Baudelaire, solving puzzles, fighting villains and finding objects. Players encounter characters such as Mr. Poe, Uncle Monty and Aunt Josephine, along with villains such as Count Olaf.



Rarity US: 2.6

6.5

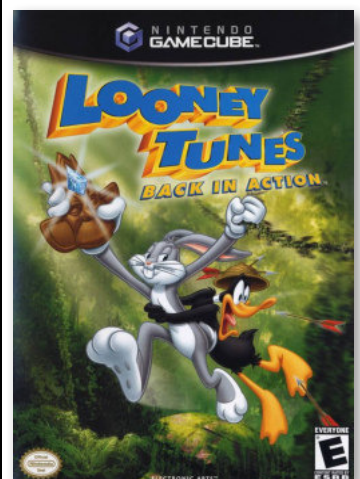


N P

## Looney Tunes: Back in Action

<b>Developer</b>	Warner Bros. Interactive Entertainment
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) November 24, 2003 (eu) January 30, 2004
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

The game is based on the film of the same name. Gameplay involves playing as Bugs Bunny or Daffy Duck. Each character has their own unique special abilities and the game requires using both characters. Along the way, money is found all over the place, usually as coins and bills. The money is used to access any of 4 other regions in the game such as Vegas or Paris.



Rarity US: 3.2





Rarity US: 2.8  
Player's Choice: 2.6

## The Lord of the Rings: The Two Towers

**Developer** Stormfront Studios  
**Publisher** EA Games, Electronic Arts  
**Release date** (us) December 30, 2002  
(eu) March 14, 2003  
**Genre** Hack and slash  
**Mode** 1 Player

The Two Towers is a hack and slash action game played from a third-person perspective. The game features levels taken either directly from scenes in the The Fellowship of the Ring and The Two Towers films, or based closely on elements from the films. For most of the game, the player is free to play as Aragorn, Gimli or Legolas.

7.1



J N P



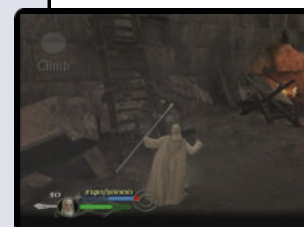
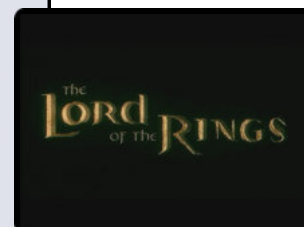
Rarity US: 5.8  
Player's Choice: 5.5

## The Lord of the Rings: The Return of the King

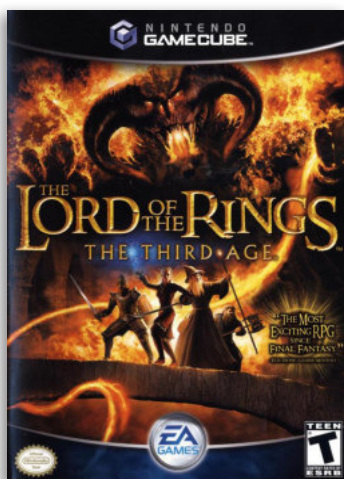
**Developer** Hypnos Entertainment  
**Publisher** EA Games, Electronic Arts  
**Release date** (us) November 5, 2003  
(eu) November 14, 2003  
**Genre** Hack and slash  
**Mode** 1-2 Players

The game is an adaptation of the movie The Lord of the Rings: The Two Towers and The Lord of the Rings: The Return of the King, which was released shortly after the game. The game is similar to its predecessor in basic gameplay, but differs by adding multiple storylines, more playable characters and increased interaction with environments.

7.4



J N P



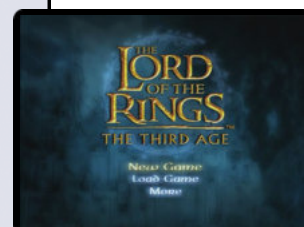
Rarity US: 5.0

## The Lord of the Rings: The Third Age

**Developer** EA Games  
**Publisher** EA Games  
**Release date** (us) November 2, 2004  
(eu) November 5, 2004  
**Genre** Role-playing  
**Mode** 1-2 Players

The Third Age is an RPG in the style of the games in the Final Fantasy series. The game's turn-based combat system is similar to Final Fantasy X's "Conditional Turn-Based" system. As with many role playing games, gameplay in the game is split into two different modes; third-person exploration through a overworld, and combat mode, consisting of turn-based gameplay.

7.5



J N P



7.2

## Lost Kingdoms

**Developer** FromSoftware  
**Publisher** FromSoftware, Activision  
**Release date** (us) May 27, 2002  
 (eu) August 9, 2002  
**Genre** Action role-playing  
**Mode** 1-2 Players

Lost Kingdoms is best known for its unique system of combat. Battles are played in real-time, where the player has to keep their character moving to avoid enemy attacks and plot tactical points to attack. Katia uses her cards for battle purposes only, as she cannot fight. Lost Kingdoms also has a multiplayer system in which two players can use their own decks to battle one another.



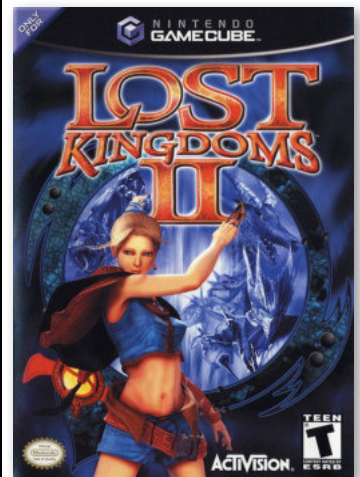
Rarity US: 6.4

7.9

## Lost Kingdoms II

**Developer** FromSoftware  
**Publisher** FromSoftware, Activision  
**Release date** (us) May 21, 2003  
 (eu) June 6, 2003  
**Genre** Action role-playing  
**Mode** 1-2 Players

There are a number of new cards, though most of the original cards from the first game are retained. Many of the originals have their effects reworked in various ways. Notable changes in the card effects include giving each summon card two effects that the player may choose from, and a new type of card that transforms the player into a creature.(226 cards total).



Rarity US: 7.2

8.1

## Lotus Challenge

**Developer** Kuju Entertainment  
**Publisher** Ignition Entertainment  
**Release date** (us) July 29, 2004  
**Genre** Racing  
**Mode** 1-2 Players

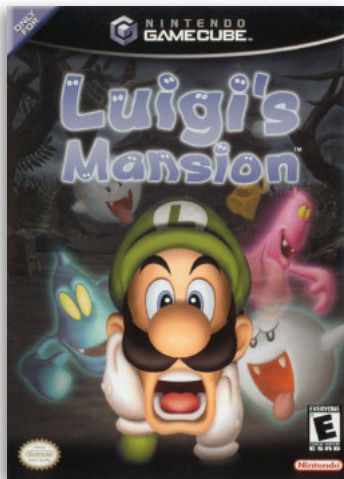
Lotus Challenge allows players to race different Lotus cars from a range of years. There are different modes, such as story, free play, and a trophy mode. In story mode the player can play as Jack or Zoe and work their way through the ranks. It is possible to drive in film stunts, Lotus F1 cars and drag races at fictional tracks.

The Soundtrack features the British electronic music group Hybrid.



Rarity US: 4.0





Rarity US: 7.5  
Player's Choice: 7.0

## Luigi's Mansion

**Developer** Nintendo Entertainment Analysis Develop.  
**Publisher** Nintendo  
**Release date** (us) November 18, 2001  
(eu) May 3, 2002  
**Genre** Adventure, Survival horror  
**Mode** 1 Player

The game takes place in a haunted mansion where Luigi is searching for his brother, Mario. To help Luigi on his quest, an old scientist named Elvin Gadd or E. Gadd has equipped him with the “Poltergust 3000”, a vacuum cleaner used for capturing ghosts, and a “Game Boy Horror”, a device used for communicating with E. Gadd. He also uses it as a map and to examine ghosts.

8.0



J N P



## Lupin Sansei: Umi ni Kieta Hihou

**Developer** Asmik Ace Entertainment  
**Publisher** Asmik Ace Entertainment  
**Release date** (jp) July 31, 2003  
**Genre** Adventure  
**Mode** 1 Player

Lupin the 3rd: Lost Treasure by the Sea (“Rupan Sansei: Umi ni Kieta Hihou”) is an adventure game set in the Lupin III universe, which was released in Japan in 2003.

8.7



J



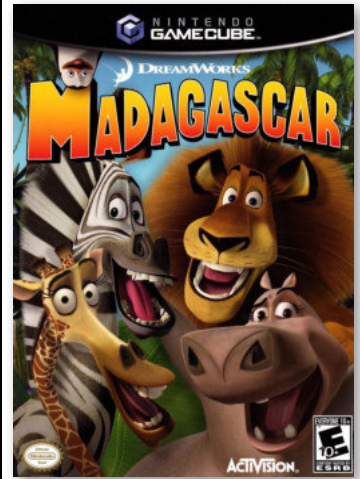


6.8

## Madagascar

**Developer** Toys For Bob  
**Publisher** Activision, Bandai  
**Release date** (us) May 24, 2005  
 (eu) June 30, 2005  
**Genre** Action-adventure  
**Mode** 1-2 Players

The game is based on the animated movie of the same name. The player mainly controls Marty the zebra, while in other levels the player can control Gloria the hippo, Melman the giraffe, and Alex the lion. Each character in the game has his or her own ability. To gain their abilities, the player must first find three cards, known as power cards, to gain the character's ability.



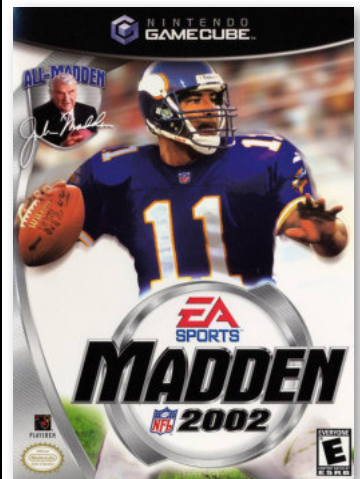
Rarity US: 2.5  
 Player's Choice: 1.9

6.5

## Madden NFL 2002

**Developer** EA Tiburon  
**Publisher** Electronic Arts  
**Release date** (us) November 18, 2001  
**Genre** Sports  
**Mode** 1-4 Players

Madden NFL 2002 features play now, season, franchise, tournament, create-a-player and create-a-team modes. It also has the Madden Card feature. This is the first Madden to feature the Houston Texans in the team select. Also the game featured the 2002 Expansion Draft where the player can add the 32nd team into the league but it will force the Seahawks to move into the NFC.



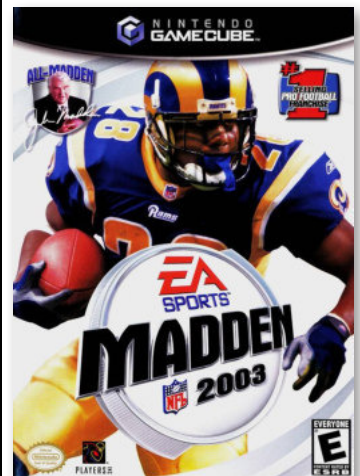
Rarity US: 1.7

7.4

## Madden NFL 2003

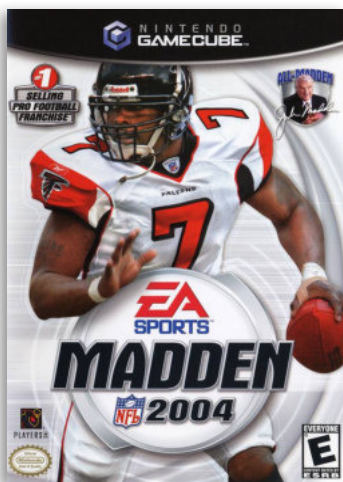
**Developer** EA Tiburon  
**Publisher** Electronic Arts  
**Release date** (us) August 12, 2002  
 (eu) October 11, 2002  
**Genre** Sports  
**Mode** 1-4 Players

Madden NFL 2003 is an American football video game. It features then-reigning 3 time NFL Offensive Player of the Year, and former St. Louis Rams running back Marshall Faulk on the cover. This edition of Madden was the first to feature EA Trax. This is also the first Madden to feature the Mini Camp mode. This was the first game John Madden and Al Michaels appeared as commentators taking over for Pat Summerall.



Rarity US: 1.5





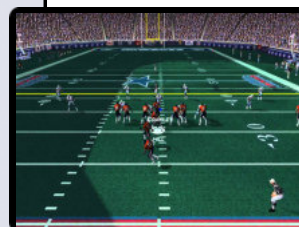
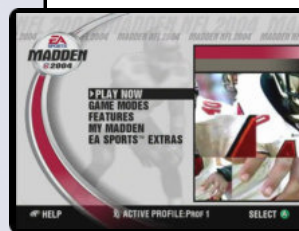
Rarity US: 1.5

## Madden NFL 2004

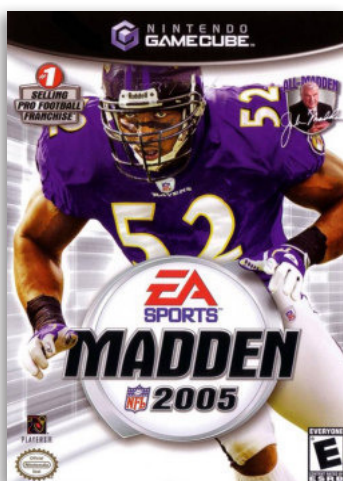
**Developer** EA Tiburon  
**Publisher** Electronic Arts  
**Release date** (us) August 12, 2003  
 (eu) September 12, 2003  
**Genre** Sports  
**Mode** 1-4 Players

Madden NFL 2004 is the 15th installment of the Madden NFL series of American football video games. New features in Madden 2004 include a new owner mode option that allows the player to control a franchise. In this mode, the player takes on all the responsibilities related to owning a professional football team, from regulating hot dog prices, to team relocation, to hiring and firing coaching staff.

7.6



N P



Rarity US: 0.9

## Madden NFL 2005

**Developer** EA Tiburon  
**Publisher** Electronic Arts  
**Release date** (us) August 9, 2004  
 (eu) September 17, 2004  
**Genre** Sports  
**Mode** 1-4 Players

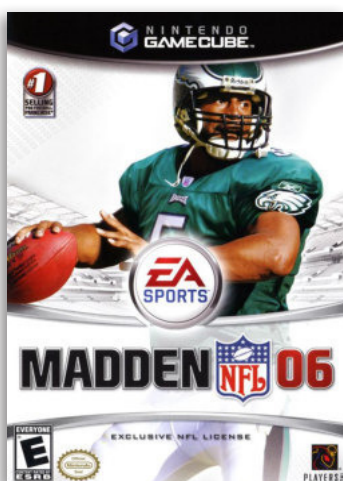
Besides the usual roster updates, the major gameplay changes in this iteration mostly concern defensive play. There are also expansions to the franchise mode along with various other additions and changes. Major changes to defensive play include the introduction of the Hit Stick: it allows precise and context-sensitive tackling through the use of the second analog stick.

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7.5



N P



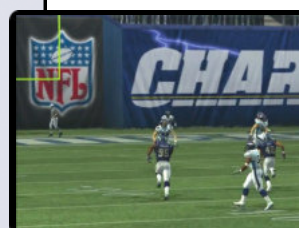
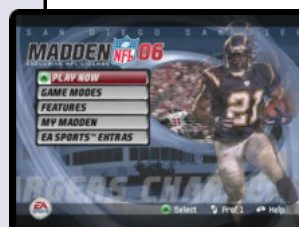
Rarity US: 1.3

## Madden NFL 06

**Developer** EA Tiburon  
**Publisher** Electronic Arts  
**Release date** (us) August 8, 2005  
 (eu) September 16, 2005  
**Genre** Sports  
**Mode** 1-2 Players

One of the additions to the 2006 version of Madden is Superstar mode, which allows the player to create and take control of an NFL player from his rookie year all the way to retirement. Superstar mode is essentially Madden's Franchise mode seen through the eyes of this athlete. Rather than manage the team's front office, the player manages the career of his athlete.

7.2



N P



7.7

## Madden NFL 07

**Developer** EA Tiburon  
**Publisher** Electronic Arts  
**Release date** (us) August 22, 2006  
**Genre** Sports  
**Mode** 1-4 Players

This version introduces some new tricks, updates some features, and brings depth to some game modes from previous Madden titles.

The 07 game focuses on the Running Back by giving players lead blocker controls. After selecting a running play, players can cycle through offensive players to open up gaps. New evasive maneuvers are controlled with a separate stick to elude defenders, along with new juking and spinning maneuvers.



Rarity US: 3.5

7.4

## Madden NFL 08

**Developer** EA Tiburon  
**Publisher** Electronic Arts  
**Release date** (us) August 14, 2007  
**Genre** Sports  
**Mode** 1-4 Players

A new branching animation system allows dynamic gameplay for the first time in the franchise. Players are no longer locked into animations but are now controlled more by the player. Features of the new animation system include mid-air collisions, big-time, one-handed catches, hurdles, sideline catches and gang tackling. Another updated feature – dubbed Hit Stick 2.0 – will allow players to hit high or low by flicking the analog stick up or down.



Rarity US: 5.0

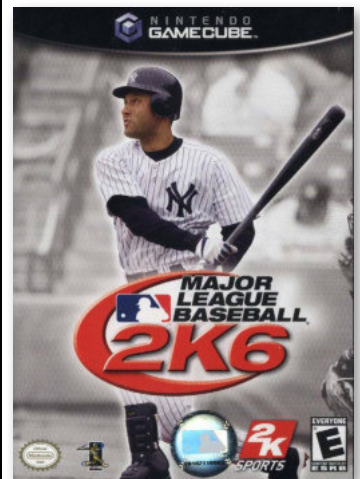
6.8

## Major League Baseball 2K6

**Developer** Kush Games  
**Publisher** 2K Sports  
**Release date** (us) June 12, 2006  
**Genre** Sports  
**Mode** 1-2 Players

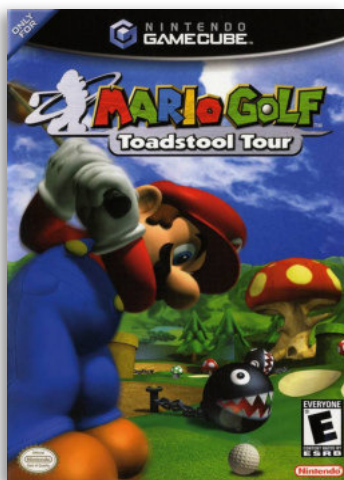
MLB 2K6 features various aspects that are new to baseball games, including fans shouting, the “swing stick”, showboat catches, fans catching balls, and power rankings.

Jon Miller and Joe Morgan provide in game commentary while Jeanne Zelasko and Steve Physioc are the studio hosts for the fictional program, Hard Ball Central.



Rarity US: 4.6





Rarity US: 5.4

## Mario Golf: Toadstool Tour

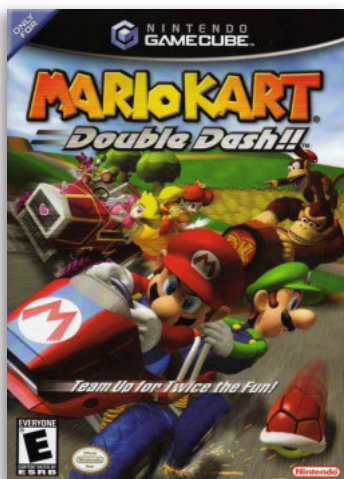
**Developer** Camelot Software Planning  
**Publisher** Nintendo  
**Release date** (us) July 29, 2003  
 (eu) June 18, 2004  
**Genre** Sports  
**Mode** 1-4 Players

Toadstool Tour is a golf game featuring characters and elements from the Mario series. There are 16 playable characters in total, each with a set of golfing statistics defining their style of play. The game's main mode involves the player competing in tournaments to obtain new features, although there are alternative modes consisting of training session and variations to the golf format.

7.5



J N P



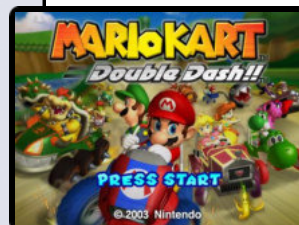
Rarity US: 7.6

## Mario Kart: Double Dash!!

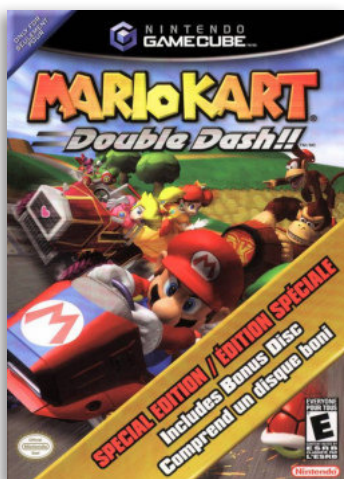
**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) November 17, 2003  
 (eu) November 14, 2003  
**Genre** Racing  
**Mode** 1-4 Players

Similar to previous titles, Double Dash!! incorporates characters from the Mario series and pits them against each other as they race on different, Mario-themed tracks. The game introduced a number of new game-play features, most notably the inclusion of two riders per kart. Double Dash!! supports LAN play using the Nintendo GameCube Broadband Adapter, allowing 16 players to compete simultaneously.

8.2



J N P



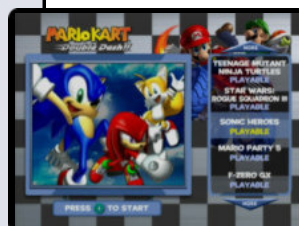
Rarity US: 8.6

## Mario Kart: Double Dash!! Bonus Disc

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) October, 2003  
**Genre** Bonus  
**Mode** 1 Player

This was part of a special edition of the game, which included a bonus disc containing demos and game-play videos of other games released around the time. The special edition disc also includes exclusive digital content that could be transferred to the Game Boy Advance title Fire Emblem via the Game Link Cable.

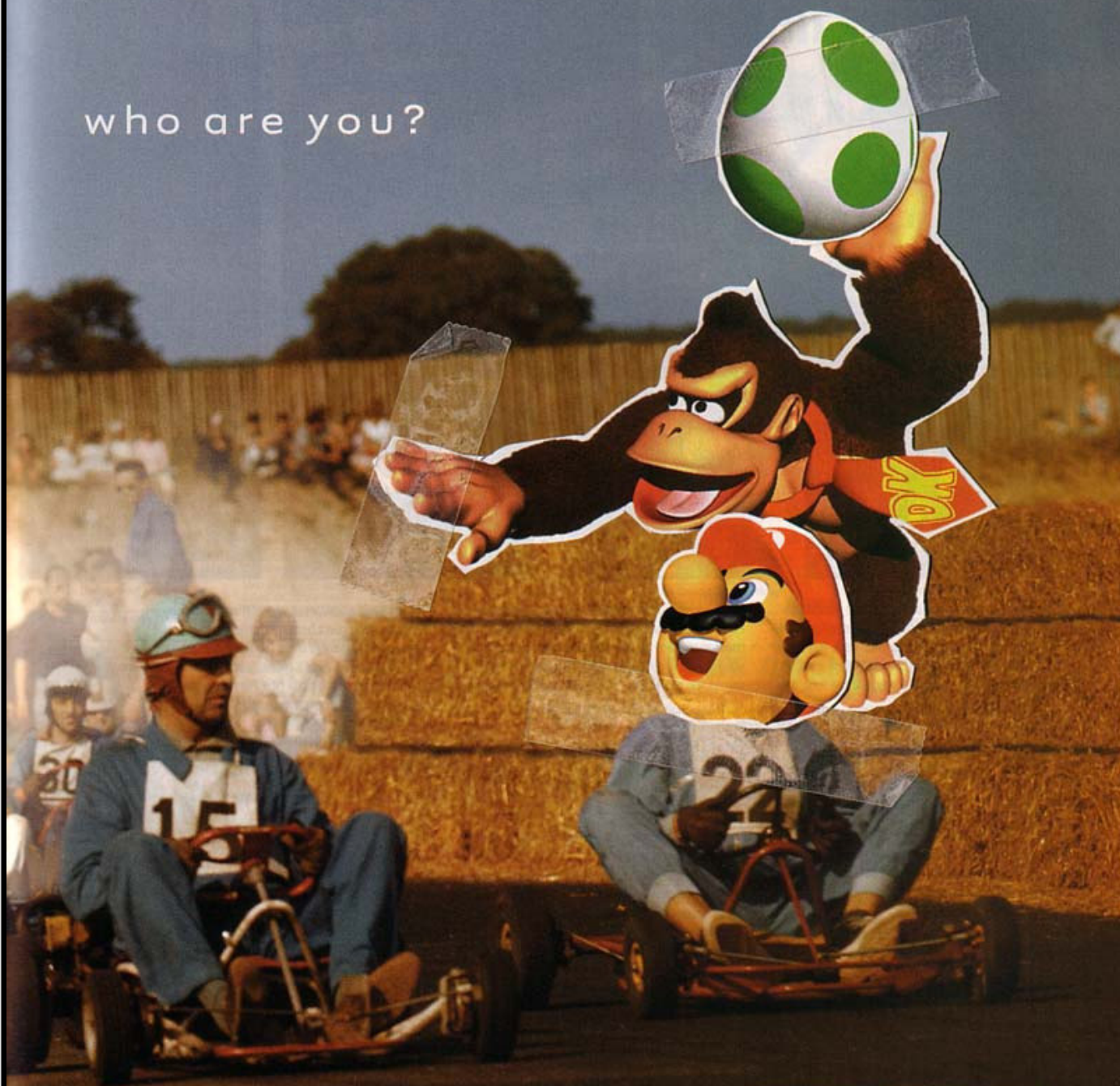
8.2



N



who are you?



The race is on in Mario Kart: Double Dash!! Now with two characters per kart—one drives, the other throws stuff. Switch back and forth to mix it up and double the mayhem. Only for Nintendo GameCube.



Mild Cartoon Violence

**MARIO KART**  
*Double Dash!!*



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Rarity US: 7.7

## Mario Party 4

**Developer** Hudson Soft  
**Publisher** Nintendo  
**Release date** (us) October 21, 2002  
 (eu) November 29, 2002  
**Genre** Party  
**Mode** 1-4 Players

Mario Party 4 features eight playable characters: Mario, Luigi, Princess Peach, Yoshi, Wario, Donkey Kong, Princess Daisy and Waluigi from the Mario series, who can be directed as characters on six themed game boards in the game. The objective of the game is to earn as many stars as possible, which are obtained by purchase from a single predefined space on the game board.

7.2



J N P



Rarity US: 7.8

## Mario Party 5

**Developer** Hudson Soft  
**Publisher** Nintendo  
**Release date** (us) November 10, 2003  
 (eu) December 5, 2003  
**Genre** Party  
**Mode** 1-4 Players

The game is set in the fictional world of the Dream Depot, consisting of seven game boards. The single-player "Story" mode involves the player winning multiple games against the Koopa Kids to prevent Bowser from conquering the Dream Depot. The main multiplayer game mode consists of four characters from Mario series playing a board game, with each board having a set theme.

7.3



J N P



Rarity US: 7.8

## Mario Party 6

**Developer** Hudson Soft  
**Publisher** Nintendo  
**Release date** (us) December 6, 2004  
 (eu) March 18, 2005  
**Genre** Party  
**Mode** 1-4 Players

Brighton and Twila, the sun and moon who watch over the Mario Party world, argue over who is more popular. Mario suggests they collect as many Stars as they can to end this.

All ten playable characters from Mario Party 5 return in this game. Toadette is also playable as a newcomer.

7.5



J N P



7.3

## Mario Party 7

<b>Developer</b>	Hudson Soft
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) November 7, 2005 (eu) February 10, 2006
<b>Genre</b>	Party
<b>Mode</b>	1-8 Players

Mario Party 7 is the fourth and final title in the Mario Party series for Nintendo GameCube. It features 58 new minigames. This game's host is Toadsworth, Princess Peach's longtime steward. It also makes use of the microphone peripheral introduced with Mario Party 6, which can be used in 10 minigames. This game also includes six entirely new worlds, with one unlockable.



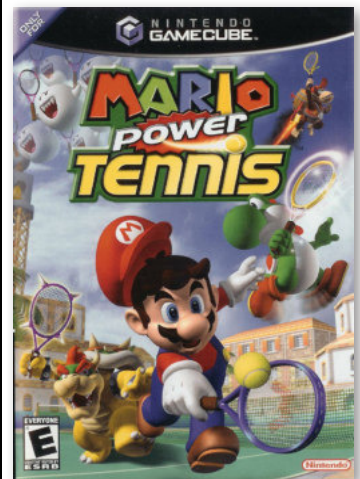
Rarity US: 7.0

7.7

## Mario Power Tennis

<b>Developer</b>	Camelot Software Planning
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) November 8, 2004 (eu) February 25, 2005
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

Power Tennis incorporates multiple characters, themes, and locations from the Mario series. The game includes standard tennis matches, but contains variants that feature different scoring formats and objectives. Other variants include "Gimmick" courts, thematic areas with components and properties that directly affect gameplay. The game has 18 playable characters, each categorised by their style of play.



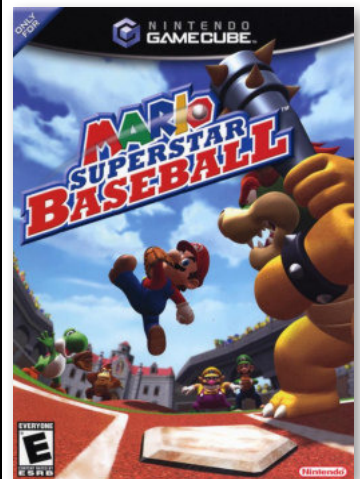
Rarity US: 6.4

7.5

## Mario Superstar Baseball

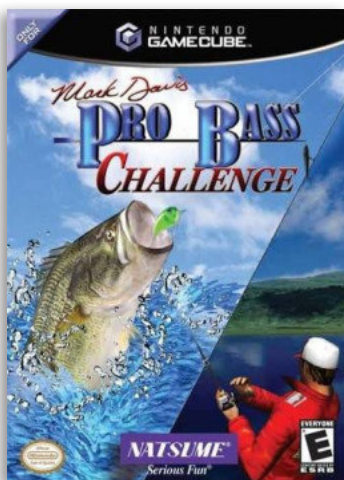
<b>Developer</b>	Namco
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) August 29, 2005 (eu) November 11, 2005
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

Gameplay mainly focuses on the player assuming the role of many Mario series characters to challenge any opposing teams compatible in the Challenge Mode, the final being Bowser, having baseball matches to see who will win the Cup of the mode. Other playable modes include Exhibition Mode, in which players choose the leader and the other rosters in the team and challenge another team to a single baseball match.



Rarity US: 5.2



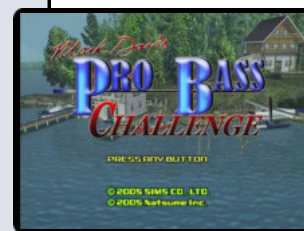


## Mark Davis Pro Bass Challenge

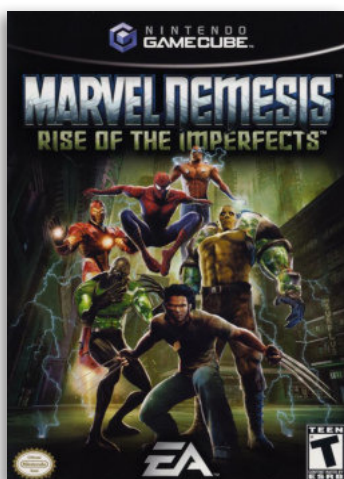
**Developer** SIMS Co., Ltd.  
**Publisher** Natsume  
**Release date** (us) September 20, 2005  
**Genre** Sports  
**Mode** 1 Player

Mark Davis Pro Bass Challenge is an arcade-style Bass fishing game that allows players to experience true Bass tournaments in a 3-D graphics format, the AI written to simulate actual Black Bass allowing for realistic gameplay. The various tournaments are designed to follow the official rules, schedules and rating system of true American Bass Fishing tournaments. The gameplay is focused on winning matches and allowing the user to work their way up to the top.

7.5



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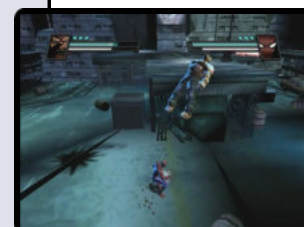
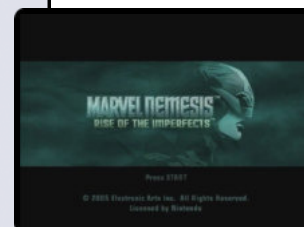


## Marvel Nemesis: Rise of the Imperfects

**Developer** EA Canada, Nihilistic Software  
**Publisher** Electronic Arts  
**Release date** (us) September 20, 2005  
 (eu) October 14, 2005  
**Genre** Fighting  
**Mode** 1-2 Players

The game pitches a series of Marvel heroes and villains, including Venom, Wolverine, Iron Man, and Spider-Man against a series of original EA-owned characters. Combat is simplified in favor of allowing the player greater movement, and the game initially drew comparisons to Power Stone, Super Smash Bros. and Ehrgeiz as a result.

6.7



N P

Rarity US: 4.6

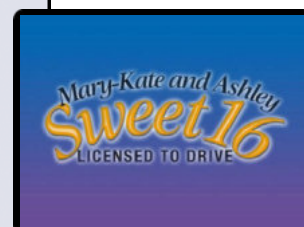


## Mary-Kate and Ashley: Sweet 16

**Developer** n-Space  
**Publisher** Acclaim Entertainment  
**Release date** (us) February 14, 2003  
**Genre** Party  
**Mode** 1-4 Players

Mary-Kate and Ashley: Sweet 16: Licensed to Drive is a party game four up to four players. Players take the role as Mary-Kate, Ashley or one of their friends. As they just turned sixteen, they drive around the game boards, which look like cities, in their own cars. In each turn of the main adventure mode, a spinner determines how far each player goes.

4.5



N

Rarity US: 2.2

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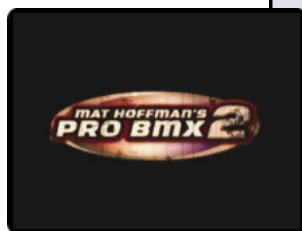


6.5

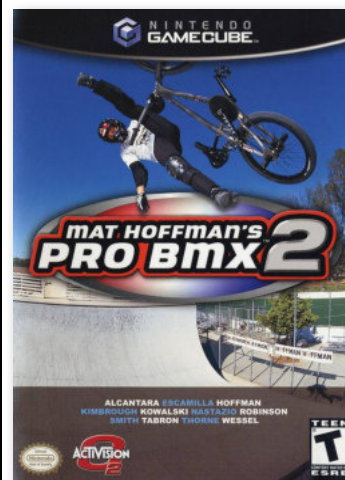
## Mat Hoffman's Pro BMX 2

**Developer** THQ  
**Publisher** Activision  
**Release date** (us) October 8, 2002  
 (eu) December 6, 2002  
**Genre** Sports  
**Mode** 1-8 Players

Like its predecessor, Mat Hoffman's Pro BMX 2 uses the basic game structure carried over from Activision's Tony Hawk's Pro Skater series. The goal of the game is to successfully perform and combine different tricks on a BMX bike, with successful executions adding to the player's score. Enhancements over the previous installment include improved graphics, new tricks, more riders, a longer career mode and more.



N P



Rarity US: 1.8

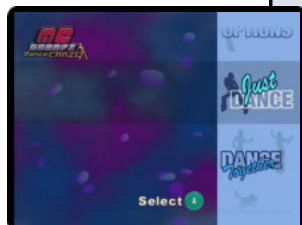
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## MC Groovz Dance Craze

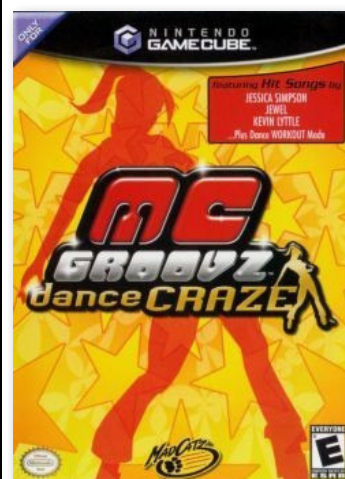
**Developer** Mad Catz  
**Publisher** Mad Catz  
**Release date** (us) November 22, 2004  
 (eu) June 23, 2005  
**Genre** Music  
**Mode** 1-2 Players

MC Groovz Dance Craze is a Dance Dance Revolution clone and was bundled with Mad Catz' Beat Pad accessory.

There are two main gameplay modes: Scroll and Spin. In Scroll mode, the player steps on four different directions on the game pad as the arrows scroll towards four icons at the top of the screen. Spin mode adds four additional directions.



N P



Rarity US: 3.1

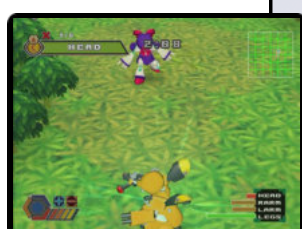
6.8

## Medabots Infinity

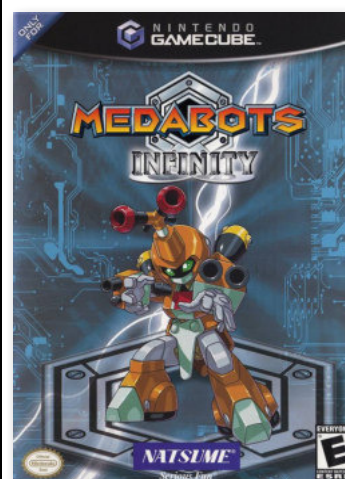
**Developer** Victor Interactive Software  
**Publisher** Natsume, Ubisoft  
**Release date** (us) December 14, 2003  
 (eu) September 24, 2004  
**Genre** Role-playing  
**Mode** 1-2 Players

Medabots Infinity is a role-playing game based on the Medabots series. In Medabots: Infinity, Ikki and his Medabot goes to the Toru-Toru Land amusement park to compete in the Medafighter race.

Hooking up to the Metabee and Rokusho Game Boy Advance games allows for secret unlockable medabots: Archeetle (Metabee) and Mega-Emperor (Rokusho).



J N P



Rarity US: 6.3



**MEDAL OF HONOR**  
**EUROPEAN ASSAULT**

The fate of each battle, each city, each country and ultimately the world is on your shoulders. Use your adrenaline to navigate through open battlefields and test your courage under fire. Take command as you direct your squad's movements in combat and feel the emotion of an ordinary soldier doing extraordinary things.

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## Challenge Everything



7.2

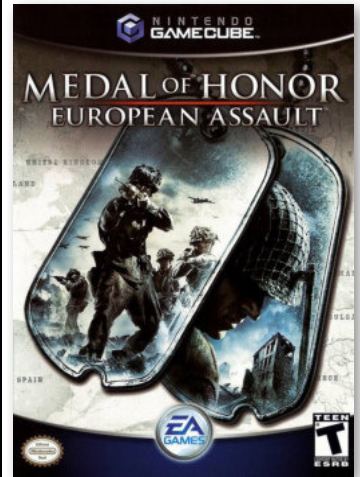


J N P

## Medal of Honor: European Assault

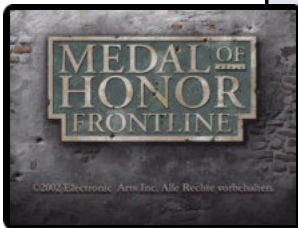
<b>Developer</b>	EA Los Angeles
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) June 7, 2005 (eu) June 17, 2005
<b>Genre</b>	First-person shooter
<b>Mode</b>	1-4 Players

Medal of Honor: European Assault is the 8th installment in the long-running Medal of Honor series. The plot is based on Lieutenant William Holt, an operative in the Office of Strategic Services, and follows his deployments to allied forces in France, North Africa, the Soviet Union and Belgium.



Rarity US: 6.5

7.2



N P

## Medal of Honor: Frontline

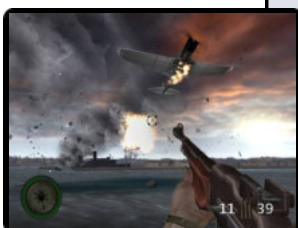
<b>Developer</b>	Electronic Arts
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) November 10, 2002 (eu) December 6, 2002
<b>Genre</b>	First-person shooter
<b>Mode</b>	1-4 Players

Medal of Honor: Frontline is the fourth game in the Medal of Honor series. The player character is Lt. Jimmy Patterson, from the American OSS. Frontline takes place during the events of the first game and chronicles Patterson's journey as he fights his way across Europe into Nazi Germany during World War II.

The game received "generally favorable" reviews according to video game review aggregator Metacritic.

Rarity US: 6.4  
Player's Choice: 5.7

6.9



J N P

## Medal of Honor: Rising Sun

<b>Developer</b>	EA Los Angeles
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) November 11, 2003 (eu) November 28, 2003
<b>Genre</b>	First-person shooter
<b>Mode</b>	1-4 Players

Like its predecessors, Rising Sun is a first-person shooter set in World War II. Unlike predecessors, Rising Sun is set during the Pacific War. In single-player mode, the player assumes the role of Cpl./Sgt. Joseph Griffin of the United States Marine Corps.

The game received "mixed or average" reviews according to video game review aggregator Metacritic.

Rarity US: 5.7  
Player's Choice: 5.0





Rarity US: 1.7

## Meet the Robinsons

<b>Developer</b>	Avalanche Software
<b>Publisher</b>	Disney Interactive Studios
<b>Release date</b>	(us) March 27, 2007
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

The game follows Wilbur through 40 missions and 6 different locales, a few of which are revisited in the movie. Secret Blueprints allow the player to “build” different Cheats and Extras, using Cornelius Robinson’s Transmogrifier. This machine creates items using Base Components which Wilbur collects during his adventure. A Breakout like game called Chargeball is both featured in the game itself and as an extra game-play option.

7.3



N



Rarity US: 6.2  
Player's Choice: 6.8

## Mega Man Anniversary Collection

<b>Developer</b>	Atomic Planet Entertainment
<b>Publisher</b>	Capcom
<b>Release date</b>	(us) June 22, 2004
<b>Genre</b>	Compilation
<b>Mode</b>	1-2 Players

Mega Man Anniversary Collection contains the first eight games in the original Mega Man series, which debuted on the NES with the first six games, moved to the SNES with the seventh game, and then moved again to the PlayStation and Sega Saturn with the eighth game.

The collection received mostly positive reviews.

8.4



N



Rarity US: 3.1

## Mega Man Network Transmission

<b>Developer</b>	Arika
<b>Publisher</b>	Capcom
<b>Release date</b>	(us) June 17, 2003
<b>Genre</b>	Action-platformer, Role-playing
<b>Mode</b>	1 Player

The storyline of Megaman Network Transmission takes place one month after the original Megaman Battle Network. The game incorporates aspects of action and platforming games similar to other Mega Man series, while retaining the strategy and role-playing elements of the Battle Network series. Levels are opened up as the player progresses through the game, with a slight emphasis on linear progression.

6.9



J N



8.5

## Mega Man X Collection

<b>Developer</b>	Capcom
<b>Publisher</b>	Capcom
<b>Release date</b>	(us) January 10, 2006
<b>Genre</b>	Compilation
<b>Mode</b>	1-2 Players

Mega Man X Collection contains the first six games in the Mega Man X series, which originated on the SNES and made its way primarily onto various 32-bit consoles.

In addition to these games, Mega Man X Collection includes unlockable artwork and music relating to the series, as well as Mega Man Battle & Chase, a racing game based on the original Mega Man series that was previously unreleased in North America.



Rarity US: 8.4

7.7

## Mega Man X: Command Mission

<b>Developer</b>	Capcom
<b>Publisher</b>	Capcom
<b>Release date</b>	(us) September 21, 2004 (eu) November 19, 2004
<b>Genre</b>	Role-playing
<b>Mode</b>	1 Player

Mega Man X Command Mission is a spin-off of the Mega Man X series. It takes place during an unspecified year in the 23rd century; about 100 years after the events of other games in the Mega Man X series.

Unlike the action-platformers of the Mega Man X series, Command Mission is a turn-based RPG.



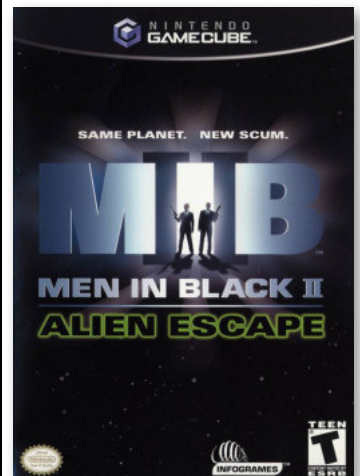
Rarity US: 3.3

7.6

## Men in Black II: Alien Escape

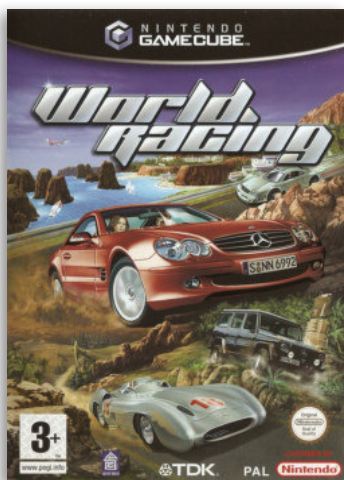
<b>Developer</b>	Krome Studios Melbourne
<b>Publisher</b>	Atari
<b>Release date</b>	(us) February 27, 2003 (eu) February 7, 2003
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

In MiB II: Alien Escape, partially based on the Men in Black II movie, players take on the role of one of the MiB agents Agent K or Agent J, and are required to stop aliens from blowing up the Earth with a ship based weapon called the Class 7 Ozone Demogrifier. They investigate aliens living on Earth in events similar to the film.



Rarity US: 3.7





## Mercedes-Benz World Racing

**Developer** Synthetic  
**Publisher** TDK Mediactive  
**Release date** (eu) April 8, 2004  
**Genre** Racing  
**Mode** 1-2 Players

World Racing is a racing game developed in cooperation with DaimlerChrysler AG, allowing players to control various Mercedes-Benz cars.

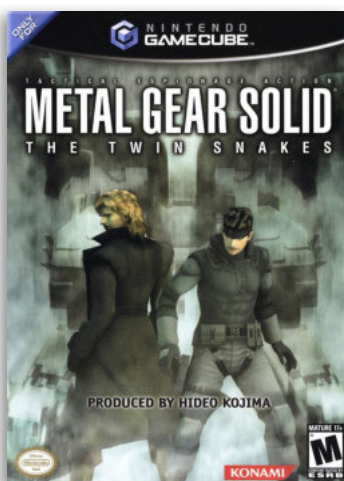
The game features 117 different tracks throughout 7 large terrains. Players can drive more than 100 original Mercedes-Benz cars, including classic Silberpfeile and Mercedes-Benz SLR McLaren.

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7.1



P



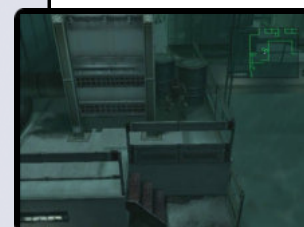
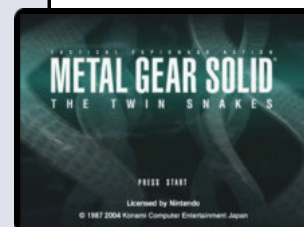
Rarity US: 8.2  
 Player's choice: 7.9

## Metal Gear Solid: The Twin Snakes

**Developer** Konami, Silicon Knights  
**Publisher** Konami  
**Release date** (us) March 9, 2004  
 (eu) March 26, 2004  
**Genre** Action-adventure, Stealth  
**Mode** 1 Player

The game is a remake of Metal Gear Solid, originally developed for the PlayStation in 1998. The Twin Snakes features graphical improvements over the original, new cut scenes written and directed by Ryuhei Kitamura, and gameplay functions originally introduced in the sequel Metal Gear Solid 2: Sons of Liberty.

8.5



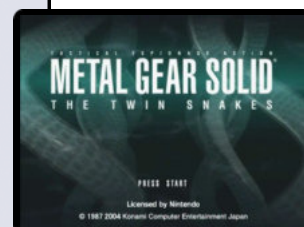
J N P

## Metal Gear Solid: The Twin Snakes Special Disc

**Developer** Konami, Silicon Knights  
**Publisher** Konami  
**Release date** (jp) March 11, 2004  
**Genre** Action-adventure, Stealth  
**Mode** 1 Player

The Metal Gear Special Disc was released as part of an exclusive Premium Package. The box includes the game itself; a platinum-colored GameCube adorned with the FOXHOUND logo; a 44-page book titled Memorandum containing production notes, sketches and photos; and the "Special Disc" containing an emulated version of the FamiCom version of the original Metal Gear and training probes of The Twin Snakes.

8.5



J



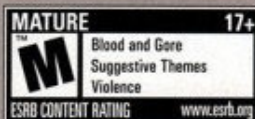
CLASSIC METAL.

NEW GEAR.

TACTICAL ESPIONAGE ACTION

# METAL GEAR SOLID

THE TWIN SNAKES



The legendary storyline of the original *Metal Gear Solid*.<sup>®</sup> The cutting-edge gameplay of *Metal Gear Solid 2: Sons of Liberty*.<sup>™</sup> Fused together in *Metal Gear Solid The Twin Snakes*,<sup>™</sup> the best of both worlds available exclusively for Nintendo GameCube. With new cut scenes, new game design and the creative vision of the game's originator, Hideo Kojima, it's a brand new game that's already a classic.

**KONAMI**

[www.konami.com/usa](http://www.konami.com/usa)

Metal Gear Solid<sup>®</sup> The Twin Snakes<sup>™</sup> © 1987 2003 Konami Computer Entertainment Japan. KONAMI<sup>®</sup> is a registered trademark of KONAMI CORPORATION. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. <sup>™</sup>, © and Nintendo GameCube are trademarks of Nintendo © 2001 Nintendo.





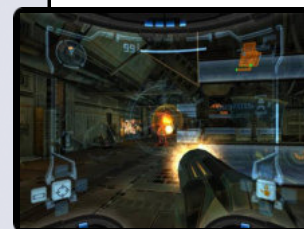
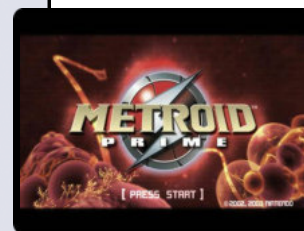
Rarity US: 5.0  
Player's Choice: 4.8

## Metroid Prime

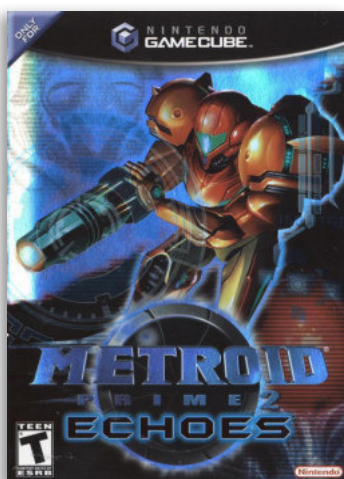
**Developer** Retro Studios  
**Publisher** Nintendo  
**Release date** (us) November 17, 2002  
 (eu) March 21, 2003  
**Genre** First-person action-adventure  
**Mode** 1 Player

Metroid Prime is the fifth main installment in the Metroid series. Because exploration takes precedence over combat, Nintendo classifies Metroid Prime as a first-person adventure rather than a first-person shooter. Like previous games in the series, Metroid Prime has a science fiction setting in which players control the bounty hunter Samus Aran. The story follows Samus as she battles the Space Pirates on the planet Tallon IV.

8.8



J N P



Rarity US: 4.6

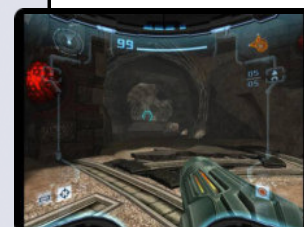
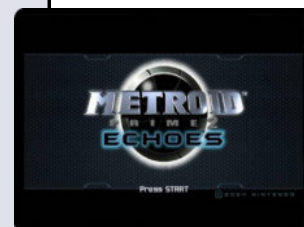
## Metroid Prime 2: Echoes

**Developer** Retro Studios  
**Publisher** Nintendo  
**Release date** (us) November 15, 2004  
 (eu) November 26, 2004  
**Genre** First-person action-adventure  
**Mode** 1-4 Players

Metroid Prime 2: Echoes is a direct sequel to Metroid Prime, and the first game in the series with a multiplayer feature. Retro decided to make the game different from its predecessor by adding more focus on storyline and including new gameplay elements.

Echoes' single player mode and graphics were praised by critics, while its steep difficulty level and multiplayer components were met less positively.

8.4



J N P



Rarity US: 9.2

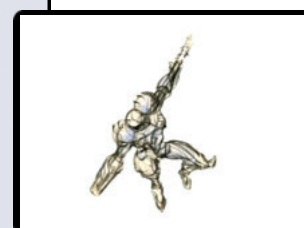
## Metroid Prime 2: Echoes Bonus Disc

**Developer** Retro Studios  
**Publisher** Nintendo  
**Release date** (us) November 15, 2004  
**Genre** Bonus  
**Mode** 1 Player

The Metroid Prime 2: Echoes Bonus Disc was a preview demo. The disc contained trailers, an up-to-date Chronicle on all of the currently released Metroid games, a slideshow of concept art from Metroid Prime and then Echoes (which is accompanied by the Tallon Overworld theme), and a demo featuring a remixed room layout (compared to the final released game).

*"metroid.wikia.com"*

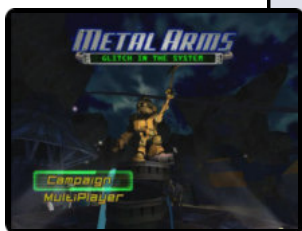
8.4



N



8.0



N P

## Metal Arms: Glitch in the System

**Developer** Swingin' Ape Studios  
**Publisher** Vivendi Games  
**Release date** (us) November 18, 2003  
 (eu) December 5, 2003  
**Genre** Third-person shooter, Action-adventure  
**Mode** 1-4 Players

Metal Arms: Glitch in the System follows a robot named Glitch as he joins forces with the Droids in their fight against General Corrosive and his Milbots.

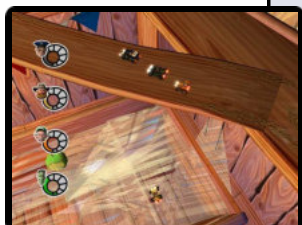
Metal Arms features plenty of third-person robotic destruction. Glitch sports a large arsenal of weapons with which to complete his task.

*"mobygames.com"*



Rarity US: 4.8

6.0



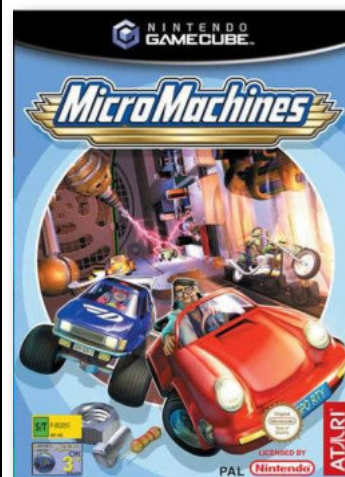
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## Micro Machines

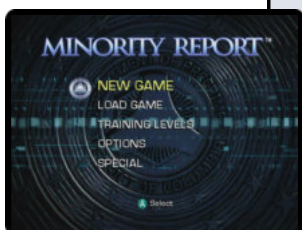
**Developer** Atari  
**Publisher** Atari  
**Release date** (eu) January 17, 2003  
**Genre** Racing  
**Mode** 1-4 Players

In this 3D remake of the original miniature racing game, players can compete on 24 different race tracks with 48 vehicles including toy cars, motorcycles, boats and more, using one of 8 different characters. As in the original, four vehicles are on track at a time.

Each track features unique terrain with ramps, tunnels, obstacles and hazards. Hidden weapons and power-ups let drivers use rockets, time warps, mines, giant frying pans and fireballs against each other to take the lead.



6.1

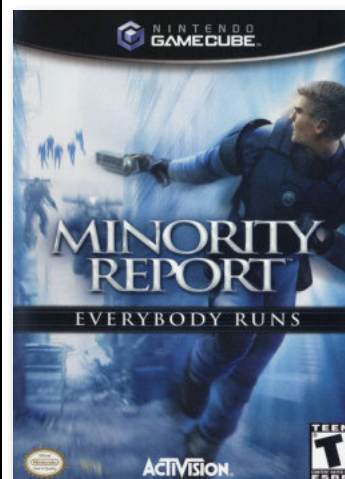


N P

## Minority Report: Everybody Runs

**Developer** Treyarch  
**Publisher** Activision  
**Release date** (us) November 19, 2002  
 (eu) December 6, 2002  
**Genre** Beat 'em up  
**Mode** 1 Player

Minority Report: Everybody Runs, loosely based on the film Minority Report, is a beat 'em up game that spans 40 levels. Its main selling point is the ragdoll physics engine, with highly exaggerated effects to enhance interaction with the environment. Enemies thrown against walls or railings will strike or fold over them in a semi-realistic fashion.



Rarity US: 2.9





Rarity US: 6.5

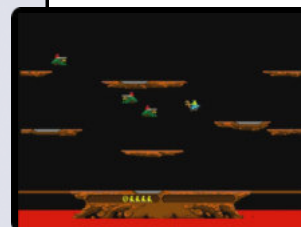
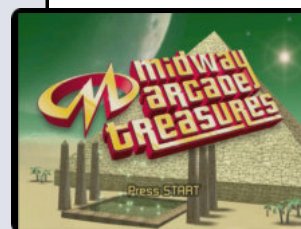
## Midway Arcade Treasures

**Developer** Backbone Entertainment  
**Publisher** Midway Games  
**Release date** (us) December 18, 2003  
**Genre** Compilation  
**Mode** 1-4 Players

Midway Arcade Treasures is a video game compilation of 24 arcade games. The special features include game histories, developer interviews and other documents. This compilation is a combination of the games included in Williams Arcade's Greatest Hits, Midway's Greatest Arcade Hits, and Arcade Party Pak for the original PlayStation and PC and each contain exactly the same extras from those collections.

The game received generally positive reviews.

7.6



N



Rarity US: 4.7

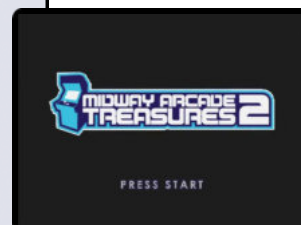
## Midway Arcade Treasures 2

**Developer** Backbone Entertainment  
**Publisher** Midway Games  
**Release date** (us) October 11, 2004  
**Genre** Compilation  
**Mode** 1-4 Players

Midway Arcade Treasures 2 is the second collection of classic arcade games. This compilation includes 20 games that were not in the 2003 release of Midway Arcade Treasures.

This collection is the only arcade classics compilation title on sixth-generation consoles to be rated M by the ESRB, largely because of Mortal Kombat II and 3, and NARC. With all the other games, the compilation would have received a rating of a T (for teen) or lower.

7.7



N



Rarity US: 1.7

## Midway Arcade Treasures 3

**Developer** Midway Games  
**Publisher** Midway Games  
**Release date** (us) October 26, 2005  
**Genre** Compilation  
**Mode** 1-4 Players

While most of the games in this collection are emulations or recreations of the arcade versions, Hydro Thunder and Rush 2049 are based on the console versions, specifically ports of the Dreamcast releases. Additionally, San Francisco Rush: The Rock was reprogrammed from the ground up; while the tracks and vehicles are the same as the arcade version, the physics engine is slightly different, and the music has been replaced, save for the "What's Your Name?" music.

7.5



N



6.9

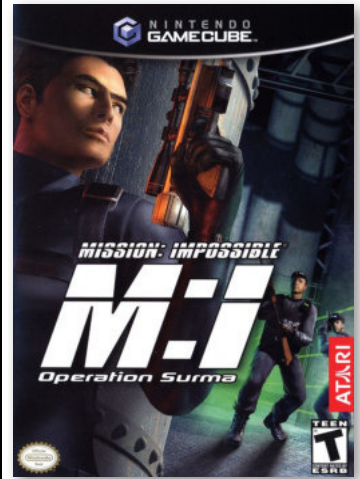


J N P

## Mission: Impossible - Operation Surma

**Developer** Paradigm Entertainment  
**Publisher** Atari  
**Release date** (us) March 23, 2004  
 (eu) April 2, 2004  
**Genre** Stealth, Third-person shooter  
**Mode** 1 Player

Operation Surma is a stealth action game that puts the player in the role of the top-secret government agent Ethan Hunt, with settings based on the Mission Impossible movies. The story does not follow any of the movies, nor does the main character resemble Tom Cruise; however, everything else, from various gadgets and disguising is present.



Rarity US: 3.5

6.2



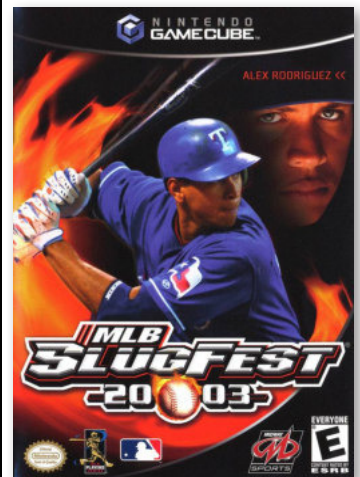
N

## MLB Slugfest 20-03

**Developer** Gratuitous Games  
**Publisher** Midway Games  
**Release date** (us) September 3, 2002  
**Genre** Sports  
**Mode** 1-2 Players

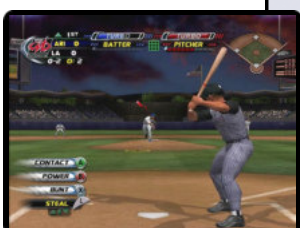
MLB Slugfest bills itself as a more “street” style baseball game, including more mature/aggressive themes, the ability to attack other players, and urban-styled in-game commentary.

Players take control of all of the favorite Major League Baseball teams and players armed with all of their real stats, attributes, abilities and attitude. Slugfest features many playable minigames, a season mode, quick play and exhibition play.



Rarity US: 2.4

7.6



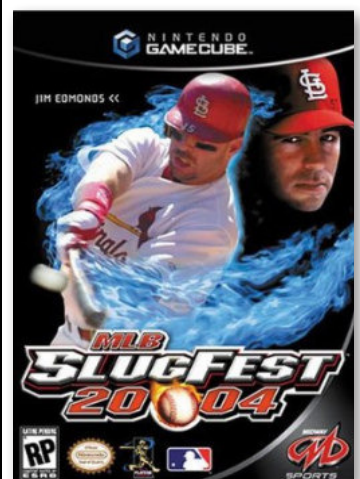
N

## MLB Slugfest 20-04

**Developer** Gratuitous Games  
**Publisher** Midway Games  
**Release date** (us) March 16, 2003  
**Genre** Sports  
**Mode** 1-8 Players

The second title in Midway’s baseball series, SlugFest 20-04 continues to pour on the rough-housing game-play, bizarre codes, and humorous commentary. In addition to the new Home Run Derby mode and Create-A-Team options, the game features the ability of pitchers to catch “On Fire” and impossible Special Pitches that zigzag, arc, and whizz by in ways that would leave any batter humiliated.

“mobygames.com”



Rarity US: 3.5





## Momotarō Dentetsu 11: Black Bombee Shutsugen! No Maki

**Developer** Hudson Soft  
**Publisher** Hudson Soft  
**Release date** (jp) December 5, 2002  
**Genre** Board game  
**Mode** 1-4 Players

Momotarō Dentetsu 11: Black Bombee Shutsugen! No Maki is part of the Momotaro Dentetsu series of board game-style video games that originally started on the Famicom. The game was only released in Japan.

On release, Famitsu magazine scored the game a 34 out of 40.

7.1



J

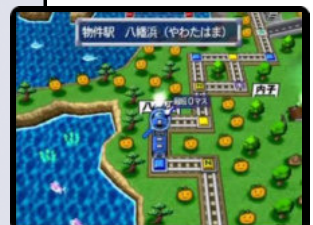


## Momotarō Dentetsu 12: Nishinihon Hen mo ari Masse!

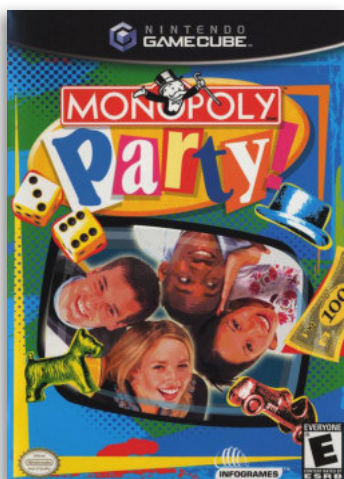
**Developer** Hudson Soft  
**Publisher** Hudson Soft  
**Release date** (jp) December 11, 2003  
**Genre** Board game  
**Mode** 1-4 Players

Momotarō Dentetsu 12: Nishinihon Hen mo ari Masse! is another entry in the Momotaro Dentetsu series of board game-style video games, genre released in 2003 by Hudson Soft for the PlayStation 2 and Nintendo GameCube. The game was only released in Japan.

7.3



J



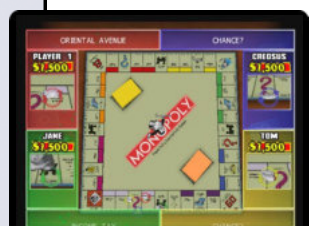
## Monopoly Party

**Developer** Runecraft  
**Publisher** Atari, Takara Tomy  
**Release date** (us) November 20, 2002  
 (eu) February 27, 2003  
**Genre** Board game  
**Mode** 1-4 Players

Monopoly Party is a board-game-styled video game based on the Monopoly board game and is licensed by Hasbro.

As a new feature usable with the Monopoly Party game, players can choose from either of two play modes: Classic Mode or Party Mode. In both modes players can turn house rules on.

7.1



J N P

Rarity US: 5.0

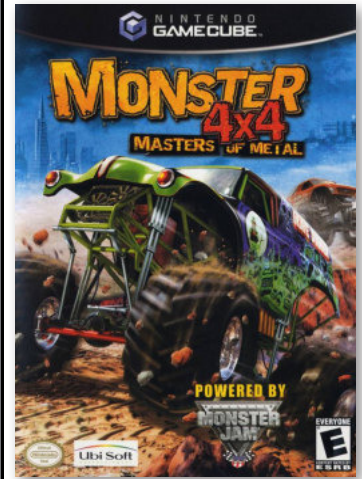


7.0

## Monster 4x4: Masters of Metal

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) December 10, 2003  
**Genre** Racing  
**Mode** 1-2 Players

Monster 4x4: Masters of Metal is a racing game licensed by and loosely based on the USHRA Monster Jam series and features many real-life monster trucks, including Grave Digger and Maximum Destruction. Although it is an unofficial sequel to Monster Jam: Maximum Destruction, it forgoes the vehicular combat of the predecessor to focus on arcade-style racing and exaggerated freestyle.



Rarity US: 6.4

5.0

## Monster House

**Developer** Artificial Mind and Movement  
**Publisher** THQ  
**Release date** (us) July 18, 2006  
 (eu) August 4, 2006  
**Genre** Action-adventure  
**Mode** 1 Player

Although the game was marketed toward the same pre-teen audience as the accompanying film, its gameplay was highly reminiscent of Resident Evil 4; the game was generally higher-quality than many other games based on children's films, and it received high ratings from numerous prominent gaming magazines and websites, including Play magazine and GameZone.



Rarity US: 1.2

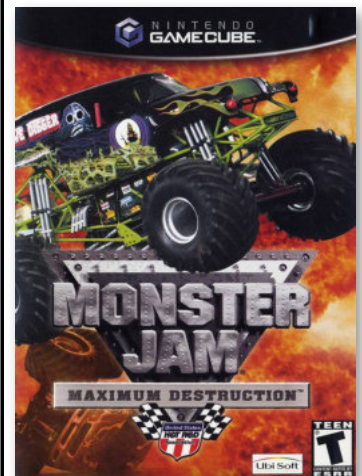
6.6

## Monster Jam: Maximum Destruction

**Developer** Inland Productions  
**Publisher** Ubisoft  
**Release date** (us) December 29, 2002  
 (eu) December 6, 2002  
**Genre** Vehicular combat  
**Mode** 1-2 Players

Although it contains racing-based minigames, the primary focus is on the combat, which includes power-ups and weapons in addition to demolition derby style maneuvers.

Players can choose between Exhibitions, Mini Games and Seasons.



Rarity US: 5.5





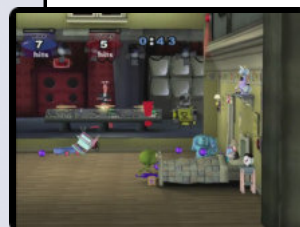
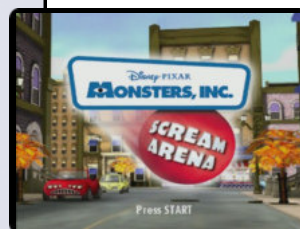
Rarity US: 3.6

## Monsters Inc. Scream Arena

**Developer** Radical Entertainment  
**Publisher** THQ  
**Release date** (us) September 14, 2002  
 (eu) April 11, 2003  
**Genre** Sports  
**Mode** 1-4 Players

As seen in the movie, the monsters of Monsters, Inc. need to come up with another source of power for their worlds. So they gather their power from kid's laughter by throwing laugh balls at each other and each monster will react differently upon contact. The ultimate goal is to knock off the opponent and fill the laughter canister with children's laughter first. There are a total of 13 monsters among which a player can choose among.

6.1



N P



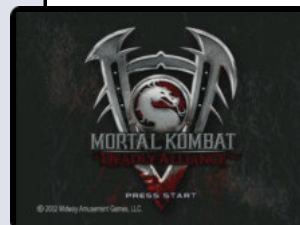
Rarity US: 6.8  
 Player's Choice: 6.5

## Mortal Kombat: Deadly Alliance

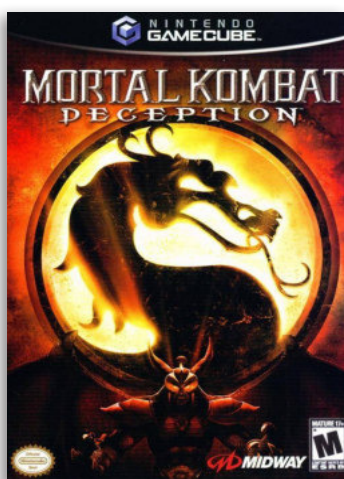
**Developer** Midway Games  
**Publisher** Midway Games  
**Release date** (us) November 17, 2002  
 (eu) February 14, 2003  
**Genre** Fighting  
**Mode** 1-2 Players

It was the first all-new Mortal Kombat fighting game produced exclusively for home consoles, with no preceding arcade release. Deadly Alliance is chronologically the fifth main game in the Mortal Kombat series. Its story focuses on the titular alliance between sorcerers Quan Chi and Shang Tsung and their schemes to revive an ancient army to conquer Outworld and Earthrealm.

7.2



N P



Rarity US: 2.3

## Mortal Kombat: Deception

**Developer** Midway Games  
**Publisher** Midway Games  
**Release date** (us) March 1, 2005  
**Genre** Fighting  
**Mode** 1-2 Players

Mortal Kombat: Deception follows the storyline from the fifth installment, Deadly Alliance. Its story centers on the revival of the Dragon King Onaga, who attempts to conquer the realms featured in the series after defeating the sorcerers Quan Chi and Shang Tsung, the main antagonists in the previous game, and the Thunder God Raiden, defender of Earthrealm. The surviving warriors from the previous titles join forces to confront Onaga.

8.0



N



7.6

## Mr. Driller: Drill Land

**Developer** Namco  
**Publisher** Namco  
**Release date** (jp) September 1, 2003  
**Genre** Puzzle  
**Mode** 1 Player

Like other games in the Mr. Driller series, Mr. Driller: Drill Land is an action puzzle game. The objective of the game is to drill through square blocks in order to reach the bottom of a stage. Blocks have different colors: drilling a block of a certain color will also break all adjacent blocks with the same color. This can cause blocks above to fall down and crush the driller. Combined with slowly decreasing oxygen, this calls for strategic actions.



J



7.0

## Muppets Party Cruise

**Developer** THQ  
**Publisher** TDK Mediactive  
**Release date** (us) November 11, 2003  
**Genre** Party  
**Mode** 1-4 Players

Several famous Muppet characters are off on a long-awaited long cruise. Unfortunately for them, the magnificent Muppets find themselves stuck on the bottom deck of the boat. They develop a plan to get out, however, in which they set up fun mini-games in their cabins to earn party favors. Players use the party favors to unlock mini-games and battle their way up five decks, eventually leading to First Class.



N



Rarity US: 3.6

8.2

## Muscle Champion: Kinnikutō Kessen

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) November 21, 2002  
**Genre** Action-adventure  
**Mode** 1-4 Players

Muscle Champion: Kinnikutō Kessen, or Martial Champion, is an action-adventure video game released in 2002 by Konami. The game was released only in Japan. The game has players competing for money, in a series of events, either in single player or four player against the computer, kind of like Mario Party.



J





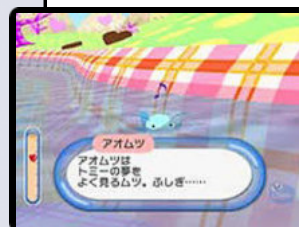


## Mutsu Tonohohon

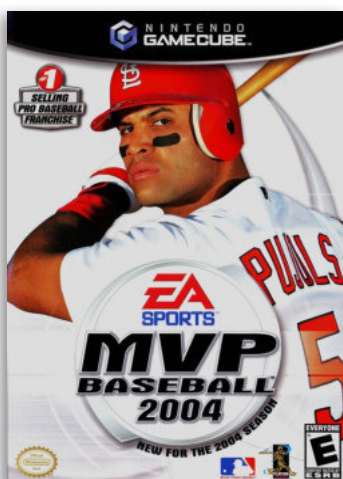
**Developer** Takara Tomy  
**Publisher** Takara Tomy  
**Release date** (jp) July 19, 2002  
**Genre** Action  
**Mode** 1 Player

Mutsu Tonohohon is an action game released in 2002 by Tomy. The game was only released in Japan. The game entails being a “mutsu” and swimming around the kingdom being which ever one the player choose; either snow bunny, bear, hamster, or penguin.

7.3



J



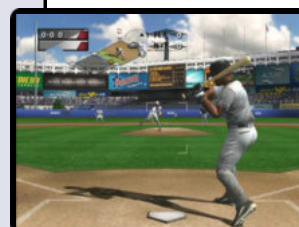
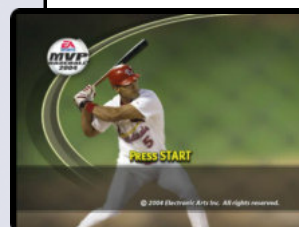
Rarity US: 3.4

## MVP Baseball 2004

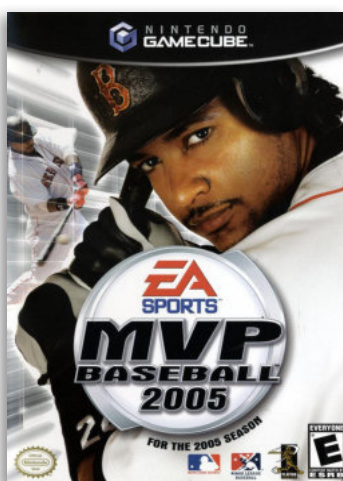
**Developer** EA Sports  
**Publisher** Electronic Arts  
**Release date** (us) March 9, 2004  
**Genre** Sports  
**Mode** 1-2 Players

Building on MVP 2003's surprisingly successful rookie effort, the 2004 edition made major refinements to both the game's control scheme and its dynasty mode. In a baseball gaming first, MVP 2004 was licensed by both the MLB and Minor League Baseball, featuring real minor-league teams at the Class AA & AAA levels.

7.6



N



Rarity US: 4.6  
 Player's Choice: 4.6

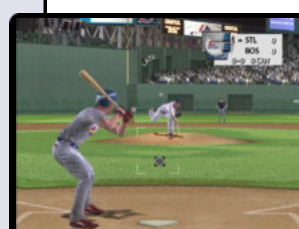
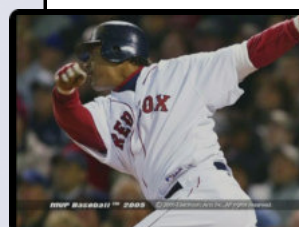
## MVP Baseball 2005

**Developer** EA Sports  
**Publisher** Electronic Arts  
**Release date** (us) February 22, 2005  
**Genre** Sports  
**Mode** 1-2 Players

MVP Baseball 2005 brought subtle changes to the MVP 2004 formula, including a “hitter's eye” system with color codes that helped players identify pitch types out of the pitcher's hand, as well as an owner mode, the addition of Class A minor-league teams to dynasty mode, and spring training minigames.

Reviewers continued to rate MVP highly, though MVP 2005's marks were slightly lower than those of its predecessor.

8.3



N



6.9

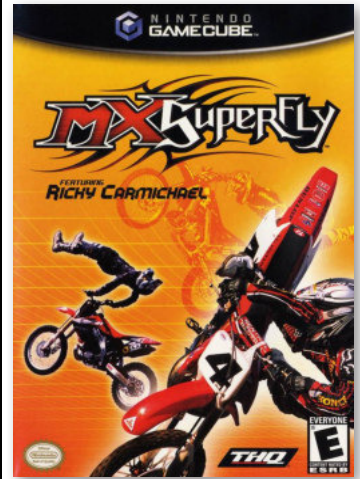
## MX Superfly

**Developer** Locomotive Games  
**Publisher** THQ  
**Release date** (us) June 25, 2002  
 (eu) October 4, 2002  
**Genre** Sports  
**Mode** 1-2 Players

The main mode pits a user-created rider against the CPU riders. From the creation screen, there are two different career paths to take—a racing career, or a freestyle career. The racing career consists of straightforward races against computer opponents, while the freestyle career consists of doing different tasks to get through to the next level.



N P



Rarity US: 4.8

6.9

## Mystic Heroes

**Developer** Koei  
**Publisher** Koei  
**Release date** (us) September 30, 2002  
 (eu) December 13, 2002  
**Genre** Beat 'em up  
**Mode** 1 Player

Mystic Heroes is a beat 'em up is based on Fengshen Yanyi, a supernatural Chinese novel about the fall of the Shang Dynasty and the rise of the Zhou Dynasty.

Similar to Koei's Dynasty Warriors, players can perform melee attacks and element spells, which become more powerful with continuous use. The game has eight stages.



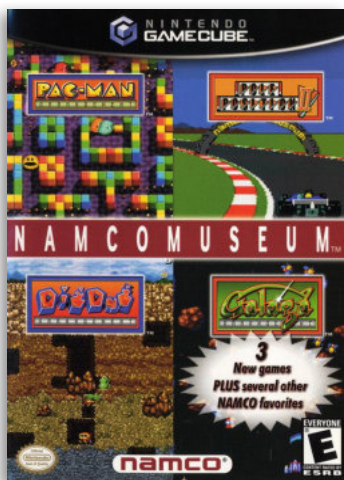
J N P



Rarity US: 5.6







Rarity US: 3.2  
Player's Choice: 3.2

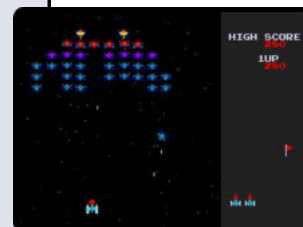
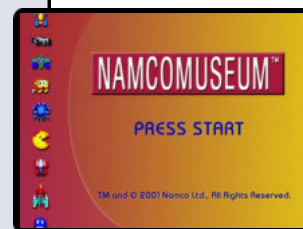
## Namco Museum

**Developer** THQ  
**Publisher** Namco  
**Release date** (us) October 9, 2002  
**Genre** Compilation  
**Mode** 1-2 Players

Namco Museum is a collection of mostly arcade games; Pac-Man Arrangement (1996), Galaga Arrangement (1995), Dig Dug Arrangement (1996), Pac-Attack (1993) - hidden game, Pac-Mania (1987) - hidden game and Pole Position II (1983).

The "Arrangement" games in the collection were originally on the arcade's Namco Classic Collection Vol. 1 and Vol. 2.

7.5



N



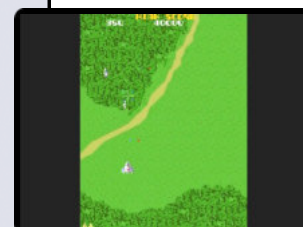
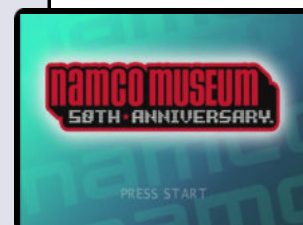
Rarity US: 5.5

## Namco Museum 50th Anniversary

**Developer** Backbone Entertainment  
**Publisher** Electronic Arts, Namco  
**Release date** (us) August 30, 2005  
(eu) May 5, 2006  
**Genre** Compilation  
**Mode** 1-2 Players

This title refers to Namco's 50 years as a company that originally manufactured toys in 1955. This is the first edition of Namco Museum with true arcade game emulation using the original game ROMs. Also, the game allows the player to insert a limited number of credits, about 5 or 6, by repeatedly pressing the Z button when the game first starts.

7.5



N P



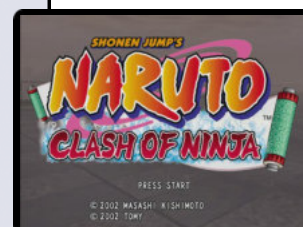
Rarity US: 2.6

## Naruto: Clash of Ninja

**Developer** Eighting, Takara Tomy  
**Publisher** D3 Publisher, Takara Tomy  
**Release date** (us) March 7, 2006  
**Genre** Fighting  
**Mode** 1-2 Players

Naruto: Clash of Ninja is a 3-D cel-shaded fighting game based on the popular anime and manga series Naruto by Masashi Kishimoto, and the first installment of the Naruto: Clash of Ninja video game series. In the game, players pit two characters from the Naruto manga and anime series against each other, using basic attacks and special techniques to defeat their opponent in one of the game's modes.

6.6



J N



7.5



J N P

## Naruto: Clash of Ninja 2

<b>Developer</b>	Eighting, Takara Tomy
<b>Publisher</b>	D3 Publisher, Takara Tomy
<b>Release date</b>	(us) September 26, 2006 (eu) November 24, 2006
<b>Genre</b>	Fighting
<b>Mode</b>	1-4 Players

The game follows the plot of the series, in story mode, starting from Naruto's graduation from the Ninja Academy until the end of the Chunin exams. The game retains the characters from the first installment and added characters from the Chunin Exam arc. This chapter allows four players to fight in multiplayer at the same time. Unlockable features in this game are acquired by accomplishing certain tasks.



Rarity US: 1.8  
Player's Choice: 1.1

7.9

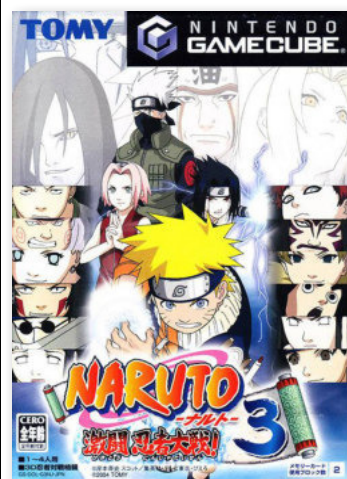


J

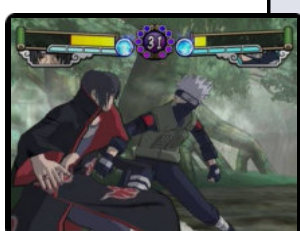
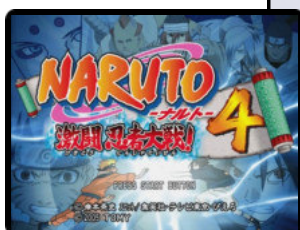
## Naruto: Gekitō Ninja Taisen! 3

<b>Developer</b>	Eighting, Takara Tomy
<b>Publisher</b>	Takara Tomy
<b>Release date</b>	(jp) November 20, 2004
<b>Genre</b>	Fighting
<b>Mode</b>	1-4 Players

The game covers the events of the anime from the Chunin Exams to the Search for Tsunade arc. This installment introduces the ability to change forms during combat and gives some characters a second special attack. Also, the game adds on to the tag-team mode from Clash of Ninja 2, granting the player the ability to use team specials.



8.5



J

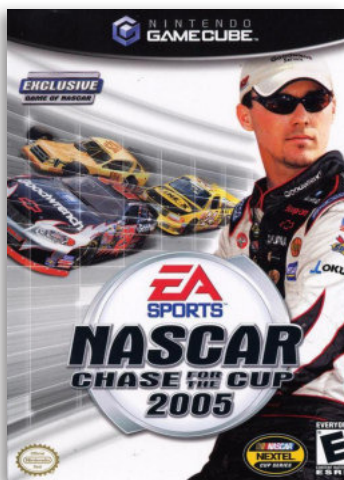
## Naruto: Gekitō Ninja Taisen! 4

<b>Developer</b>	Eighting, Takara Tomy
<b>Publisher</b>	Takara Tomy
<b>Release date</b>	(jp) November 21, 2005
<b>Genre</b>	Fighting
<b>Mode</b>	1-4 Players

The game covers the events from the Return of Itachi arc to the Sasuke Retrieval arc. The game also introduces the ability for multiple characters to fight one another at once, ranging from a 3-on-3 match to a 4-way brawl. Most noticeably, the game does away with the shop feature, and unlockables are now acquired by simply meeting certain criteria in the new Mission mode.







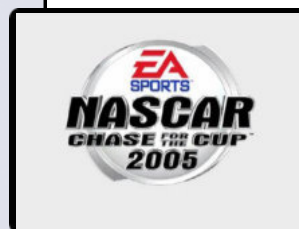
Rarity US: 7.2

## NASCAR 2005: Chase for the Cup

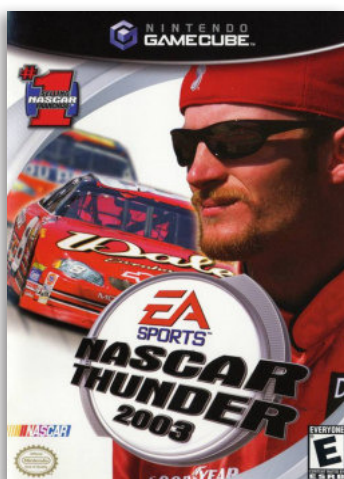
**Developer** EA Tiburon  
**Publisher** Electronic Arts  
**Release date** (us) September 4, 2004  
**Genre** Racing  
**Mode** 1-2 Players

CAR 2005: Chase for the Cup is the eighth installment of the EA Sports' NASCAR series. Unlike previous entries, which would normally add a few extra features but leave most of the game identical to its predecessor, the game brought massive change to the series. One example is the inclusion of NASCAR series other than the NEXTEL Cup Series; the National Series, the Craftsman Truck Series, and the Featherlite Series.

8.5



N



Rarity US: 3.5

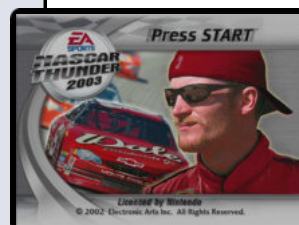
## NASCAR Thunder 2003

**Developer** EA Sports  
**Publisher** Electronic Arts  
**Release date** (us) September 19, 2002  
**Genre** Racing  
**Mode** 1-4 Players

Being a racing simulation, NASCAR Thunder 2003 places the player in control of a stock car in a NASCAR race. Players battle AI drivers for race position for a preset amount of laps. As the race progresses, players are forced to make a pit stop to refuel, replace tires and repair damage.

There are two modes available for players. Quick Race and Career Mode.

7.6



N



Rarity US: 6.9

## NASCAR: Dirt to Daytona

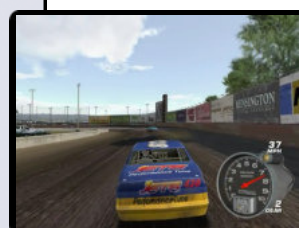
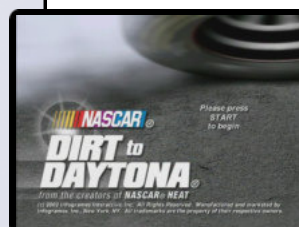
**Developer** Monster Games  
**Publisher** Atari  
**Release date** (us) November 27, 2002  
**Genre** Racing  
**Mode** 1-4 Players

The game comes with NASCAR action with 4 different series: Weekly Racing Series Presented by Dodge (dirt), NASCAR Featherlite (open wheel modified), NASCAR Craftsman Truck Series (pickup trucks), and NASCAR Cup Series.

Cars reflect damage in their models and performance. Players can paint their own schemes on their cars, and can place sponsorship placards to bring in more cash.

*"mobygames.com"*

8.1



N

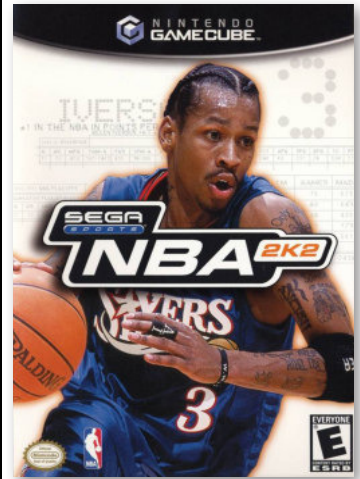


7.3

## NBA 2K2

<b>Developer</b>	Visual Concepts
<b>Publisher</b>	Sega
<b>Release date</b>	(us) March 20, 2002
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

NBA 2K2 offers a number of new features designed to improve upon Sega Sports' basketball franchise, which began on the Dreamcast in 1999. In addition to the NBA teams, players, and stadiums from the 2001–02 season, the game includes five legends teams starring legends such as Michael Jordan, Larry Bird, Julius Erving, Wilt Chamberlain, Magic Johnson, and Bill Russell.



Rarity US: 2.8

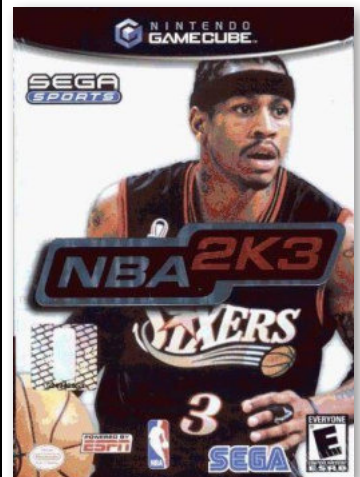
7.4

## NBA 2K3

<b>Developer</b>	Visual Concepts
<b>Publisher</b>	Sega
<b>Release date</b>	(us) October 7, 2002 (eu) March 28, 2003
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

It is a part of the NBA 2K series. Again, like the previous games, Allen Iverson of the Philadelphia 76ers is the cover athlete. This is the last game in the series to be released for GameCube and the fourth installment in the series overall.

The game was met with a very positive reception.



Rarity US: 2.4

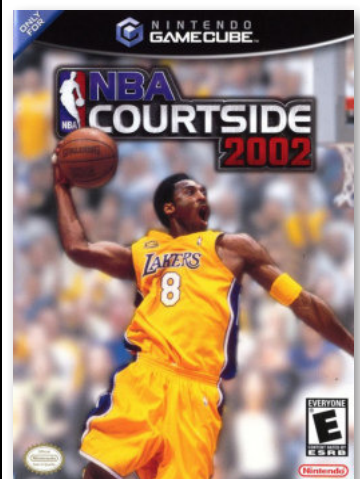
6.7

## NBA Courtside 2002

<b>Developer</b>	Left Field Productions
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) January 13, 2002 (eu) May 24, 2002
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

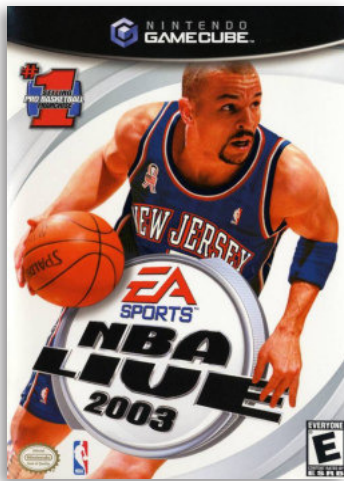
NBA Courtside 2002 is the third and final installment in the NBA Courtside series. The game features every player from the 2001-02 NBA season, each with his own unique stats, and has season and arcade modes.

The player can customize their team and players, from their statistical attributes to their names and faces. There is a practice gameplay mode as well as a mode to compete against other teams.



Rarity US: 2.8





Rarity US: 2.8

## NBA Live 2003

**Developer** EA Canada  
**Publisher** Electronic Arts  
**Release date** (us) October 8, 2002  
 (eu) December 6, 2002  
**Genre** Sports  
**Mode** 1-4 Players

The 2003 version of the NBA simulator has improved graphics in relation to the previous installments and features like detailed faces and a player design engine. It also has rosters in accordance to the 2002-2003 Season.

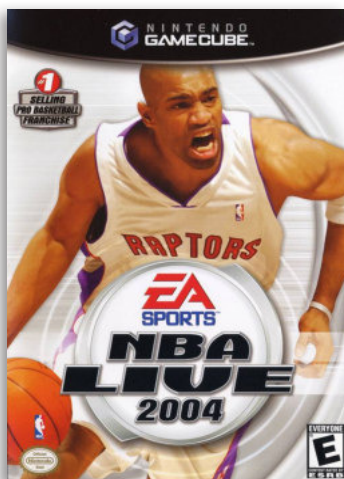
As usual, a complete fantasy draft is included and multiplayer support is present.

*"mobygames.com"*

6.7



N P



Rarity US: 2.3

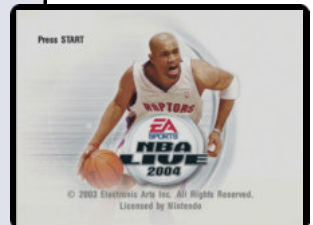
## NBA Live 2004

**Developer** EA Canada  
**Publisher** Electronic Arts  
**Release date** (us) October 15, 2003  
 (eu) November 7, 2003  
**Genre** Sports  
**Mode** 1-4 Players

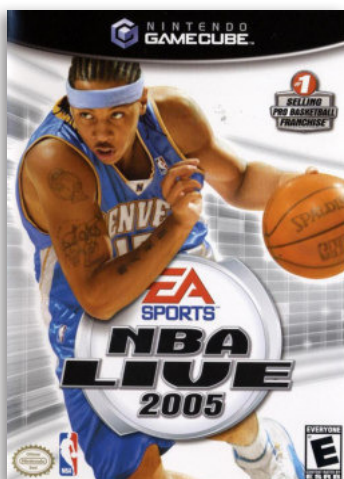
For 2004, the player can expect an expanded EA Sports Freestyle control scheme, allowing the player to pull off plays by simply using the right analog stick in collaboration with the player's movement with the left analog stick. Dynasty mode has also been upgraded, with the opportunity of expanding the player's squad with the top free agents and rookies from the college leagues.

*"mobygames.com"*

7.3



N P



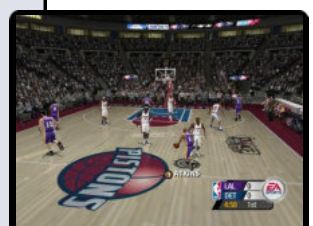
Rarity US: 2.7

## NBA Live 2005

**Developer** EA Canada  
**Publisher** Electronic Arts  
**Release date** (us) September 28, 2004  
 (eu) October 29, 2004  
**Genre** Sports  
**Mode** 1-4 Players

The 2005 edition of the NBA Live Basketball series has a new graphics engine, and adds new moves and signature moves to personalize the players. Another feature is Freestyle Air, with more control of players in the air, and the option to specify 10 different free-style configurations. Players can build their team over multiple seasons, and additional management in the Dynasty Mode is introduced through rookie scouting.

7.4



N P

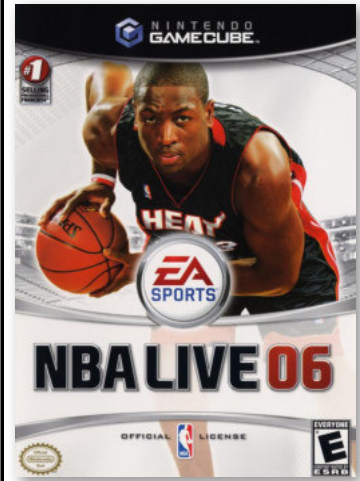


7.2

## NBA Live 06

<b>Developer</b>	EA Canada
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) September 26, 2005 (eu) October 7, 2005
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

NBA Live 06 lets players play as professional basketball teams in the NBA 2005-2006 season. They can play in single player Dynasty Mode, which allows them to play 25 seasons with their team, draft and trade players, as well as control players movements in mid-air for ultimate control of dunks and other moves. The game features graphics and improved AI from the last NBA Live game.



N P

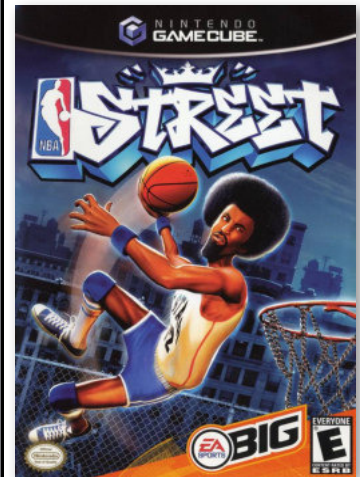
7.3

## NBA Street

<b>Developer</b>	EA Sports BIG
<b>Publisher</b>	EA Sports BIG
<b>Release date</b>	(us) February 17, 2002
<b>Genre</b>	Sports
<b>Mode</b>	1-2 Players

NBA Street consists of three-on-three basketball games. Aside from the basic structure of basketball, players try to collect trick points, which are scored through the use of almost every basketball game maneuver such as faking out defenders, shot blocking, diving for the ball, and dunking.

Single player options included a user-created player touring famous American locations, picking up teammates from NBA rosters along the way.



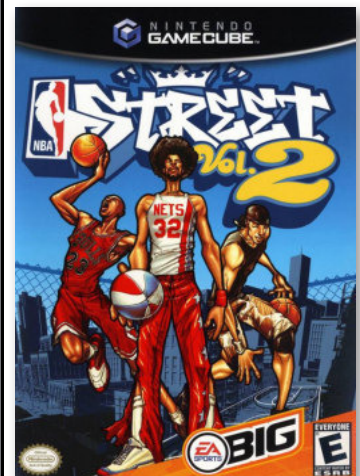
Rarity US: 2.6

7.7

## NBA Street Vol. 2

<b>Developer</b>	EA Canada
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) April 28, 2003 (eu) May 2, 2003
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

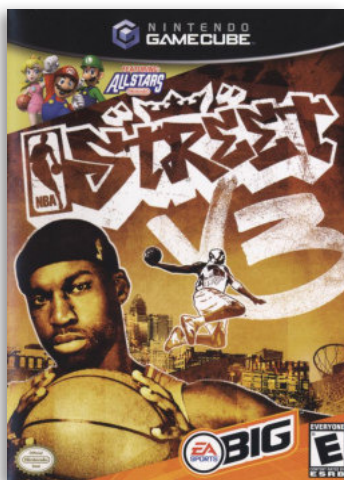
Like the previous game, NBA Street Vol. 2 consists of 3-on-3 basketball games. In the game, there are 29 fully playable NBA teams in all modes once unlocked. The game also features four different modes to choose from. The game also features several new trick moves and dunks, as well as introducing a level two "game-breaker".



Rarity US: 4.2

N P





Rarity US: 4.8

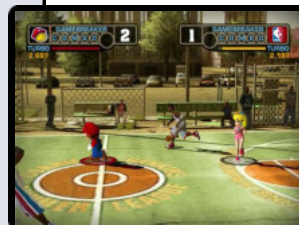
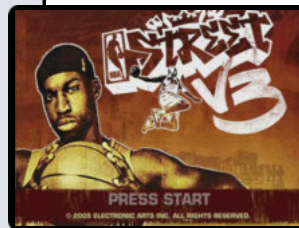
## NBA Street V3

**Developer** EA Sports BIG  
**Publisher** EA Sports BIG  
**Release date** (us) February 8, 2005  
 (eu) February 18, 2005  
**Genre** Sports  
**Mode** 1-4 Players

In NBA Street V3, Gamebreakers return to their original format from NBA Street, becoming once again un-pocketable. The game also contains Mario, Luigi, and Princess Peach as playable characters. This was part of a deal Nintendo had with EA Sports to have Nintendo's intellectual properties appear in EA franchises.

The game was met with very positive reception upon release.

7.7



J N P

## NCAA College Basketball 2K3

**Developer** Kush Games  
**Publisher** Sega  
**Release date** (us) December 2, 2002  
**Genre** Sports  
**Mode** 1-4 Players

NCAA Basketball 2K3 is a college basketball game on the Gamecube so it wasn't destined to sell very well. Sega helped seal the deal when they cancelled all 2K series games on the Gamecube and stopped this game in the middle of production. This is one of the few sports games to become rare and valuable on any system. The collectability of the game was hyped quite a bit, but prices have been gradually falling.

*"racketboy.com"*

8.2



Rarity US: 9.8



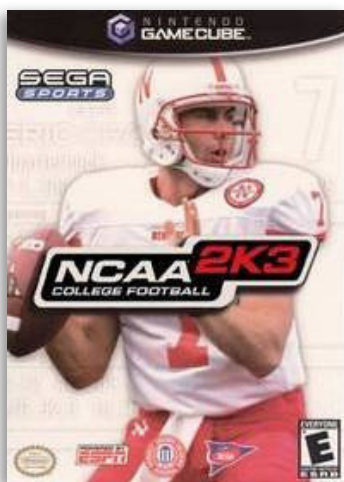
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## NCAA College Football 2K3

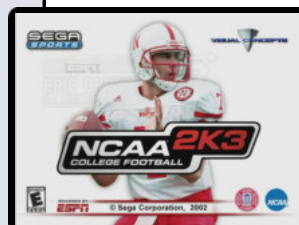
**Developer** Visual Concepts  
**Publisher** Sega  
**Release date** (us) September 9, 2002  
**Genre** Sports  
**Mode** 1-4 Players

The game has ESPN style game play, meaning at half-time it gives players a report on their game and others around the league. It includes an editable roster, but they cannot name the players. There are basic game modes such as the dynasty or jump into a quick play. Dynasty is where players lead their team over the course of a year to the National Championship. Legacy mode is when they completely take over a team, controlling its recruiting classes.

7.0



Rarity US: 3.1



N



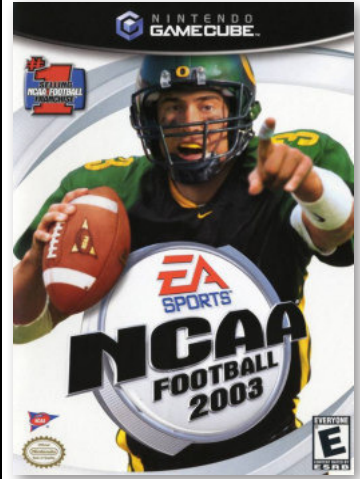
7.8

## NCAA Football 2003

<b>Developer</b>	EA Sports
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) July 20, 2002
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

New features in this version included over 200 licensed fight songs, 3D cheerleaders and 144 different schools.

Dynasty mode was enhanced with the ability to red-shirt a player and schedule non-conference games before each season. Trophies and awards, modeled after real-life college football awards, was another feature new to this version. Players could win trophies by playing games and could add them to a personal collection which is shown off in a trophy room.



Rarity US: 3.1

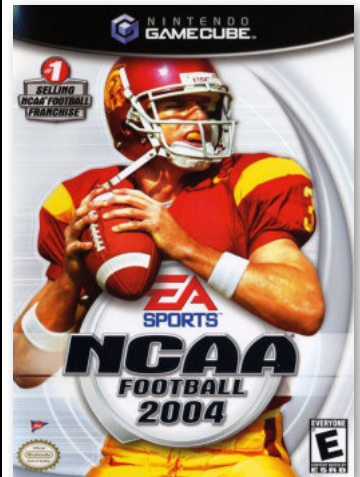
8.1

## NCAA Football 2004

<b>Developer</b>	EA Sports
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) July 16, 2003
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

This edition featured the return of gameplay modes seen in previous versions such as Dynasty Mode.

The College Classics mode was introduced in this version and allowed players to replay classic games in college football history. New tackling animations and more realistic zone defenses were also included.



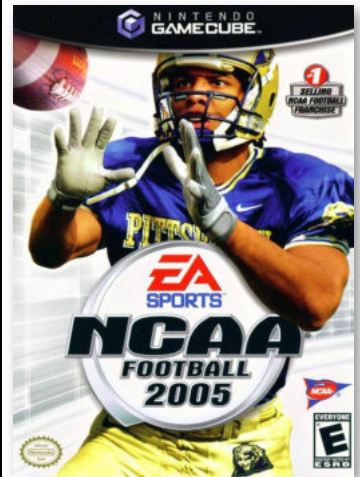
Rarity US: 4.1

7.7

## NCAA Football 2005

<b>Developer</b>	EA Sports
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) July 15, 2004
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

The main focus of NCAA Football 2005 is home-field advantage. While playing at home is an advantage in any sport, amateur or professional, some say the concept of home-field advantage matters most in college football. Hence, the major addition to the 2005 game is the "Top 25 Toughest Places to Play," compiled by EA Sports. These rankings are based on home winning percentage, average attendance, and "atmosphere" (i.e., fan rowdiness and noise).



Rarity US: 6.7





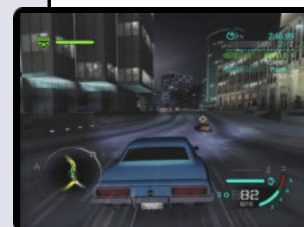
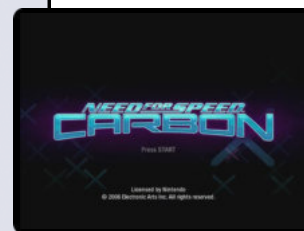
Rarity US: 6.4

## Need for Speed: Carbon

**Developer** EA Canada  
**Publisher** Electronic Arts  
**Release date** (us) October 31, 2006  
 (eu) November 3, 2006  
**Genre** Racing  
**Mode** 1-2 Players

The gameplay is similar to Need for Speed: Most Wanted and Underground 2, but based upon rival street racing crews instead of individuals. Players run a crew and can hire specific street racers to be in their crew and the active friendly racer is known as a wingman. Each employable street racer has two skills, a racing skill (scout, blocker, and drafter) and a non-race skill (fixer, mechanic, and fabricator).

7.3



N P



Rarity US: 6.0  
 Player's Choice: 5.6

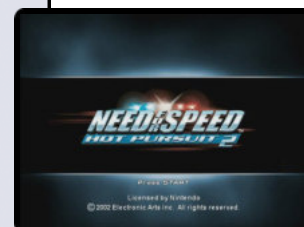
## Need for Speed: Hot Pursuit 2

**Developer** EA Canada  
**Publisher** Electronic Arts  
**Release date** (us) September 30, 2002  
 (eu) October 25, 2002  
**Genre** Racing  
**Mode** 1-2 Players

Hot Pursuit 2 draws primarily from the gameplay and style of Need for Speed III: Hot Pursuit; its emphasis was on evading the police and over-the-top courses featuring lengthy shortcuts.

As with the original, the player also has the option to play as a police officer trying to arrest speeders. To do so the player rams the speeding vehicle multiple times to disable it.

7.3



N P



Rarity US: 6.3  
 Player's Choice: 6.0

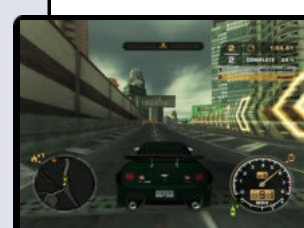
## Need for Speed: Most Wanted

**Developer** EA Canada  
**Publisher** Electronic Arts  
**Release date** (us) November 15, 2005  
 (eu) November 25, 2005  
**Genre** Racing  
**Mode** 1-2 Players

Most Wanted is like other Need for Speed games, where the player selects one car and races against a time limit or other racers to reach a destination.

A Grand Theft Auto-like Free Roam mode is provided as in Need for Speed: Underground 2, but is still limited to Career mode, as well as pursuit-based events in other modes.

8.0



J N P

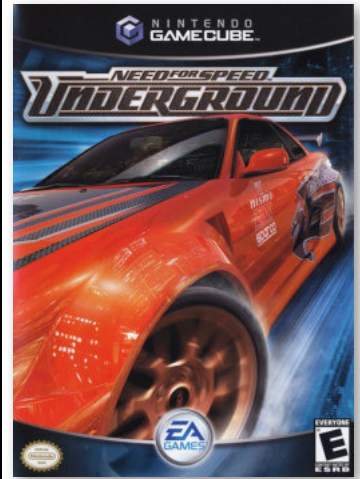


7.5

## Need for Speed: Underground

**Developer** EA Canada  
**Publisher** Electronic Arts  
**Release date** (us) November 17, 2003  
 (eu) November 21, 2003  
**Genre** Racing  
**Mode** 1-2 Players

Underground completely rebooted the franchise, ignoring the previous Need for Speed games which featured sports cars and exotics. It was the first game in the series to offer a career mode featuring a storyline, and a garage mode that allowed players to fully customize their cars with a large variety of brand-name performance and visual upgrades.



Rarity US: 5.6  
 Player's Choice: 5.8

7.8

## Need for Speed: Underground 2

**Developer** EA Canada  
**Publisher** Electronic Arts  
**Release date** (us) November 15, 2004  
 (eu) November 19, 2004  
**Genre** Racing  
**Mode** 1-2 Players

In addition to the racing modes included in the previous Underground game (Circuit, Sprint, Drag and Drift races), four new variations of races have been provided in Underground 2. The game is unique among the games in the Need For Speed series in that it requires players to drive to a certain place in the city in order to begin a race.



Rarity US: 6.4  
 Player's Choice: 6.0

6.3

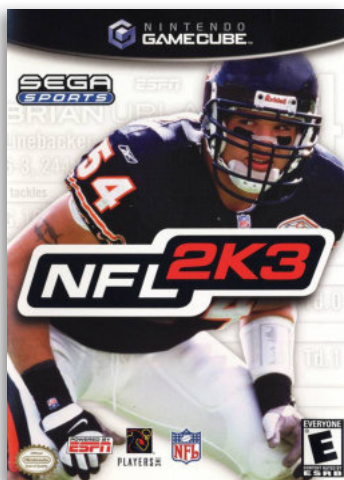
## Neighbours from Hell

**Developer** JoWooD Productions  
**Publisher** Encore Software, JoWooD Productions  
**Release date** (eu) March 4, 2005  
**Genre** Strategy, Puzzle  
**Mode** 1 Player

In the game Neighbors from Hell, the player creeps around the neighbour's house performing tricks upon the unsuspecting resident. The game's objectives are to create disarray, increase ratings, and win awards. Obstacles in the game include the watchful neighbour himself, also - his guard dog, and a parrot called Chilli, both of whom will try to alert the Neighbour of Woody's presence.







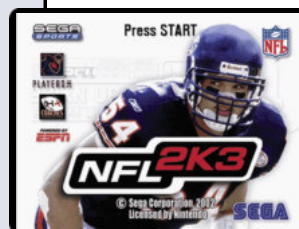
Rarity US: 1.4

## NFL 2K3

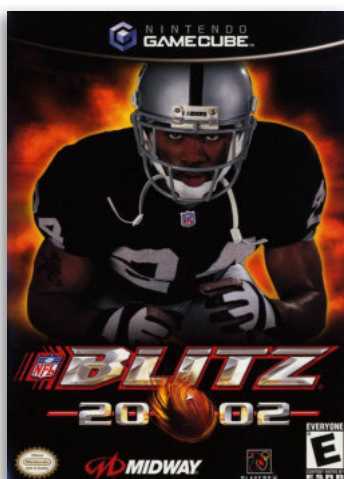
**Developer** Visual Concepts  
**Publisher** Sega  
**Release date** (us) August 21, 2002  
 (eu) March 28, 2003  
**Genre** Sports  
**Mode** 1-4 Players

With new lifelike player animations, new play-calling intelligence, an on-the-fly audible system, and a brand new ESPN broadcast system with the famous overlays, scores, and highlights, it adds a whole new feel to the series. NFL 2K3's new Franchise mode gives players total team control as player, coach, and general manager -- track the best players, make the smartest trades, and build the most dominant team in the league.

7.2



N P



Rarity US: 2.4

## NFL Blitz 20-02

**Developer** Point of View, Inc.  
**Publisher** Midway Games  
**Release date** (us) March 18, 2002  
**Genre** Sports  
**Mode** 1-4 Players

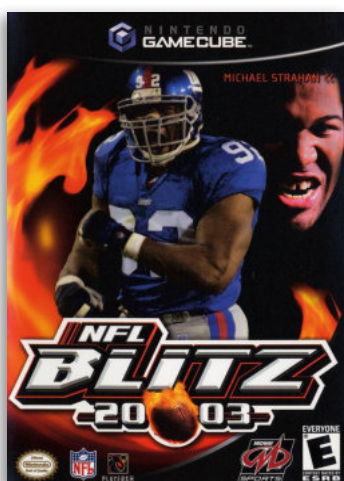
The NFL Blitz 20-02 incarnation promises deeper gameplay, more animations, better AI, more mini-games, and even harder hits. Still focusing on its roots of hard-hitting football action with no rules whatsoever.

"mobygames.com"

6.9



N



Rarity US: 2.7

## NFL Blitz 20-03

**Developer** Point of View, Inc.  
**Publisher** Midway Games  
**Release date** (us) August 12, 2002  
**Genre** Sports  
**Mode** 1-4 Players

This update to the NFL Blitz series offers more options and refines the options presented earlier in the series. Of significant note is the create a player option. By designing the look of the player as well as assigning various stats to their abilities, you can craft a whole team to compete in the league. Also improved is the artificial intelligence in the one-player game setting. Fantasy Stadiums in exotic locales and Fantasy Players are another new option.

7.6



N



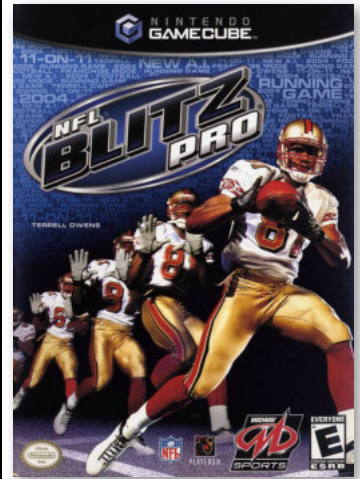
6.4

## NFL Blitz Pro

<b>Developer</b>	Midway Games
<b>Publisher</b>	Midway Games
<b>Release date</b>	(us) December 2, 2003
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

With little more than a month left in the 2003-2004 NFL season, Midway released NFL Blitz Pro for the GameCube in early December. Similar to Hitz Pro, Blitz Pro is a combination of arcade and simulation styles. Unfortunately, this combination doesn't work nearly as well as its NHL predecessor, and, while the end result can be fun, overall it's a pretty big leap backward for the Blitz series.

"gamespot.com"



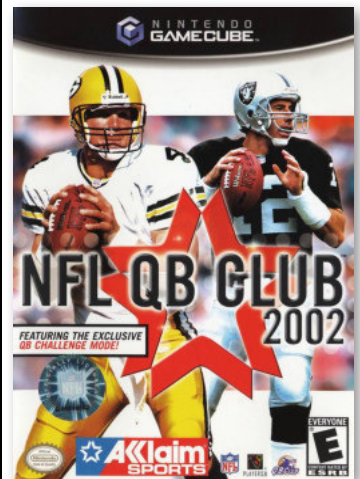
Rarity US: 3.5

5.2

## NFL Quarterback Club 2002

<b>Developer</b>	Acclaim Entertainment
<b>Publisher</b>	Acclaim Entertainment
<b>Release date</b>	(us) December 14, 2001
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

NFL QB Club 2002 is the final game in Acclaim's NFL Quarterback Club series. Some of the game's key features are the NFL Quarterback Challenge mode, featuring four head-to-head events: Speed and Mobility, Accuracy, Long Distance Throw and Read & Recognition. Players can also unlock retired players like John Elway, Dan Marino, Steve Young, Jim Kelly and Phil Simms. Also featured are 31 NFL clubs and over 1500 NFL players.



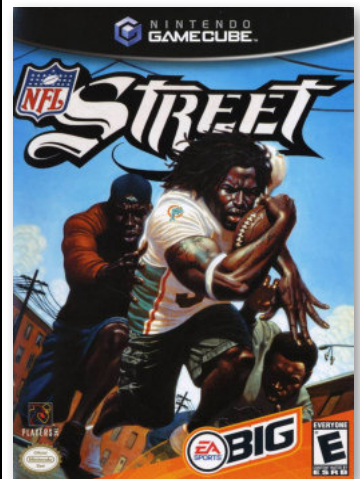
Rarity US: 2.0

7.1

## NFL Street

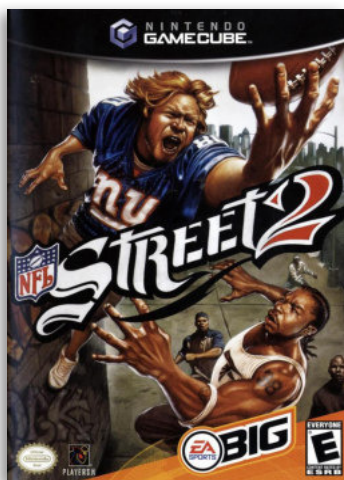
<b>Developer</b>	EA Tiburon
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) January 14, 2004 (eu) January 30, 2004
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

Similar to the Blitz series, Street is seven-on-seven American football, modeled roughly after its informal variant, street football. NFL Players in the game wear street clothing instead of helmets and uniforms. Like other American Football games, NFL Street has basic football rules, but no fouls and low penalty gameplay, naturally leading to much more intense gameplay than its real-life model.



Rarity US: 2.9





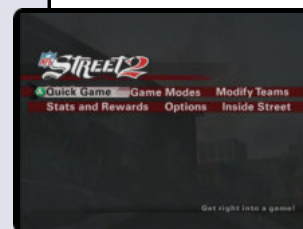
Rarity US: 3.5

## NFL Street 2

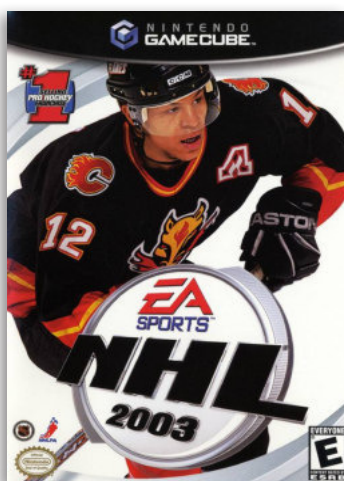
**Developer** EA Tiburon  
**Publisher** Electronic Arts  
**Release date** (us) December 22, 2004  
 (eu) January 28, 2005  
**Genre** Sports  
**Mode** 1-4 Players

Own The City mode is the newest mode of NFL Street 2, the player must create a character and win all of the street games in Bay City. The player must play pick-up games to recruit talent for a team. The pick-up games are made up of randomly generated players. As the game progresses, the player will need to find better talent. If the player is successful they will face Xzibit and his team of NFL stars.

7.4



N P



Rarity US: 2.0

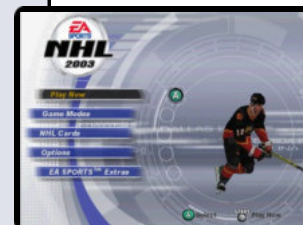
## NHL 2003

**Developer** EA Sports  
**Publisher** Electronic Arts  
**Release date** (us) September 30, 2002  
 (eu) October 25, 2002  
**Genre** Sports  
**Mode** 1-4 Players

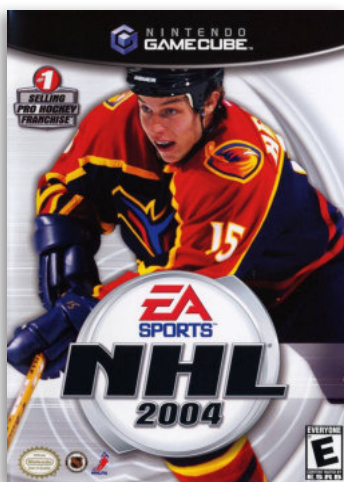
NHL 2003 is the 11th edition of the popular EA Sports NHL series and the first installment of the series to be released on GameCube.

NHL 2003 introduced a new feature: the GameBreaker. It is activated once a player performs enough “dekes” and it is used to help change the momentum of the game, such as scoring a big goal, delivering a big hit or winning a big fight.

7.1



N P



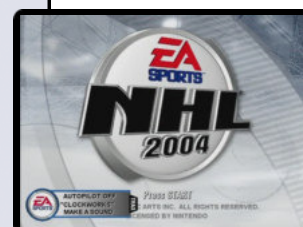
Rarity US: 2.7

## NHL 2004

**Developer** EA Sports  
**Publisher** Electronic Arts  
**Release date** (us) September 22, 2003  
 (eu) October 10, 2003  
**Genre** Sports  
**Mode** 1-4 Players

The game included many improvements to its gameplay (more realistic puck and rebound control and better checking) and game modes (a completely reworked franchise mode renamed “Dynasty”). In addition to the gameplay improvements, one particular non-gameplay improvement was added. When a team wins the Stanley Cup Finals, a large-scale celebration ensues.

7.0



N P



7.4

## NHL 2005

**Developer** EA Sports  
**Publisher** Electronic Arts  
**Release date** (us) September 20, 2004  
 (eu) October 8, 2004  
**Genre** Sports  
**Mode** 1-4 Players

NHL 2005 features Open Ice Control, which according to EA allows better control, including moving players without the puck and also a complete World Cup mode where each team can be created from scratch.

The IIHF license which granted the World Cup mode also allowed EA to use real-life international jerseys for the only time.



N P



Rarity US: 3.3

7.6

## NHL 06

**Developer** EA Sports  
**Publisher** Electronic Arts  
**Release date** (us) September 6, 2005  
 (eu) September 23, 2005  
**Genre** Sports  
**Mode** 1-4 Players

The game features a slight graphics improvement and the return of the Create-a-Player feature, which was notably absent from NHL 2005. The complete redesign of this feature was based on EA Sports' Tiger Woods PGA Tour 2004 and subsequent installments, allowing for much more complex changes in a player's appearance than simply eye or hair color.



N P



Rarity US: 3.6

8.1

## NHL 2K3

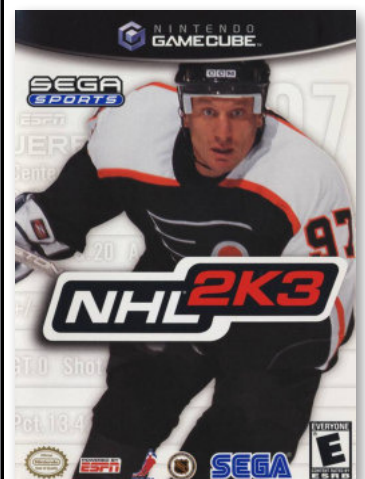
**Developer** Treyarch  
**Publisher** Atari, Sega  
**Release date** (us) December 11, 2002  
 (eu) March 28, 2003  
**Genre** Sports  
**Mode** 1-4 Players

Using its partnership with the ESPN sports network, Sega has created NHL 2K3 using the same presentation method as ESPN. Natural camera transitions, cut scenes, and overlay graphics are all used in cooperation with ESPN to give the game a more realistic feel.

All the standard game modes are here, from exhibition games and playoff games, to a very in depth Franchise mode that gives players control over their team.

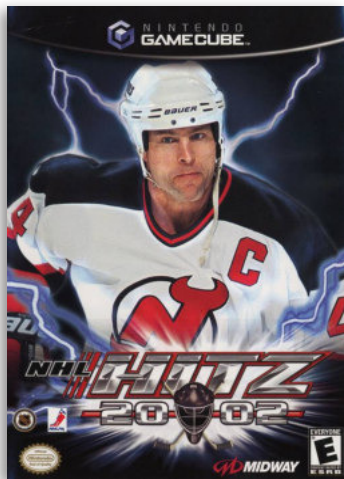


N P



Rarity US: 3.2





Rarity US: 3.9

## NHL Hitz 20-02

**Developer** Black Box Games  
**Publisher** Midway Games  
**Release date** (us) November 18, 2001  
 (eu) May 3, 2002  
**Genre** Sports  
**Mode** 1-4 Players

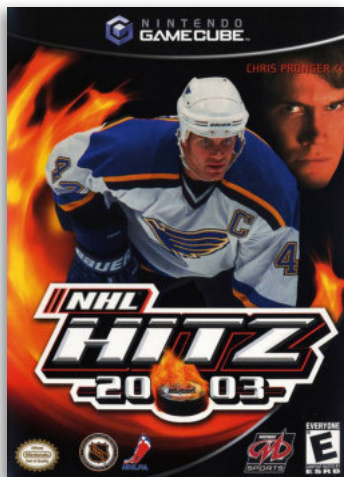
This video game was a launch title for the GameCube. It differs from traditional NHL games in that it does not try to accurately simulate real-life ice hockey. The rules are much more relaxed and the attributes of players dramatically increased, giving the game its arcade feel.

The game features three players on the ice for each team, with an additional 3 players on the bench.

7.9



N P



Rarity US: 4.8

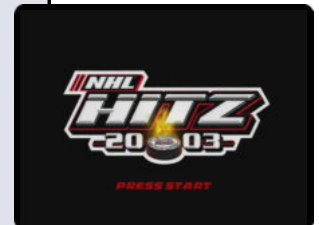
## NHL Hitz 20-03

**Developer** Midway Games  
**Publisher** Midway Games  
**Release date** (us) September 16, 2002  
 (eu) November 1, 2002  
**Genre** Sports  
**Mode** 1-4 Players

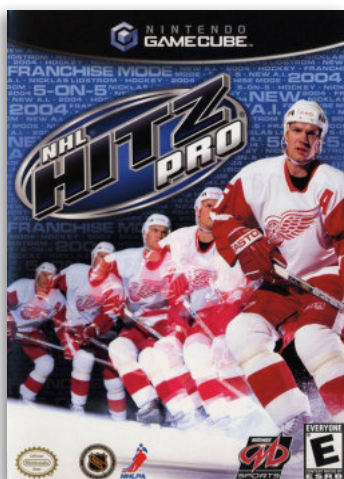
The game is meant to mainly be a hard-hitting, arcade-style game with wildly exaggerated player movements and actions. For example, players can check other players through the glass and into the stands, but won't stop play.

Thanks in large part to its fast-paced, 3-on-3 style of hockey, Hitz 2003 has experienced a steady increase in underground popularity over the years.

8.0



N P



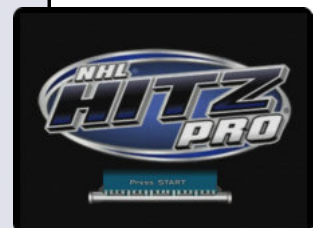
Rarity US: 6.2

## NHL Hitz Pro

**Developer** Next Level Games  
**Publisher** Midway Games  
**Release date** (us) September 25, 2003  
**Genre** Sports  
**Mode** 1-4 Players

Unlike the previous titles in the series, this game has 5-on-5 gameplay instead of the usual 3-on-3 gameplay with the earlier titles. Despite that fact, however, the game does not include penalty shots, and it is still an arcade-type hockey game like its predecessors. It also has, as the name suggests, a lot of hard hitting, appealing more often to casual hockey fans than hardcore ones.

6.9



N



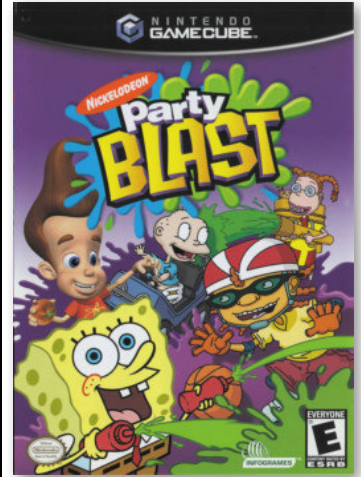
4.9

## Nickelodeon Party Blast

<b>Developer</b>	Data Design Interactive
<b>Publisher</b>	Atari
<b>Release date</b>	(us) December 6, 2002 (eu) December 6, 2002
<b>Genre</b>	Party
<b>Mode</b>	1-4 Players

The game features characters from Nicktoons, including SpongeBob SquarePants, Rocket Power, Rugrats, Invader Zim, and more, with CatDog as the hosts.

Players play as 8 different characters and play more than 20 stage and six different party modes. Each stage has different events although the last stage is almost opposite from the original stage when the player first starts.



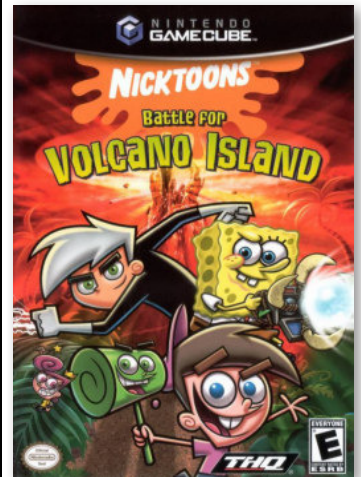
Rarity US: 4.7

6.6

## Nicktoons: Battle for Volcano Island

<b>Developer</b>	Blue Tongue Entertainment
<b>Publisher</b>	THQ
<b>Release date</b>	(us) October 24, 2006
<b>Genre</b>	Action-adventure
<b>Mode</b>	1-2 Players

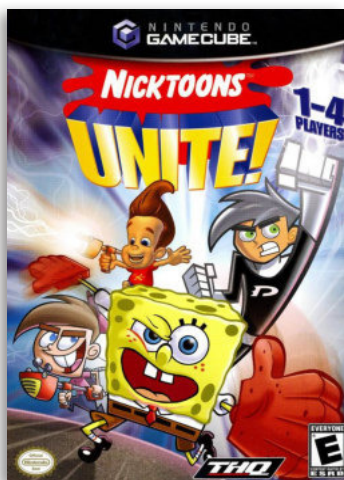
Nicktoons: Battle for Volcano Island is the sequel to the 2005 video game Nicktoons Unite! Players assume the role of up to 6 playable characters from numerous Nickelodeon shows, such as SpongeBob SquarePants, Danny Phantom, and The Fairly OddParents. The plot involves SpongeBob SquarePants and his Nicktoons friends to protect the island from an all-new villain named Mawgu.



Rarity US: 1.4







Rarity US: 5.0

## Nicktoons Unite!

**Developer** Blue Tongue Entertainment  
**Publisher** THQ  
**Release date** (us) October 27, 2005  
 (eu) March 3, 2006  
**Genre** Action-adventure  
**Mode** 1-4 Players

In the game, the player can play with three CPU, or with a friend or two with the remaining CPU. One can switch abilities, which have multiple uses. There are also things only a certain character can do. For example, SpongeBob is needed to use Bubble Bombs to blow up a pillar, Danny is needed to use Ghostly Wail on some glass, or Jimmy has to shoot down some things with his Neutron Flare.

6.0



N P

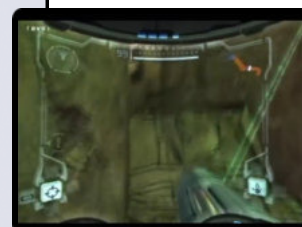


## Nintendo GameCube Preview Disc

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) May 30, 2003  
**Genre** Demo  
**Mode** 1-2 Players

Nintendo GameCube Preview Disc is the only known demo disc released for purchase by Nintendo for the Nintendo GameCube. It includes playable demos for five games: Billy Hatcher and the Giant Egg, Sonic Adventure DX: Director's Cut, Soulcalibur II, Tom Clancy's Splinter Cell, and Viewtiful Joe. It also includes several preview videos of GameCube games, and two bonus games for Game Boy Advance.

7.2



N



## Nintendo Puzzle Collection

**Developer** Intelligent Systems, Nintendo Software Tech.  
**Publisher** Nintendo  
**Release date** (jp) February 7, 2003  
**Genre** Puzzle  
**Mode** 1-4 Players

Nintendo Puzzle Collection is a compilation of remakes or ports of three Nintendo-published puzzle games: Dr. Mario, Yoshi's Cookie, and Panel de Pon. All the games support both single-player gameplay and competitive local multiplayer for up to four players simultaneously. In addition, Nintendo Puzzle Collection supports GameCube-Game Boy Advance connectivity, allowing the player to use a Game Boy Advance as a game controller.

8.3



J



6.0

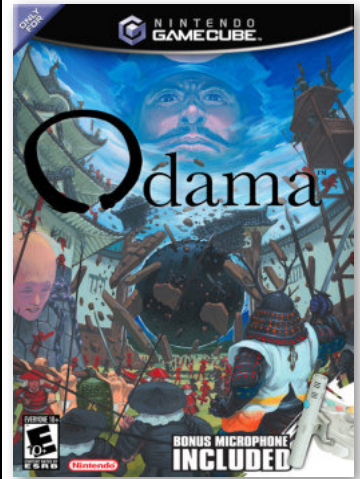
## Odama

**Developer** Vivarium  
**Publisher** Nintendo  
**Release date** (us) April 10, 2006  
 (eu) March 31, 2006  
**Genre** Pinball, Real-time tactics  
**Mode** 1 Player

Odama, produced and designed by Seaman creator, Yutaka Saito, blends tactical wargaming with pinball gameplay. The main character is a young general named Yamanouchi Kagetora, who is intent on avenging his father's death by reviving the most ingenious weapon ever to hit the medieval battlefield: the Odama. The Odama is a gigantic ball powerful enough to destroy whatever it strikes, friend or foe.



J N P



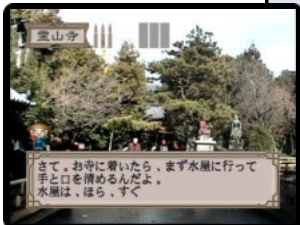
Rarity US: 0.8

8.8

## Ohenro-San

**Developer** Panasonic Corporation  
**Publisher** Panasonic Corporation  
**Release date** (jp) April 24, 2003  
**Genre** Adventure  
**Mode** 1 Player

This is a simulation game based on the Ohenro pilgrimage, a 1,400-kilometer journey around the 88 temples of Shikoku region of Japan. Due to the disk size only 23 of the temples on the route are represented in the GameCube version. As players visit each temple they are meant to offer prayers and collect a special seal that goes in their ohenro journal. Each one is unique to each temple. It is sort of a souvenir of the visit.



J



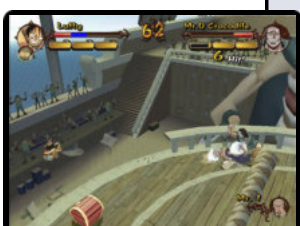
7.3

## One Piece: Grand Adventure

**Developer** Ganbarion  
**Publisher** Bandai, Namco Bandai Games  
**Release date** (us) August 29, 2006  
**Genre** Fighting  
**Mode** 1-2 Players

Unlike other One Piece video games, this one was developed specifically for the U.S. The gameplay is exactly like the U.S. One Piece: Grand Battle!. Based on the popular anime and manga series One Piece, Grand Adventure contains more characters, levels, and features, some of which were cut out of the U.S., also this game become a sequel of One Piece: Grand Battle!.

The game was met with average reception upon release.



N



Rarity US: 3.3





## One Piece: Grand Battle! 3

**Developer** Ganbarion  
**Publisher** Bandai  
**Release date** (jp) December 11, 2003  
**Genre** Action-adventure  
**Mode** 1-2 Players

This is the third game in the Grand Battle series released for the Gamecube and PlayStation 2 in Japan. This game was never translated into English.

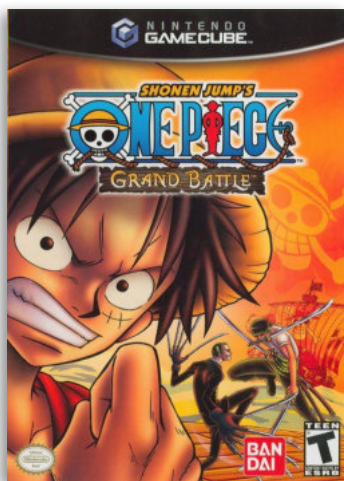
The game includes sixteen playable characters and seven stages all based on the One Piece story up to the Skypiea Arc.

*"giantbomb.com"*

7.4



J



Rarity US: 2.6

## One Piece: Grand Battle! Rush

**Developer** Ganbarion  
**Publisher** Bandai  
**Release date** (us) September 7, 2005  
**Genre** Fighting  
**Mode** 1-2 Players

Much like the manga and anime it is based on, Monkey D. Luffy wants to take Gol D. Roger's place to become King of the Pirates. The story is based on the East Blue saga up to the Foxy's Return arc.

There are four different modes in the game: Grand Battle; Story Mode, a mode that follows every character through the story; Training; and Tourney, a tournament mode that allows to select a character and fight in it and baseball mode.

6.5



J N



Rarity US: 3.0

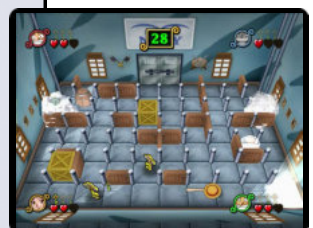
## One Piece: Pirates' Carnival

**Developer** Bandai  
**Publisher** Bandai, Namco Bandai Games  
**Release date** (us) September 12, 2006  
**Genre** Party  
**Mode** 1-4 Players

One Piece: Pirates' Carnival comprises over 30 different minigames, which support up to four players, and includes a Reversi-like board game mode in which winning minigames lets players take control of squares and recruit pirates for their ship's crew.

There are 5 kinds of boards in the game, each one representing a place from the story. The shape and size of each board is different for the others'.

5.6



J N



7.4

## One Piece: Treasure Battle!

**Developer** Bandai  
**Publisher** Bandai  
**Release date** (jp) November 1, 2002  
**Genre** Fighting  
**Mode** 1-4 Players

One Piece Treasure Battle is a 4-player fighting game for the Nintendo Gamecube. Players fight 2-on-2 battles to carry treasures to their goal.



J







Rarity US: 1.7

## Open Season

**Developer** Ubisoft Montreal  
**Publisher** Ubisoft  
**Release date** (us) September 19, 2006  
 (eu) October 6, 2006  
**Genre** Action-adventure  
**Mode** 1-4 Players

Open Season, based on the movie of the same name, is an action-adventure. Boog can do many actions, such as throwing skunks through a hunter's chimney to scare them, or looking for berries to heal himself by smelling them. In the game, the player must do many tasks for the forest animals, and when players do the max tasks for that species, they become their companions, and let players throw them at hunters as well.

6.6



N P

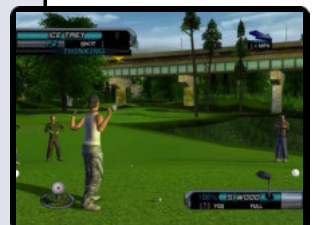
Rarity US: 2.0  
2in1 compilation: 1.6

## Outlaw Golf

**Developer** Hypnotix  
**Publisher** Simon & Schuster, TDK Mediactive  
**Release date** (us) October 29, 2002  
 (eu) June 24, 2003  
**Genre** Sports  
**Mode** 1-4 Players

Outlaw Golf is a golf game intended for adults and mature teens. Players take control of 10 playable characters, each with their own unique caddy. The series is noted for its crude humor, particularly in regard to the characters, most of whom fall under an exaggerated archetype. These include a stripper, a hippie, a biker, and more.

5.9



N P



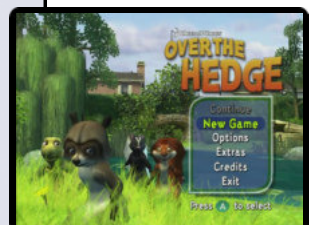
Rarity US: 3.1

## Over the Hedge

**Developer** Edge of Reality  
**Publisher** Activision  
**Release date** (us) May 9, 2006  
 (eu) June 23, 2006  
**Genre** Action-platformer  
**Mode** 1-2 Players

Over the Hedge, a midquel of the film, features 3D platform gameplay as well as mini games. Players navigate a series of homes searching for luxury items, controlling RJ, Verne, Hammy or Stella. Character voices are provided by soundalikes rather than the original actors who recorded the voices for the film (except Bucky Spike and Quillo).

7.0



N P

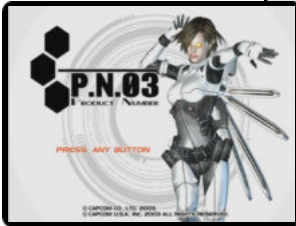


6.8

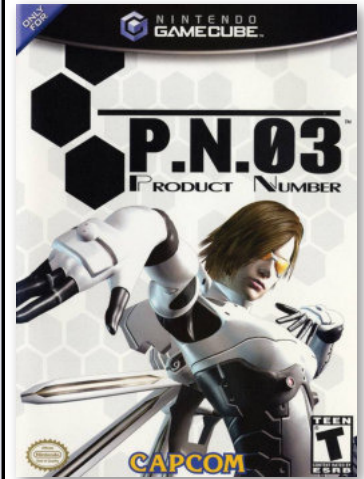
## P.N.03

**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) September 9, 2003  
 (eu) August 29, 2003  
**Genre** Third-person shooter  
**Mode** 1 Player

Set in a science-fictional space colony compound, the game stars Vanessa Z. Schneider, a mercenary controlled by the player to combat berserk robots. The game was directed by Shinji Mikami as part of the Capcom Five. To avoid similarities with Devil May Cry and Resident Evil, the P.N.03 team emphasized defensive and rhythmic maneuvers and a “delicate”, “feminine” game world.



J N P



Rarity US: 2.8

5.5

## Pac-Man Fever

**Developer** THQ  
**Publisher** Namco  
**Release date** (us) September 3, 2002  
**Genre** Party  
**Mode** 1-4 Players

Like in many party video games, players move about on a virtual game board, with the object of the game being to reach the end first. It allows for up to four players, featuring six characters from other Namco games to choose from: Pac-Man, Astaroth, Heihachi Mishima, Ms. Pac-Man, Tiger Jackson, and Reiko Nagase. There are three different types of game boards to play—Tropical, Space, and Medieval—each with its own set of minigames.



N



Rarity US: 2.0  
 Player's Choice: 1.9

7.4

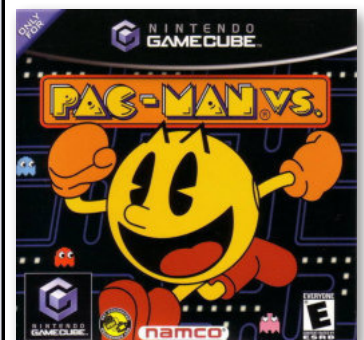
## Pac-Man Vs.

**Developer** Nintendo  
**Publisher** Namco  
**Release date** (us) December 2, 2003  
 (eu) March 26, 2004  
**Genre** Maze  
**Mode** 1-4 Players

Pac-Man Vs. is a Pac-Man game designed exclusively for the Nintendo GameCube that was included as an extra bonus disc with the Player's Choice edition of Pac-Man World 2. It was also included in the GameCube versions of I-Ninja and Namco's R: Racing Evolution for a limited time, as well as a free giveaway at some stores.

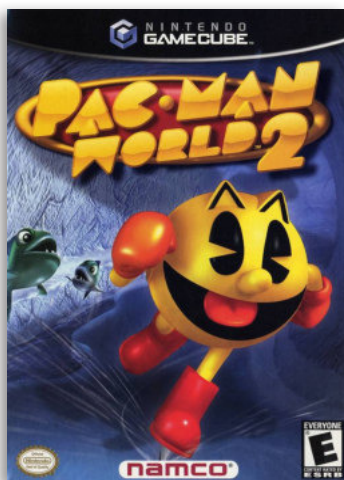


N P



Rarity US: 2.5





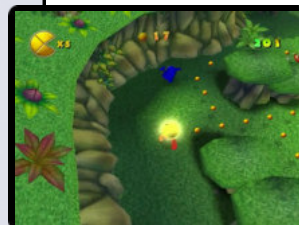
Rarity US: 6.8  
 Player's Choice: 6.7  
 + Pac-Man Vs.: 5.5

## Pac-Man World 2

**Developer** Namco  
**Publisher** Electronic Arts, Namco  
**Release date** (us) March 19, 2002  
 (eu) March 21, 2003  
**Genre** Platformer  
**Mode** 1 Player

Like the original Pac-Man World, the player controls the character of Pac-Man in a 3D platform game. The player begins with five lives instead of three. The game has 25 levels and 16 Galaxian mazes in six different environments. The plot involves Pac-Man finding five golden fruits that were stolen by ghosts. These fruits were vital to his town. Pac-Man sometimes must fight and defeat enemies in order to progress.

7.2



N P



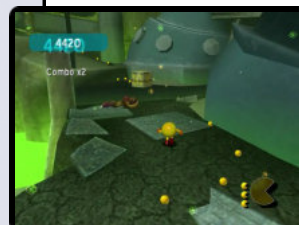
## Pac-Man World 3

**Developer** Blitz Games  
**Publisher** Electronic Arts, Namco  
**Release date** (us) November 17, 2005  
 (eu) June 23, 2006  
**Genre** Platformer  
**Mode** 1 Player

This game features more fighting and more melee combat than the first two Pac-Man World games. It also features a speaking Pac-Man for the first time outside the cartoon series.

There is a museum accessible by the main menu, where players can look at Pac-Man game history, and play Pac-Man itself. The game is a port of the original with no border around the vertical game screen.

7.3



N P



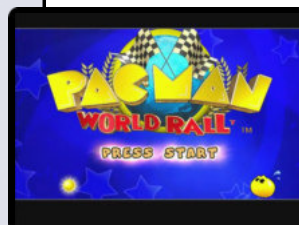
Rarity US: 6.7

## Pac-Man World Rally

**Developer** Smart Bomb Interactive  
**Publisher** Namco Bandai Games  
**Release date** (us) August 22, 2006  
**Genre** Racing  
**Mode** 1-4 Players

Pac-Man World Rally contains gameplay that is standard to kart racing games. In addition, there are four battle arenas for multiplayer action. Players will also be able to collect power-ups to attack opponents or gain an edge in the race, as well as Pac-Man's signature fruit pickups, which in Pac-Man World Rally unlock secret shortcuts. There are 16 characters for the player to choose from.

7.3



N



8.9

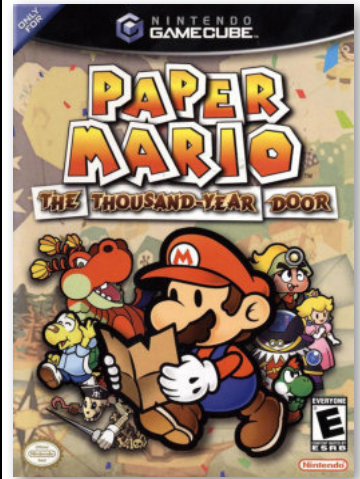


J N P

## Paper Mario: The Thousand-Year Door

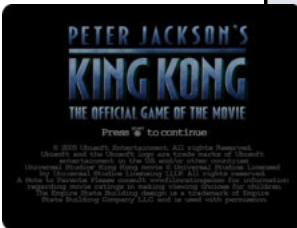
**Developer** Intelligent Systems  
**Publisher** Nintendo  
**Release date** (us) October 11, 2004  
 (eu) November 12, 2004  
**Genre** Role-playing  
**Mode** 1 Player

The Thousand-Year Door is the second game in the Paper Mario series. It borrows many gameplay elements from its predecessor, such as a paper-themed universe and a turn-based battle system with an emphasis on action. The plot follows Mario's quest as he tries to retrieve the seven Crystal Stars and rescue Peach from the X-Nauts.



Rarity US: 5.5  
 Player's Choice: 4.5

7.5



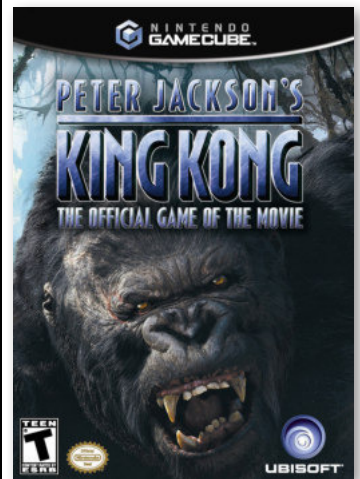
N P

## Peter Jackson's King Kong: The Official Game of the Movie

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) November 21, 2005  
 (eu) November 17, 2005  
**Genre** Action-adventure, First-person shooter  
**Mode** 1 Player

The game is based on the 2005 film King Kong and created in collaboration between the film's director Peter Jackson and video game designer Michel Ancel.

In the game, the player assumes the roles of both New York scriptwriter Jack Driscoll and the giant gorilla, Kong as they struggle to survive the threats of Skull Island in 1933.



Rarity US: 1.5

6.3



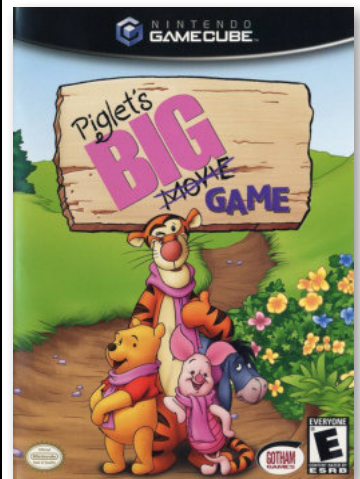
N P

## Piglet's Big Game

**Developer** Doki Denki Studio  
**Publisher** Gotham Games  
**Release date** (us) March 19, 2003  
 (eu) July 2, 2003  
**Genre** Action-Adventure  
**Mode** 1 Player

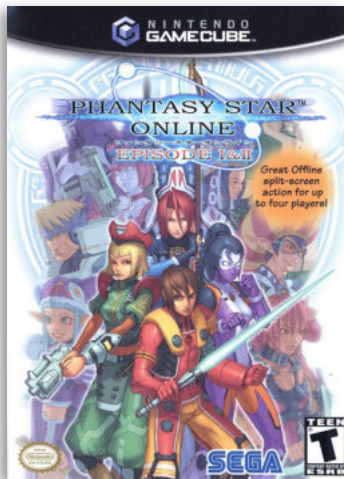
Disney's Piglet's Big Game centers around Piglet and how he tries to show how he can help. The game is based on Piglet's Big Movie.

This game primarily features Piglet going into his friends' dreams and scaring "Heffalumps" & "Woozles" to help his friends collect valuable items.



Rarity US: 3.9





Rarity US: 8.5

## Phantasy Star Online Episode I & II

**Developer** Sonic Team  
**Publisher** Atari, Sega  
**Release date** (us) October 29, 2002  
 (eu) March 7, 2003  
**Genre** Action role-playing  
**Mode** 1-4 Players

The epic Phantasy Star Online gets revamped for the Nintendo GameCube. Both the Sega Dreamcast titles, Phantasy Star Online and Version 2, are included plus an exclusive new adventure, dungeons, enemies, new rare items and more. The game allows up to 4 players to co-operate in an adventure spanning countless fantasy battles.

8.7



J N P



Rarity US: 9.4

## Phantasy Star Online Episode I & II Plus

**Developer** Sonic Team  
**Publisher** Sega  
**Release date** (us) September 15, 2004  
**Genre** Action role-playing  
**Mode** 1-4 Players

Phantasy Star Online Episode I & II Plus is an upgraded version of Phantasy Star Online Episode I & II. This version added various quests to Offline Mode that were originally available exclusively to Online Mode, while also fixing certain bugs and exploits that could be used in the previous release, such as being able to duplicate various items from one's inventory.

8.6



J N



Rarity US: 4.7

## Phantasy Star Online Episode III: C.A.R.D. Revolution

**Developer** Sonic Team  
**Publisher** Sega  
**Release date** (us) March 2, 2004  
 (eu) June 11, 2004  
**Genre** Role-playing  
**Mode** 1-4 Players

The game has a card based play style, making it unique among games in the Phantasy Star Online series. The story of the game takes place twenty-one years after Episodes I and II. Games are played either against computer players or against real-world players, using a customizable deck of exactly 30 cards.

7.0



J N P



8.1



J N P

## Pikmin

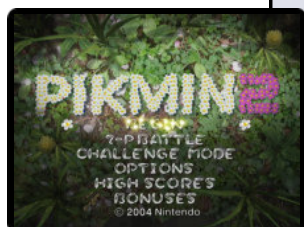
<b>Developer</b>	Nintendo Entertainment Analysis Develop.
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) December 3, 2001 (eu) June 14, 2002
<b>Genre</b>	Real-time strategy
<b>Mode</b>	1 Player

Pikmin is a real-time strategy game created and produced by Shigeru Miyamoto. The player controls Captain Olimar, an astronaut who crash-lands on a mysterious planet. Olimar befriends creatures he calls "pikmin", and utilizes their abilities to collect the missing parts of his spaceship he lost during the crash. The player has 30 days to recover the pieces and repair the ship.



Rarity US: 6.0  
Player's Choice: 5.0

8.6



J N P

## Pikmin 2

<b>Developer</b>	Nintendo Entertainment Analysis Develop.
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) August 30, 2004 (eu) October 8, 2004
<b>Genre</b>	Real-time strategy
<b>Mode</b>	1-2 Players

Like its predecessor, Pikmin 2 focuses on exploring the surface of an unknown planet from a microscopic perspective, where the player directs and delegates tasks to a horde of tiny plant-like creatures called Pikmin. Pikmin 2 introduces many gameplay mechanics not seen in Pikmin, including the ability to control two different leaders of the Pikmin at once and the addition of new Pikmin types.



Rarity US: 8.6  
Player's Choice: 7.9

8.4



N

## Pinball Hall of Fame: The Gottlieb Collection

<b>Developer</b>	FarSight Studios
<b>Publisher</b>	Crave Entertainment
<b>Release date</b>	(us) March 20, 2005
<b>Genre</b>	Pinball
<b>Mode</b>	1-4 Players

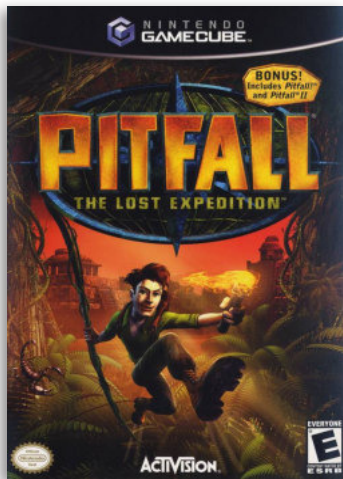
The tables in the game are recreations of real tables. The following pinball machines are included in the game: Ace High (1957), Big Shot (1974), Central Park (1966), Genie (1979), Black Hole (1981), Victory (1987) and Tee'd Off (1993).

Also included are some extras: Play-Boy (1932), Xolten (A fortune teller), and Love Meter (love tester).



Rarity US: 5.1





Rarity US: 5.6

## Pitfall: The Lost Expedition

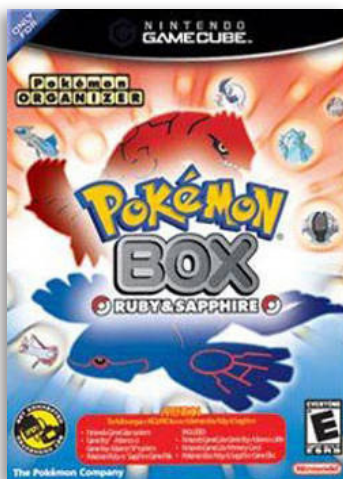
**Developer** Edge of Reality  
**Publisher** Activision  
**Release date** (us) February 18, 2004  
 (eu) February 20, 2004  
**Genre** Action-platformer  
**Mode** 1 Player

Set in 1935, Pitfall Harry, the fearless, rough-and-ready treasure hunter from the Pitfall series returns to help a beautiful archaeologist rescue her father and thwart the evil Jonathan St. Claire from claiming the lost city of El Dorado. As Harry, players encounter various animal enemies, including scorpions, bats, piranhas, alligators and even penguins, as well as human adversaries under the leadership of the sinister St. Claire.

7.6



N P



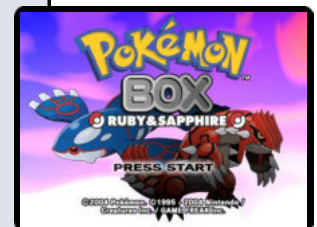
Rarity US: 9.7

## Pokémon Box: Ruby and Sapphire

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) July 12, 2004  
 (eu) May 14, 2004  
**Genre** Management  
**Mode** 1 Player

Pokémon Box: Ruby and Sapphire, or simply Pokémon Box, is a spin-off Pokémon game for the GameCube console, bundled with a Nintendo GameCube – Game Boy Advance link cable and a Memory Card 59. The game is essentially a storage system for the Game Boy Advance Pokémon games that allows players to trade and store Pokémon that they have caught.

6.3



J N P



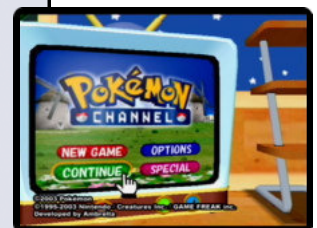
Rarity US: 6.5

## Pokémon Channel

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) December 1, 2003  
 (eu) April 2, 2004  
**Genre** Adventure, Simulation  
**Mode** 1 Player

Pokémon Channel is difficult to categorize into a genre, as it incorporates elements of adventure, simulation, and digital pet games. The player's goal is to help Professor Oak refine and promote his TV network through watching broadcasts with a Pikachu. The player can explore full 3D environments, have Pikachu converse with other Pokémon, and collect various items.

6.1



J N P



7.5

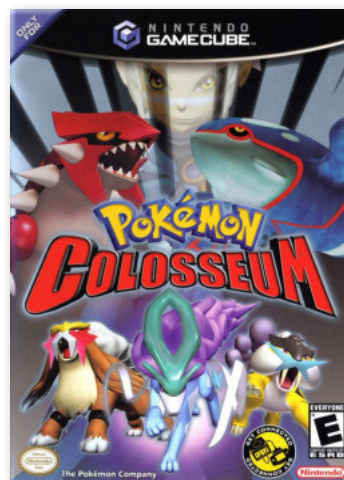


J N P

## Pokémon Colosseum

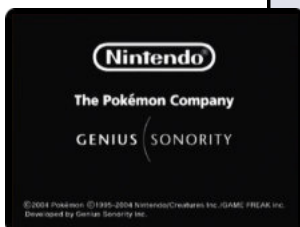
Developer	Genius Sonority
Publisher	Nintendo
Release date	(us) March 22, 2004 (eu) May 14, 2004
Genre	Role-playing
Mode	1-4 Players

The game is set in the desertous region of Orre. The player protagonist is Wes, a former member of Team Snagem. Throughout the game, the player rescues “Shadow Pokémon”—Pokémon who have had their hearts darkened by Cipher, an antagonistic organization—via snagging. Rui, a non-player girl, serves as Wes’s sidekick and identifies Shadow Pokémon.



Rarity US: 6.7  
Player’s Choice: 6.7

7.5



J N

## Pokémon Colosseum Bonus Disc

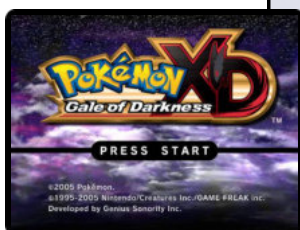
Developer	Genius Sonority
Publisher	Nintendo
Release date	(us) March 22, 2004 (eu) May 14, 2004
Genre	Demo
Mode	1 Player

Pre-ordered copies of the game came with a bonus disc that contains trailers for the game and the film Pokémon: Jirachi Wish Maker. The North American disc also contains the exclusive Pokémon Jirachi that can be downloaded to the player’s copy of Ruby or Sapphire. Despite public anticipation the Bonus Disc was not released in PAL territories.



Rarity US: 7.4

7.9

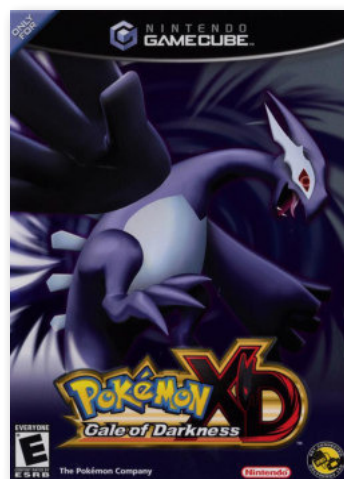


J N P

## Pokémon XD: Gale of Darkness

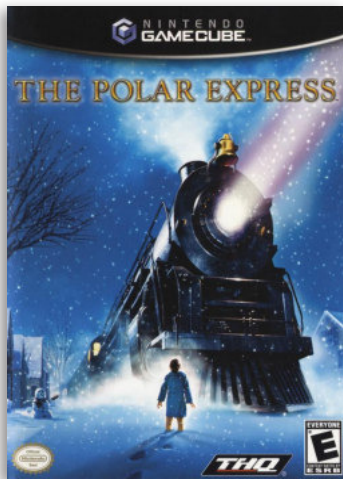
Developer	Genius Sonority
Publisher	Nintendo
Release date	(us) September 28, 2005 (eu) November 18, 2005
Genre	Role-playing
Mode	1-4 Players

The main focus of the game, like its predecessor is to capture Shadow Pokémon and purify them. Shadow Pokémon are captured using the Snag Machine, which is the same way as in Pokémon Colosseum. In this game there are 83 different Shadow Pokémon to capture. Each Shadow Pokémon has a set of Shadow moves that it knows to give it more variety in combat.



Rarity US: 7.6





Rarity US: 5.6

## The Polar Express

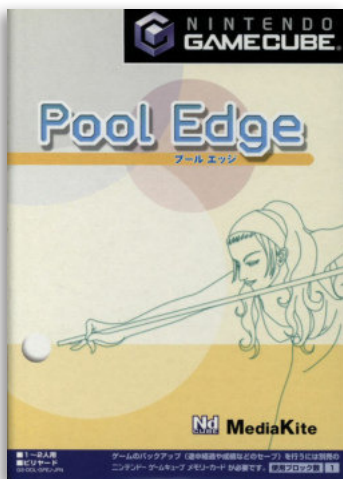
**Developer** Blue Tongue Entertainment  
**Publisher** THQ  
**Release date** (us) November 2, 2004  
 (eu) November 22, 2004  
**Genre** Adventure  
**Mode** 1 Player

The Polar Express is a platform game which follows the main plot as the film, except that unlike the original film, it has the Ebenezer Scrooge puppet as the main villain who plans to keep the children from believing in Santa Claus by stealing their tickets and having them thrown off the train so they would never reach the North Pole. The game is broken down into six different chapters.

3.7



N P

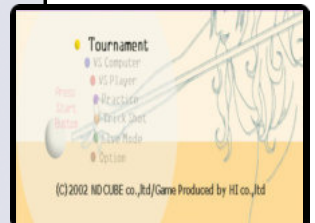


## Pool Edge

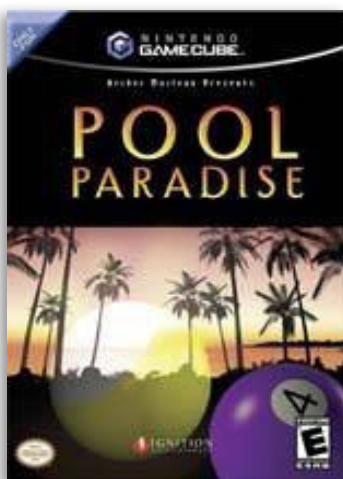
**Developer** Nd Cube  
**Publisher** Media Kite  
**Release date** (jp) October 25, 2002  
**Genre** Sports  
**Mode** 1-2 Players

Pool Edge features a good amount of detail put into the game. All the friction of the tables, bumper elasticity, and ability to put English on the ball is calculated on the fly. It's not a new concept, but it is said ND-Cube even went as far to have a professional billiards player consult them during development. Pool Edge is home to a good amount of options and modes including Practice Versus Computer, Two-Player Versus, Tournament, and Trick Shot.

8.1



J



Rarity US: 3.5

## Pool Paradise

**Developer** Ignition Entertainment  
**Publisher** Ignition Entertainment  
**Release date** (us) June 30, 2004  
 (eu) March 15, 2004  
**Genre** Sports  
**Mode** 1-2 Players

The player controls a virtual pool player at a beach resort, who has to work his way up the tournament ladder in order to unlock features and complete the game.

The game's features include 30 unique characters, with detailed hands, on an animated island with day and night cycles, and 8 virtual camera modes; 11 different game types and 5 modes of play, with 10 different tournament ladders, and 10 table sizes and shapes.

7.1



N P



5.4

## Power Rangers: Dino Thunder



N P

**Developer** Locomotive Games  
**Publisher** THQ  
**Release date** (us) September 14, 2004  
 (eu) November 26, 2004  
**Genre** Action-adventure  
**Mode** 1 Player

Power Rangers Dino Thunder is a video game based on the television series of the same name. In the game, the rangers pilot their Zords in various missions to save the world from Zeltrax.

Players take control of one of three Zords, Red TyrannoZord, Blue TriceraZord, or Yellow PteraZord in order to free the captive DinoZords, escort the Black BrachioZord, and destroy alien weapon facilities.



Rarity US: 3.0

5.9

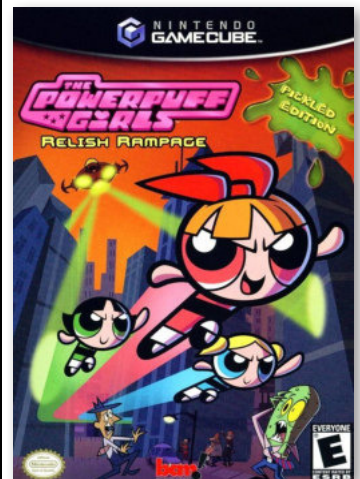
## The Powerpuff Girls: Relish Rampage



N P

**Developer** VIS Entertainment  
**Publisher** BAM! Entertainment  
**Release date** (us) December 15, 2002  
 (eu) December 13, 2002  
**Genre** Action  
**Mode** 1 Player

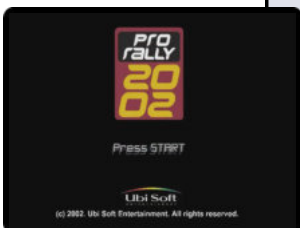
In the game, player take control of the three Powerpuff Girls, and must fly around a 3D world solving puzzles in an attempt to stop the invasion of Townsville by Pickles from outer space.



Rarity US: 3.6

7.0

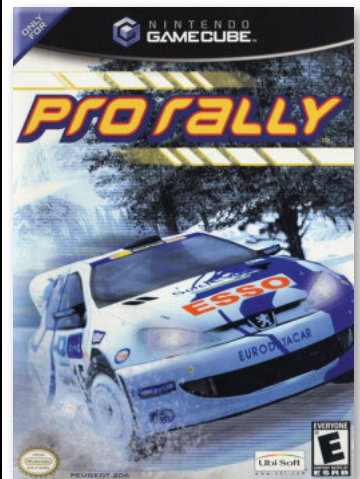
## Pro Rally



N P

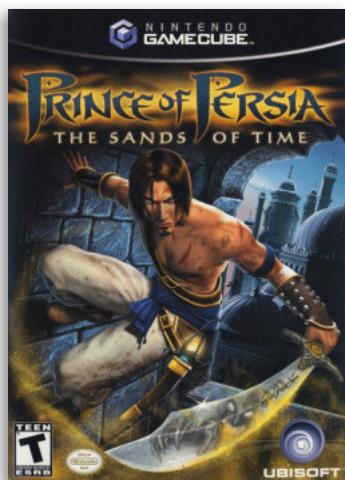
**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) November 11, 2002  
 (eu) October 4, 2002  
**Genre** Racing  
**Mode** 1-2 Players

Pro Rally, the sequel to the 2001 game Pro Rally 2001, features real licensed cars from manufacturers such as Seat, Subaru, Audi, Mitsubishi, Toyota, and Peugeot. It 48 features stages all over the world including places like Italy, Argentina, England, and Sweden.



Rarity US: 4.0





Rarity US: 6.7

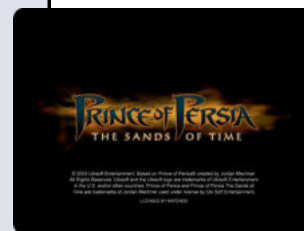
## Prince of Persia: The Sands of Time

**Developer** Ubisoft Montreal  
**Publisher** Ubisoft  
**Release date** (us) November 18, 2003  
 (eu) February 20, 2004  
**Genre** Action-adventure, Hack and slash  
**Mode** 1 Player

The Sands of Time is a reboot of the Prince of Persia series, created by Jordan Mechner. Mechner served as creative consultant, designer, and scenario writer for The Sands of Time.

The game is an action-adventure puzzle-platformer. The player controls the main protagonist, an unnamed Prince from a kingdom in Persia.

8.1



N P





7.3

## Prince of Persia: The Two Thrones

<b>Developer</b>	Ubisoft Montreal
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) December 1, 2005 (eu) December 9, 2005
<b>Genre</b>	Action-adventure, Hack and slash
<b>Mode</b>	1 Player

The game follows the second ending of Prince of Persia: Warrior Within, in which the Prince kills the Da-haka, saves Kaileena, and prevents the Sands of Time from being created. The Prince's actions alter the timeline of events that took place in both Prince of Persia: The Sands of Time and Prince of Persia: Warrior Within.



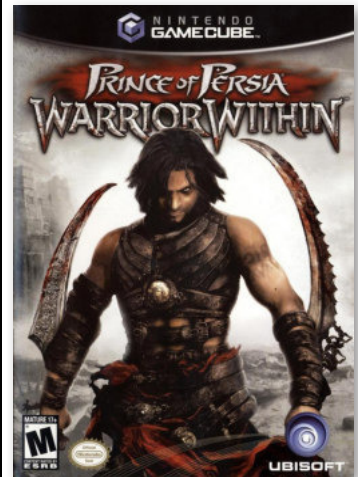
Rarity US: 6.8

7.9

## Prince of Persia: Warrior Within

<b>Developer</b>	Ubisoft Montreal
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) November 30, 2004 (eu) December 3, 2004
<b>Genre</b>	Action-adventure, Hack and slash
<b>Mode</b>	1 Player

Prince of Persia: Warrior Within picks up where The Sands of Time left off, adding new features, specifically, options in combat. The Prince now has the ability to wield two weapons at a time as well as the ability to steal his enemies' weapons and throw them. The game has a darker tone than its predecessor adding in the ability for the Prince to make gory finishing moves.



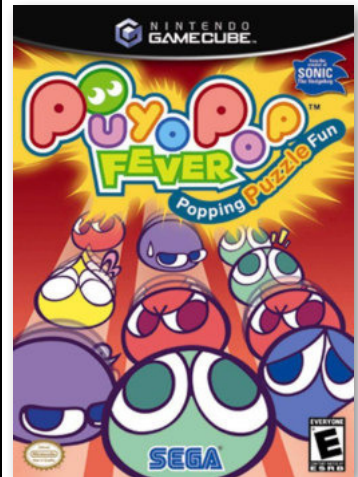
Rarity US: 3.0

7.2

## Puyo Pop Fever

<b>Developer</b>	Sonic Team
<b>Publisher</b>	Sega
<b>Release date</b>	(us) July 20, 2004 (eu) February 27, 2004
<b>Genre</b>	Puzzle
<b>Mode</b>	1-2 Players

Puyo Pop Fever is the fifth installment in the popular Puyo Puyo puzzle game series. The basic game mechanics are mainly similar to those of Puyo Puyo: the player has a 6x12 board, and must decide where to place incoming groups of variously-colored blobs, or puyo. After placing each set of puyo, any groups of four or more of the same colored adjacent puyo will pop.



Rarity US: 3.4





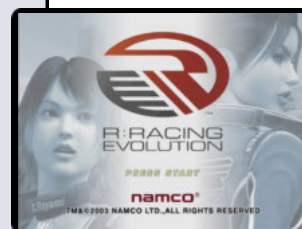
Rarity US: 1.9

## R: Racing Evolution

**Developer** Namco  
**Publisher** Electronic Arts, Namco  
**Release date** (us) December 9, 2003  
 (eu) April 2, 2004  
**Genre** Racing  
**Mode** 1-2 Players

R is a racing-sim game featuring over 33 licensed cars from various motorsports series (such as JGTC, WRC and 24 Hours of Le Mans), and in-depth customization options such as braking, front wheel stabilizers, and car weight. Other features concerning gameplay include drifts, Nitro adjustments, and individual classes and attributes for every car.

7.3



J N P



## Radirgy GeneriC

**Developer** Milestone  
**Publisher** Milestone  
**Release date** (jp) May 25, 2006  
**Genre** Shoot 'em up  
**Mode** 1 Player

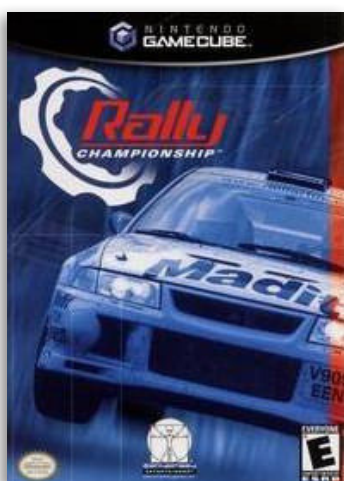
The game is a vertical scrolling shooter with anime influenced graphics and set in a cel-shaded world in the near future. Three kind of shooting types are available, including "wide shot" and "1-2-3 laser" and there is also a bubble type of attack. A shield can be used in near-death situations, protecting players from enemy shots as well as destroying approaching enemies.

A sequel, Radirgy Noa, was released in 2010 for the Wii.

8.0



J



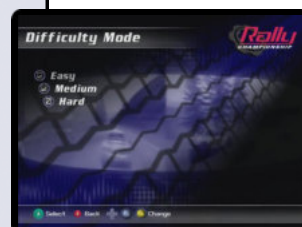
Rarity US: 5.7

## Rally Championship

**Developer** Warthog Games  
**Publisher** Encore Software, Eidos plc  
**Release date** (us) July 30, 2003  
 (eu) February 7, 2003  
**Genre** Racing  
**Mode** 1-4 Players

Rally Championship, sequel to the 2001 game Rally Championship Xtreme, features simulation rally racing with arcade elements, six different rallies and 33 stages across four different regions, 25 licensed cars and a four-player mode.

8.0



N P



6.4

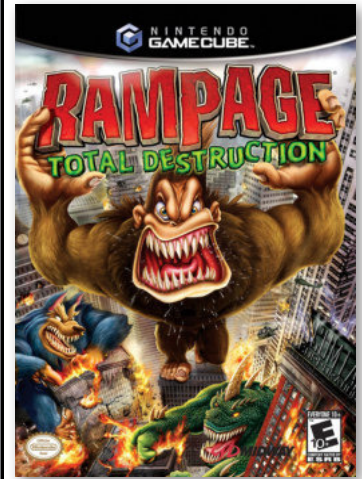
## Rampage: Total Destruction



N P

**Developer** Pipeworks Software  
**Publisher** Midway Games  
**Release date** (us) April 24, 2006  
 (eu) April 28, 2006  
**Genre** Action  
**Mode** 1-4 Players

Rampage: Total Destruction, as with previous games in the series, has players destroying the environment to earn points. Other actions are available in addition to destroying buildings; people can be eaten and players can also throw vehicles to cause more damage. New to the series is the ability to climb on the front of a building to destroy it. Hidden in each city are tokens which, when eaten, will unlock new characters.



Rarity US: 1.9  
 Player's Choice: 1.6

7.2

## Ratatouille



N P

**Developer** Heavy Iron Studios  
**Publisher** THQ  
**Release date** (us) June 26, 2007  
 (eu) August 3, 2007  
**Genre** Platformer  
**Mode** 1-4 Players

Similar to the plot of the movie, the game starts in a farm setting. Remy goes off with his brother Emile to retrieve apple cores for his father. On the trek he is taught the basic skills he will need to know so that he can accomplish what he faces later on. This game features many of the conflicts in the film, but expands on it with six open world environments to explore.



Rarity US: 2.6

6.7

## Rave Master



J N

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) March 8, 2005  
**Genre** Fighting  
**Mode** 1-4 Players

Based on the manga and anime series created by Hiro Mashima, Rave Master is an action fighting game not unlike Power Stone or Poy Poy. Up to four players fight in an enclosed arena using various attacks and abilities. During battles, weapons will appear which can be picked up and used. Twelve characters from the anime and manga are available to play as.



Rarity US: 2.8





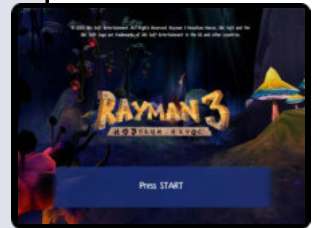
Rarity US: 5.2

## Rayman 3: Hoodlum Havoc

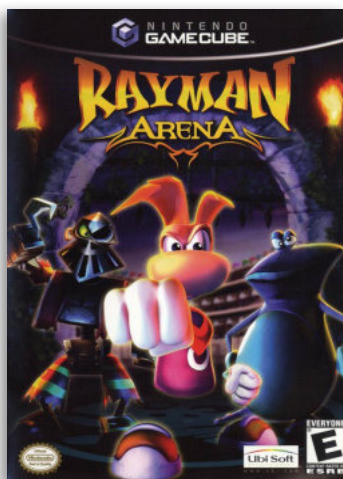
**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) March 2, 2003  
 (eu) February 21, 2003  
**Genre** Platformer  
**Mode** 1 Player

Rayman 3: Hoodlum Havoc is the third major platform game installment in the Rayman series. It tells the story of how Rayman stops André, an evil black lum, from taking over the world with his army of sack-like “Hoodlum” soldiers. Unlike the game’s predecessor, Rayman 3 took a more light-hearted turn, it has sarcastic self-referential undertones and pokes fun at the platforming video game genre.

8.0



J N P



Rarity US: 1.7

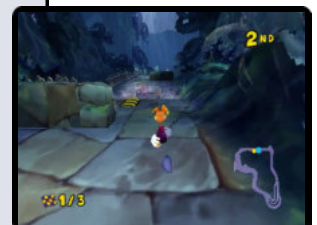
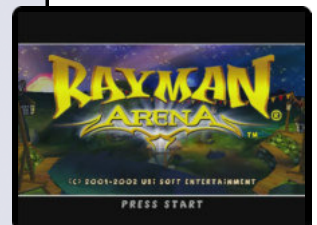
## Rayman Arena

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) September 24, 2002  
**Genre** Party  
**Mode** 1-4 Players

Rayman Arena, also known as Rayman M, is a multiplayer party game. It consists of two modes: an arena fighting mode, and a racing mode, both up to four players.

Nine Rayman characters are fighting to go challenge the great champion of the competition in Rayman Arena.

6.8



N



Rarity US: 5.4

## Red Faction II

**Developer** THQ, Volition, Inc.  
**Publisher** THQ  
**Release date** (us) March 31, 2003  
 (eu) June 6, 2003  
**Genre** First-person shooter  
**Mode** 1-4 Players

Red Faction II is set five years after the events of Red Faction. As was originally designed in the first Red Faction, Geo-Mod builds the world around the player as a means to destroy it. Using rockets, mines and the many other weapons available, players can take down walls, blast through doors (therefore deleting the need for a security key) and bring down enemies by destroying the floor that they stand on.

7.1



N P



6.8

## RedCard 20-03



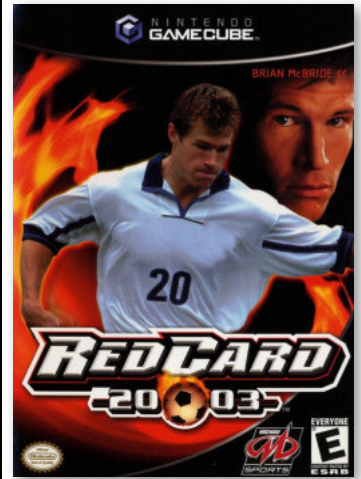
**Developer** Point of View, Inc.  
**Publisher** Midway Games  
**Release date** (us) June 24, 2002  
 (eu) July 5, 2002  
**Genre** Sports  
**Mode** 1-2 Players

RedCard 20-03 is a game based on association football. It follows most of the rules of football, but allows for heavy tackles and special moves once the player has charged up a special meter.

The game allows the player to compete across all the continents (including Antarctica) in a world conquest mode, which in turn unlocks the finals mode (World Cup).



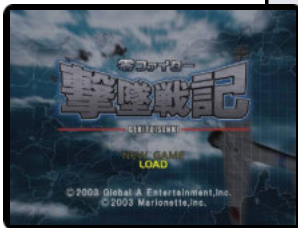
N P



Rarity US: 2.6

7.4

## Rei Fighter Gekitsui Senki



**Developer** Global A Entertainment  
**Publisher** Global A Entertainment  
**Release date** (jp) March 6, 2003  
**Genre** Flight simulation, Shoot 'em up  
**Mode** 1-2 Players

Gekituisenki: Zero Fighter is a flight shooting game similar to Namco's Ace Combat series. The game features 33 playable aircraft models and 3 play modes: Mission, Training and Versus.



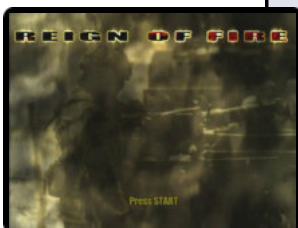
J



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4.5

## Reign of Fire



**Developer** Kuju Entertainment  
**Publisher** BAM! Entertainment  
**Release date** (us) November 26, 2002  
 (eu) November 29, 2002  
**Genre** Action-adventure  
**Mode** 1 Player

Reign of Fire, based on the movie of the same name, allows the player to play as both a dragon and a human. As a human, the player takes the role of a survivor, in a third person vehicle-based shooter - tanks and jeeps most notably, which can all carry rockets and machine gun turrets. As a dragon, the player takes the role of a maturing dragon in a third person airborne shooter.



N P



Rarity US: 2.7





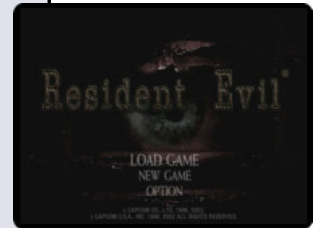
Rarity US: 5.4  
Player's Choice: 5.2

## Resident Evil

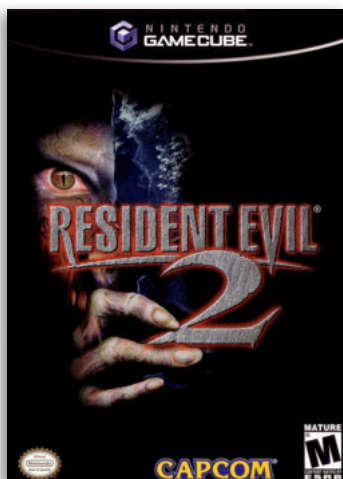
**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) April 30, 2002  
 (eu) September 13, 2002  
**Genre** Survival horror  
**Mode** 1 Player

Resident Evil, known in Japan as biohazard, is a remake of the 1996 game Resident Evil, the first installment in the series. The game features vastly improved graphics over the original game as well as new gameplay mechanics, story details, and additional areas for the player to explore. However, the game retains the same graphical style of previous Resident Evil games and features 3D models over pre-rendered backgrounds.

8.8



J N P



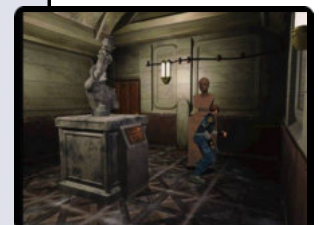
Rarity US: 2.0

## Resident Evil 2

**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) January 16, 2003  
 (eu) May 30, 2003  
**Genre** Survival horror  
**Mode** 1 Player

Resident Evil 2 is an unmodified port of the Dual Shock Version first released for the PlayStation. The game takes place two months after the events of the first game. It is set in Raccoon City. In their escape from the city, the two protagonists, Leon S. Kennedy and Claire Redfield, encounter other survivors, and are confronted by William Birkin, the mutated creator of the even more powerful G-virus.

8.6



J N P



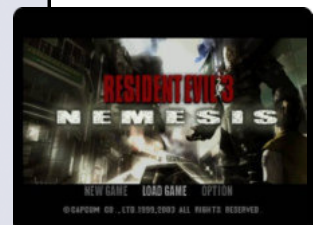
Rarity US: 1.6

## Resident Evil 3: Nemesis

**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) January 15, 2003  
 (eu) May 30, 2003  
**Genre** Survival horror  
**Mode** 1 Player

Resident Evil 3: Nemesis is another PlayStation port, featuring enhanced 3D character models and higher resolution graphics. Unlike previous Resident Evil games, Resident Evil 3 was designed to have more action-oriented gameplay. It features a larger number of enemies and introduces the eponymous Nemesis creature, which periodically pursues the player from one area to the next until the end of the game.

8.3



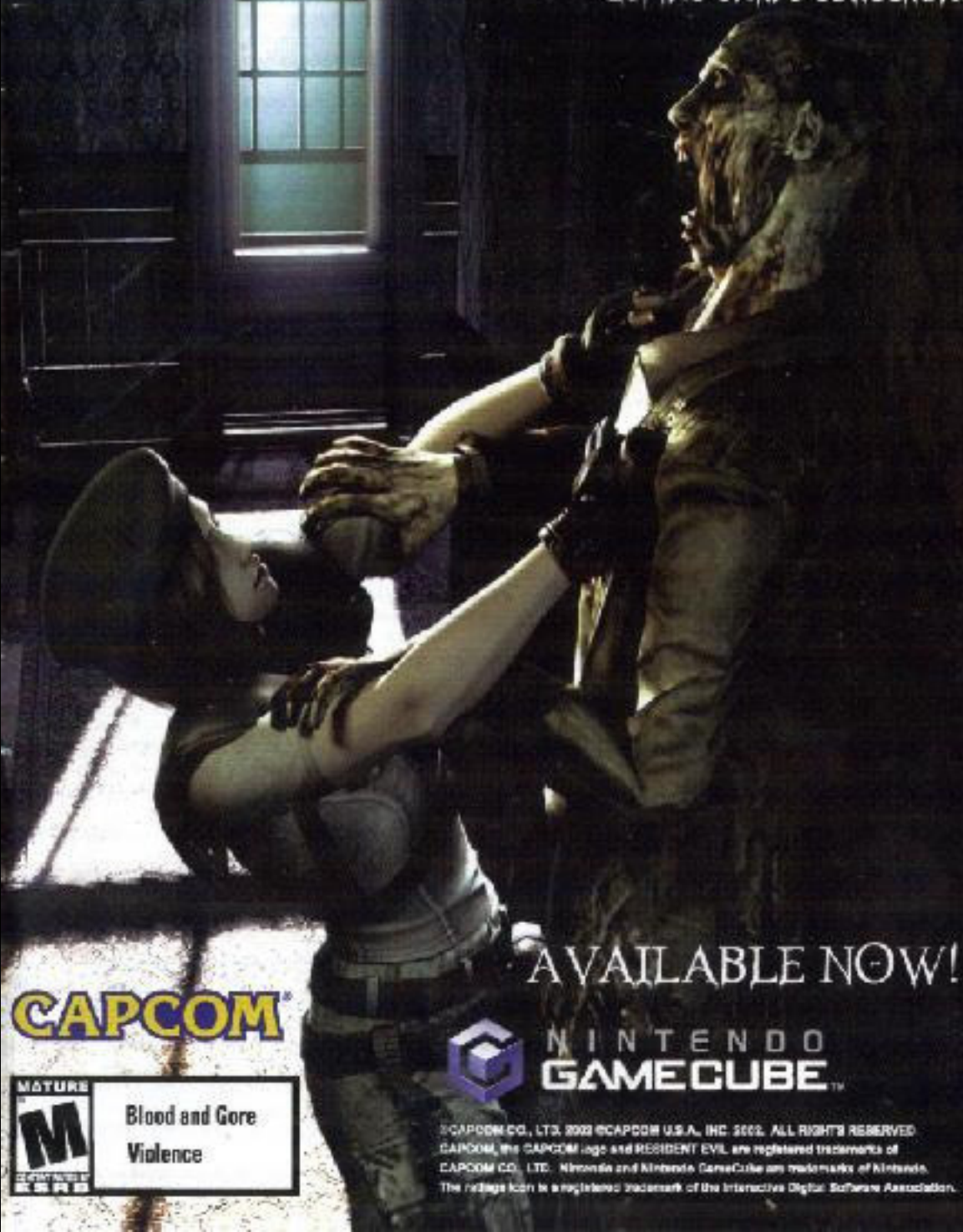
J N P



# Resident Evil

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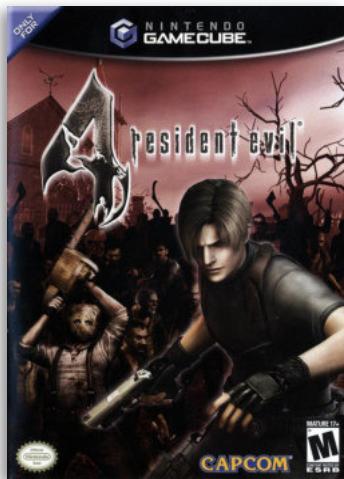
Blood and Gore  
Violence



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Rarity US: 4.8  
 Player's Choice: 4.3  
 Collector's Tin: 8.6

## Resident Evil 4

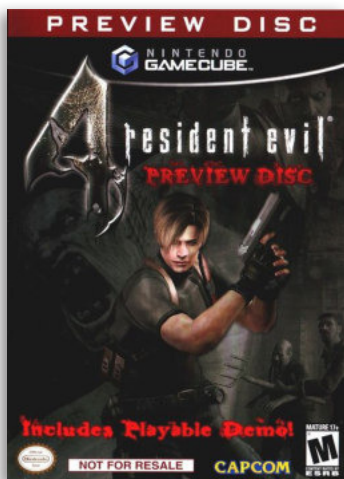
**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) January 11, 2005  
 (eu) March 18, 2005  
**Genre** Survival horror  
**Mode** 1 Player

The player controls the protagonist Leon S. Kennedy from a third-person, over-the-shoulder perspective in a mission to rescue the daughter of the President of the United States. The gameplay focuses on action and shootouts involving crowds of enemies in large open areas. Unlike previous games in the series, there is the addition of a laser sight that adds a new depth to the aiming.

9.1



J N P



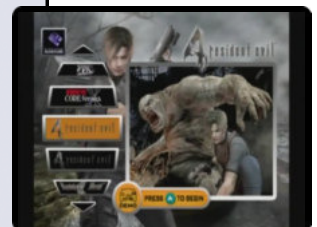
Rarity US: 3.2

## Resident Evil 4 Preview Disc

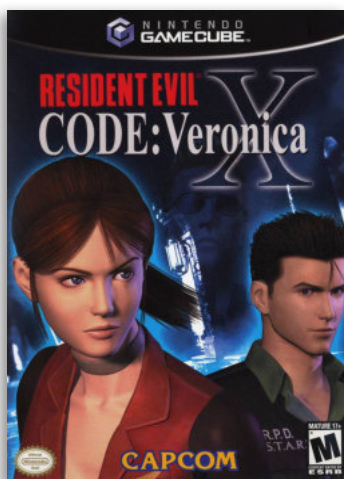
**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) January 1, 2005  
**Genre** Demo  
**Mode** 1 Player

Resident Evil 4 Preview Disc is a preview disc produced by Capcom for the Nintendo GameCube as part of a variety of promotions. Given out to those that pre-ordered the game, as a kiosk playable title, and as a mail in offer for purchasers of the Pure Evil bundle pack. However, due to poor retailer and publisher communication, large quantities of the discs were left over, and many retailers simply gave the disc out to anyone.

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N



Rarity US: 8.1

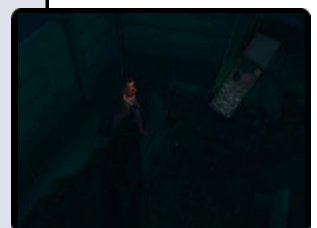
## Resident Evil Code: Veronica X

**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) December 3, 2003  
 (eu) March 12, 2004  
**Genre** Survival horror  
**Mode** 1 Player

Code: Veronica, originally released for the Dreamcast, was developed in tandem with Resident Evil 3: Nemesis. Although not a numbered release, the developers describe the game as the true sequel to Resident Evil 2.

The game features two main protagonists, Claire Redfield and her brother Chris. In addition, a third character, Steve Burnside, is briefly playable.

7.9

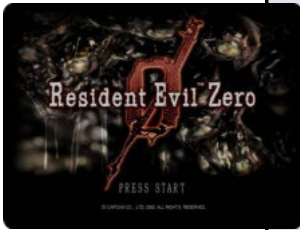


J N P



7.9

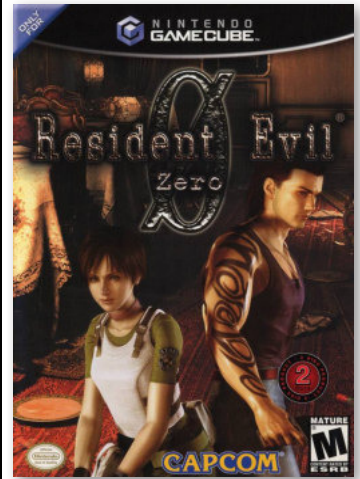
## Resident Evil Zero



J N P

<b>Developer</b>	Capcom
<b>Publisher</b>	Capcom
<b>Release date</b>	(us) November 10, 2002 (eu) March 7, 2003
<b>Genre</b>	Survival horror
<b>Mode</b>	1 Player

The game serves as a prequel to the first Resident Evil, covering the ordeals experienced in the Arklay Mountains by the S.T.A.R.S. Bravo Team. The gameplay remains similar to other entries in the Resident Evil series, but includes a unique “partner zapping” system. The player controls both S.T.A.R.S. officer Rebecca Chambers and criminal Billy Coen, switching between them at will in order to solve puzzles.



Rarity US: 6.0  
Player's Choice: 5.5

7.2

## Ribbit King



J N P

<b>Developer</b>	JamsWorks
<b>Publisher</b>	Atari, Bandai
<b>Release date</b>	(us) June 8, 2004 (eu) September 3, 2004
<b>Genre</b>	Sports
<b>Mode</b>	1-4 Players

The game is based on the fictional sport of Frolf, which is a golf-like game that is played with frogs. The frogs sit on catapults, which the player whacks with a hammer to send the frog flying into the air. It is the successor to Kero Kero King, released only in Japan in 2000 for the PlayStation.

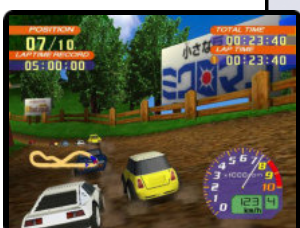
Ribbit King Plus! is the bonus disc included with Japanese and North American versions of the game.



Rarity US: 4.2

7.0

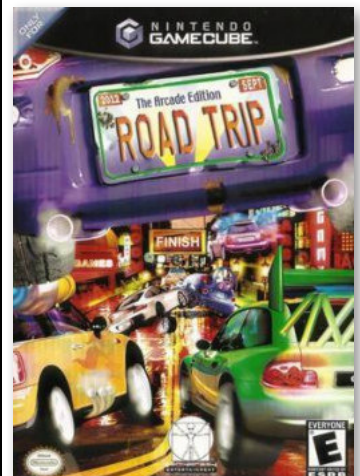
## Road Trip: The Arcade Edition



J N P

<b>Developer</b>	Hudson Soft
<b>Publisher</b>	Takara, Conspiracy Entertainment, Zoo Digital
<b>Release date</b>	(us) May 15, 2004 (eu) December 5, 2003
<b>Genre</b>	Racing
<b>Mode</b>	1-4 Players

Road Trip: The Arcade Edition is based mainly upon the PlayStation 2 game, Road Trip Adventure. It involves tiny little toy cars known in real life as Choro-Q or Penny Racers. Players choose which of the 10 cars they will be driving. Some modes are: Challenge Race, Drag Racing, and Grand Prix. Players must complete tracks in Challenge Race and Grand Prix in order to play additional cars in any given game.



Rarity US: 4.9





Rarity US: 4.5

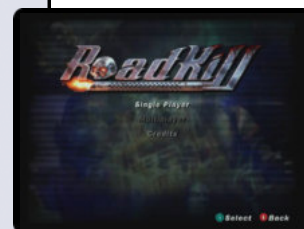
## RoadKill

**Developer** Midway Games  
**Publisher** Midway Games  
**Release date** (us) October 30, 2003  
 (eu) October 1, 2003  
**Genre** Action-adventure  
**Mode** 1-4 Players

RoadKill, an open world action-adventure, has been described by Midway as “the only mission-based combat driving game set in a post-apocalyptic world.”

The story of this game is set in an alternate history inspired by classic post-apocalyptic road films. The player character, Mason, have to work his way up the ranks of the crime factions, surviving as best as he can in a world without any laws, politics, or justice.

7.7



N P



## RoboCop

**Developer** MGM Interactive  
**Publisher** Titus Software  
**Release date** (jp) March 4, 2004  
**Genre** First-person shooter  
**Mode** 1 Player

The game allows the player to play as RoboCop and to uncover a sinister plot involving OCP, local gangsters dealing a deadly new synthetic drug and a powerful cyborg known only as MIND. As a last hope, RoboCop must capture, destroy, or arrest hostile characters in a desperate search for clues and evidence.

The only North American version available was released for the Xbox.

4.8



J



Rarity US: 4.9

## Robotech: Battlecry

**Developer** Vicious Cycle Software  
**Publisher** TDK Mediactive  
**Release date** (us) October 11, 2002  
 (eu) March 21, 2003  
**Genre** Shooter  
**Mode** 1-2 Players

Robotech: Battlecry is a video game set in the Robotech universe, the first video game successfully released for the franchise. With a story focused on new characters created for the game and with guest appearances of main characters Rick Hunter, Roy Fokker, Lisa Hayes and a part of one in-game mission directly centered on Lynn Minmei, it somewhat follows the Robotech continuum.

7.0



N P



6.3

## Robots

**Developer** Eurocom  
**Publisher** Vivendi Games  
**Release date** (us) February 24, 2005  
 (eu) March 11, 2005  
**Genre** Platformer  
**Mode** 1 Player

Robots is a platform game released to coincide with film of the same name. A few voice actors reprise their roles from the movie, such as Stanley Tucci. This game features Rodney Copperbottom as the playable main character. Players can also play as the Wonderbot and Bigweld in the chase scene. Rodney can invent different devices by collecting a certain amount of blueprints scattered throughout the environment.



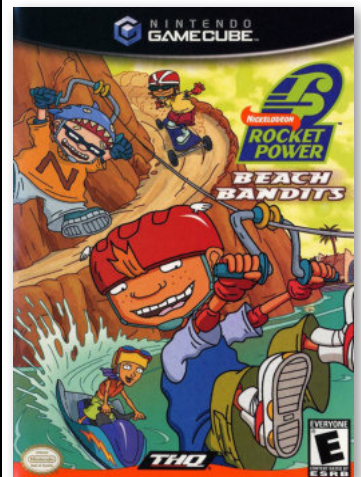
J N P

5.9

## Rocket Power: Beach Bandits

**Developer** Evolution Games  
**Publisher** THQ  
**Release date** (us) September 24, 2002  
**Genre** Adventure  
**Mode** 1-2 Players

Rocket Power: Beach Bandits, derived from the Nickelodeon cartoon Rocket Power, have Otto, Reggie, Twister and Sam from Rocket Power looking for some missing beach sand. Players have to help them by going around Ocean Shores to get answers about the places the sand could have been taken, getting help from other residents of Ocean Shores.



N

Rarity US: 1.2

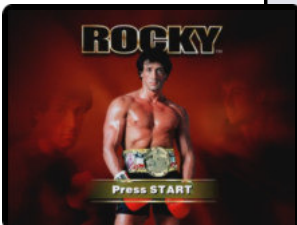
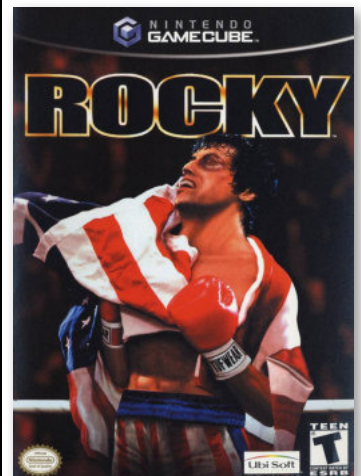
7.2

## Rocky

**Developer** Rage Software  
**Publisher** Rage Software, Ubisoft  
**Release date** (us) November 17, 2002  
 (eu) November 22, 2002  
**Genre** Sports  
**Mode** 1-2 Players

In the game the player controls Rocky Balboa on his journey from a club fighter, facing opponents like Spider Rico, until his championship bout against Apollo Creed and beyond. The game sticks closely to the movies with all characters being at least mentioned in the movies.

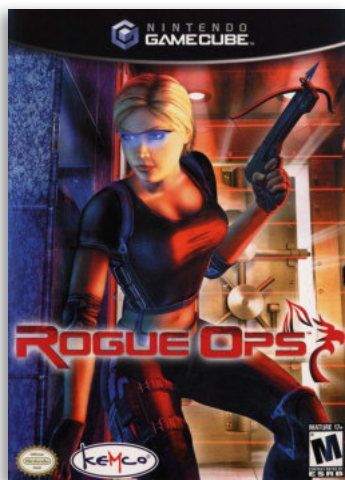
The game was met with positive to mixed reception.



N P

Rarity US: 4.8





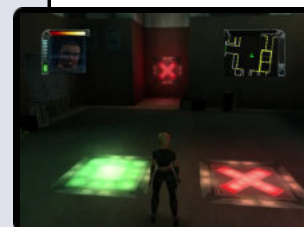
Rarity US: 3.0

## Rogue Ops

**Developer** Bits Studios  
**Publisher** Kemco  
**Release date** (us) October 29, 2003  
 (eu) February 6, 2004  
**Genre** Stealth, Action-adventure  
**Mode** 1 Player

Rogue Ops is a third-person stealth-based action adventure title in the vein of Splinter Cell series. Many levels allow for a variety of tactics to be used, so often players may shoot everything that moves or simply sneak through entire missions. However, a few missions will require that no enemy alarms be set off, meaning players will have to dispose of enemies quietly and hide the bodies from detection.

6.4



J N P



Rarity US: 5.3

## Rugrats: Royal Ransom

**Developer** THQ  
**Publisher** THQ  
**Release date** (us) November 27, 2002  
 (eu) April 11, 2003  
**Genre** Action-adventure  
**Mode** 1-2 Players

Rugrats Royal Ransom is an action-adventure based on the Rugrats television series on Nickelodeon. The game's plot is loosely based on Rugrats: Castle Capers.

Tommy, Chuckie, Phil, Lil, and Kimi are playable characters. Games can be found in each zone, and if the player earns enough big batteries, a new zone will be made available. The player can earn "Funny Money" in the games to purchase mini-games.

5.8



N P





6.4

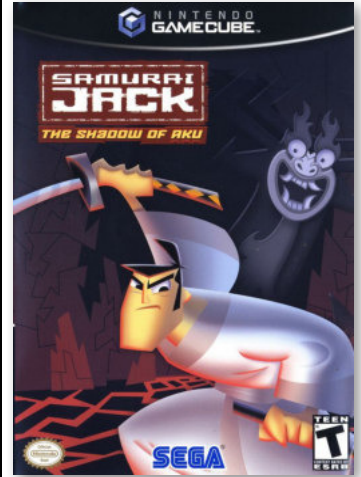


N P

## Samurai Jack: The Shadow of Aku

**Developer** Adrenium Games  
**Publisher** Sega  
**Release date** (us) March 24, 2004  
 (eu) August 6, 2004  
**Genre** Action-adventure  
**Mode** 1 Player

Samurai Jack: The Shadow of Aku is an action-adventure based on the Samurai Jack animated series on Cartoon Network. The game features an original story interconnected throughout 24 levels in 4 worlds. The player takes control of Jack, the series' protagonist, as he rescues villagers, battles Aku's minions, and ultimately searches for the portal to take him home.



Rarity US: 2.5

6.6



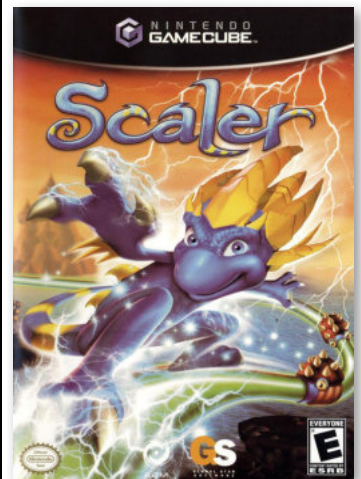
N P

## Scaler

**Developer** Artificial Mind and Movement  
**Publisher** Global Star Software, Take-Two Interactive  
**Release date** (us) November 17, 2004  
 (eu) January 28, 2005  
**Genre** Platformer  
**Mode** 1 Player

Scaler follows the story of a lizard-loving 12-year-old boy named Bobby "Scaler" Jenkins who accidentally stumbles across an evil plot to dominate the world through use of mutated lizards.

The main attraction of Scaler is the ability to transform into five different types of mutant lizards, each one giving some sort of advantage depending on the environment.



Rarity US: 3.1

5.7



N P

## The Scorpion King: Rise of the Akkadian

**Developer** Point of View, Inc.  
**Publisher** Vivendi Games  
**Release date** (us) September 11, 2002  
 (eu) November 29, 2002  
**Genre** Action-adventure  
**Mode** 1 Player

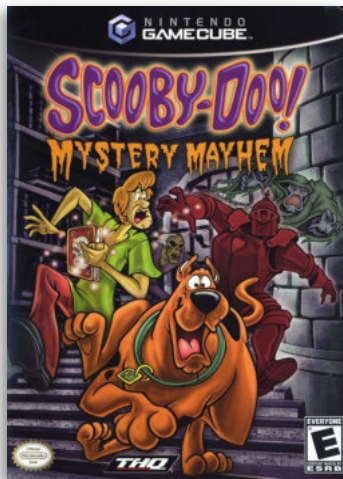
The Scorpion King: Rise of the Akkadian is an action-adventure game released for the GameCube and the PlayStation 2. It is based on the film The Scorpion King.

The game was met with generally negative reception upon release.



Rarity US: 1.0





Rarity US: 6.9

## Scooby Doo: Mystery Mayhem

**Developer** Artificial Mind and Movement  
**Publisher** THQ  
**Release date** (us) March 2, 2004  
 (eu) March 26, 2004  
**Genre** Adventure  
**Mode** 1 Player

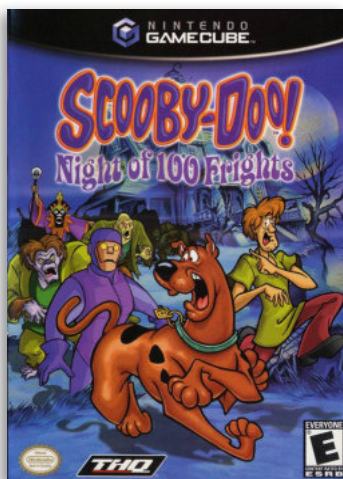
The player takes control of Shaggy and Scooby with the ability to switch between the two, each with their own special abilities to set traps and capture monsters, and wearing disguises to sneak past them as well. The gameplay is mostly consisted of puzzle-solving and players can explore a movie set, The Wild West, a bayou and a laboratory.

*"mobygames.com"*

5.8



N P



Rarity US: 7.1

## Scooby-Doo! Night of 100 Frights

**Developer** Heavy Iron Studios  
**Publisher** THQ  
**Release date** (us) September 16, 2002  
 (eu) November 22, 2002  
**Genre** Platformer  
**Mode** 1 Player

Scooby-Doo! Night of 100 Frights, a third person platform game with action elements, is the first Scooby-Doo! title to come to sixth generation consoles.

The game puts players in the control of Scooby-Doo in a story that revolves around him searching for the rest of the gang around a haunted mansion after they're kidnapped by an eccentric villain.

7.3



N P



Rarity US: 1.9

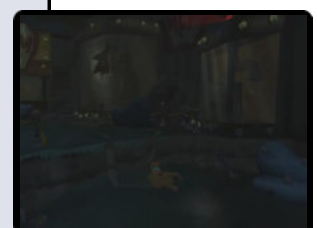
## Scooby-Doo! Unmasked

**Developer** Artificial Mind and Movement  
**Publisher** THQ  
**Release date** (us) September 12, 2005  
 (eu) September 23, 2005  
**Genre** Platformer  
**Mode** 1 Player

The player uses Scooby-Doo to take down enemies and collect clues for Velma. Scooby-Doo can change costumes which can give him different moves such as kung-fu and fly like a bat. Without using these costumes some levels may not be possible to finish. This is the third Scooby-Doo game to feature a laugh track.

The game was met with mixed to negative reception.

6.4



N P



7.9

## SD Gundam Gashapon Wars



J

**Developer** Bandai Entertainment  
**Publisher** Bandai  
**Release date** (jp) December 1, 2005  
**Genre** Strategy  
**Mode** 1-4 Players

SD Gundam Gashapon Wars is a strategy game based on the Gundam anime franchise. Created by BEC, it was released in 2005 only in Japan. The game is similar to the prior SD Gundam G Generation series of games, but remade with cute graphics and easier combat to be appealing to children. Furthermore, Gashapon Wars has lost the RPG elements within G Generation, such as turn based combat.

"wiki.dolphin-emu.org"



7.2

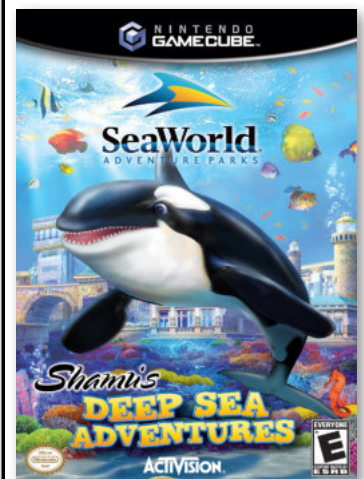
## Sea World: Shamu's Deep Sea Adventures



N P

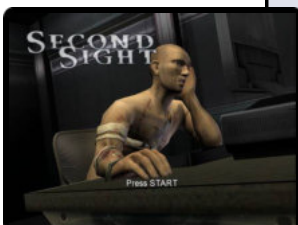
**Developer** Magic Wand Productions  
**Publisher** Activision  
**Release date** (us) November 8, 2005  
 (eu) March 16, 2006  
**Genre** Action  
**Mode** 1 Player

In the game, Poseidon, the Greek god of the sea, tries to destroy the SeaWorld theme park and replace it with Atlantis. The player controls Shamu, the protagonist, who attempts to defeat Poseidon and the evil Kraken. Shamu collects power ups and performs various feats over 20 levels and 8 environments.



7.5

## Second Sight

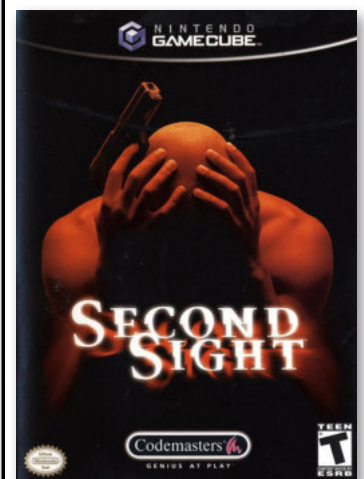


N P

**Developer** Free Radical Design  
**Publisher** Codemasters  
**Release date** (us) September 21, 2004  
 (eu) September 3, 2004  
**Genre** Action-adventure, Stealth  
**Mode** 1 Player

The storyline follows an American parapsychology researcher in his attempts to recover his memory about his past and a mission he undertook with a specialist taskforce of the U.S. Marines, all while trying to understand his new mental powers and why he has them.

Players control the protagonist, Vattic, through a series of levels, moving and controlling his actions through a third-person perspective.



Rarity US: 1.7





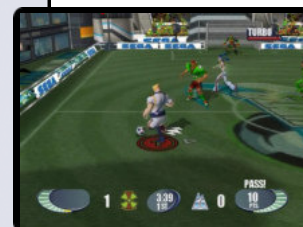
Rarity US: 3.1

## Sega Soccer Slam

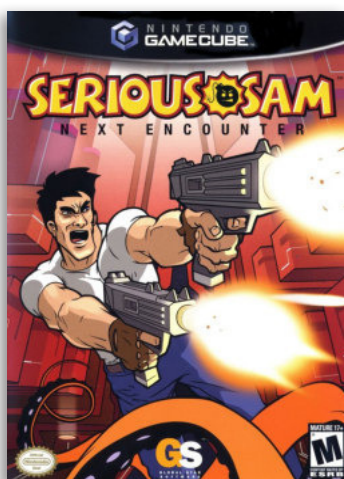
**Developer** EA Canada  
**Publisher** Sega  
**Release date** (us) March 18, 2002  
 (eu) October 18, 2002  
**Genre** Sports  
**Mode** 1-4 Players

Sega Soccer Slam is different from traditional sports games in its exaggerated interpretation of soccer. It allows characters to punch one another and eliminates several other rules, such as throw-ins, corner kicks, free kicks, and penalties. Sega Soccer Slam includes an exhibition mode, a challenge mode, a practice mode, a tourney mode, and a quest mode. It also includes two minigames: Hot Potato and Brawl.

7.6



J N P



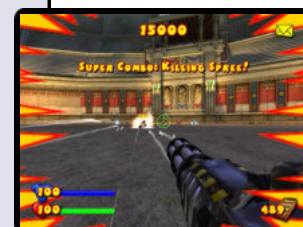
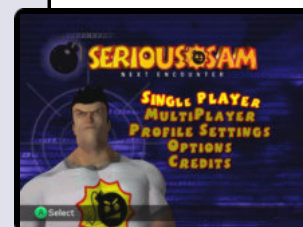
Rarity US: 5.0

## Serious Sam: The Next Encounter

**Developer** Climax Group, Croteam  
**Publisher** Take-Two Interactive  
**Release date** (us) April 12, 2004  
 (eu) April 30, 2004  
**Genre** First-person shooter  
**Mode** 1-4 Players

Next Encounter is a first-person shooter with both single and multi-player modes. The single-player story mode sends the player through 6 historical settings to face huge waves of monsters. The two multi-player modes consist of a deathmatch mode and a cooperative gameplay version of the story mode.

7.1



N P

Rarity US: 4.3  
Player's Choice: 4.1

## Shadow the Hedgehog

**Developer** Sonic Team  
**Publisher** Sega  
**Release date** (us) November 15, 2005  
 (eu) November 18, 2005  
**Genre** Third-person shooter  
**Mode** 1-2 Players

Following the trend of recent Sonic games such as Sonic Adventure and Sonic Heroes, Shadow the Hedgehog is a 3D platform game. Most levels have three possible missions—"Hero," "Dark," or "Normal"—that the player may choose to complete. The missions completed determine the game's plot and subsequently playable levels, a feature referenced by the game's tagline, "Hero or villain? You decide."

6.5



J N P





**WHO DO YOU FIGHT  
WHEN YOU DON'T KNOW  
WHAT YOU'RE FIGHTING FOR?**

**THE CHOICE IS YOURS.**

*Meet Shadow, a hedgehog with a mysterious past. Your choices throughout the game will enable him to discover who his enemies really are. With a little help from some high-speed vehicles and high-powered weapons, of course. Shadow's either going to destroy the world, or save us all. But either way, you'll have a blast.*

**SHADOW™**  
**THE HEDGEHOG**



PlayStation 2



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## Shaman King: Soul Fight

**Developer** Tuning Electronic  
**Publisher** Bandai  
**Release date** (jp) March 28, 2003  
**Genre** Fighting  
**Mode** 1-2 Players

Shaman King: Soul Fight! is a cel-shaded fighting game with turn-based strategy elements. It is based upon the anime and manga Shaman King, written by Hiroyuki Takei. It follows the journey of Yoh Asakura and his friends in the quest to become Shaman King.

The game is one of the only console games developed by Tuning Electronic, a company which has developed a small number of low-budget arcade games.

7.7



J



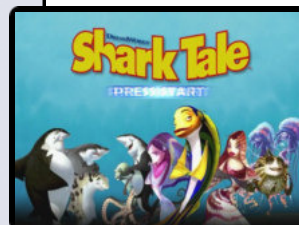
Rarity US: 1.4

## Shark Tale

**Developer** Edge of Reality  
**Publisher** Activision, Taito  
**Release date** (us) September 27, 2004  
 (eu) October 1, 2004  
**Genre** Action-adventure  
**Mode** 1 Player

The player take the role of Oscar, the fast-talking little fish, who becomes an unlikely hero after he decides to take the easy road to fame and fortune by fighting with his shark friend. Once underway, gamers undertake more than 25 different missions set in their favorite movie-based locations including exclusive game-only environments. The game blend a variety of different gameplay styles.

5.9



J N P

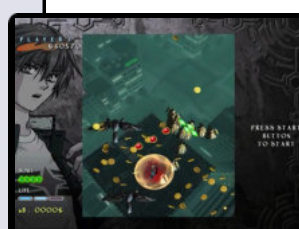


## Shikigami no Shiro II

**Developer** Kids Station  
**Publisher** Alfa System  
**Release date** (jp) October 24, 2003  
**Genre** Shoot 'em up  
**Mode** 1-2 Players

The game mechanisms are generally carried over from the original arcade game, Shikigami No Shiro, with the addition of more playable characters. The game consists of five stages, each with two parts, with a boss at the end of each part. At the end of each stage, dialogue between the player character and the bosses are shown in cut scenes; a unique sequence of dialogue is shown for every different character or combination of two characters.

7.4



J



8.3



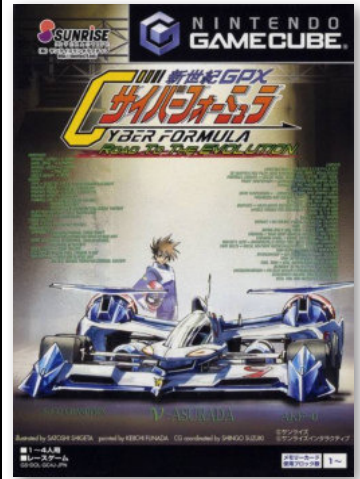
J

## Shinseiki GPX Cyber Formula: Road to the Evolution

**Developer** Atelier-Sai  
**Publisher** Sunrise Interactive  
**Release date** (jp) July 29, 2004  
**Genre** Racing  
**Mode** 1-4 Players

Future GPX Cyber Formula: Road to the Evolution is a racing game released in 2003 by Sunrise Interactive. The game is based on the Future GPX Cyber Formula series and was released only in Japan.

"wiki.dolphin-emu.org"



7.5



N P

## The Simpsons: Hit & Run

**Developer** Radical Entertainment  
**Publisher** Vivendi Games  
**Release date** (us) September 16, 2003  
 (eu) October 31, 2003  
**Genre** Action-adventure  
**Mode** 1-4 Players

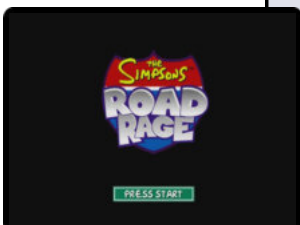
Hit & Run has seven levels, each with missions and sub-plot. The player can only control one specific character in each level. The game's playable characters are Homer, Bart, Lisa, Marge, and Apu.

The game's driving missions are similar to those of Grand Theft Auto III. In both games, the player races against other characters, collects items before a timer runs out, and wrecks other cars.



Rarity US: 6.7  
 Player's Choice: 6.3

6.7

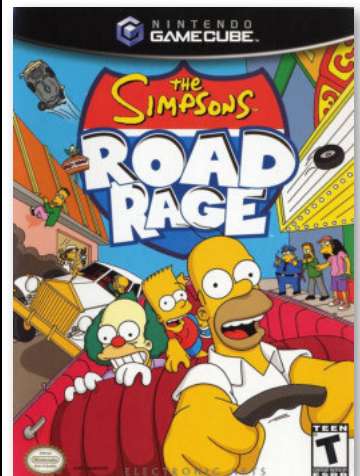


N P

## The Simpsons: Road Rage

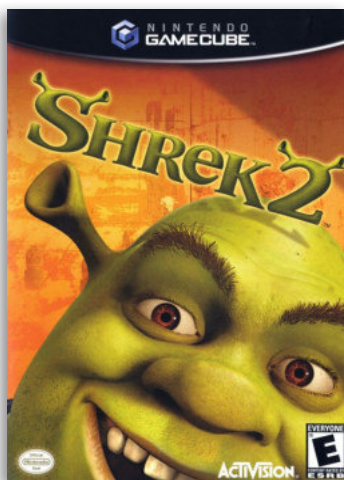
**Developer** Radical Entertainment  
**Publisher** Electronic Arts  
**Release date** (us) December 17, 2001  
 (eu) May 17, 2002  
**Genre** Vehicular combat  
**Mode** 1-2 Players

The Simpsons Road Rage is similar to the game Crazy Taxi by Sega, in that the main objective is to drive picked up passengers to their destinations as quickly as possible. These similarities led to Sega suing Radical Entertainment and Electronic Arts for patent infringement though it was settled before going to court for an undisclosed amount.



Rarity US: 7.6





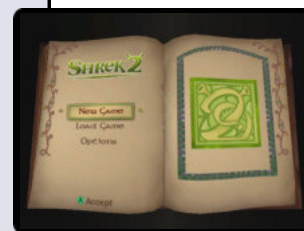
Rarity US: 1.1  
Player's Choice: 1.2

## Shrek 2

**Developer** Luxoflux  
**Publisher** Activision  
**Release date** (us) April 28, 2004  
(eu) June 18, 2004  
**Genre** Action-adventure  
**Mode** 1-4 Players

Based on the 2004 sequel of the same name, the player is able to play as Shrek or nine of his friends throughout the game, and travel through 11 levels, while being able to switch between the 4 characters available in each level. The game is broken into different chapters, each with their own set of goals. One chapter might require the player to make sure three blind mice safely make their way to the witch's house.

6.2



N P



Rarity US: 4.9

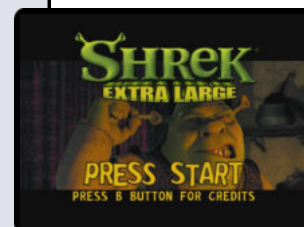
## Shrek Extra Large

**Developer** EA Digital Illusions CE  
**Publisher** TDK Mediactive  
**Release date** (us) October 31, 2002  
(eu) October 24, 2003  
**Genre** Platformer  
**Mode** 1 Player

Shrek Extra Large is based on the first installment of the popular movie franchise Shrek. The player completes objectives. In most objectives, the player hunts for an object and completes an action. Not many objectives vary from this.

The game was noted for being one of the first commercial titles to make use of deferred shading, a feature which was relatively uncommon in games at the time.

6.4



N P



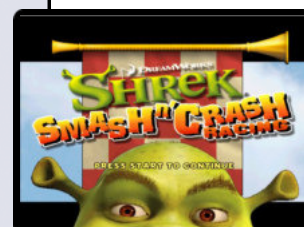
Rarity US: 3.7

## Shrek Smash n' Crash Racing

**Developer** Activision  
**Publisher** Activision  
**Release date** (us) November 21, 2006  
(eu) March 16, 2007  
**Genre** Racing  
**Mode** 1-4 Players

Shrek Smash n' Crash Racing is a kart racing video game. The players first must pick from a line-up of thirteen different characters from the Shrek universe. Each of the characters have special stats that are not displayed in the game. On the tracks are item barrels that contains items inside of them. The items are used as an advantage to help the racer out. The tracks are also filled with obstacles and short-cuts.

7.2



N P



6.7

## Shrek: Super Party



**Developer** THQ  
**Publisher** TDK Mediactive  
**Release date** (us) May 30, 2003  
 (eu) May 30, 2003  
**Genre** Party  
**Mode** 1-4 Players

Shrek: Super Party is a party similar to Pac-Man Fever (which has the same developer) and the Mario Party series of games. The purpose of the game is to be the first player to collect a certain number of “Precious Drops”. The drops can be collected through making bug matches or by reaching “Realm Caches”.



N P



Rarity US: 5.7

6.6

## Shrek SuperSlam



**Developer** Shaba Games  
**Publisher** Activision  
**Release date** (us) October 25, 2005  
 (eu) November 18, 2005  
**Genre** Fighting  
**Mode** 1-4 Players

Shrek SuperSlam is 3D multiplayer fighting game. The game features three multiplayer modes: “King of the Hill”, “Melee”, and “Slammageddon”.

Every character has a “Slam” attack. Slams all have different effects. For example, Shrek’s Green Storm attack will send his opponents flying as he undergoes flatulence and Pinocchio’s nose extends and he flies towards enemies in an attempt to strike them.



N P



7.0

## The Sims



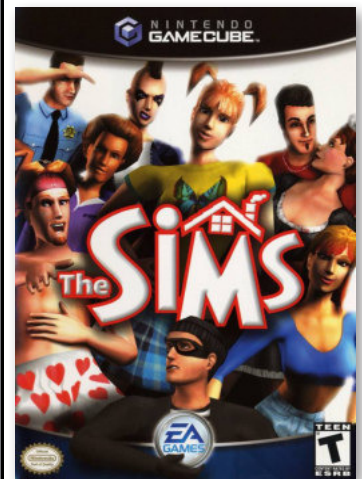
**Developer** Maxis  
**Publisher** Electronic Arts  
**Release date** (us) March 25, 2003  
 (eu) April 4, 2003  
**Genre** Simulation  
**Mode** 1-2 Players

Gameplay is similar to that of the PC versions and retains many of the core elements. Notable changes include a full 3D camera perspective (instead of the original 2D isometric viewpoint), more detailed appearances of Sims, and the introduction of a “Get A Life” goals-based story mode.

The port enjoyed a generally favorable reception.

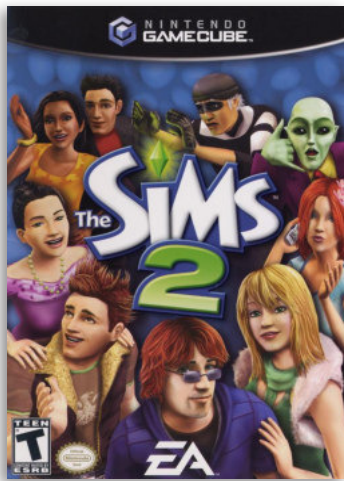


J N P



Rarity US: 6.1  
 Player’s Choice: 5.9





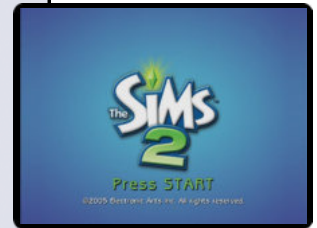
Rarity US: 7.6

## The Sims 2

**Developer** Maxis  
**Publisher** Electronic Arts  
**Release date** (us) October 24, 2005  
 (eu) November 4, 2005  
**Genre** Simulation  
**Mode** 1-2 Players

At its core this version is a reinvention of the PC game of the same name that adds many new features including direct control of the character, a new food creation system, a custom story mode, a new social mode, and extensive character creation options while integrating a number of the new PC elements including wants and fears, more in depth autonomous character behaviors and more.

7.2



N P



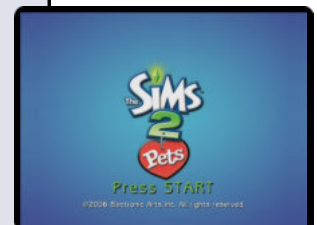
Rarity US: 5.0

## The Sims 2: Pets

**Developer** Maxis  
**Publisher** Electronic Arts  
**Release date** (us) October 17, 2006  
 (eu) October 20, 2006  
**Genre** Simulation  
**Mode** 1 Player

The Sims 2: Pets offers the gameplay from the original game combined with the pets add-on. The aim of the game is to build a house and a social life, with jobs, relationships and other types of interaction with characters. They can go to the town square, to pet supplies, buy pets, take to people and much more. The pets can be created and designed using the Create-a-Pet feature, and can be trained to enter competitions.

7.0



N P



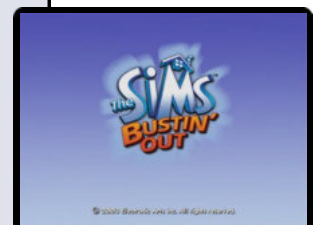
Rarity US: 5.6  
 Player's Choice: 5.0

## The Sims Bustin' Out

**Developer** Maxis  
**Publisher** Electronic Arts  
**Release date** (us) December 15, 2003  
 (eu) December 19, 2003  
**Genre** Simulation  
**Mode** 1-2 Players

The Sims Bustin' Out is the second title in The Sims console series and the first The Sims title to not be released on PC. It featured the same 3D environment and engine the past game did, however adds several features from The Sims expansion packs: The Sims: Hot Date, The Sims: Superstar, and The Sims: Livin' Large. As the title suggests, the Sims can get out of the house to visit other locations.

7.3



N P



8.9

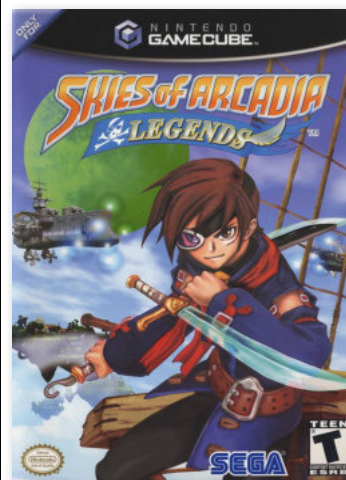


J N P

## Skies of Arcadia Legends

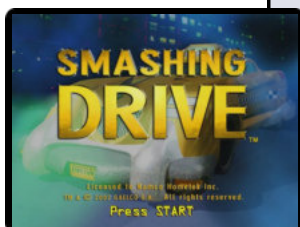
<b>Developer</b>	Overworks
<b>Publisher</b>	Atari, Sega
<b>Release date</b>	(us) January 27, 2003 (eu) May 23, 2003
<b>Genre</b>	Role-playing
<b>Mode</b>	1 Player

Skies of Arcadia Legends is an enhanced port of the Dreamcast game, Skies of Arcadia. Legends features slightly enhanced graphics, shorter loading times and some additional content. The game includes the Dreamcast's downloadable add-ons, and some new scenes, some of which tell stories of events that happened before the game.



Rarity US: 8.4

5.6

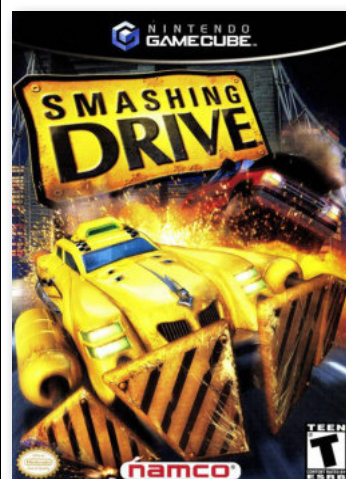


N

## Smashing Drive

<b>Developer</b>	Point of View, Inc.
<b>Publisher</b>	Namco
<b>Release date</b>	(us) February 18, 2002
<b>Genre</b>	Racing
<b>Mode</b>	1-2 Players

The player races against time and another psychotic cab driver through New York City to earn money. The game is divided into four difficulties, each of which contains three different levels. At the end of a stage, the player's score is based on the amount of time it took to reach the destination, the cab's condition, the rival being beaten, the number of Turbo powerups obtained, and the number of Risky Routes traversed.



Rarity US: 3.4

7.3

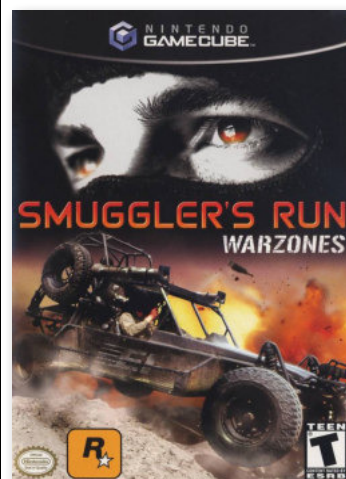


N P

## Smuggler's Run: Warzones

<b>Developer</b>	Rockstar San Diego
<b>Publisher</b>	Rockstar Games
<b>Release date</b>	(us) August 7, 2002 (eu) October 18, 2002
<b>Genre</b>	Racing
<b>Mode</b>	1-4 Players

Like the other Smuggler's Run games, the object of the game is to deliver illegal cargo to various destinations in five large maps. Throughout the game the player goes through over 175 missions with different objectives from racing to destroying targets, to transporting and delivery of 15 different types of contraband within 20 minutes. The game also features a multiplayer component with 5 different modes of play.



Rarity US: 4.6





Rarity US: 4.5  
Player's Choice: 2.1

## Sonic Adventure DX: Director's Cut

**Developer** Sonic Team  
**Publisher** Sega  
**Release date** (us) June 18, 2003  
(eu) June 27, 2003  
**Genre** Platformer, Action-adventure  
**Mode** 1 Player

Sonic Adventure DX: Director's Cut is an enhanced port of the Dreamcast game. It includes a Mission Mode, which included 60 missions to complete throughout the Adventure Fields and Action Stages. It also contains an unlockable compilation that features twelve Game Gear games featuring Sonic and friends.

7.7



J N P



Rarity US: 7.2  
Player's Choice: 7.4

## Sonic Adventure 2: Battle

**Developer** Sonic Team  
**Publisher** Sega  
**Release date** (us) February 11, 2002  
(eu) May 3, 2002  
**Genre** Platformer, Action-adventure  
**Mode** 1-2 Players

This port of another Dreamcast game upgraded much of the Chao-raising system, with a Chao's stats viewable within the game. A player can transfer one Chao from Sonic Adventure 2: Battle to the Tiny Chao Garden section in Sonic Advance, Sonic Advance 2, and Sonic Pinball Party with the GameCube-Game Boy Advance link cable. This version also introduced the Chao Karate feature.

8.3



J N P



Rarity US: 2.8  
Player's Choice: 3.0

## Sonic Gems Collection

**Developer** Sega-AM2, Sonic Team  
**Publisher** Sega  
**Release date** (us) August 16, 2005  
(eu) September 30, 2005  
**Genre** Compilation  
**Mode** 1-4 Players

Sonic Gems Collection features Sonic-related Sega Genesis, Sega CD and Sega Game Gear games. These classic Sega gems provide a lot of historical value, and the collection includes an extensive unlockable library of artwork, music, and even some extra playable games.

7.6



J N P

"mobygames.com"



6.9

## Sonic Heroes



J N P

<b>Developer</b>	Sonic Team
<b>Publisher</b>	Sega
<b>Release date</b>	(us) January 5, 2004 (eu) February 6, 2004
<b>Genre</b>	Platformer
<b>Mode</b>	1-2 Players

Sonic Heroes is the eighth primary installment in the Sonic the Hedgehog series. Set after the events of Sonic Adventure 2, the game's story follows the journeys of four individual teams of three on their search for the mad scientist Doctor Eggman. However, Sonic the Hedgehog's robot duplicate and nemesis, Metal Sonic, is secretly manipulating the game's events in a plan to eradicate his longtime foe.



Rarity US: 4.2  
Player's Choice: 4.7

8.2

## Sonic Mega Collection



J N P

<b>Developer</b>	Sonic Team
<b>Publisher</b>	Atari, Sega
<b>Release date</b>	(us) November 10, 2002 (eu) March 7, 2003
<b>Genre</b>	Compilation
<b>Mode</b>	1-2 Players

This compilation contains twelve to fourteen games (depending on region) originally released on the Sega Genesis/Mega Drive. Ten of the included games are installments of the Sonic the Hedgehog series, while the remaining two to four games are only related to the series through its publisher, Sega.

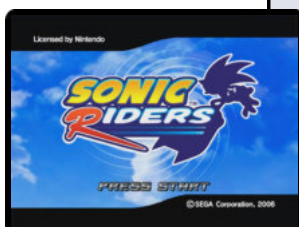
The compilation received positive critical reception, being recommended for its large library of titles.



Rarity US: 4.2  
Player's Choice: 4.6

6.8

## Sonic Riders



J N P

<b>Developer</b>	Sonic Team
<b>Publisher</b>	Sega
<b>Release date</b>	(us) February 21, 2006 (eu) March 17, 2006
<b>Genre</b>	Racing
<b>Mode</b>	1-4 Players

The game was released to start off the 15th anniversary of the release of the Sonic the Hedgehog series. The game is played in its entirety using hover boards, which function largely like skateboards. Players must race seven other competitors on a total of 16 tracks. Each individual character has different statistics, altering their performance slightly in races.



Rarity US: 2.9  
Player's Choice: 2.5



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# SOULCALIBUR II



TEEN  
T  
CONTENT RATED BY  
ESRB

Violence  
Suggestive Themes

NINTENDO  
GAMECUBE

**REFLECTIONS OF MAGIC.** Exclusively on the Nintendo GameCube, The Legend of Zelda's Link brings his own brand of weapons play into the Soulcalibur II arena. The battle will be hard fought with old Soulcalibur favorites and new masters ready to battle anyone with the guts. And the fighting continues with over 10 modes of play, including the new Weapon Master Mode, giving you the chance to unlock hundreds of weapons, costumes, arenas and hidden characters.



8.2

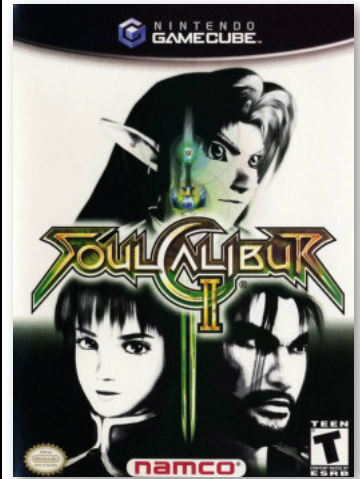
## Soulcalibur II



J N P

**Developer** Namco  
**Publisher** Namco  
**Release date** (us) August 27, 2003  
 (eu) September 26, 2003  
**Genre** Fighting  
**Mode** 1-2 Players

Soulcalibur II is the third installment in the Soul series of weapon-based fighting games. It was originally released for the arcades, before being ported to the GameCube. The game's plot revolves around an assortment of characters, each with the goal of either destroying Soul Edge or obtaining it to achieve personal goals. Compared to Soulcalibur, Soulcalibur II had improvements in graphics and the game system.



Rarity US: 6.1  
 Player's Choice: 5.5

6.3

## Space Raiders



J N

**Developer** Taito  
**Publisher** Mastiff, Taito  
**Release date** (us) April 19, 2004  
**Genre** Third-person shooter  
**Mode** 1-2 Players

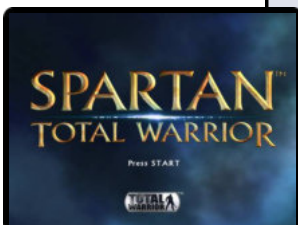
Space Raiders is a 2002 update to the original 1978 Space Invaders arcade game from its creators. Re-imagined for the sixth generation home consoles, Space Raiders takes the surface-to-air shooting action of the original title and puts it into a third-person urban street setting. This update features detailed opening cinematics of the alien invasion, story and survival modes, boss battles and three playable characters, each with their own backstory.



Rarity US: 1.6

7.3

## Spartan: Total Warrior



N P

**Developer** The Creative Assembly  
**Publisher** Sega  
**Release date** (us) October 27, 2005  
 (eu) October 7, 2005  
**Genre** Hack and slash  
**Mode** 1 Player

Spartan: Total Warrior, a spin-off of the Total War series, is a hack and slash action game. The plot revolves around a Spartan warrior, secretly guided by the god Ares, as he fights alongside his Greek allies against the invading Roman Empire.

The game received "mixed or average reviews" across all systems.



Rarity US: 4.7





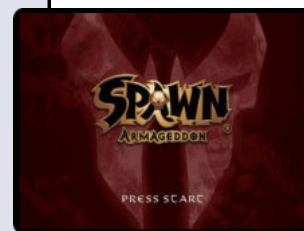
Rarity US: 1.6

## Spawn: Armageddon

**Developer** Point of View, Inc.  
**Publisher** Electronic Arts, Namco  
**Release date** (us) November 21, 2003  
 (eu) March 12, 2004  
**Genre** Hack and slash  
**Mode** 1 Player

Spawn: Armageddon, inspired by Spawn issues 1-99, focuses on fast and stylish combat (similar to the Devil May Cry and God of War series) gaining high breakable items, Souls, Technique points, comic covers, Time and Ranks. Spawn's main weapon is the Agony Axe (formed by his cape), which can cut through any demon. He is also armed with his trademark chains, which attack with great accuracy and speed.

6.4



N P

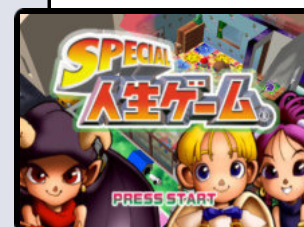


## Special Jinsei Game

**Developer** Takara  
**Publisher** Takara  
**Release date** (jp) May 1, 2003  
**Genre** Board game  
**Mode** 1-4 Players

Special Jinsei Game is a board game-based video game released for the Nintendo GameCube in Japan in 2003 by Takara.

6.3



J

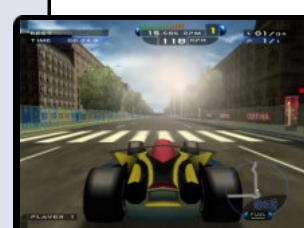
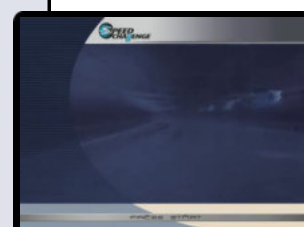


## Speed Challenge: Jacques Villeneuve's Racing Vision

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (eu) October 18, 2002  
**Genre** Racing  
**Mode** 1-2 Players

Speed Challenge: Jacques Villeneuve's Racing Vision is a racing video game released in 2002 by Ubisoft. The game is based on Ubi Soft's Revenge Engine which can handle 70,000 polygons per track, allowing realistic car models managing over 60 parameters, providing the player with unique and intense driving sensations.

8.4



P

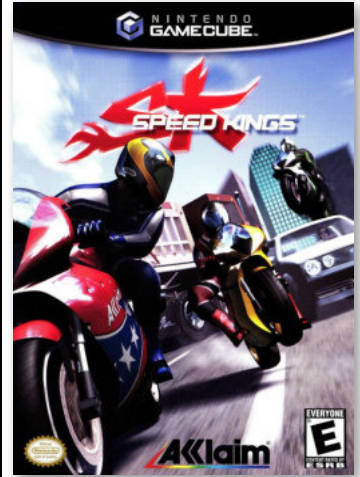


8.5

## Speed Kings

**Developer** Climax Group  
**Publisher** Acclaim Entertainment  
**Release date** (us) May 28, 2003  
 (eu) July 4, 2003  
**Genre** Racing  
**Mode** 1-4 Players

Speed Kings is a motorcycle racing game which focuses on an arcade style of gameplay. There are three single-player modes in Speed Kings and five multi-player options. There are 22 bikes featured in the game based on real-world bike models. The gear and game equipment is authentic as well and is sponsored by Shoei and Alpinestars. Additionally, it includes hidden features based on rewards that can be unlocked.



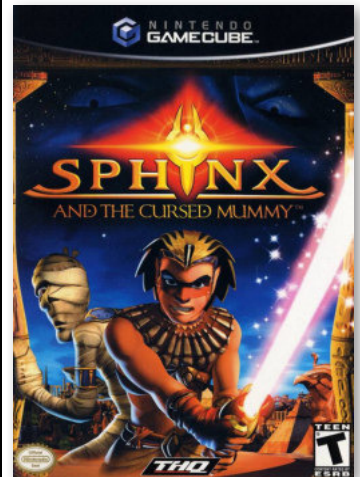
Rarity US: 4.5

7.4

## Sphinx and the Cursed Mummy

**Developer** Eurocom  
**Publisher** THQ  
**Release date** (us) November 10, 2003  
 (eu) February 20, 2004  
**Genre** Action-adventure  
**Mode** 1 Player

In Sphinx and the Cursed Mummy, the player falls into the role of a demi-god, Sphinx, and the undead corpse of Tutankhamen. Sphinx's role is one of a brave warrior who battles fearsome monsters and relies on raw power to complete tasks. Tutenkhanmen, also known as the Mummy, revolves around puzzle-solving and logical thinking to outwit his foes.



Rarity US: 2.8

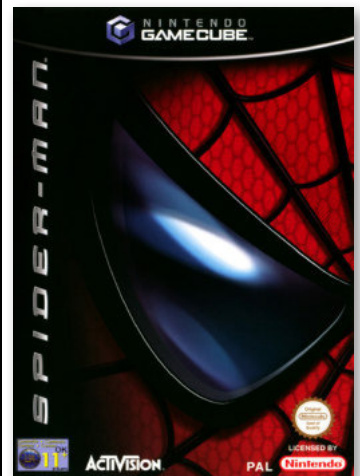
6.6

## Spider-Man

**Developer** Treyarch  
**Publisher** Activision, Capcom  
**Release date** (us) April 15, 2002  
 (eu) June 7, 2002  
**Genre** Beat 'em up  
**Mode** 1 Player

Spider-Man is a beat 'em up loosely based on the film Spider-Man. The game has many scenes and villains that did not appear in the film.

Like the 2000 Spider-Man video game, Spider-Man is a level based beat 'em up video game, with the player as Spider-Man. Half the levels are indoors, but the rest of the levels are outside among the sky-scrapers of New York.



Rarity US: 2.4  
 Player's Choice: 2.7





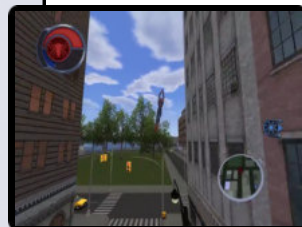
Rarity US: 2.5  
Player's Choice: 1.7

## Spider-Man 2

**Developer** Treyarch  
**Publisher** Activision  
**Release date** (us) June 28, 2004  
 (eu) July 9, 2004  
**Genre** Action-adventure  
**Mode** 1 Player

The game is an adaptation of the film Spider-Man 2. The game allows the player to freely roam around Manhattan, Roosevelt, Ellis, and Liberty Islands. It was also innovative in that physics-based algorithms simulated Spider-Man's web swinging in three dimensions, creating a new game mechanic unlike the traditional jumping or flying of previous Spider-Man games.

7.6



N P



Rarity US: 7.0

## Spirits & Spells

**Developer** Dreamcatcher Interactive  
**Publisher** DreamCatcher Inter., (eu) Wanadoo, (jp) MTO  
**Release date** (us) September 24, 2003  
 (eu) May 30, 2003  
**Genre** Platformer  
**Mode** 1 Player

In Spirits and Spells, also known as Castleween, the player takes the role of the two kids Alicia and Greg who visit a spooky old house with their friends. Unfortunately the Bogeyman steals the souls of their friends and turns them into stone - of course the two heroes have to get them back. So they visit the Land of Dead and have to survive a cemetery, a haunted house and the lab of a mad scientist.

6.3



J N P



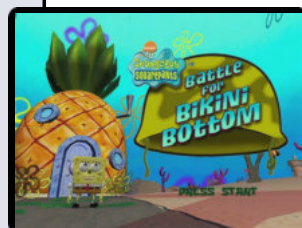
Rarity US: 1.9  
Player's Choice: 1.9

## SpongeBob SquarePants: Battle for Bikini Bottom

**Developer** Heavy Iron Studios  
**Publisher** THQ  
**Release date** (us) October 31, 2003  
 (eu) November 28, 2003  
**Genre** Platformer  
**Mode** 1 Player

The game features an original storyline, in which the player attempts to defend Bikini Bottom from an invasion of robots created by Plankton, playing as SpongeBob, Patrick, and Sandy. Core gameplay involves collecting items, and defeating the robots which have attacked various areas in Bikini Bottom, whilst crossing platforms and avoiding environmental hazards.

7.6



N P



7.2



N P

## SpongeBob SquarePants: Creature from the Krusty Krab

**Developer** Blitz Games  
**Publisher** THQ  
**Release date** (us) October 16, 2006  
 (eu) November 3, 2006  
**Genre** Action-Adventure  
**Mode** 1 Player

The game stars SpongeBob SquarePants, his best friend Patrick Star, and their enemy Sheldon J. Plankton as they journey to nine different worlds, supposedly, inside the dreams of the characters. Four different types of gameplay have been incorporated into the game, known as flying, rampaging, racing, and platforming.



Rarity US: 2.7

6.9



N P

## SpongeBob SquarePants: Lights, Camera, Pants!

**Developer** THQ  
**Publisher** THQ  
**Release date** (us) October 21, 2005  
 (eu) November 18, 2005  
**Genre** Party  
**Mode** 1-4 Players

The game includes 30 unique minigames that have different play style and objectives, though the common goal is to get the highest points. Each minigame is based off an area or location in Bikini Bottom. Every location has three minigames with it. There are a total of 8 locations for a total of 24 minigames that are played through story mode.



Rarity US: 2.8  
 Player's Choice: 2.4

7.0

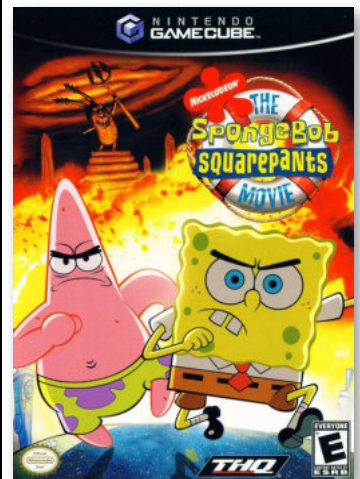


N P

## The SpongeBob SquarePants Movie

**Developer** Heavy Iron Studios  
**Publisher** THQ  
**Release date** (us) October 28, 2004  
 (eu) February 4, 2005  
**Genre** Platformer  
**Mode** 1 Player

The plot of the video game is very similar to the film. King Neptune's crown has been stolen by Plankton and SpongeBob and Patrick must retrieve it from where Plankton sold it to: Shell City. The gameplay is similar to that from the previous game, Battle for Bikini Bottom. There are 18 levels in the game that loosely follow the storyline of the film.



Rarity US: 4.1  
 Player's Choice: 2.6





Rarity US: 8.4

## SpongeBob SquarePants: Revenge of the Flying Dutchman

**Developer** Big Sky Software  
**Publisher** THQ  
**Release date** (us) December 18, 2002  
 (eu) March 28, 2003  
**Genre** Platformer  
**Mode** 1 Player

Players control SpongeBob in this action-adventure game. They collect items, treasure, new outfits, and more in this game. They will travel to places like the Krusty Krab and beautiful downtown Bikini Bottom. SpongeBob's friends like Patrick, Squidward, and Sandy will help him find the Dutchman's treasure.

6.1



N P



Rarity US: 2.9

## Spy Hunter

**Developer** Paradigm Entertainment, Point of View, Inc.  
**Publisher** Midway Games  
**Release date** (us) March 11, 2002  
 (eu) June 28, 2002  
**Genre** Vehicular combat  
**Mode** 1-2 Players

SpyHunter is an enhanced remake and sequel of the 1983 arcade game. While the original was viewed from high above, Midway revamped it with next generation graphics and a behind the car view.

Each mission, of which there are fourteen, has one primary objective and a number of secondary objectives. Objectives are generally to destroy things like enemy weapons, equipment and communications towers.

6.3



N P

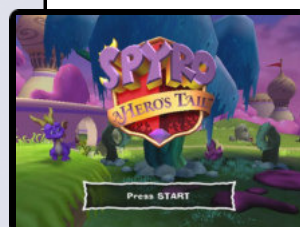
Rarity US: 1.8  
Player's Choice: 1.4

## Spyro: A Hero's Tail

**Developer** Eurocom  
**Publisher** Vivendi Games  
**Release date** (us) November 3, 2004  
 (eu) November 26, 2004  
**Genre** Platformer  
**Mode** 1 Player

Spyro: A Hero's Tail is the fifth console game in the original Spyro series and the ninth game in the series in all. The game introduces a new antagonist, Red, a former Dragon Elder banished years before the events of the game, and sees the protagonist, Spyro the Dragon, attempt to defeat him with the aid of his best friend Sparx, Hunter the Cheetah, flying penguin Sgt. Byrd, and mole Blink, who are all playable.

7.0



N P



5.9



N P

## Spyro: Enter the Dragonfly

<b>Developer</b>	Equinox Digital Entertainment
<b>Publisher</b>	Vivendi Games
<b>Release date</b>	(us) November 8, 2002 (eu) November 29, 2002
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

The story is set shortly after Spyro: Year of the Dragon. The gameplay is almost identical to that of the previous Spyro titles with the exception of a few new abilities and vehicles.

As a result of the rushed development, numerous glitches, bad framerate and lack of the promised content, Enter the Dragonfly was panned by almost all critics and is considered to be the worst in the franchise.



Rarity US: 1.7  
Player's Choice: 1.3

8.0



J N P

## SSX 3

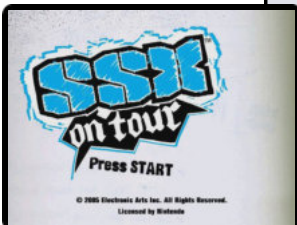
<b>Developer</b>	EA Canada
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) October 20, 2003 (eu) October 31, 2003
<b>Genre</b>	Racing
<b>Mode</b>	1-2 Players

SSX 3 is a snowboard racing game played from a third person perspective. Players control one of various snowboarders and compete in events set across individual courses in peaks on a mountain. Unlike previous games in the series, which contain unconnected courses, a freeride mode also allows players to freely roam the open world consisting of all the courses in the game.



Rarity US: 5.7

7.1

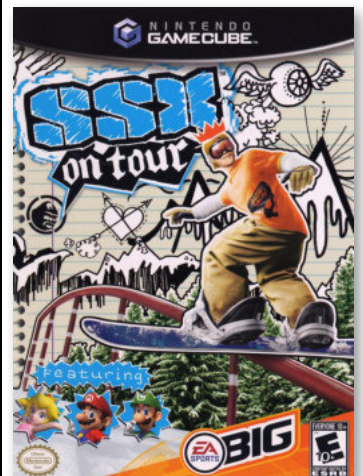


J N P

## SSX on Tour

<b>Developer</b>	EA Canada
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) October 11, 2005 (eu) October 21, 2005
<b>Genre</b>	Racing
<b>Mode</b>	1-2 Players

The gameplay in SSX on Tour is similar to that in SSX 3, with similar controls and the overall aims of events remaining the same - snowboard down a mountain while gaining points for various tricks that can be performed. Despite the similarities, numerous changes were made to the structure of races and events themselves. Players can now create their own characters, in addition to whether they are a snowboarder or a skier.



Rarity US: 3.0





Rarity US: 6.2

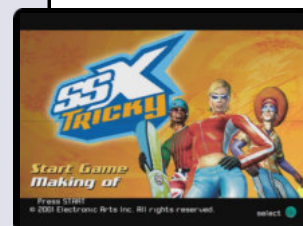
## SSX Tricky

**Developer** EA Sports BIG  
**Publisher** Electronic Arts  
**Release date** (us) December 2, 2001  
 (eu) July 12, 2002  
**Genre** Racing  
**Mode** 1-2 Players

The game, which builds on the previous SSX game, is named after Run-D.M.C.'s "It's Tricky" remixed by K-Rec, which is featured throughout the game.

Gameplay continues the same basic method introduced in SSX, with the main tracks being 'remixed' from the previous games and two new tracks, Garibaldi and Alaska. The important new feature added to the series are the Uber moves.

7.9



J N P



Rarity US: 5.8  
 Player's Choice: 4.7

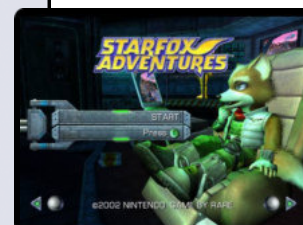
## Star Fox Adventures

**Developer** Rare Ltd.  
**Publisher** Nintendo  
**Release date** (us) September 22, 2002  
 (eu) November 22, 2002  
**Genre** Action-adventure  
**Mode** 1 Player

Along with being Rare's only GameCube title, it was Rare's final game for any Nintendo home console before the company was acquired as a first-party developer for Microsoft's Xbox division the day after the game's release in North America. It is the third installment in the series, succeeding Star Fox 64.

Its gameplay is frequently compared to that of the The Legend of Zelda: Ocarina of Time.

7.2



J N P



Rarity US: 7.3  
 Player's Choice: 5.7

## Star Fox: Assault

**Developer** Namco, Nintendo  
**Publisher** Nintendo  
**Release date** (us) February 14, 2005  
 (eu) April 29, 2005  
**Genre** Rail shooter, Third-person shooter  
**Mode** 1-4 Players

Assault returns the Star Fox series to its space-combat roots after the previous game in the series, Star Fox Adventures. Assault takes place one year after the events of Adventures and introduces a new enemy named the Aparoids, a race bent on the assimilation of the Lylat system into their collective mind. Assault contains orchestral arrangements of music from Star Fox 64.

7.5



J N P



5.1

## Starsky & Hutch

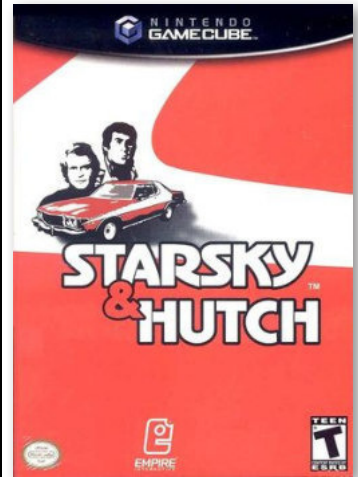


N P

**Developer** Mind's Eye Productions  
**Publisher** Empire Interactive  
**Release date** (us) August 24, 2004  
 (eu) October 24, 2004  
**Genre** Vehicular combat  
**Mode** 1-2 Players

Starsky & Hutch is a vehicular combat video game based on the television series of the same name. The game follows the adventures of David Michael Starsky and Kenneth 'Hutch' Hutchinson as they clean up Bay City in their Gran Torino.

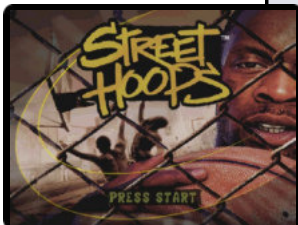
The game features asymmetric multiplayer gameplay, in which one player controls Starsky as he drives the car whilst another controls Hutch as he shoots enemies.



Rarity US: 1.1

5.9

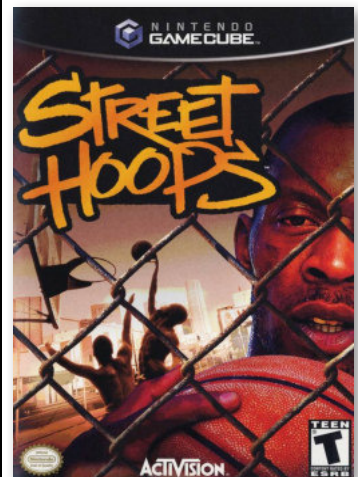
## Street Hoops



N

**Developer** Black Ops Entertainment  
**Publisher** Activision  
**Release date** (us) November 28, 2002  
**Genre** Sports  
**Mode** 1-4 Players

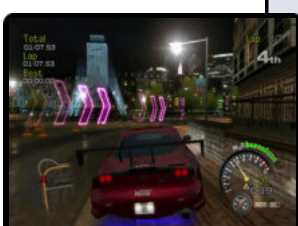
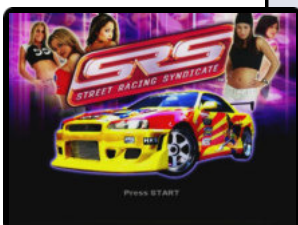
Street Hoops has real life streetballers such as 1/2 Man 1/2 Amazing, Hot Sauce, and Headache, and is a less dramatic, more realistic game than NBA Street, as the characters cannot jump completely over the hoop. Like NBA Street, it is possible to create custom baller, and play on real life courts. The game has 3 different modes: World Tournament, Lord of the Court, and Pick-up Game.



Rarity US: 1.5

7.8

## Street Racing Syndicate

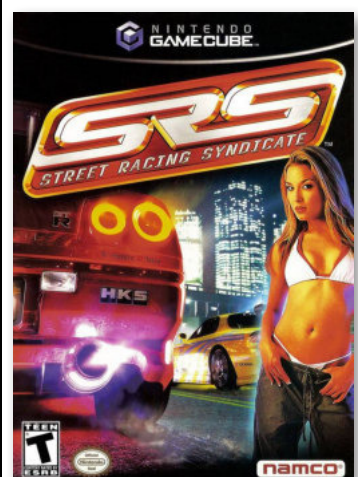


N P

**Developer** Eutechnyx  
**Publisher** Namco  
**Release date** (us) August 31, 2004  
 (eu) March 4, 2005  
**Genre** Racing  
**Mode** 1-2 Players

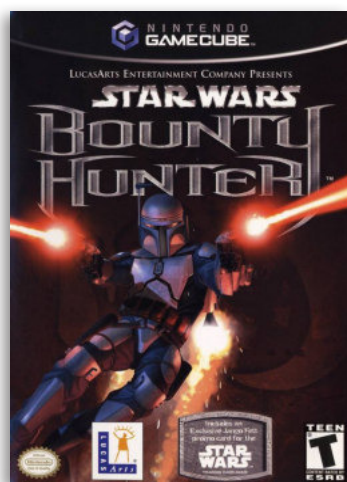
Street Racing Syndicate features an underground import racing scene, on which the player's main objective is to gain respect and affection of various females in the city.

The game has 50 licensed cars from a variety of manufacturers, and features a car damage model that forces the player to drive carefully, heavy damages may impact car performance and heavy repairs.



Rarity US: 2.0





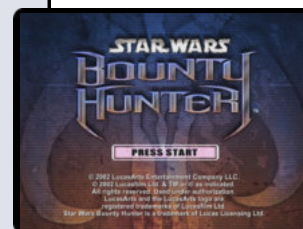
Rarity US: 6.8  
Player's Choice: 6.9

## Star Wars: Bounty Hunter

**Developer** LucasArts  
**Publisher** Activision, LucasArts  
**Release date** (us) December 7, 2002  
(eu) February 7, 2003  
**Genre** Action  
**Mode** 1 Player

In the game, players play as the bounty hunter Jango Fett, featured in the 2002 film Star Wars Episode II: Attack of the Clones, to which this game serves as a prequel. The main objective is to hunt Dark Jedi Komari Vosa. During the game, it is revealed why Jango Fett was chosen as the template for the Grand Army of the Republic, how Boba Fett, his cloned "son" was born, and how Jango acquired Slave I.

6.9



N P



Rarity US: 7.1

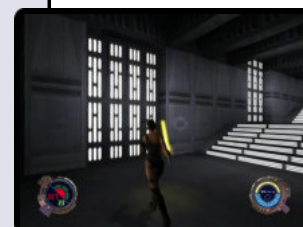
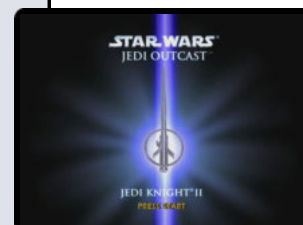
## Star Wars Jedi Knight II: Jedi Outcast

**Developer** Raven Software, Vicarious Visions  
**Publisher** Activision, LucasArts  
**Release date** (us) November 20, 2002  
(eu) November 22, 2002  
**Genre** First/third-person shooter  
**Mode** 1-2 Players

The story-driven single-player campaign is set in the Star Wars expanded universe two years after the events of Mysteries of the Sith. The plot follows protagonist Kyle Katarn as he fights against the Dark Jedi Desann and his followers.

The game allows the player to wield a variety of firearms, as well as lightsabers and Force powers.

7.7



N P



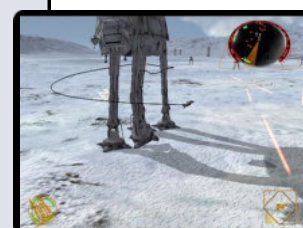
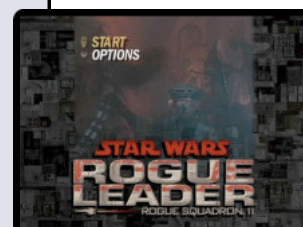
Rarity US: 5.7  
Player's Choice: 6.0

## Star Wars Rogue Squadron II: Rogue Leader

**Developer** Factor 5  
**Publisher** Activision, LucasArts  
**Release date** (us) November 18, 2001  
(eu) May 3, 2002  
**Genre** Shooter  
**Mode** 1 Player

Set in the fictional Star Wars galaxy, the game spans all three original trilogy Star Wars films. The player controls Luke Skywalker and Wedge Antilles. As the game progresses, Skywalker, Antilles and the Rebel Alliance fight the Galactic Empire in ten missions across various planets.

7.9



J N P





# STAR WARS<sup>®</sup> JEDI KNIGHT<sup>™</sup> II: JEDI OUTCAST<sup>™</sup>

Jedi. Outcast. Rebel. Mercenary. You have one lightsaber and eight Jedi Force powers, including Jedi Mind Tricks, Force Lightning and Force Grip. With a devastating arsenal of weapons like disruptor rifles, thermal detonators, trip mines and a Wookiee bowcaster you must battle a hoard of new enemies. Fight in single mode or go lightsaber against lightsaber in split-screen multiplayer Jedi arena — or die trying. Learn more at [jedioutcast.com](http://jedioutcast.com)



Official Star Wars Web Site [www.starwars.com](http://www.starwars.com)



Violence



ACTIVISION



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Rarity US: 5.9

## Star Wars Rogue Squadron III: Rebel Strike

**Developer** Factor 5  
**Publisher** Activision, LucasArts  
**Release date** (us) October 15, 2003  
 (eu) November 7, 2003  
**Genre** Action  
**Mode** 1-2 Players

The game is set during the original Star Wars trilogy and recreates battles that take place during those films. The game follows the Rogue Squadron, which, under the command of Luke Skywalker and Wedge Antilles, uses starfighters to engage and defeat the Galactic Empire. The game also has a two-player multiplayer mode allowing co-operative play for all but two missions.

7.4



J N P

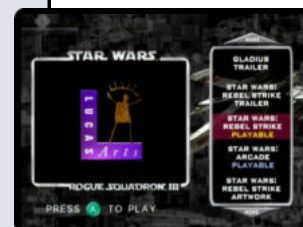


## Star Wars Rogue Squadron III: Rebel Strike Preview Disc

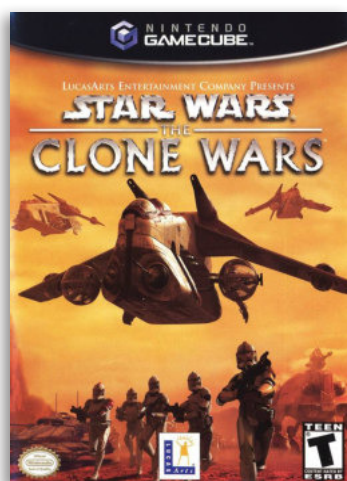
**Developer** Factor 5  
**Publisher** LucasArts  
**Release date** (us) October 28, 2003  
**Genre** Demo  
**Mode** 1 Player

Star Wars Rogue Squadron III: Rebel Strike Limited Edition Preview Disc is a rare demo disc for Star Wars Rogue Squadron III: Rebel Strike. It contains a demo of LucasArts' Rebel Strike game, a trailer for Rebel Strike and Gladius, and the complete, emulated 1982 Star Wars arcade game.

*"wiki.dolphin-emu.org"*



N



Rarity US: 7.1  
 Player's Choice: 7.4

## Star Wars: The Clone Wars

**Developer** Pandemic Studios  
**Publisher** Activision, Electronic Arts, LucasArts  
**Release date** (us) October 28, 2002  
 (eu) November 15, 2002  
**Genre** Action  
**Mode** 1-4 Players

The game begins with the Battle of Geonosis, and takes the player through the evacuation of Rhen Var, with the player leading the escape only minutes before the Separatist Army captures the planet.

This game mostly consists of vehicular combat, although there are a few times on certain missions where the player controls Anakin Skywalker and Mace Windu.

6.8



J N P

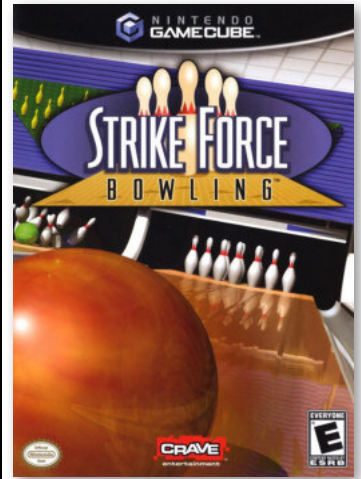


5.7

## Strike Force Bowling

**Developer** Lab Rats  
**Publisher** Crave Entertainment  
**Release date** (us) March 20, 2005  
**Genre** Sports  
**Mode** 1-4 Players

The game of ten-pin bowling sees players attempt to knock down an arrangement of 10 pins in a triangular shape, by bowling a ball down a gutter-lined path. Players have two shots, and score for how many they knock down on each bowl. As a reward for knocking down all ten pins, they will also get the score from their next bowl doubled if this took 2 shots (known as a 'spare'), or your next two bowls if it took 2 shots (known as a 'Strike').



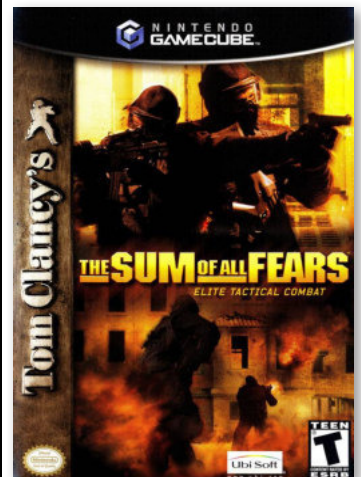
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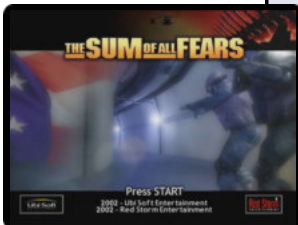
## The Sum of All Fears

**Developer** Red Storm Entertainment  
**Publisher** Ubisoft  
**Release date** (us) January 9, 2003  
 (eu) March 21, 2003  
**Genre** Tactical shooter  
**Mode** 1 Player

The game is based on the film of the same name, which is in turn based on the Tom Clancy book. It is a tactical first-person shooter and is very similar in style to that of the Rainbow Six series of games. On each mission, the player has control of his two teammates, and can take direct control of any of them at any time. The player can also give a few rudimentary commands to his teammates.



Rarity US: 2.1  
 Rarity US: 1.3



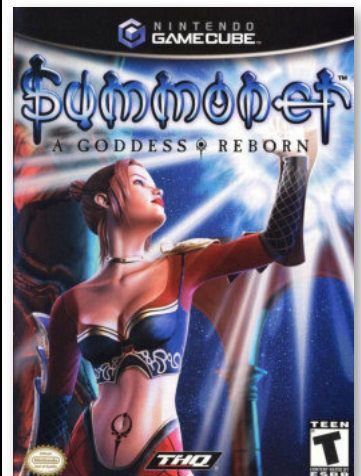
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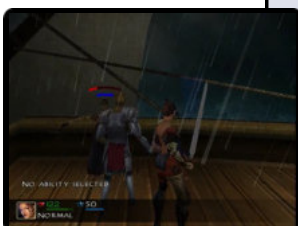
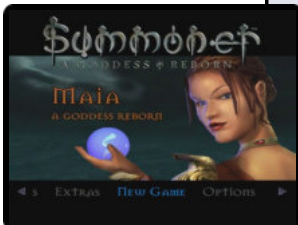
## Summoner: A Goddess Reborn

**Developer** Volition, Inc.  
**Publisher** THQ  
**Release date** (us) January 31, 2003  
 (eu) April 11, 2003  
**Genre** Role-playing  
**Mode** 1 Player

Similar to its predecessor, a launch title for the PlayStation 2, combat is in real time, with spells cast over time depending on the complexity of the spell. Unlike the first game, overworld travel is done point to point, meaning there are no random encounters on the field. Also unlike the first game, which was played with an unchangeable 5 member party, Summoner 2 only allows up to 3 characters to be in the party at once.

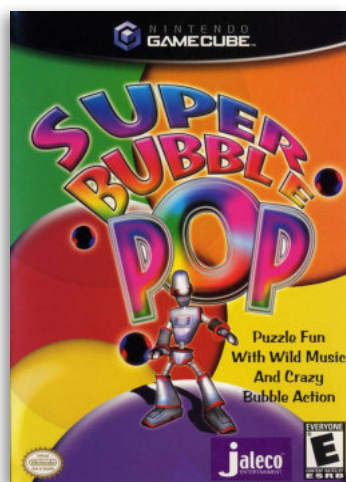


Rarity US: 4.7



N P





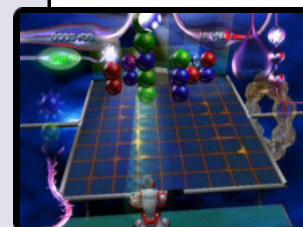
Rarity US: 1.7

## Super Bubble Pop

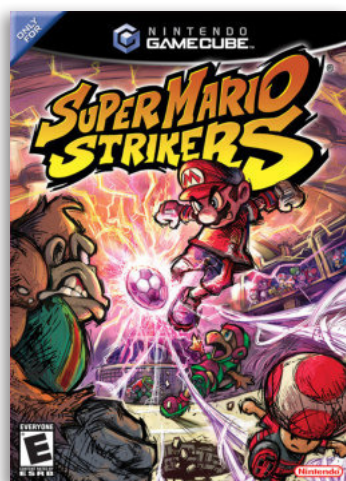
**Developer** Runecraft  
**Publisher** Jaleco  
**Release date** (us) January 3, 2003  
**Genre** Puzzle  
**Mode** 1-2 Players

The Player is able to choose from 5 DJ poppers, including 2 unlockable ones, along with 4 grooving soundtracks. They are faced with rows of advancing bubbles of different colors. They can launch bubbles of their own. The idea is to create a row, column or stack of 3 or more bubbles. When that happens, they will pop. Each character has their own favorite bubble color and when they pop them, color energy is transferred to their super special attack jar.

5.4



N



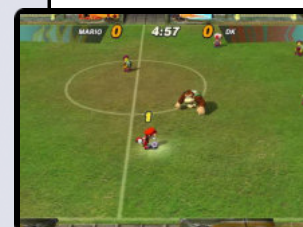
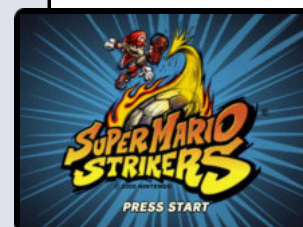
Rarity US: 6.1

## Super Mario Strikers

**Developer** Next Level Games  
**Publisher** Nintendo  
**Release date** (us) November 18, 2005  
 (eu) December 5, 2005  
**Genre** Sports  
**Mode** 1-4 Players

Strikers is a sports game incorporating characters and themes from the Mario franchise. The game features the basic aspects and objectives of a football game, although no referees are present and characters can legitimately shove others out of possession of the ball. As in other games such as Mario Power Tennis, the player can use Mario-themed items such as bananas and red shells to hinder the opposition.

7.3



J N P

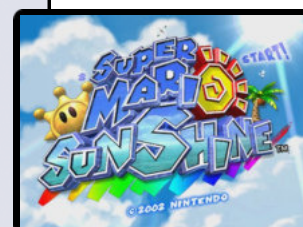
Rarity US: 7.8  
Player's Choice: 7.5

## Super Mario Sunshine

**Developer** Nintendo Entertainment Analysis Develop.  
**Publisher** Nintendo  
**Release date** (us) August 25, 2002  
 (eu) October 4, 2002  
**Genre** Platformer  
**Mode** 1 Player

Super Mario Sunshine shares many similar gameplay elements with its predecessor, Super Mario 64, whilst introducing various new gameplay features. Players control Mario as he tries to obtain 120 Shine Sprites in order to bring light back to Isle Defino and prove his innocence after an imposter steals the Shine Sprites and covers the island in toxic slime.

8.1



J N P



7.5

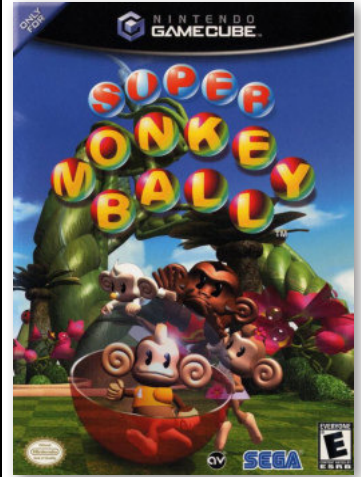
## Super Monkey Ball



J N P

<b>Developer</b>	Amusement Vision
<b>Publisher</b>	Atari, Sega
<b>Release date</b>	(us) November 18, 2001 (eu) May 3, 2002
<b>Genre</b>	Platformer, Party
<b>Mode</b>	1-4 Players

The game debuted in Japan at the 2001 Amusement Operators Union trade show as Monkey Ball, an arcade cabinet running on Sega's NAOMI hardware. Due to the failure of Sega's Dreamcast home console and the company's subsequent restructuring, this enhanced port was released as a launch title for Nintendo's GameCube in late 2001, garnering interest as Sega's first game published for Nintendo hardware.



Rarity US: 5.3  
Player's Choice: 4.5

7.7

## Super Monkey Ball 2

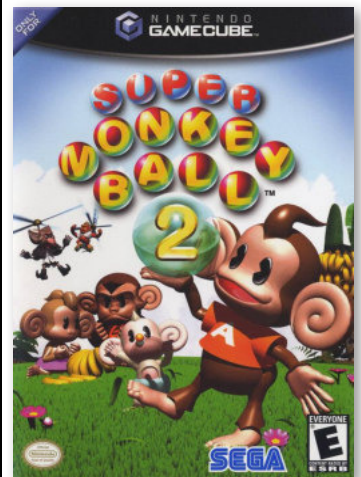


J N P

<b>Developer</b>	Amusement Vision
<b>Publisher</b>	Atari, Sega
<b>Release date</b>	(us) August 25, 2002 (eu) March 14, 2003
<b>Genre</b>	Platformer
<b>Mode</b>	1-4 Players

Super Monkey Ball 2 is the first installment to have a story-line and to be released solely on a home console.

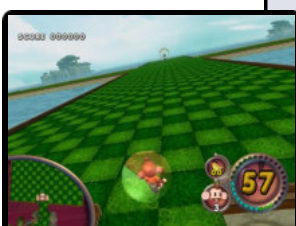
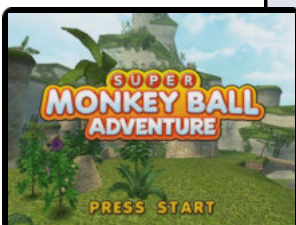
The primary objective of the game is to roll across platforms and obstacles to reach an arch-shaped goal that marks the end of the level, therefore take the player to the next "stage". Each stage is designed uniquely designed to provide a challenge to players as the player progress through the game.



Rarity US: 3.0  
Player's Choice: 2.7

6.2

## Super Monkey Ball Adventure



N P

<b>Developer</b>	Traveller's Tales
<b>Publisher</b>	Sega
<b>Release date</b>	(us) August 1, 2006 (eu) July 14, 2006
<b>Genre</b>	Platformer
<b>Mode</b>	1-4 Players

Super Monkey Ball Adventure is a departure from the series in the sense that the puzzle-based gameplay is replaced by a more traditional 3D platform game world. Traveller's Tales has retained some of the mini-games, however, and integrated the features into the gameplay. Some new mini-games are also integrated into the adventure world.



Rarity US: 4.6



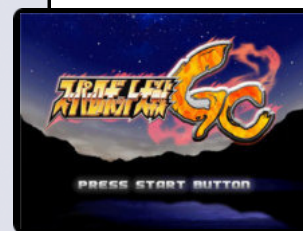


## Super Robot Wars GC

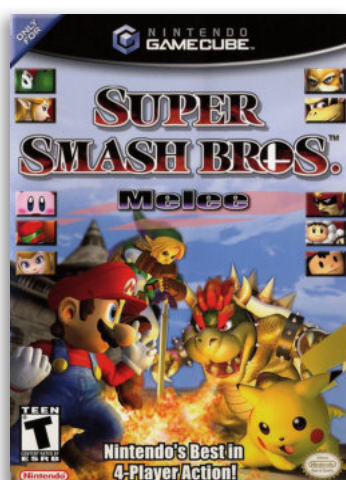
**Developer** Banpresto  
**Publisher** Banpresto  
**Release date** (jp) December 16, 2004  
**Genre** Tactical role-playing  
**Mode** 1 Player

Super Robot Wars GC is the first and only Nintendo GameCube Super Robot Wars title. The basic premise of the game is that the plot, settings, characters, and other mechanics consist of essentially mixing and combining the like of Gundam, Mazinger, Getter Robo, Zettai Muteki Raijin-Oh, and many other mecha-based anime and manga series into one universe.

8.2



J

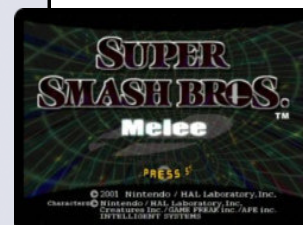


## Super Smash Bros. Melee

**Developer** HAL Laboratory  
**Publisher** Nintendo  
**Release date** (us) December 2, 2001  
 (eu) May 24, 2002  
**Genre** Fighting  
**Mode** 1-4 Players

Super Smash Bros. Melee is a crossover fighting game. The gameplay system offers an unorthodox approach to the fighting game genre with a counter that measures damage with percentages, rather than the health bar seen in most fighting games. It builds on the first game by adding new gameplay features and playable characters.

9.0



J N P

Rarity US: 7.7  
 Player's Choice: 7.0



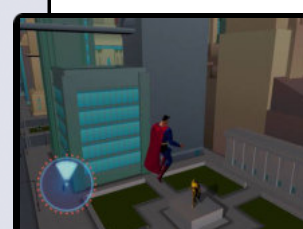
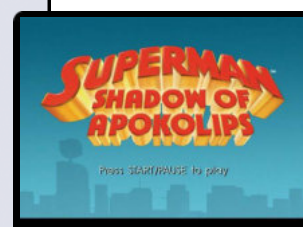
## Superman: Shadow of Apokolips

**Developer** Atari  
**Publisher** Atari  
**Release date** (us) March 25, 2003  
 (eu) May 2, 2003  
**Genre** Action-adventure  
**Mode** 1 Player

Based on the animated TV series, Superman will travel around with all powers intact through 14 levels in order to defeat the robots and the many other of Darkseid and Lex Luthors bad guys that are out to take over the world. Superman's powers include freeze breath, x-ray vision, heat vision and super strength.

"mobygames.com"

6.5



N P

Rarity US: 6.6



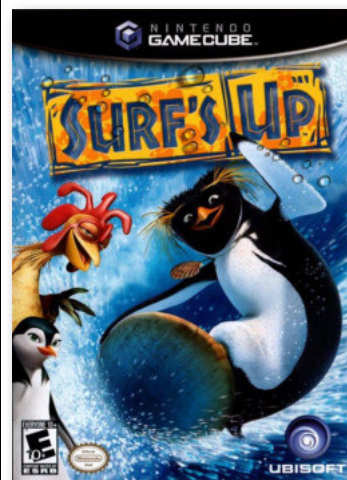
7.5

## Surf's Up

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) June 1, 2007  
**Genre** Sports  
**Mode** 1-2 Players

Surf's Up, based on the Sony Pictures Animation film of the same name, follows the basic story of Cody Maverick in the movie.

As the name indicates, Surf's Up is a surfing style game (using mechanics often seen in most skateboarding video games) set at the annual "Reggie Belafonte Big Z Memorial Surf Off" as seen in the film. Players choose from one of 10 characters from the film to play as, and will experience various spots on Pen Gu Island.



Rarity US: 3.4

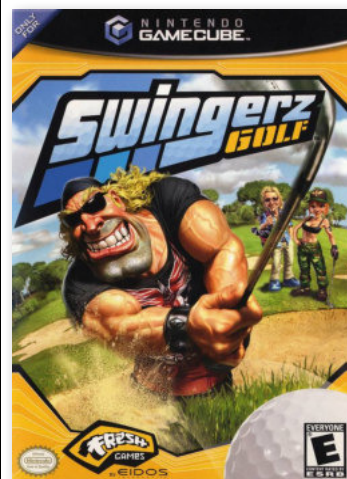
7.6

## Swingerz Golf

**Developer** Telenet Japan  
**Publisher** Eidos Interactive  
**Release date** (us) October 23, 2002  
 (eu) December 6, 2002  
**Genre** Sports  
**Mode** 1-4 Players

Swingerz Golf is a golf simulation game made exclusively for GameCube, so the controls are designed specifically for a GameCube controller. The player can choose from 14 different characters, each with different strengths and weaknesses, to play on any of the game's 6 courses, varying greatly in difficulty and atmosphere.

The game was met with average reception upon release.



Rarity US: 2.5

8.0

## SX Superstar

**Developer** Climax Group  
**Publisher** Acclaim Entertainment  
**Release date** (us) June 30, 2003  
 (eu) July 4, 2003  
**Genre** Racing  
**Mode** 1-2 Players

SX superstar is a motocross racing game. In arcade mode, players can pick a rider, bike, and track, and have a quick race against the AI riders. In championship mode they start as a poor, amateur rider, and they try to work their way up to motocross stardom. They have to manage their finances, get sponsorships, and buy better bikes in order to beat the opponents.

"mobygames.com"



Rarity US: 2.5





Rarity US: 2.3

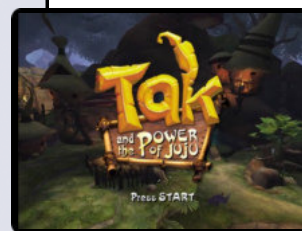
## Tak and the Power of Juju

**Developer** Avalanche Software  
**Publisher** THQ  
**Release date** (us) October 15, 2003  
 (eu) Mar 12, 2004  
**Genre** Action-adventure, Platformer  
**Mode** 1 Player

The gameplay mostly consists of obstacles, puzzles and is a colorful platformer. Like most action/adventure video games, the player can jump and attack. One unique feature is the ability to interact with and get past obstacles with the help of animals.

One of the games developers said that the gameplay was based on Sly Cooper, the level design on the Jak trilogy, and the humor of Ratchet and Clank.

7.1



N P



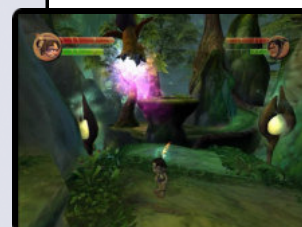
Rarity US: 1.0

## Tak: The Great Juju Challenge

**Developer** Avalanche Software  
**Publisher** THQ  
**Release date** (us) September 19, 2005  
 (eu) September 19, 2005  
**Genre** Action-adventure, Platformer  
**Mode** 1-2 Players

Tak: The Great Juju Challenge is the sequel to Tak 2: The Staff of Dreams, and the final game in the series. The gameplay is an obstacle course with a timer counting down. Tak and Lok try to reach the exit with the least time possible. The score depends on the time, items collected and enemies defeated. The game can either be played one player who switches between Tak and Lok or by playing two player.

7.2



N P



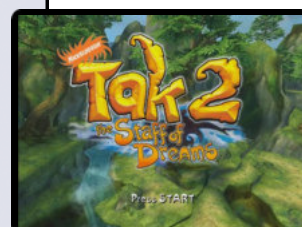
Rarity US: 1.3

## Tak 2: The Staff of Dreams

**Developer** Avalanche Software  
**Publisher** THQ  
**Release date** (us) October 11, 2004  
 (eu) March 24, 2005  
**Genre** Action-adventure, Platformer  
**Mode** 1-2 Players

The gameplay is almost identical to the original Tak Game, whereas Tak's weapon is always on hand and mana is represented by feather count and not a meter. The game takes place in various locations, such as tropical forests, canyons, volcanic areas, snowy tundras and other harsh environments. Tak gets aids from animals, a number of which did not appear in the first game.

7.2



N P



8.9

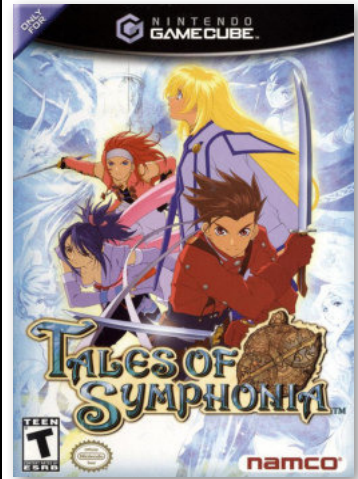
## Tales of Symphonia



J N P

**Developer** Namco  
**Publisher** Namco  
**Release date** (us) July 13, 2004  
 (eu) November 19, 2004  
**Genre** Role-playing  
**Mode** 1-4 Players

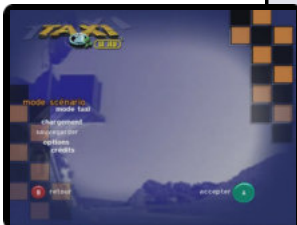
Tales of Symphonia is the fifth core product of the Tales series. The game takes place in a fictional world called Sylvarant and follows Lloyd Irving. Lloyd accompanies his childhood friend, Colette Brunel, who is destined to go on a journey to save their world. As their journey progresses, they learn that saving Sylvarant endangers Tethe'alla, a world parallel to their own.



Rarity US: 7.7  
 Player's Choice: 7.7

5.0

## Taxi 3



P

**Developer** Ubisoft Montreal  
**Publisher** Ubisoft  
**Release date** (eu) August 28, 2003  
**Genre** Racing  
**Mode** 1 Player

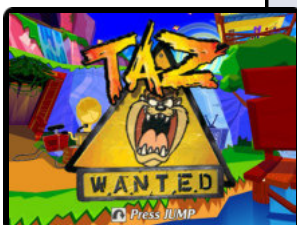
Taxi 3, based on the movie of the same name, is a mission-based driving game, developed by Ubisoft Montreal and published by Ubisoft, which was released in Europe in 2003.



"wiki.dolphin-emu.org"

6.6

## Taz: Wanted

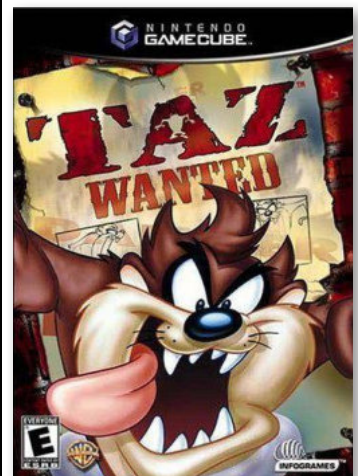


N P

**Developer** Blitz Games  
**Publisher** Atari  
**Release date** (us) October 10, 2002  
 (eu) October 4, 2002  
**Genre** Action-adventure  
**Mode** 1-2 Players

Yosemite Sam has captured Taz and locked him up as a circus animal and is planning to turn Taz's beloved homeland into an amusement park. Taz escapes and goes on a rampage to stop Sam's plans for his homeland.

Players blast their way through 15 different levels, each of which can be destroyed using spin, bounce and burp attacks.



Rarity US: 4.7

"mobygames.com"





Rarity US: 0.9

## Teen Titans

**Developer** Artificial Mind and Movement  
**Publisher** THQ, Majesco Entertainment  
**Release date** (us) May 24, 2006  
 (eu) November 10, 2006  
**Genre** Beat 'em up  
**Mode** 1-4 Players

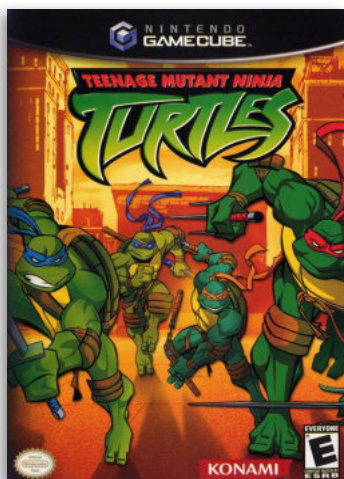
The game features the Teen Titans as playable characters in story mode. Players are able to switch between any of the five Titans in real time, each with unique fighting abilities, and the game allows up to four players simultaneously.

Aside from the game's story mode, players can fight against each other in a versus battle mode, known as Master of Games, with 31 unlockable characters.

6.6



N P



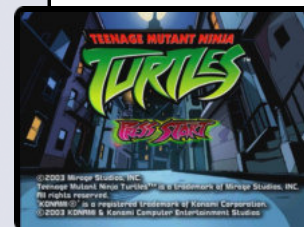
Rarity US: 6.0

## Teenage Mutant Ninja Turtles

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) October 31, 2003  
 (eu) April 30, 2004  
**Genre** Beat 'em up  
**Mode** 1-2 Players

Teenage Mutant Ninja Turtles is a beat 'em up based on the 2003 TV series. The main gameplay loosely adapts different season one episodes. The player can play as either Leonardo, Donatello, Michelangelo or Raphael. Each turtle has his own unique set of levels to complete. There is a story mode for one or two players, and there is also a versus mode where two players can fight head to head.

6.7



N P



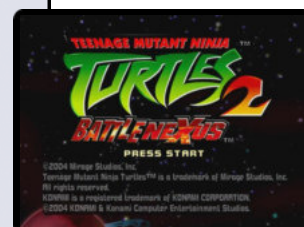
Rarity US: 3.4

## Teenage Mutant Ninja Turtles 2: Battle Nexus

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) October 19, 2004  
 (eu) May 13, 2005  
**Genre** Beat 'em up  
**Mode** 1-4 Players

TMNT 2 Battle Nexus, based mostly on the second season of the 2003 animated TMNT series, offers cell-shaded graphics, four-player option and has the classic arcade game of Teenage Mutant Ninja Turtles as an unlockable. Leonardo, Donatello, Raphael, and Michelangelo are playable, while Karai, Slashuur, Splinter, and Casey Jones can be unlocked.

6.9



N P



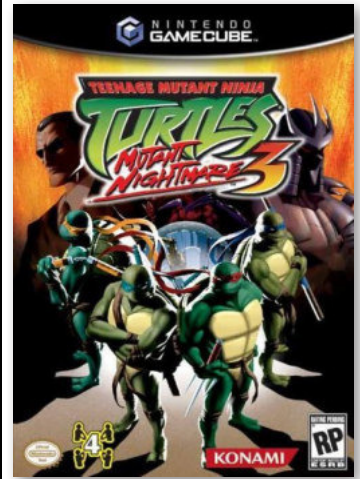
7.5

## Teenage Mutant Ninja Turtles 3: Mutant Nightmare

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) November 1, 2005  
**Genre** Beat em up  
**Mode** 1-4 Players

Although it was released in 2005, when the 2003 TV series was in its fourth Season, the game was based on the third season.

After completing episode 1 in the game, the player will unlock a slightly altered version of the arcade game, Teenage Mutant Ninja Turtles: Turtles in Time.



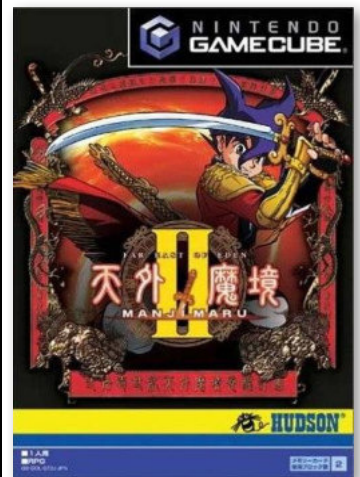
Rarity US: 5.0

7.8

## Tengai Makyō II: Manjimaru

**Developer** Hudson Soft  
**Publisher** Hudson Soft  
**Release date** (jp) September 25, 2005  
**Genre** Role-playing  
**Mode** 1 Player

Tengai Makyō II: Manjimaru is a remake of a game first released in 1992 for the PC-Engine Super CD-ROM<sup>2</sup>. Players control Majinmaru, a young warrior who is chosen by the destiny to rid the ancient world of Jipang from the evil, and the allies he meets on his journey. The game is set in a unique alternative medieval Japan, a world which is mostly based on the European's image of Japan, with deliberately exaggerated characteristics and clichés.



7.8

## Tensai Bit-Kun: Gramon Battle

**Developer** Taito  
**Publisher** Taito  
**Release date** (jp) October 3, 2003  
**Genre** Tactical role-playing  
**Mode** 1-2 Players

Tensai Bit-Kun: Gramon Battle is a turn-based battle system from the makers of Graffiti Kingdom and Magic Pengel where players use creations in arena battles to determine who is the Gramon King. The game is based on the fairly popular TV show “Kun Bit Genius”.



“ign.com”





Rarity US: 4.3

## Terminator 3: The Redemption

**Developer** Paradigm Entertainment  
**Publisher** Atari  
**Release date** (us) September 6, 2004  
 (eu) September 24, 2004  
**Genre** Action-adventure  
**Mode** 1-2 Players

Terminator 3: The Redemption is a combination of 3rd person shooter, rail, and driving game featuring Arnold Schwarzenegger as the infamous T-850 Infiltrator. The game features 20+ alternate vehicles with never before seen SkyNet units and a Tech-Com Force Co-op mode. The goal is to ensure the survival of both John Connor and Kate Brewster in present and future universes.

*"mobygames.com"*

6.6



J N P



Rarity US: 7.3

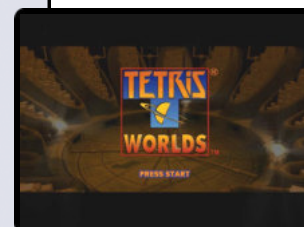
## Tetris Worlds

**Developer** Radical Entertainment  
**Publisher** Success, THQ  
**Release date** (us) June 23, 2002  
 (eu) September 27, 2002  
**Genre** Puzzle  
**Mode** 1-4 Players

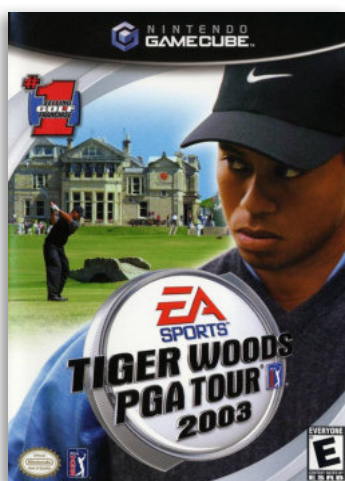
Tetris Worlds is a version of the popular video game Tetris. Gameplay consists of normal Tetris games. However, there are several game modes, tweaking the way the game works.

While Tetris Worlds did receive some good reviews, it generally received mediocre and negative reviews.

6.3



J N P



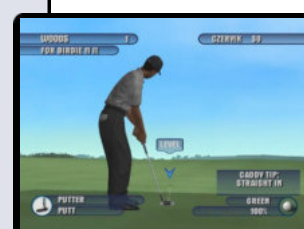
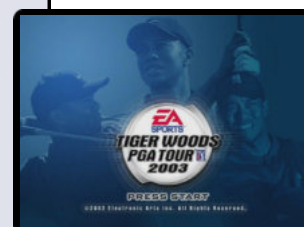
Rarity US: 1.8

## Tiger Woods PGA Tour 2003

**Developer** EA Sports  
**Publisher** Electronic Arts  
**Release date** (us) October 27, 2002  
 (eu) December 6, 2002  
**Genre** Sports  
**Mode** 1-4 Players

Among the features in the game is the Tiger Challenge, in which the player is matched against real or fantasy golfers one at a time. There is also a scenario mode with 50 scenarios, challenging the players' skills in a variety of realistic settings. The game also includes a tournament mode that simulates a season on the PGA Tour.

7.4



N P

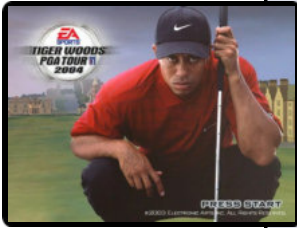


7.9

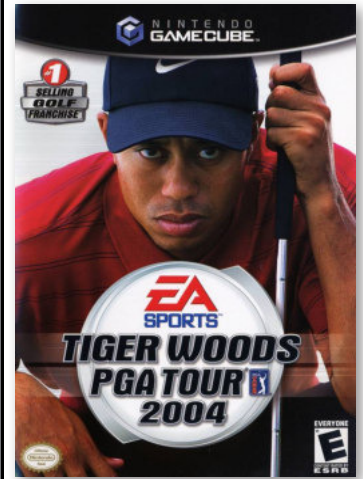
## Tiger Woods PGA Tour 2004

**Developer** EA Sports  
**Publisher** Electronic Arts  
**Release date** (us) September 22, 2003  
 (eu) September 26, 2003  
**Genre** Sports  
**Mode** 1-4 Players

The biggest addition to this version is EA's Game Face, which lets players customize the players' physical appearance. One of the new modes is World Tour, which puts them through a standard 52-week PGA tour to earn money, sponsorships, and better gear. They can play for up to twenty seasons. The other new game mode is Battle Golf, where players can win an opponent's clubs if they beat them.



N P



Rarity US: 2.9

8.0

## Tiger Woods PGA Tour 2005

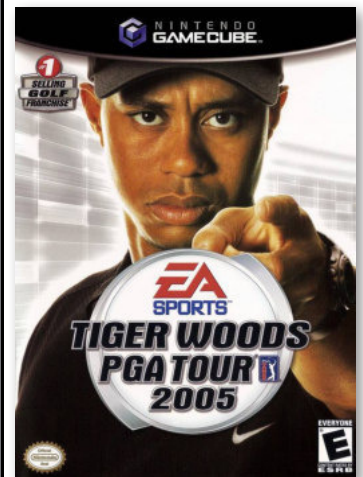
**Developer** EA Sports  
**Publisher** Electronic Arts  
**Release date** (us) September 20, 2004  
 (eu) September 24, 2004  
**Genre** Sports  
**Mode** 1-4 Players

In this iteration of the Tiger Woods lineage, players can customize their golfer down to the kind of swing to use, strength, putting skill, luck etc, as well as buying accessories and equipment which all affects the game. Players can create their own courses by spending "Legend Coins" and gain standing amongst the golfing community and impress even Tiger himself.

*"mobygames.com"*



N P



Rarity US: 2.4

7.9

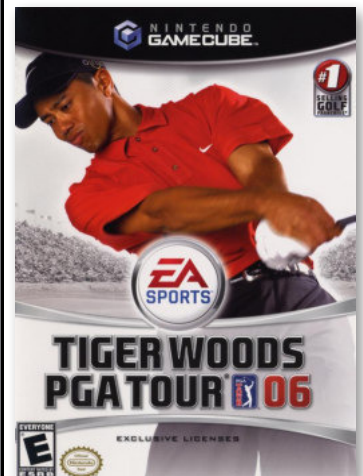
## Tiger Woods PGA Tour 06

**Developer** EA Sports  
**Publisher** Electronic Arts  
**Release date** (us) September 20, 2005  
 (eu) October 7, 2005  
**Genre** Sports  
**Mode** 1-4 Players

The game features several types of play, including the development of golfers in a simulated PGA Tour environment. Among other things, the game also features a set of famous courses and players. Also it includes the Stroke Play, Match Play, and Skins Play among other numerous methods of play. It also includes the Four Ball, Best Ball, and Stableford modes of play.



N P



Rarity US: 3.1



9/10

Nintendo

"This game  
really does have it all"

10/10

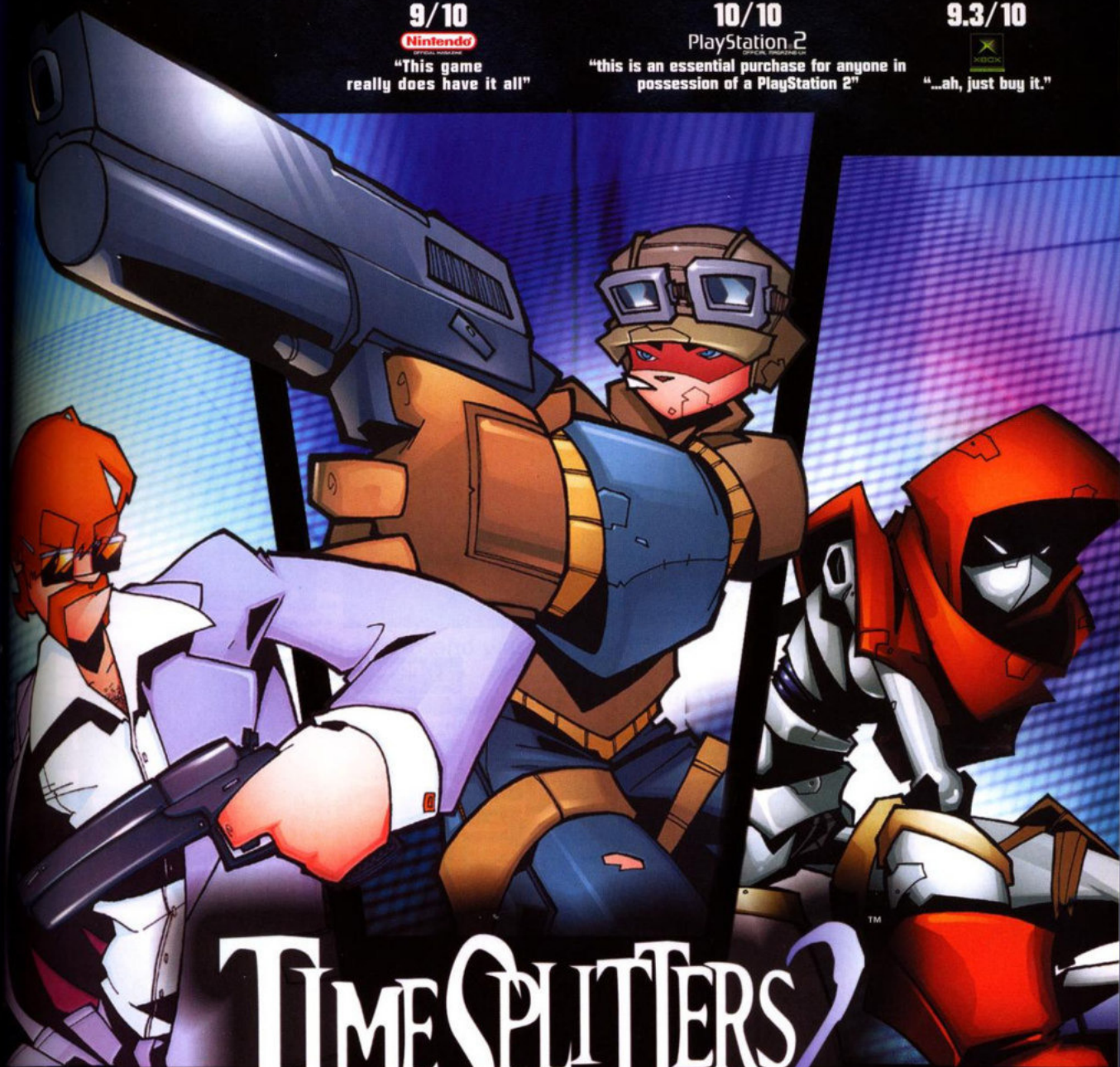
PlayStation 2

"this is an essential purchase for anyone in  
possession of a PlayStation 2"

9.3/10



"...ah, just buy it."



# TIMESPLITTERS 2

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8.3

## TimeSplitters 2

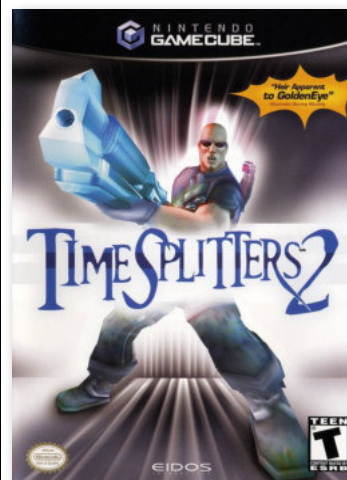
<b>Developer</b>	Free Radical Design
<b>Publisher</b>	Eidos Interactive
<b>Release date</b>	(us) October 16, 2002 (eu) November 1, 2002
<b>Genre</b>	First-person shooter
<b>Mode</b>	1-4 Players

TimeSplitters 2 is a first-person shooter that requires players to kill enemies and complete objectives using a variety of weapons and tactics in different predefined scenarios.

The main single player portion is divided into ten levels. Each level is in a different time period and contains a series of objectives that must be completed.



N P



Rarity US: 7.1  
Player's Choice: 6.2

8.5

## TimeSplitters: Future Perfect

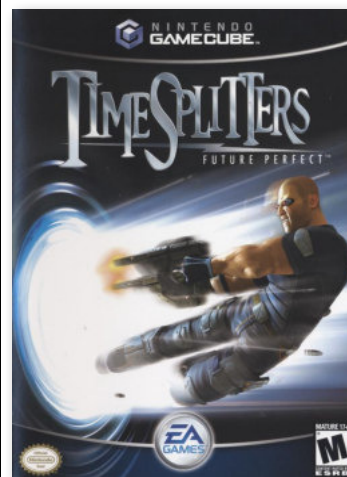
<b>Developer</b>	Free Radical Design
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) March 21, 2005 (eu) March 25, 2005
<b>Genre</b>	First-person shooter
<b>Mode</b>	1-4 Players

The game features a single-player mode consisting of levels where the player assumes the role of Sergeant Cortez, a time-traveling marine from the 25th century, as he attempts to go to the past to save the future. The game also includes a range of multiplayer options including cooperative mode.

The game received positive reviews.



N P



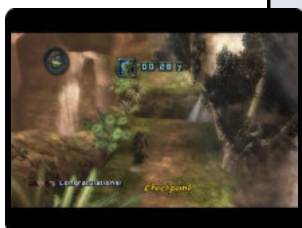
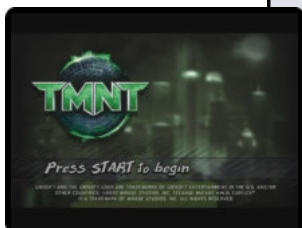
Rarity US: 7.5

6.5

## TMNT

<b>Developer</b>	Ubisoft Montreal
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) March 20, 2007
<b>Genre</b>	Beat em up
<b>Mode</b>	1 Player

TMNT is a action-adventure based on the 2007 film of the same name, and was released three days before the actual movie's release. The gameplay contains many acrobatic segments in the vein of another Ubisoft game series, Prince of Persia. The game features 16 levels, 16 story and 16 unlockable challenge levels. The game also features four playable characters, each with their own unique fighting style and abilities.



N



Rarity US: 1.9





Rarity US: 5.4

## TMNT: Mutant Melee

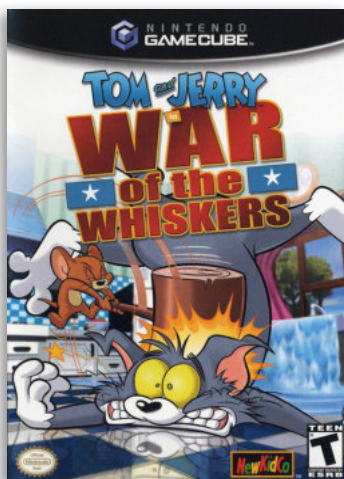
<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) March 16, 2005
<b>Genre</b>	Fighting
<b>Mode</b>	1-4 Players

TMNT: Mutant Melee is a fighting game based on the 2003 Teenage Mutant Ninja Turtles series. Most of the characters from the series are playable in this game, including the protagonist four Turtles and Splinter, April O'Neil, and Casey Jones. The Shredder and Hun, two of the show's main antagonists, are also playable, as well as varying types of Foot Ninja. Other characters, such as Traximus, and Sleg are also playable.

6.7



N



Rarity US: 7.0

## Tom and Jerry: War of the Whiskers

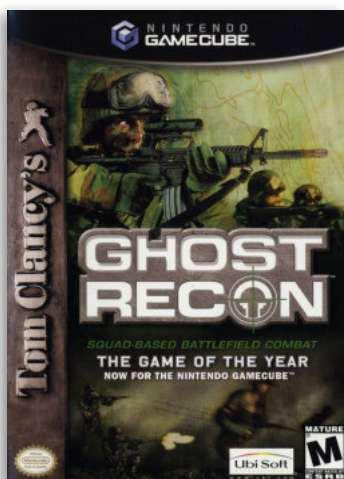
<b>Developer</b>	VIS Entertainment
<b>Publisher</b>	NewKidCo
<b>Release date</b>	(us) January 4, 2003
<b>Genre</b>	Fighting
<b>Mode</b>	1-4 Players

The objective of the game is to defeat the opponent in a set amount of time and rounds. The four modes of play are single player, versus, tag team, and team play. New characters are unlocked if the player wins against the computer. Characters include Tom, Jerry, Butch, Spike, Tyke, Robot Cat, Eagle, Lion, Nibbles, Monster Jerry, and Duckling, who use more than 75 weapons to beat each other with.

6.6



N



Rarity US: 4.6

## Tom Clancy's Ghost Recon

<b>Developer</b>	Red Storm Entertainment
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) February 9, 2003 (eu) March 28, 2003
<b>Genre</b>	Tactical shooter
<b>Mode</b>	xxx

Ghost Recon puts the player in charge of the eponymous Ghosts, a fictional squad of United States Special Operations Forces soldiers from Delta Company. The player enjoys limited tactical control on the battlefield by issuing maneuver commands and rules of engagement for each fireteam through a command map. The soldiers themselves are organized into four different character classes; Rifleman, Support, Sniper and Demo.

6.8



N P

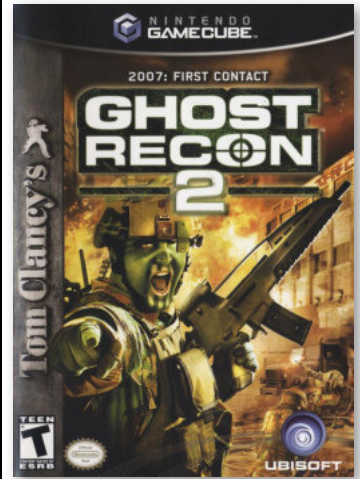


6.2

## Tom Clancy's Ghost Recon 2

<b>Developer</b>	Red Storm Entertainment
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) March 15, 2005 (eu) March 24, 2005
<b>Genre</b>	Tactical shooter
<b>Mode</b>	1 Player

In the single player campaign, the player assumes the role of Ghost Team leader, Captain Scott Mitchell; Mitchell is described as “a consummate soldier”, being a veteran of several armed conflicts and can use weaponry from any soldier class. In several missions the player is inserted alone and must complete the mission without assistance from the other Ghosts. The plot is connected to the plot of Splinter Cell: Chaos Theory.



Rarity US: 6.2

6.7

## Tom Clancy's Rainbow Six 3: Raven Shield

<b>Developer</b>	Ubisoft
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) June 17, 2004 (eu) June 25, 2004
<b>Genre</b>	Tactical shooter
<b>Mode</b>	1-2 Players

The gameplay in the console version of Rainbow Six 3 deviates from its PC counterpart in a number of important areas, notably the exclusion of a mission planning stage and the inability to control multiple characters. Instead, players take the role of Rainbow field commander Ding Chavez, and lead a single fireteam consisting of three teammates through each missions.



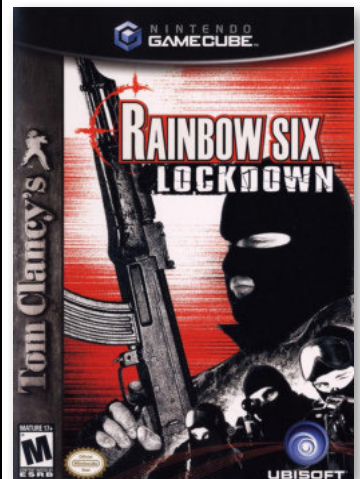
Rarity US: 1.8

6.2

## Tom Clancy's Rainbow Six: Lockdown

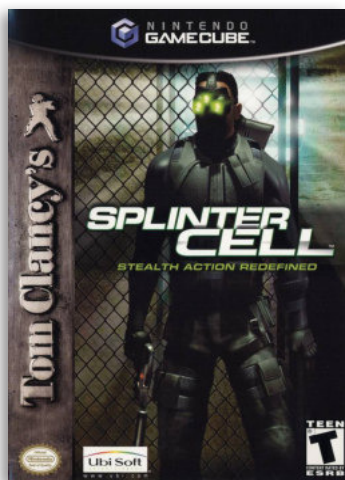
<b>Developer</b>	Red Storm Entertainment, Ubisoft
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) September 27, 2005 (eu) October 7, 2005
<b>Genre</b>	Tactical shooter
<b>Mode</b>	1-2 Players

The console versions features several “shooting gallery”-style sniper missions, in which players take control of sniper Dieter Weber, and snipe terrorists from a position such as a small room or a helicopter while covering the entry of an AI-controlled squad into an area. The console versions also feature cut scenes that flesh out the personality of each Rainbow member.



Rarity US: 3.0





Rarity US: 4.3

## Tom Clancy's Splinter Cell

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) April 10, 2003  
 (eu) June 6, 2003  
**Genre** Stealth  
**Mode** 1 Player

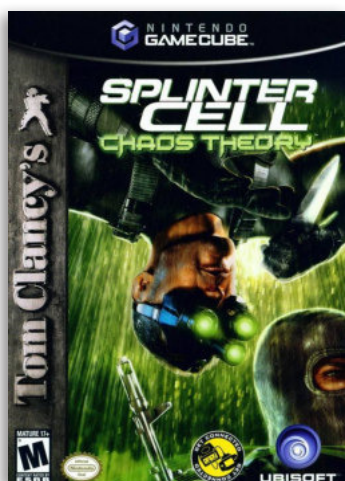
It is the first Splinter Cell game in the series. Endorsed but not created by author Tom Clancy, it follows the activities of NSA Black Ops agent Sam Fisher.

The primary focus and hallmark of Splinter Cell's gameplay is stealth, with heavy emphasis on light and darkness. The player is encouraged to move through the shadows for concealment whenever possible.

7.7



N P



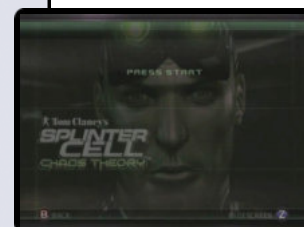
Rarity US: 2.8  
 Collector's Edition: 6.9

## Tom Clancy's Splinter Cell: Chaos Theory

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) March 31, 2005  
 (eu) April 1, 2005  
**Genre** Stealth  
**Mode** 1-2 Players

Chaos Theory, third in the series, still follows the activities of Sam Fisher, an agent working for a covert-ops branch within the NSA called "Third Echelon". The game has a significantly darker tone than its predecessors, featuring more combat and the option for Fisher to kill people he interrogates as opposed to simply knocking them out.

8.0



N P



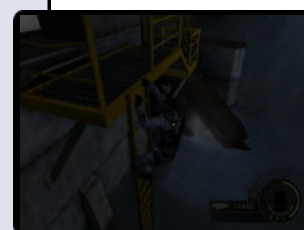
Rarity US: 1.3

## Tom Clancy's Splinter Cell: Double Agent

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) October 26, 2006  
 (eu) October 27, 2006  
**Genre** Stealth  
**Mode** 1-2 Players

Shortly after the events of Chaos Theory, Sam Fisher must deal with the recent loss of his daughter to a drunk driving accident. But he has little time to mourn, as he soon has to go on an undercover assignment which requires him to pose as a criminal in order to infiltrate a terrorist group based in the United States.

7.7



N P



7.6



N P

## Tom Clancy's Splinter Cell: Pandora Tomorrow

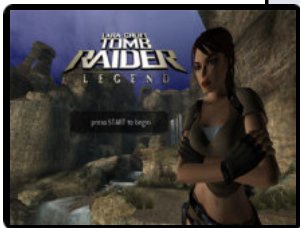
**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) July 20, 2004  
 (eu) July 30, 2004  
**Genre** Stealth  
**Mode** 1 Player

The gameplay of Pandora Tomorrow is largely unchanged from the original Splinter Cell. The game features some moderate graphical improvements, as well as minor gameplay changes such as the addition of a laser sight to Sam's pistol that allows the player to know exactly where the rounds will strike, even when moving around.



Rarity US: 4.0

7.9



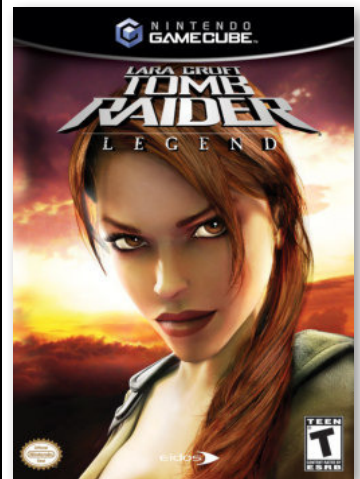
N P

## Tomb Raider: Legend

**Developer** Crystal Dynamics  
**Publisher** Eidos Interactive  
**Release date** (us) November 14, 2006  
 (eu) December 1, 2006  
**Genre** Action-adventure  
**Mode** 1 Player

Legend is the seventh major game in the Tomb Raider series, now for the first time developed by Crystal Dynamics. The typical third-person action-adventuring exploring is still present. Lara can move more freely, and is no longer limited by specific jumps. New tools include a grappling hook, not only used to move around but also to haul enemies, binoculars, a PLS (personal light source), and a PDA.

*"mobygames.com"*



Rarity US: 3.8

7.3



N

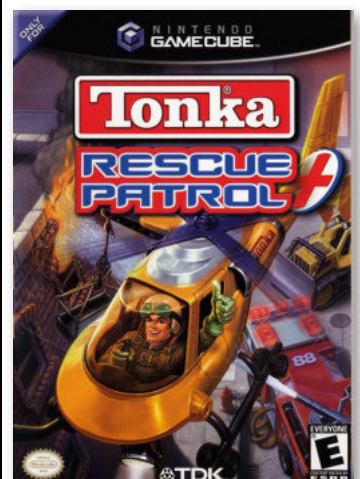
## Tonka: Rescue Patrol

**Developer** TDK Mediactive  
**Publisher** TDK Mediactive  
**Release date** (us) November 18, 2003  
**Genre** Action  
**Mode** 1 Player

Designed for younger children, Tonka: Rescue Patrol lets players drive a firetruck, police car, helicopter, and many other vehicles, as well as helping out around the city. For example, the firetruck might drive to a building on fire to put the fire out, while a crane may move construction material to where it is needed.

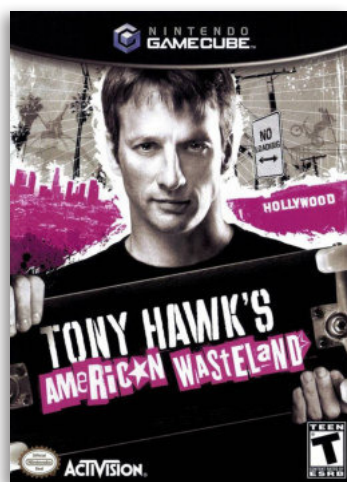
In the garage, players can clean and repair the vehicles, or even change the paint color.

*"mobygames.com"*



Rarity US: 4.6





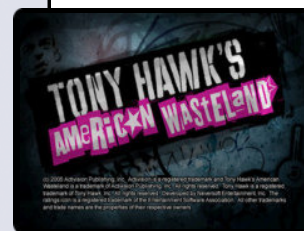
Rarity US: 3.3  
Player's Choice: 2.7

## Tony Hawk's American Wasteland

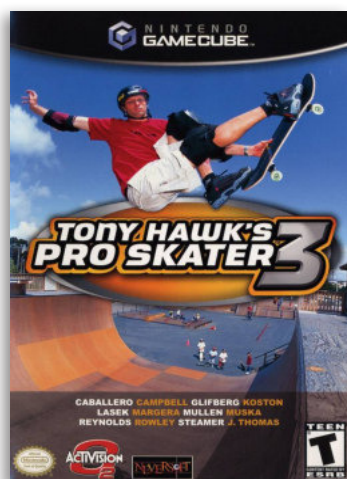
**Developer** Neversoft  
**Publisher** Activision  
**Release date** (us) October 18, 2005  
(eu) October 28, 2005  
**Genre** Sports  
**Mode** 1-2 Players

American Wasteland is the first game in the Tony Hawk franchise that allowed the possibility for players to play in one vast level via story mode, which actually seamlessly connects a number of levels without loading times in between, along with also being the first game in the series that allows players to freely commandeer stray bicycles and perform freestyle BMX techniques.

7.5



N P



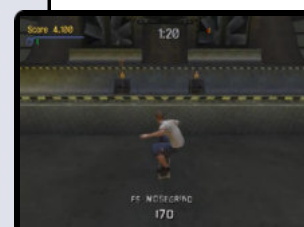
Rarity US: 3.0

## Tony Hawk's Pro Skater 3

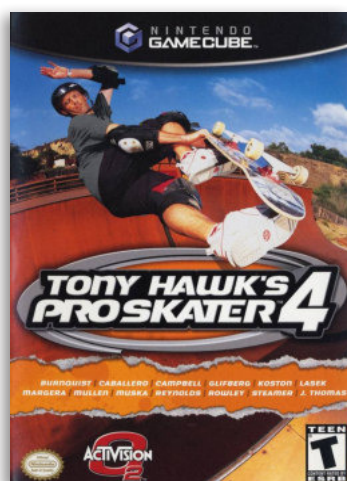
**Developer** Neversoft  
**Publisher** Activision  
**Release date** (us) November 18, 2001  
(eu) May 3, 2002  
**Genre** Sports  
**Mode** 1-2 Players

This game saw the introduction of the revert, a trick that enabled vert combos to be tied together with a manual, by tapping a button when landing in a quarterpipe. This allowed for much longer combos than in the previous two games, where landing in a quarterpipe would finish a combo. The game also added hidden combos.

7.8



J N P



Rarity US: 2.9  
Player's Choice: 2.5

## Tony Hawk's Pro Skater 4

**Developer** Neversoft  
**Publisher** Activision  
**Release date** (us) October 23, 2002  
(eu) November 15, 2002  
**Genre** Sports  
**Mode** 1-2 Players

Pro Skater 4 is a departure from the previous three games' Career mode, in which the player had a set amount of time in order to find and complete goals. 4 instead featured a Career mode more similar to Free-skate mode, in which there was no time limit to explore the level, the goals are usually offered to the player to attempt by characters found in the level.

7.7



N P

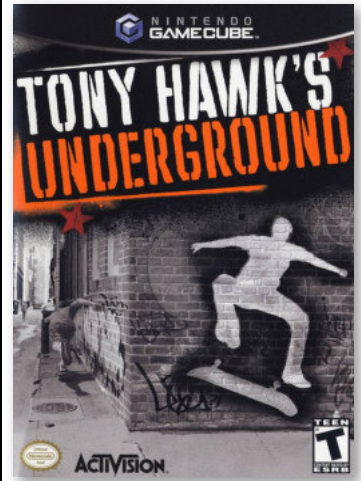


7.8

## Tony Hawk's Underground

**Developer** Neversoft  
**Publisher** Activision  
**Release date** (us) October 27, 2003  
 (eu) November 21, 2003  
**Genre** Sports  
**Mode** 1-2 Players

Underground is built upon the skateboarding formula of previous Tony Hawk's games: the player explores levels and completes goals while performing tricks. The game features a new focus on customization; the player, instead of selecting a professional skater, creates a custom character. Underground adds the ability for players to dismount their boards and explore on foot.



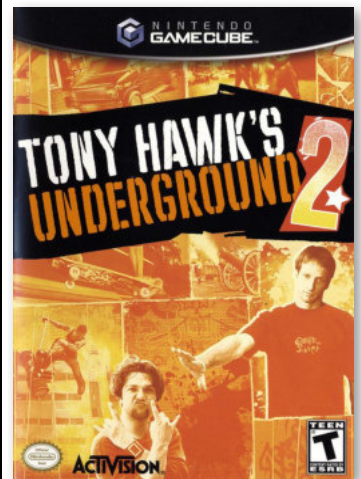
Rarity US: 1.9  
 Player's Choice: 0.8

7.5

## Tony Hawk's Underground 2

**Developer** Neversoft  
**Publisher** Activision  
**Release date** (us) October 4, 2004  
 (eu) October 8, 2004  
**Genre** Sports  
**Mode** 1-2 Players

The gameplay in Underground 2 is similar to that of previous Tony Hawk games. Many levels return from previous games, including an expanded warehouse (which also serves as the Story Mode's training area), School and Downhill Jam from Tony Hawk's Pro Skater, Canada, Los Angeles and Airport from Tony Hawk's Pro Skater 3, and Philadelphia from 'Tony Hawk's Pro Skater 2.



Rarity US: 1.1

7.1

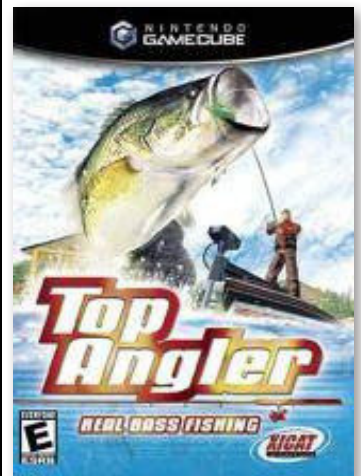
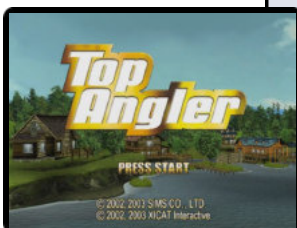
## Top Angler: Real Bass Fishing

**Developer** SIMS Co., Ltd.  
**Publisher** Xicat Interactive  
**Release date** (us) January 1, 2003  
 (eu) February 13, 2003  
**Genre** Sports  
**Mode** 1 Player

Top Angler is a single-player bass fishing game. The game features three lakes: the lodge, the forest, and the park, which can be fished in different seasons, times of day, and weather conditions.

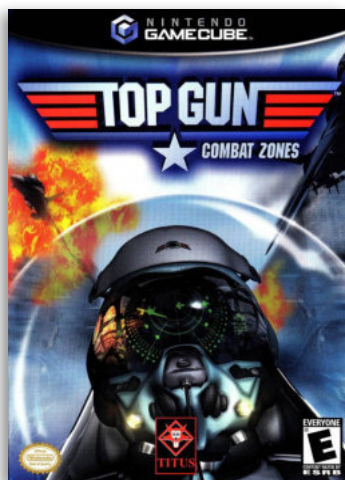
The player starts with a minimal amount of lures for fishing on the top, middle, deep, and bottom of the lakes and acquires more by competing in tournaments etc.

"mobygames.com"



Rarity US: 7.7





Rarity US: 3.4

## Top Gun: Combat Zones

**Developer** Titus Software  
**Publisher** Titus Software  
**Release date** (us) October 24, 2002  
 (eu) November 8, 2002  
**Genre** Flight simulation, Shooter  
**Mode** 1 Player

The game is composed of 36 missions spread over three eras, intended to illustrate the history of the Top Gun combat school and its near future. Upon gaining access to each era the academy missions must be performed before moving to the combat zone itself, but while the former do introduce new game concepts, aircraft and weapons they are not simple training missions - players must face tough opponents and live fire to succeed.

6.0



J N P



## The Tower of Druaga

**Developer** Namco  
**Publisher** Namco  
**Release date** (jp) December 5, 2003  
**Genre** Maze, Role-playing  
**Mode** 1 Player

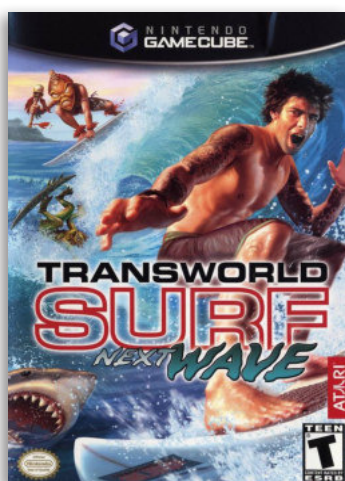
GameCube port of the arcade classic, offered as a pre-order bonus for Namco's Japanese release of Baten Kaitos. The Tower of Druaga is a maze action game from the days when Namco was still known as Namcot. Played from a top-down overhead view, players take control of Prince Gilgamesh on his quest to rescue his love, Ki, from the vicious Druaga.

7.3



J

"ign.com"



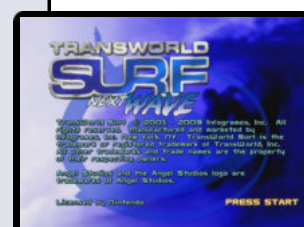
Rarity US: 3.8

## TransWorld Surf: Next Wave

**Developer** Rockstar San Diego  
**Publisher** Atari  
**Release date** (us) March 18, 2003  
**Genre** Sports  
**Mode** 1-4 Players

Next Wave is the updated GameCube version of the Transworld Surf series. The player can take control of 13 different surfers and surf in 20 different locations from Hawaii up to Antarctica. Players can pull off tricks to score points and can even compete in multiplayer against human opponents. Players can unlock outfits for their characters in the Pro Shop by completing certain tasks and features more than 50 different music tracks.

6.8



N



2.7

## Trigger Man

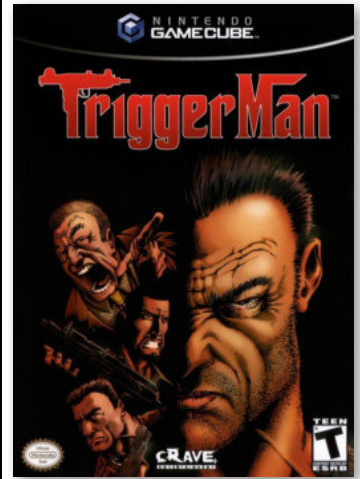


N

<b>Developer</b>	Point of View, Inc.
<b>Publisher</b>	Crave Entertainment
<b>Release date</b>	(us) October 5, 2004
<b>Genre</b>	Third-person shooter
<b>Mode</b>	1 Player

Trigger Man is an action game where the main protagonist Trigger Man works for the Coladangelo Family, who is on the brink of a mafia-style war with the rival Montagano Family, which believes Don Coladangelo is responsible of the death of their Don's son. Shown from a third-person perspective players need to visit typical locations such as villas, restaurants and casinos to take down members of the opposing family.

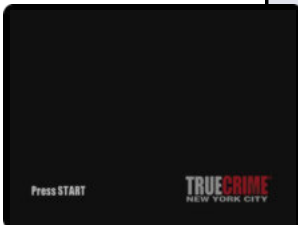
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Rarity US: 2.3

6.8

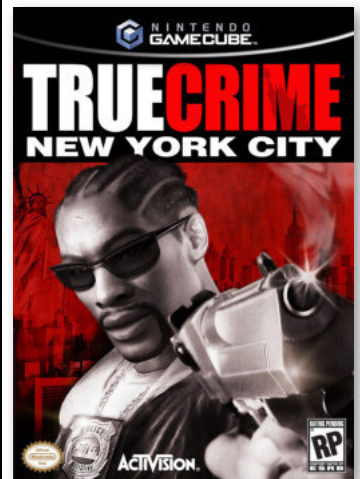
## True Crime: New York City



N P

<b>Developer</b>	Luxoflux
<b>Publisher</b>	Activision
<b>Release date</b>	(us) November 15, 2005 (eu) November 25, 2005
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

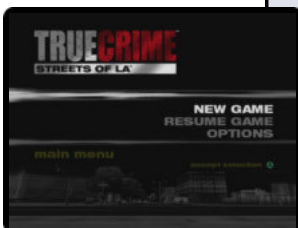
The game tells the story of Marcus Reed, a former New York City gang member turned police officer. The game falls into the subgenre of Grand Theft Auto clones. The player can travel across the city freely, commandeer vehicles, do whatever they want in terms of attacking and/or killing innocent civilians, progress through the storyline at their own leisure, spending as much time traversing the city as they wish.



Rarity US: 1.5

6.8

## True Crime: Streets of LA

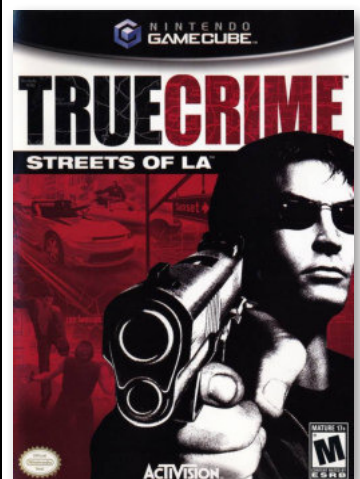


N P

<b>Developer</b>	Luxoflux
<b>Publisher</b>	Activision
<b>Release date</b>	(us) November 3, 2003 (eu) November 21, 2003
<b>Genre</b>	Action-adventure
<b>Mode</b>	1 Player

The game tells the story of Nicholas Kang, an uncompromising Los Angeles police officer who is recruited into the Elite Operations Division in order to investigate a series of bombings in Chinatown.

In many levels of the game, even if missions are failed, the storyline will continue, sometimes with a different opening cutscene for the next level, sometimes with an alternate version of the level.



Rarity US: 1.6  
Player's Choice: 1.5





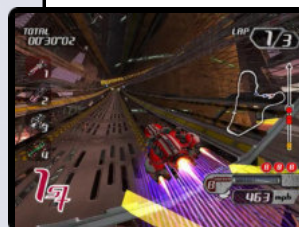
Rarity US: 3.7

## Tube Slider

**Developer** Nd Cube  
**Publisher** Interchannel  
**Release date** (us) April 17, 2003  
**Genre** Racing  
**Mode** 1-4 Players

The main objective is to pilot a hovercraft through a track and compete against other racers (human or AI controlled). Tube Slider is unique in the fact, like its name, the vehicles race through transparent tubes that are often suspended off the ground. The modes available are a generic single-player mode, a time trial mode, and a multiplayer function.

7.7



N



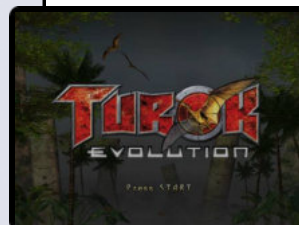
Rarity US: 5.8

## Turok: Evolution

**Developer** Acclaim Entertainment  
**Publisher** Acclaim Entertainment  
**Release date** (us) August 31, 2002  
 (eu) September 27, 2002  
**Genre** First-person shooter  
**Mode** 1-4 Players

In this prequel to the previous Turok games, the players take the role of Tal'Set, the saviour of natives of the River Village in the Lost Lands, who must confront the evil Lord Tyrannus, leader of the reptilian hordes. Tyrannus is bent on a "Holy Mission" to purify the Lost Land through slaughter and misery.

6.4



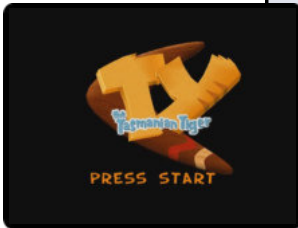
N P

"mobygames.com"





7.4



N P

## Ty the Tasmanian Tiger

<b>Developer</b>	Krome Studios
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) September 10, 2002 (eu) November 22, 2002
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

The first installment in the Ty the Tasmanian Tiger series, the game is set on a fictional Australian island and follows the titular character, the last of the thylacines, as he searches for “thunder eggs” to power a machine he then uses to locate the five scattered talismans and free his family, who are trapped in the Dreamtime by the series antagonist Boss Cass, a cassowary plotting world domination.



Rarity US: 5.7

7.4



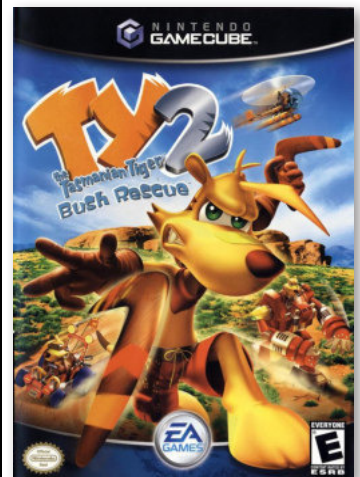
N P

## Ty the Tasmanian Tiger 2: Bush Rescue

<b>Developer</b>	Krome Studios
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) October 12, 2004 (eu) November 5, 2004
<b>Genre</b>	Platformer
<b>Mode</b>	1-2 Players

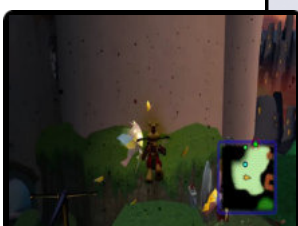
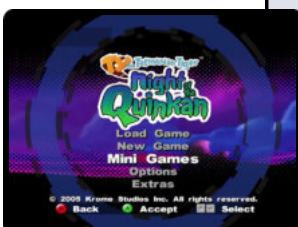
Following from where Ty the Tasmanian Tiger left off, Ty defeats the cassowary Boss Cass by using the Doo-merang given by his brother Sly in the previous game.

The game has a limited open-world feeling, allowing Ty to explore all of the environment driving a truck within the road pathways. While most gameplay is on foot, players will occasionally man vehicles.



Rarity US: 4.2

7.8

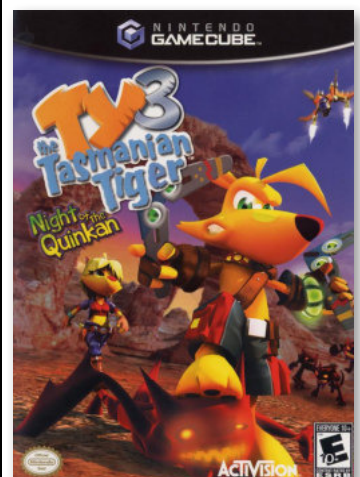


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## Ty the Tasmanian Tiger 3: Night of the Quinkan

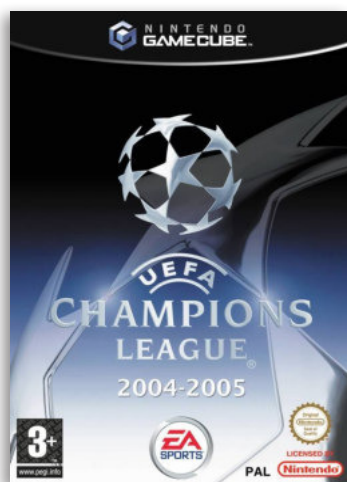
<b>Developer</b>	Krome Studios
<b>Publisher</b>	Activision
<b>Release date</b>	(us) October 12, 2005
<b>Genre</b>	Platformer
<b>Mode</b>	1-2 Players

A new addition to the series are the Bunyip stones. These have special abilities, and can be used to upgrade the boomerangs' powers. At first, Ty has only one boomerang “chassis”, and no Bunyip Stones whatsoever. However, Ty can purchase and earn new boomerangs and Bunyip Stones.



Rarity US: 5.7



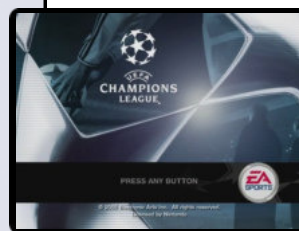


## UEFA Champions League 2004-2005

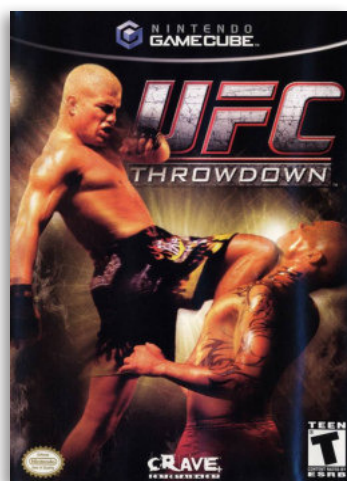
**Developer** Electronic Arts  
**Publisher** Electronic Arts  
**Release date** (eu) February 4, 2005  
**Genre** Sports  
**Mode** 1-4 Players

A rehash of the engine debuted on FIFA 2003, it draws most of its gameplay elements from the 2005 edition, but with some changes to gameplay such as a slightly more aggressive AI on attack, new refereeing aspects such as some deliberate errors, advantage rule and handballs and a new set piece system, which replaces the much criticized “targeting” and “push and shove” featured in 2005.

5.5



P

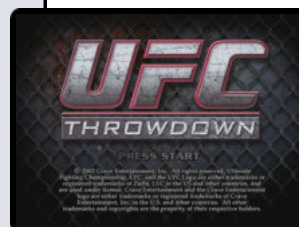


## Ultimate Fighting Championship: Throwdown

**Developer** Crave Entertainment  
**Publisher** Crave Entert., (jp) Capcom, (eu) Ubisoft  
**Release date** (us) July 29, 2002  
 (eu) September 20, 2002  
**Genre** Fighting, Sports  
**Mode** 1-4 Players

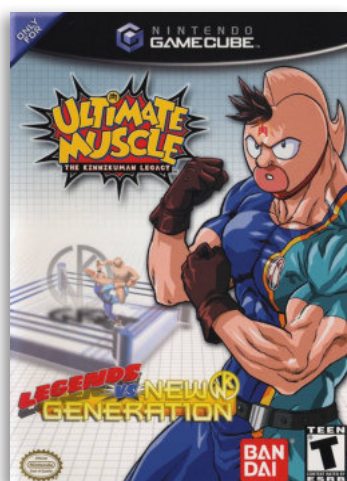
There are five different game modes; “Career”, “UFC Mode”, “Arcade”, “Tournament” and “Exhibition”. Career mode involves creating a fighter, giving him a fighting style, completing a number of “skill challenges” to build up his attributes, then winning five sparring matches before you can enter an eight-man tournament.

5.4



J N P

Rarity US: 5.0

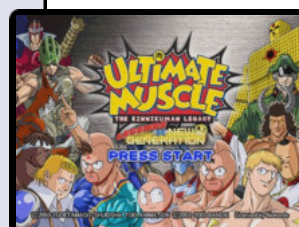


## Ultimate Muscle: Legends vs. New Generation

**Developer** Aki Corp.  
**Publisher** Bandai  
**Release date** (us) June 5, 2003  
**Genre** Fighting  
**Mode** 1-4 Players

Ultimate Muscle: Legends vs. New Generation is a wrestling game based on the Kinnikuman anime series. The mechanics of the game are clearly arcade in its realization, as they intend to emulate the spectacularity of the anime. Regarding playable fighters, this game combines 20 characters from both the oldest and newer seasons of the series, among them.

7.3



J N

Rarity US: 4.7

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7.4

## Ultimate Spider-Man

**Developer** Treyarch  
**Publisher** Activision, (jp) Taito Corporation  
**Release date** (us) September 21, 2005  
 (eu) October 14, 2005  
**Genre** Beat 'em up  
**Mode** 1 Player

In Ultimate Spider-Man, the player can experience a free-roaming city environment that covers Manhattan and Queens. The player starts in story-mode where the game automatically switches between Spider-man and Venom. Spider-Man travels by web swinging, but the player must shoot a web at an actual building to swing, much like in the previous game, Spider-Man 2.



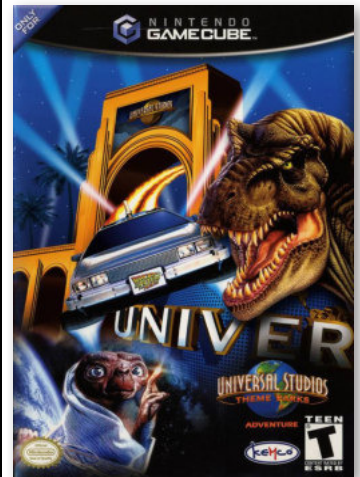
Rarity US: 3.0

3.9

## Universal Studios Theme Parks Adventure

**Developer** Kemco  
**Publisher** Kemco  
**Release date** (us) December 18, 2001  
 (eu) May 3, 2002  
**Genre** Party  
**Mode** 1-2 Players

Set in the Universal Studios Japan park, the object of the game is to complete several mini-games loosely based on the real-life attractions Back to the Future: The Ride, Jaws, Jurassic Park River Adventure, E.T. Adventure, Backdraft, Wild, Wild, Wild West Stunt Show and Waterworld.



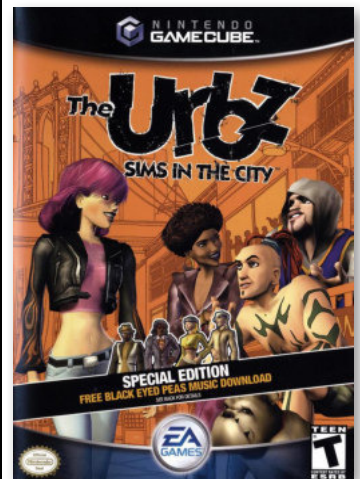
Rarity US: 3.6

6.5

## The Urbz: Sims in the City

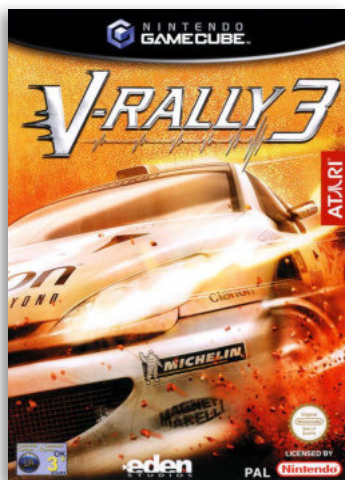
**Developer** Maxis  
**Publisher** EA Games  
**Release date** (us) November 9, 2004  
 (eu) November 12, 2004  
**Genre** Simulation  
**Mode** 1-2 Players

The game plays similar to the first two games in the console series, and the objective of the console games is to go to each of nine Districts and build their reputations (called "Rep", in-game). Rep is a measure of how popular a character is; as characters gain more reputation, they gain access to larger apartments and different Districts.



Rarity US: 0.7





Rarity US: x.x

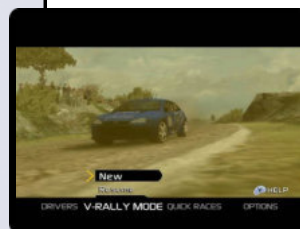
## V-Rally 3

**Developer** Eden Studios  
**Publisher** Atari  
**Release date** (eu) June 25, 2003  
**Genre** Racing  
**Mode** 1-4 Players

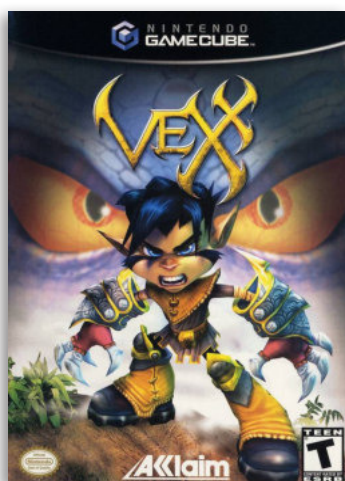
The game focuses on the unique career mode, where the player races against bots in various rallies across an endless number of seasons, ultimately trying to become the champion.

The game features 24 tracks and 20 official vehicles, including the Mitsubishi Lancer Evolution VII, the Subaru Impreza WRX '01 and (the game's "flagship" car) Peugeot 206 WRC.

7.1



J P



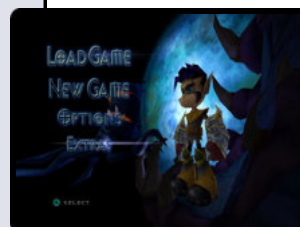
Rarity US: 5.6

## Vexx

**Developer** Acclaim Entertainment  
**Publisher** Acclaim Entertainment  
**Release date** (us) February 10, 2003  
 (eu) April 4, 2003  
**Genre** Platformer  
**Mode** 1 Player

Players step into the role of Vexx as he seeks vengeance on those who murdered his grandfather and enslaved his people. The objective consists of collecting magical hearts and unlocking more worlds to play, defeating enemies and jumping across platforms. Vexx is armed only with the legendary Astani war talons, which give him the power to defeat his enemies, as well as fly and swim under water.

7.0



N P

Rarity US: 1.0  
Player's Choice: 1.1

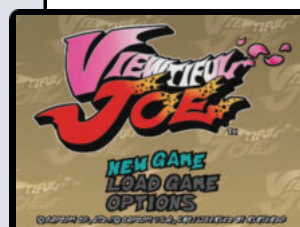
## Viewtiful Joe

**Developer** Clover Studio  
**Publisher** Capcom  
**Release date** (us) October 7, 2003  
 (eu) October 24, 2003  
**Genre** Beat 'em up  
**Mode** 1 Player

The gameplay of Viewtiful Joe features traditional 2D platform side-scrolling intermixed with 3D cel-shaded graphics. Abilities known as "VFX Powers" grant the player special actions for combat and puzzle-solving, such as slowing down or speeding up time.

Viewtiful Joe was critically acclaimed for its unique visual style and gameplay, earning itself a number of awards from various media publications.

7.7



J N P



7.5

## Viewtiful Joe 2

Developer	Clover Studio
Publisher	Capcom
Release date	(us) November 18, 2004 (eu) April 1, 2005
Genre	Beat 'em up
Mode	1 Player

Very similar to its predecessor, Viewtiful Joe 2 is a combination of 2D and 3D cel-shaded graphics with action, platforming, and beat 'em up gameplay elements. Using either of the characters Viewtiful Joe or Sexy Silvia, the player must utilize "VFX Powers" in order to battle enemies and solve puzzles.

Akin to the original game, Viewtiful Joe 2 sold modestly but garnered considerable praise from critics.



Rarity US: 0.8







Rarity US: 1.0

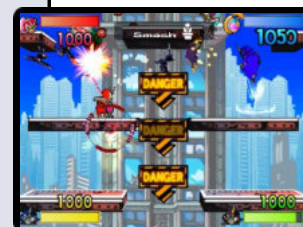
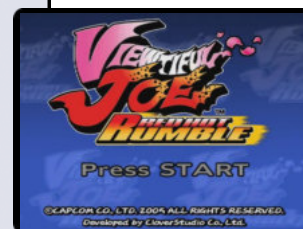
## Viewtiful Joe: Red Hot Rumble

**Developer** Clover Studio  
**Publisher** Capcom  
**Release date** (us) November 8, 2005  
 (eu) March 10, 2006  
**Genre** Fighting  
**Mode** 1-4 Players

Viewtiful Joe: Red Hot Rumble is a slightly mission-based fighting/beat 'em up somewhat similar in style to Super Smash Bros. Melee and Power Stone, though it uses a modified engine from previous games in the series, featuring characters and powers from the Viewtiful Joe games and anime.

The game received mostly average reviews from critics.

6.2



J N P



Rarity US: 1.6

## Virtua Quest

**Developer** Sega-AM2  
**Publisher** Sega  
**Release date** (us) January 19, 2005  
**Genre** Action role-playing  
**Mode** 1 Player

Spun off from Sega AM2's Project Berkeley (which later became Shenmue), Virtua Quest is the culmination of the original Virtua Fighter RPG project.

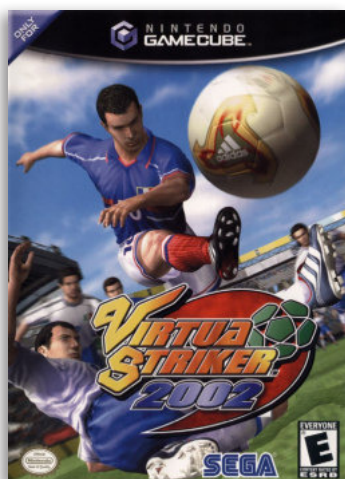
Sei, a hunter of data chips in the virtual world 'Nexus', fights off enemies using his martial arts skills in what seems to be a standard 3D beat-em-up, but he also has access to an energy wire with which he can both attack, and latch on to certain points.

*"giantbomb.com"*

6.8



J N



Rarity US: 2.9

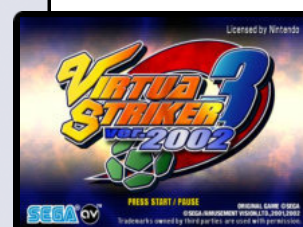
## Virtua Striker 2002

**Developer** Amusement Vision  
**Publisher** Atari, Sega  
**Release date** (us) May 20, 2002  
 (eu) May 24, 2002  
**Genre** Sports  
**Mode** 1-2 Players

Although Sega were unable to obtain an official license from FIFA, Virtua Striker 2002 includes 64 teams from countries around the world, with 22 players for each team. Game modes include Road to World Cup, Tournament and Versus.

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7.6



J N P



6.2



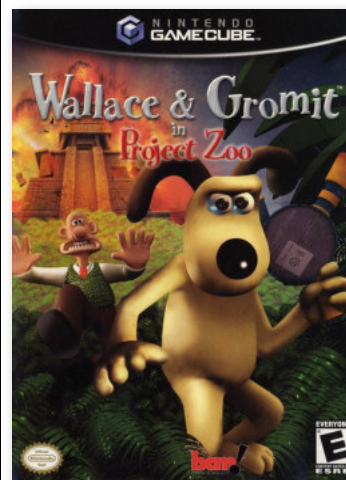
N P

## Wallace & Gromit in Project Zoo

<b>Developer</b>	Frontier Developments
<b>Publisher</b>	BAM! Entertainment
<b>Release date</b>	(us) October 14, 2003 (eu) October 3, 2003
<b>Genre</b>	Platformer
<b>Mode</b>	1 Player

This game is an action-platform game, with many puzzles and side quests. The player controls the long-suffering Gromit, and must cooperate with Wallace to complete tasks such as fixing machines or pulling switches. The main goal of each of the six levels is to free 3 trapped baby animals.

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Rarity US: 4.5

7.0

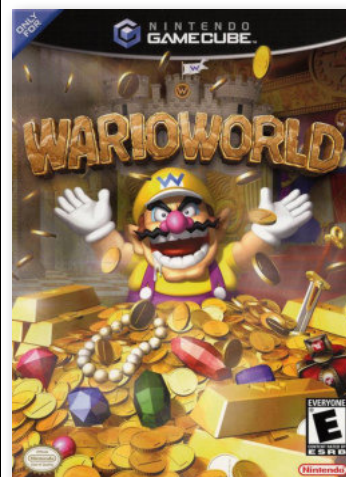


J N P

## Wario World

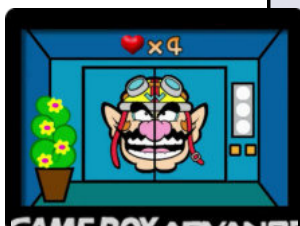
<b>Developer</b>	Treasure
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) June 24, 2003 (eu) June 20, 2003
<b>Genre</b>	Platformer, Beat 'em up
<b>Mode</b>	1 Player

The game's plot centers on Wario and his quest to regain his treasure and his castle from Black Jewel, an evil gem. The gameplay centers mainly on combating enemies, although it requires some platform navigation similar to Super Mario 64 and Super Mario Sunshine. The controls are simple, and are only used to jump, run, dash, perform fighting moves, and use the "Hyper Suction" ability to collect nearby coins.



Rarity US: 6.2  
Player's Choice: 6.7

7.6

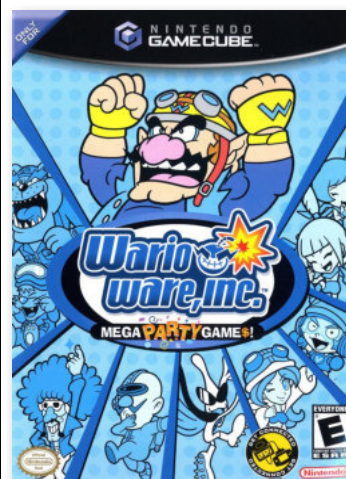


J N P

## WarioWare, Inc.: Mega Party Game\$

<b>Developer</b>	Nintendo
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) April 6, 2004 (eu) September 3, 2004
<b>Genre</b>	Compilation
<b>Mode</b>	1-4 Players

WarioWare, Inc.: Mega Party Game\$!, a remake of the GameBoy Advance game, features all the microgames found in Mega Microgames!, but also features multiple multiplayer games. Released half a year after the original, Satoru Iwata commented that it was overdoing it to come out with this title this quickly, but was also the one who requested its release.



Rarity US: 5.9





## Warrior Blade: Rastan vs. Barbarian

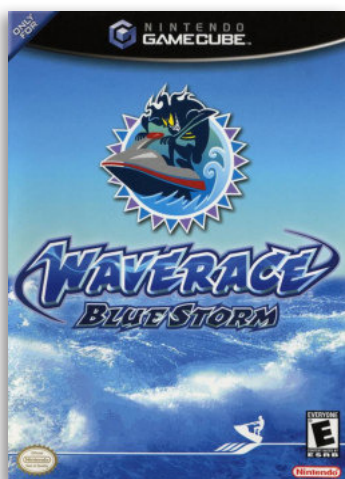
**Developer** Saffire  
**Publisher** Titus Software  
**Release date** (jp) March 27, 2003  
**Genre** Fighting  
**Mode** 1-4 Players

The game features 11 different fighters, each with different weapons and abilities. The player may freely destroy the environment, and use destroyed objects as weapons against their opponents. The characters each have alternate costumes, which, depending on which the player chooses, may change their default weapon. However, it does not affect the weapon's damage capabilities or uses.

6.1



J



Rarity US: 3.2

## Wave Race: Blue Storm

**Developer** Nintendo Software Technology  
**Publisher** Nintendo  
**Release date** (us) November 18, 2001  
 (eu) May 3, 2002  
**Genre** Racing  
**Mode** 1-4 Players

Wave Race: Blue Storm, the sequel to the Nintendo 64 game Wave Race 64, incorporates several modes of play, a variety of racers, customization options, and tracks. Players can race in four tournament cup series, compete in time attack mode against the best track times, compete for points in stunt mode, and simply take in the eye-poppingly beautiful graphics in Free Roam mode.

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7.1



J N P



Rarity US: 1.3

## Whirl Tour

**Developer** Papaya Studio  
**Publisher** Crave Entertainment  
**Release date** (us) November 12, 2002  
 (eu) March 31, 2003  
**Genre** Sports  
**Mode** 1-2 Players

The game plays out on scooters. Different buttons allow players to perform various tricks. There are six different modes to play in, eight different levels, seven unlockable characters and ten unlockable scooters. In each Story Mode and Co-op Story Mode level, there are seven objectives to finish. There are simple objectives like to perform a certain trick in a certain spot or topple over something while grinding.

7.5



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6.3

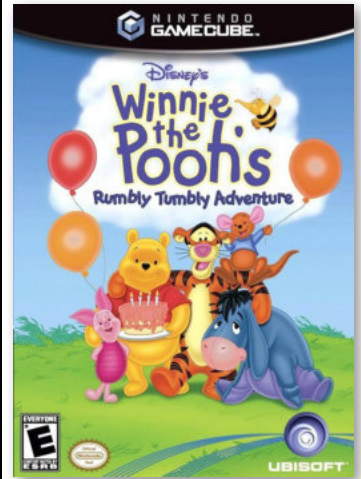


N P

## Winnie the Pooh's Rumbly Tumbly Adventure

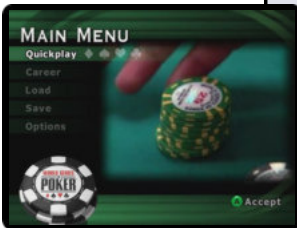
**Developer** Phoenix Studio  
**Publisher** Ubisoft  
**Release date** (us) February 8, 2005  
 (eu) March 8, 2005  
**Genre** Action-adventure  
**Mode** 1-2 Players

The game is aimed towards young children and has three different modes: Birthday Adventures, Junior Mode and Multiplayer Games. Birthday Adventures is basically Story Mode. Junior Mode is for even younger children and there's no objectives to do, and Multiplayer Games allows children to play some minigames.



Rarity US: 2.4

6.3



N

## World Series of Poker

**Developer** Activision  
**Publisher** Activision  
**Release date** (us) September 14, 2005  
**Genre** Cards  
**Mode** 1 Player

The official game of the premier poker tournament, World Series Of Poker allows players to take on some of the greatest poker players in 26 different poker games, earn WSOP bracelets and earn a place in the "WSOP Hall of Fame".

Several famous poker players make an appearance in game including Chris "Jesus" Ferguson, Men the Master and Jennifer Tilly.

*"mobygames.com"*



Rarity US: 2.3

8.4



J

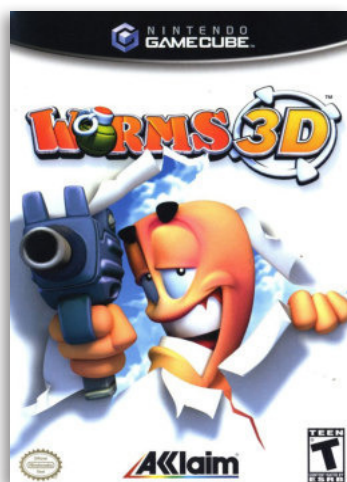
## World Soccer Winning Eleven 6 Final Evolution

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) January 30, 2003  
**Genre** Sports  
**Mode** 1-4 Players

World Soccer: Winning Eleven 6, also known as PES2, is a soccer game. Some felt that it was a slight backwards step from the original PES. Others argued that it had improved. The pace of gameplay was much faster than in the game's older sibling, with sharper turns and quicker reactions to tackles. It also included a training session mode. Extra clubs were added, with an extra Master League division.







Rarity US: 7.2

## Worms 3D

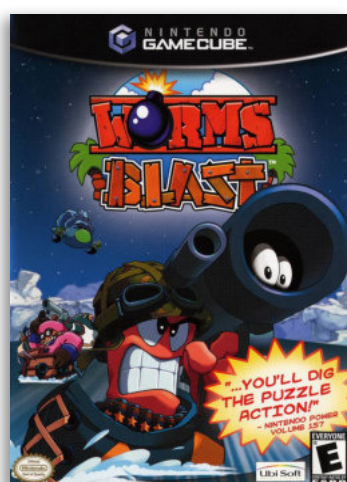
**Developer** Team17  
**Publisher** Acclaim Entertainment  
**Release date** (us) March 11, 2004  
 (eu) October 31, 2003  
**Genre** Strategy  
**Mode** 1-4 Players

Worms 3D is an artillery strategy game in the Worms series. The game was the first in the series to be in 3D and also featured several new weapons. The gameplay itself is mostly unchanged from its predecessors, with the exception of the three-dimensional view, which allows the player more freedom, and more possibilities, to complete the task at hand. Modes such as Campaign and Quick Match return from previous versions.

7.1



N P



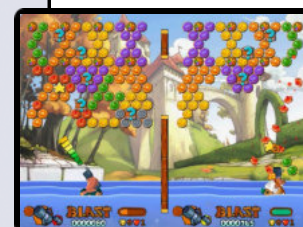
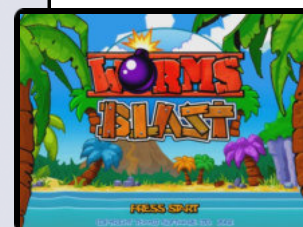
Rarity US: 3.3

## Worms Blast

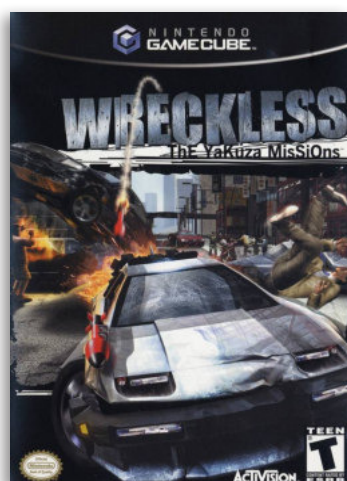
**Developer** Team17  
**Publisher** Ubisoft  
**Release date** (us) October 24, 2002  
 (eu) September 13, 2002  
**Genre** Action, Puzzle  
**Mode** 1-2 Players

The gameplay is similar to that of Bust-a-Move, but with several key differences. There is a hexagonal grid of coloured blocks at the top of the screen, while the player's character sits on a boat floating in water. Unlike Puzzle Bobble, it is able to move side to side. As with Worms, holding down the fire button increases the power behind the weapon's launch, affecting how far it will travel.

5.5



N P



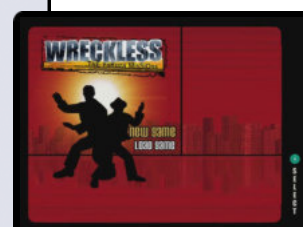
Rarity US: 2.1

## Wreckless: The Yakuza Missions

**Developer** Bunkasha Games  
**Publisher** Activision  
**Release date** (us) November 13, 2002  
 (eu) November 22, 2002  
**Genre** Racing  
**Mode** 1-2 Players

The game's then-groundbreaking graphics for the Xbox made it successful for that platform, as it was specifically developed for that console rather than being a port. However, the GameCube and PlayStation 2 versions suffered from performance issues and did not sell well.

4.8



N P



TEAM17  
SEGA

FOR MORE INFO GO TO  
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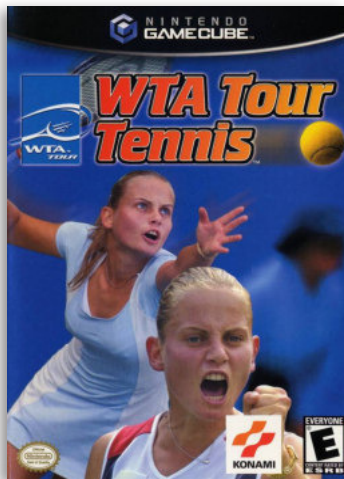


TEAM17

SEGA

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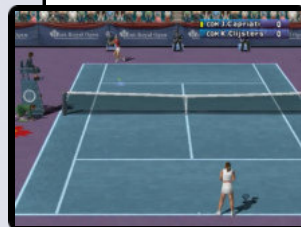
Rarity US: 2.0

## WTA Tour Tennis

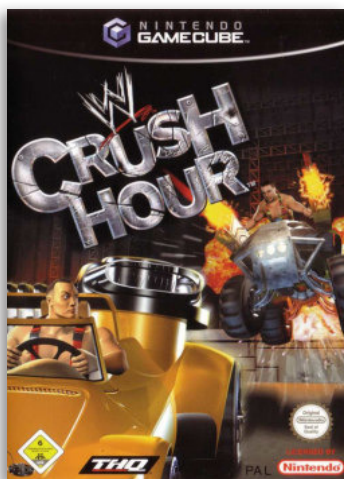
**Developer** Konami  
**Publisher** Konami  
**Release date** (us) September 24, 2002  
 (eu) September 13, 2002  
**Genre** Sports  
**Mode** 1-4 Players

Players can take to the court and experience the WTA Tour Tennis. Choose one of 20 professional tennis players such as Serena Williams, Martina Hingis, and Jelina Dokic, and engage in fast-paced competition on grass, clay, and hard surfaces. With simple controls, multiple levels of difficulty, and AI based on actual player attributes, WTA Tour Tennis challenges both newcomers and seasoned pros alike.

7.2



J N P



Rarity US: 4.4

## WWE Crush Hour

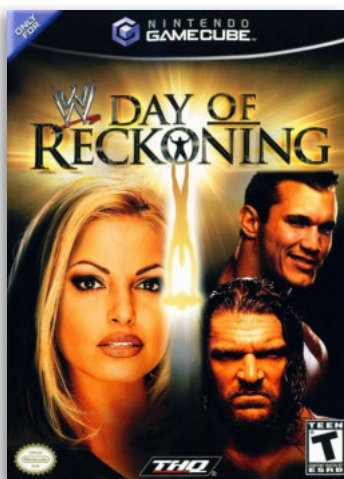
**Developer** Locomotive Games  
**Publisher** THQ  
**Release date** (us) March 17, 2003  
 (eu) May 15, 2003  
**Genre** Vehicular combat  
**Mode** 1-2 Players

The plot of the game consists of Vince McMahon ending up having control over all of the television networks, making WWE superstars feature on any TV show or commercial that he wants. His newest project, titled "Crush Hour", is a demolition derby-style show featuring over 30 of the WWE superstars in their own custom cars with guns on them, and foreign objects to enhance the destruction of the opponent's vehicles.

6.0



N P



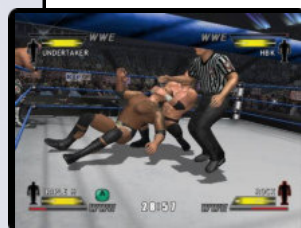
Rarity US: 3.0

## WWE Day of Reckoning

**Developer** Yuke's  
**Publisher** THQ, Yuke's  
**Release date** (us) August 30, 2004  
 (eu) September 17, 2004  
**Genre** Sports  
**Mode** 1-4 Players

The game features a control system similar to that of AKI's Nintendo 64 wrestling games with weak/strong grappling attacks and strikes. Players are also able to counter their opponents' attacks with a timed button press. One of the game's unique features is the "Momentum Shift" move - a desperation attack that gives a character an instant advantage during the match.

7.7



J N P

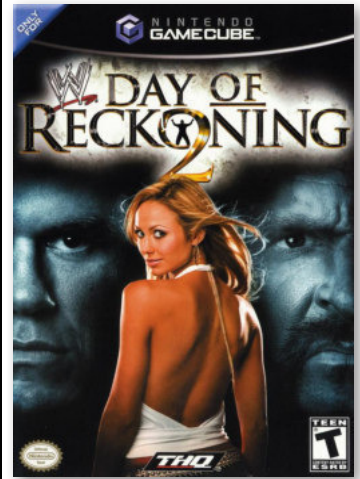


7.8

## WWE Day of Reckoning 2

**Developer** Yuke's  
**Publisher** THQ  
**Release date** (us) August 29, 2005  
 (eu) September 23, 2005  
**Genre** Sports  
**Mode** 1-4 Players

Day of Reckoning 2 features improved graphics over its predecessor, a new strategy-based submission system, and a storyline that allows the player to choose paths. The game features similar gameplay to the previous Day of Reckoning game with returning features such as Momentum shift and momentum lift. New to the game is the stamina meter.



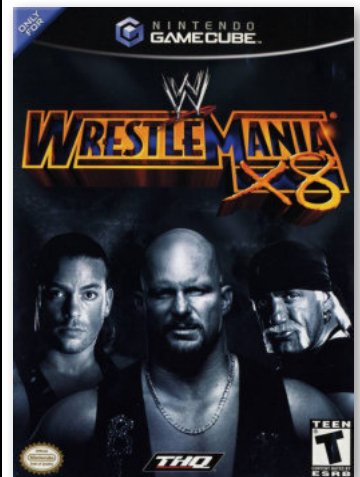
Rarity US: 5.7

6.1

## WWE WrestleMania X8

**Developer** Yuke's  
**Publisher** THQ, Yuke's  
**Release date** (us) June 9, 2002  
 (eu) September 27, 2002  
**Genre** Sports  
**Mode** 1-4 Players

WrestleMania X8 features a simple grappling system. Each wrestler has five front grapples, five rear grapples, and miscellaneous grapples, such as an evade and grapple in which a wrestler will dodge and then perform a hold or throw. The game features a wide selection of signature moves used by wrestlers, and all wrestlers in the game has his/her unique entrances. There are also a variety of weapons available.



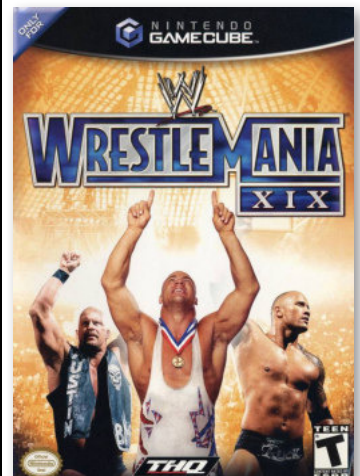
Rarity US: 4.0  
 Player's Choice: 4.6

7.5

## WWE WrestleMania XIX

**Developer** Yuke's  
**Publisher** THQ, Yuke's  
**Release date** (us) September 8, 2003  
 (eu) September 19, 2003  
**Genre** Sports  
**Mode** 1-4 Players

WWE WrestleMania XIX, the sequel to WWE WrestleMania X8, consists of around forty WWE wrestlers. Unlike other contemporary WWE games, it does not feature a conventional story/career mode in which players control a particular wrestler in a series of matches. Instead, the game features "Revenge Mode" a mission-based mode in which players try to achieve certain goals in various locations outside of the ring.



Rarity US: 5.6  
 Player's Choice: 6.1





Rarity US: 1.3  
Player's Choice: 1.2

## X-Men Legends

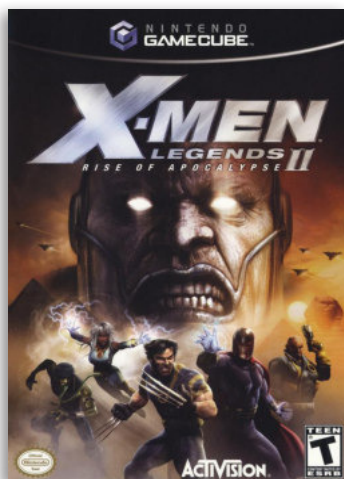
<b>Developer</b>	Raven Software
<b>Publisher</b>	Activision
<b>Release date</b>	(us) September 21, 2004 (eu) October 22, 2004
<b>Genre</b>	Action role-playing
<b>Mode</b>	1-4 Players

X-Men Legends is not set in any particular Marvel Comics universe. It follows Alison Crestmere, a young mutant who has the ability to summon and control volcanic activity. As Alison is taught to control her powers at the X-Mansion, the X-Men are sent on several missions. Eventually the X-Men learn of Magneto's plan to cover the Earth in darkness from his base on Asteroid M.

7.5



N P



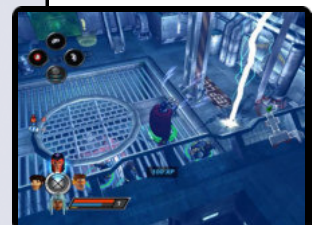
Rarity US: 2.4

## X-Men Legends II: Rise of Apocalypse

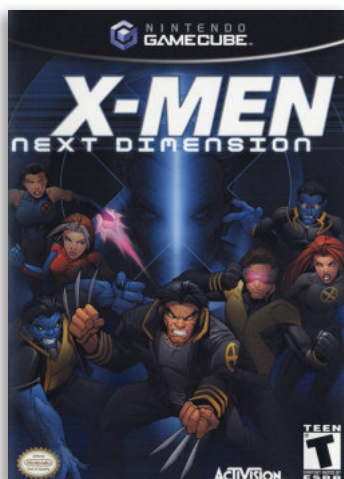
<b>Developer</b>	Raven Software
<b>Publisher</b>	Activision
<b>Release date</b>	(us) September 20, 2005 (eu) October 14, 2005
<b>Genre</b>	Action role-playing
<b>Mode</b>	1-4 Players

The game is set after the events of X-Men Legends and features the mutant supervillain Apocalypse as the primary antagonist. The developers intended the game to have a greater sense of scale than its predecessor, and writers created a story where the villains known as the Brotherhood of Mutants would need to ally themselves with the heroic X-Men to defeat a greater threat.

7.9



N P



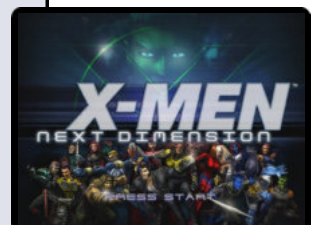
Rarity US: 3.4

## X-Men: Next Dimension

<b>Developer</b>	Exakt Entertainment
<b>Publisher</b>	Activision
<b>Release date</b>	(us) October 15, 2002 (eu) November 29, 2002
<b>Genre</b>	Fighting
<b>Mode</b>	1-2 Players

X-Men: Next Dimension is the third game in the X-Men: Mutant Academy fighting game series, following X-Men: Mutant Academy and X-Men: Mutant Academy 2. Next Dimension expands upon the concept of the first two games by adding several new characters, 3-D maps, and a story mode, which allows the player to fight a series of battles in between short movies that move the plot along.

6.2



N P



6.2

## X-Men: The Official Game

**Developer** Hypnos Entertainment  
**Publisher** Activision  
**Release date** (us) May 16, 2006  
 (eu) May 19, 2006  
**Genre** Beat 'em up  
**Mode** 1 Player

X-Men: The Official Game is a tie-in video game to the 2006 film X-Men: The Last Stand. The game covers the events of the films X2 and X-Men: The Last Stand, specifically following the characters of Wolverine, Iceman, and Nightcrawler. It also bridges the gap between the two films, explaining why Nightcrawler is not present for The Last Stand, and also introduces new foes to the X-Men film canon.



Rarity US: 1.6

6.3

## X2: Wolverine's Revenge

**Developer** GenePool Software  
**Publisher** Activision  
**Release date** (us) April 14, 2003  
 (eu) April 17, 2003  
**Genre** Action  
**Mode** 1 Player

In X2: Wolverine's Revenge, the player helps Wolverine claw his way past the heavily guarded areas of the Weapon X Facility to piece together fragmented clues to Wolverine's murky past and, more important, to save his life. Wolverine has 48 hours to find an antidote to the deadly Shiva Virus circulating in his bloodstream and the clues point to the Weapon X facility, where he had his skeletal structure fused with adamantium.



Rarity US: 1.3

6.9

## XGRA: Extreme-G Racing Association

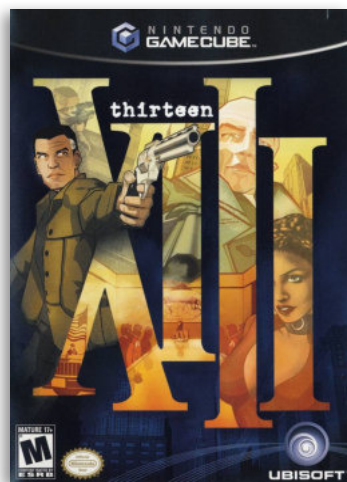
**Developer** Acclaim Cheltenham  
**Publisher** Acclaim Entertainment  
**Release date** (us) November 24, 2003  
 (eu) March 5, 2004  
**Genre** Racing  
**Mode** 1-4 Players

XGRA: Extreme-G Racing Association is a futuristic racing game, and the fourth in the Extreme-G series. This game features more tracks as well as a brand new weapon system. Gameplay is similar to previous games in the series. XGRA features a wide range of riders, tracks and bikes that can accelerate at an incredibly rapid rate, going from 0 to 300 mph in of seconds.



Rarity US: 3.5





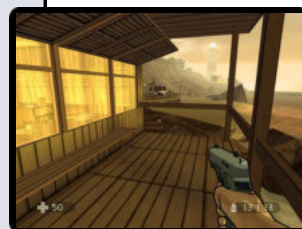
Rarity US: 2.8

## XIII

**Developer** Ubisoft Paris  
**Publisher** Ubisoft  
**Release date** (us) November 24, 2003  
 (eu) November 28, 2003  
**Genre** First-person shooter, Stealth  
**Mode** 1-4 Players

Loosely based on the first five volumes of the 1984 Belgian graphic novel series XIII the protagonist Jason Fly (XIII), a confused and amnesic man who searches for his identity throughout a comic book-style, cel-shaded world. Found stranded on a beach by a life-guard, Fly is accused of having killed the President of the United States.

7.2



N P





6.4



J N P

## Yu-Gi-Oh! The Falsebound Kingdom

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) November 4, 2003 (eu) November 19, 2004
<b>Genre</b>	Real-time strategy
<b>Mode</b>	1 Player

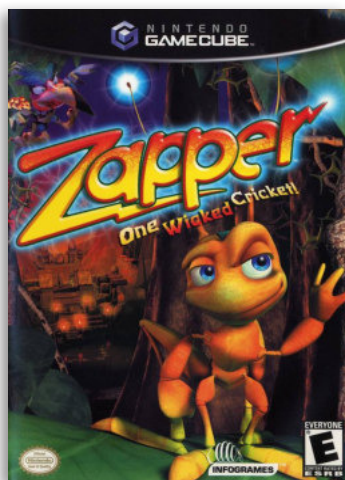
Yu-Gi-Oh! Falsebound Kingdom takes a different direction from the rest of the series, being more of a mix of real-time strategy and role-playing video game elements than the typical card battling games seen on other systems. The system it uses is unconventional, but quite effective, as it uses a 3D battle stage including bonuses and improvements (such as weapons, etc.)



Rarity US: 5.6







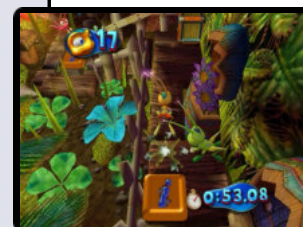
Rarity US: 3.8

## Zapper: One Wicked Cricket

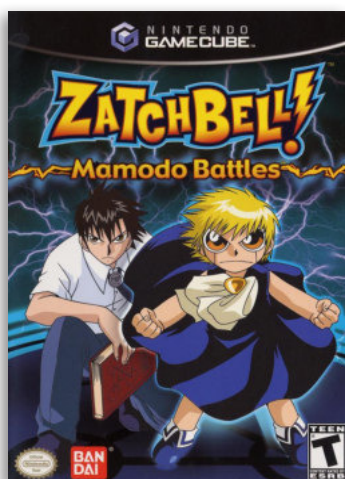
**Developer** Blitz Games  
**Publisher** Infogrames Entertainment  
**Release date** (us) November 3, 2002  
 (eu) March 14, 2003  
**Genre** Platformer  
**Mode** 1-4 Players

In this game, the player's aim is to traverse over 20 levels as Zapper the cricket in an effort to save Zapper's brother from an evil foe. Along the way you must collect 6 eggs in each level. The concept behind Zapper's gameplay is similar to the classic game Frogger, and is in fact described in the GameSpot review as "basically just Frogger without the license".

5.3



N P



Rarity US: 3.8

## Zatch Bell! Mamodo Battles

**Developer** Eighting  
**Publisher** Bandai  
**Release date** (us) October 19, 2005  
**Genre** Fighting  
**Mode** 1-2 Players

Based on the Zatch Bell! anime series, it is a 3D fighting game. There is a story mode where the player can choose one of six characters to use and play through a unique campaign for each character. The game also has a time attack mode that scores the player after battling eight opponents, and a practice mode that allows the player to train against a dummy opponent.

Reviews have generally been mixed.

6.6



J N



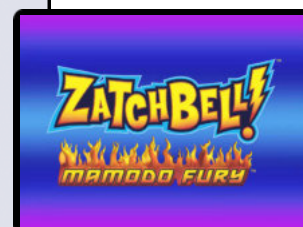
Rarity US: 6.7

## Zatch Bell! Mamodo Fury

**Developer** Mechanic Arms  
**Publisher** Namco Bandai Games  
**Release date** (us) December 12, 2006  
**Genre** Fighting  
**Mode** 1-4 Players

The original Japanese PlayStation 2 version was published by Bandai at the end of 2005, after merging with Namco but before the formation of Namco Bandai Games. The subsequent international releases and the GameCube versions were published under Namco Bandai Games. The game is based on the Zatch Bell! franchise. Since both the PlayStation 2 & GameCube have different graphic rendering, there are many differences between the lighting, rendering and textures.

6.4



N



6.4

## Zoids Vs.

<b>Developer</b>	Takara Tomy
<b>Publisher</b>	Takara Tomy
<b>Release date</b>	(jp) September 6, 2002
<b>Genre</b>	Action
<b>Mode</b>	1-2 Players

Zoids Vs., based on the science fiction media franchise created by Tomy that feature giant “mecha” called “Zoids”, lets players customize their Own personal Zoids, then jump into battle against the computer AI or an opposing player. The game features characters taken from the series as well as introduces a few new ones. The main mode is the mission mode, where players pick their sides (Empire or Republic), then take on multiple enemies on the battlefield.

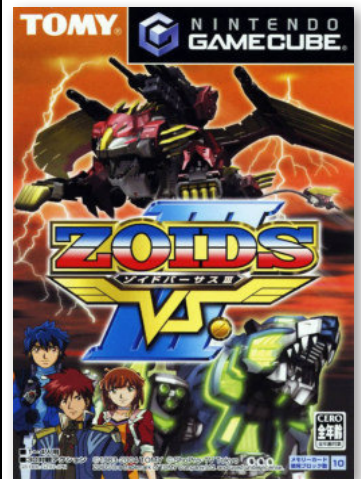


7.5

## Zoids Vs. III

<b>Developer</b>	Takara Tomy
<b>Publisher</b>	Takara Tomy
<b>Release date</b>	(jp) September 30, 2004
<b>Genre</b>	Action
<b>Mode</b>	1-4 Players

Zoids Vs. III looks and plays similarly to its predecessors, offering fast-paced robot action in wide-open battlefields. New to the series it the ability to perform sliding turns in battle and take to the sky outright and battle opponents in the air. Another upgrade is the ability to engage in four-player split-screen battles (as opposed to the predecessors' two-player versus modes), in configurations from 1 vs 3, 2 on 2 matches, and battle royale free-for-alls, with human players or CPU bots.



7.5

## Zoids: Battle Legends

<b>Developer</b>	Takara Tomy
<b>Publisher</b>	Atari, (jp) Takara Tomy
<b>Release date</b>	(us) September 4, 2004
<b>Genre</b>	Action
<b>Mode</b>	1-2 Players

Zoids: Battle Legends casts the player as one of 17 soldiers with different abilities, controlling one of the giant robots modelled after animals and the dinosaurs. There are 4 main modes: Mission, Zoids Battle, VS and Zoids Fist. In the mission mode the player chooses a side (empire or republic) and fights other giant Zoid robots in different stages, connected by cut-scenes pushing the narrative forward.



Rarity US: 7.4

“mobygames.com”



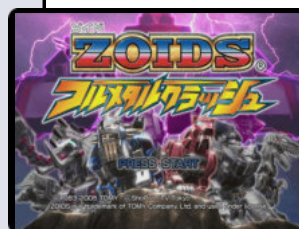


## Zoids: Full Metal Crash

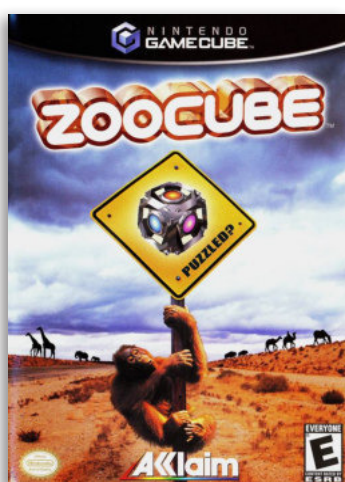
7.6

**Developer** Takara Tomy  
**Publisher** Takara Tomy  
**Release date** (jp) October 27, 2005  
**Genre** Action  
**Mode** 1-2 Players

Zoids: Full Metal Crash used the same engine and underlying gameplay as the PlayStation 2 game, Zoids Struggle, but featured a new, branching story mode, a greater array of pilots (including several from the Zoids Genesis anime), and many more playable zoids. Zoids FMC features many more unlockable features than Zoids Struggle, including secondary (and tertiary) pilots, and a large number of initially locked zoids.



J



## ZooCube

5.7

**Developer** PuzzleKings  
**Publisher** Acclaim Entertainment  
**Release date** (us) May 5, 2002  
 (eu) August 30, 2002  
**Genre** Puzzle  
**Mode** 1-4 Players

ZooCube is a puzzle game that involves matching parts of animals to eliminate them and get points. The Cube is a 3D object in the center of the screen and the animal parts fall towards it. In a similar style to Tetris the player must keep the sides from building too high. It is a quickly paced, real-time game and at later stages the player struggles to juggle the cube items to keep eliminating animals on all sides.



J N P

Rarity US: 4.0





# Unreleased?

This small page consist of games that were listed on several different “Complete GameCube Games” lists, but I found no information on the game ever being released for the system. I list them here cause` they may very well be released, and I am mistaken.



## Room Zoom: Race for Impact

**Developer** Blade Interactive  
**Publisher** Jaleco Entertainment  
**Release date** (us) March 15, 2005  
**Genre** Racing

Originally known as Out of Control Racing and then Micro Mayhem, Room Zoom lets players race indoor rallies with miniature cars. Features include Free Drive, Track Edit Battle, Time Trial, and multiplayer, 15 cars to choose from, four power-ups (fire, ice, water and nitro), and boss level stages.



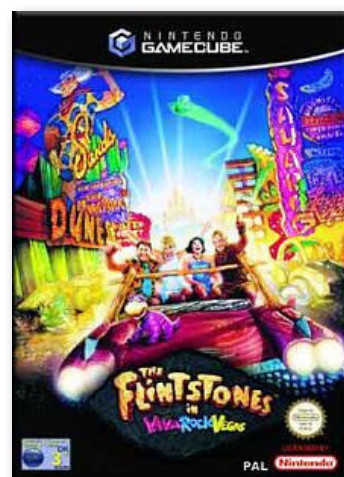
*“ign.com”*

## The Flintstones in Viva Rock Vegas

**Developer** Zombie Studios  
**Publisher** Swing! Entertainment  
**Release date** (eu) December 13, 2002  
**Genre** Racing

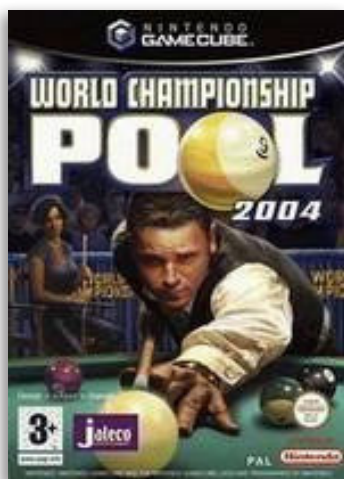


The Flintstones in Viva Rock Vegas is a video game of the action genre released in 2002 by Zombie based on the 2000 comedy film of same name. The game was only released in Europe. A version was also made for the Sega Dreamcast but never released. Some promotional discs (around 12 copies) were distributed however and have brought very high prices on sites like eBay.



## World Championship Pool 2004

**Developer** Blade Interactive  
**Publisher** Jaleco  
**Release date** (eu) March 15, 2005  
**Genre** Sports



World Championship Pool 2004, also known as 2004 World Championship Pool or simply World Championship Pool, is a sports simulation video game developed in 2004 by Blade Interactive and released by Jaleco for Windows PCs, as well as for PlayStation 2, Xbox and GameCube. The game features several variants of pool (pocket billiards), and simulated pro players.



# Color Schemes

Like Nintendo's previous console, the Nintendo 64, and many of the company's handheld consoles, the GameCube was released in a variety of colours. The GameCube was first released in four colors: Indigo, Black, Orange, and Silver. Indigo is the original color seen in advertisements, the trophy in Super Smash Bros. Melee, and other places. Silver was released after the first three colors.

## Indigo

*Region: All*

The Purple GameCube, also known as Indigo or Blue. Released with a matching purple controller.



## Jet Black

*Region: All*

The Black GameCube, released as an alternative to the Purple Gamecube.



## Spice

*Region: Japan*

The Orange, or Spice GameCube, were not available in the United States, but matching controllers were.



## Platinum

*Region: All*

The Platinum, or Silver GameCube. This was also available as a limited edition Mario Kart, Metroid and Zelda bundle.



## Starlight Gold

*Region: Japan*

The Starlight Gold was released exclusively sold at Toys R Us Japan. Seen by some collectors as one of the more rare gamecube consoles, but not the most expensive because it has no games or special items bundled with it.







## Metal Gear Solid

*Region: Japan*

The Metal Gear GameCube was released alongside the game Twin Snakes. The box includes the game itself; the GameCube, a 44-page book titled Memorandum, a “Special Disc”, and controller.



## Resident Evil 4

*Region: Europe*

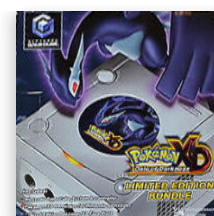
Platinum GameCube with RE4 logo on lid.



## Pokemon XD

*Region: All*

The Pokemon Gamecube was released as a limited edition when the game Pokemon XD came out. The console has a silver finish and the Pokemon Lugia logo on the top with the text “Pokemon XD”.



## Crystal White

*Region: Japan*

The Final Fantasy Crystal White GameCube was released as a very limited bundle, with only 150 units. The console came with a Crystal White GB Player, Crystal White Controller and the Final Fantasy Crystal Chronicles game.



## Mobile Suit Gundam

*Region: Japan*

The Mobile Suit Gundam GameCube was released as a limited edition package. The Gamecube came with a matching Game Boy Player, the Mobile Suit Gundam game, a Zaku II action figure and a matching joypad.



## Hanshin Tigers

*Region: Japan*

The Hanshin Tigers 2003 Enjoyment Plus Pack was released as a limited edition Gamecube to celebrate the Tiger's victory in the year's Baseball championship. Apparently only 1000 units was released.





## Tales of Symphonia

*Region:* Japan, Europe

The Tales of Symphonia Symphonic GameCube came with the Tales of Symphonia main character Llyod's image imprinted on the front, including the game, a green Gameboy Player, controller and a Memory Card.



## Pearl White

*Region:* UK

Pearly white finish, bundled with Mario Smash Football



## MTV Airbrush

*Region:* North America

The MTV Airbrush gamecube was not a official Nintendo release. It was given out in MTV contest. The Gamecube has a wooden look with MTV logo. Only 5 units were made and given out (some sources say 25).



## Panasonic Q

The Panasonic Q (sometimes known as Q and GameQ) is a hybrid version of the GameCube with a DVD player manufactured by Panasonic in cooperation with Nintendo. The system was officially released only in Japan. A feature of its main competitors Xbox and PlayStation 2, the GameCube lacked commercial DVD movie playback functionality due to the use of the Nintendo optical disc format for games and the correspondingly small disc tray.

Nintendo's uncharacteristic decision to license the gaming technology to Panasonic was a result of a deal brokered between Matsushita (owners of the Panasonic brand) and Nintendo. When Nintendo signed Matsushita as the producer of the optical disc drives used by GameCube, an agreement was struck allowing Matsushita to produce a DVD system with the capability to play GameCube games.

Panasonic and Nintendo announced they were ceasing production of the Q in December 18, 2003 due to low sales.

Other features of the Q include a backlit LCD, a front-loading slot disc tray, an optical sound output supporting Dolby Digital 5.1 or DTS, a separate subwoofer jack, and a stainless steel chassis.



The Q comes with a grey, Panasonic-branded controller and a remote control. The Q is capable of installing all of the GameCube hardware upgrades; however, due to the legs on the bottom, it requires a special Panasonic Q Game Boy Player unit designed specifically for it.



# Controllers

These pages consist of different GCN controllers, ranging from the basic controller to the more weird controllers. These controllers featured here are just a fraction of all the different controllers released for the system.

Third-party controllers offer players added features like autofire capabilities, while specialized controllers provide enhanced gameplay experiences for certain game genres.

The controllers featured here goes from regular first-party controllers, more or less regular third party controllers, and weird or immersive controllers. In that order.

## Nintendo 64 controller

<b>Manufacturer</b>	Nintendo
<b>Type</b>	Video game controller
<b>Release date</b>	September 14, 2001
<b>Product nr.</b>	DOL-003

Nintendo learned from its experiences – both positive and negative – with the Nintendo 64’s three-handled controller design and went with a two-handled, “handlebar” design for the GameCube. The shape was made popular by Sony’s PlayStation controller and its follow-up DualShock series of gamepads. In addition to vibration feedback, the DualShock series was well known for having two analog sticks to improve the 3D experience in games. Nintendo and Microsoft designed similar features in the controllers for their sixth-generation consoles, but instead of having the analog sticks parallel to each other, they chose to stagger them by swapping the positions of the d-pad and left analog stick. The GameCube controller features a total of eight buttons, two analog sticks, a d-pad, and an internal rumble motor. The primary analog stick is on the left with the d-pad located below and closer to the center. On the right are four buttons: a large, green “A” button in the center, a smaller red “B” button to the left, an “X” button to the right, and a “Y” button at the top. Below and to the inside is a yellow “C” analog stick, which often serves a variety of in-game functions, such as controlling the camera angle. The Start/Pause button is located in the middle, and the rumble motor is encased within the center of the controller.



On the top of the controller are two “pressure-sensitive” trigger buttons. Each essentially provides two functions: one analog and one digital. As the trigger is depressed, it emits an analog signal which increases the more it is pressed in. Once fully depressed, the trigger “clicks” registering a digital signal that can be used for a separate function within a game. There is also a purple, digital button on the right side marked “Z”.

Unique to the GameCube is the controller’s prominent size and placement of the A button. Having been the primary action button in past Nintendo controller designs, it was given a larger size and more centralized placement for the GameCube. The rubberized analog stick in combination with the controller’s overall button orientation was intended to reduce the dreaded “Nintendo thumb” – a term used to describe pain in any part of the hands, wrists, forearms, and shoulders as a result of long-term play.

Due to the Wii’s ability to use GameCube controller input, all official GameCube controllers may be used on the Wii. GameCube software played on the Wii requires the use of a GameCube controller (and, for games with save data, a memory card), and cannot be played with standard Wii controllers. Wii software can be programmed to make full use of GameCube controllers. Nearly all Virtual Console games and certain Wii and WiiWare games have been designed to support GameCube controllers as input. However, some later Wii models, such as the Wii Family Edition and Wii Mini, lack support for GameCube software, controllers, and memory cards.



## Color Variants

The GameCube controller was sold in several different colors over the console's lifespan. Standard colors included Indigo, Jet Black, Platinum and Spice; these were bundled with their respective colored GameCube consoles and sold separately in many countries. Other standard colors sold separately included Indigo/Clear, Emerald Blue, and White, the later two which were only available in Japan.



Indigo



Jet Black



Platinum



Spice



Mario



Luigi



Wario



Club Nintendo

Additionally, a number of limited edition GameCube consoles have been released which included matching controllers. Colors released in Japan include “Starlight Gold”, “Crystal White”, “Symphonic Green”, “Hanshin Tigers”, “Gundam Copper” and “Transparent” which was included with the “Enjoy Plus Pack +” bundle. The “Symphonic Green” and “Crystal White” colors were also released in Europe, although the latter was renamed “Pearl White” and bundled with Mario Smash Football. A Resident Evil 4 controller was available in Europe as part of a limited edition Resident Evil 4 console bundle. The Panasonic Q came bundled with a grey Panasonic branded version of the controller.

## Limited editions

Nintendo released a number of limited edition controllers in Japan through Club Nintendo, which featured a unique color scheme and/or logo in the center. Club Nintendo controllers could be purchased for 500 points each and designs included “Mario”, “Luigi”, “Wario” and a “Club Nintendo” controller. The “Mario” design was also made available in limited quantities through the European Stars Catalogue for 5000 points.



Starlight Gold



Crystal White



Transparent



Pearl White



Gundam Copper



Resident Evil 4



Symphonic Green





Emerald Blue



Hanshin Tigers



Indigo/Clear



Panasonic Q

## WaveBird

The WaveBird wireless controller is an RF-based wireless controller based on the same design as the standard controller. It communicates with the GameCube system wirelessly through a receiver dongle connected to one of the system's controller ports. It is powered by two AA batteries. As a power-conservation measure, the WaveBird lacks the rumble function of the standard controller.



Platinum



Club Nintendo



Grey



Gundam Copper

## LodgeNet



A specially-designed variation of the GameCube controller was created for the LodgeNet in some North American hotels. The controller can be used for pay-per-play access to select GameCube titles. In addition to the standard GameCube controller inputs, the LodgeNet controller features six additional buttons which are used to control the on-screen game selection interface.



Smash Bros. Edition Black



Smash Bros. Edition White

## Re-release

Official controllers are becoming scarce at retailers, as a result of increased demand of the controller due to the Wii's backward compatibility with GameCube games and the fact that several Wii games support the controller as a primary method of control. In response to the regained popularity, Nintendo decided to re-launch the Gamecube controller.

In April 2008, Nintendo released a white GameCube controller, exclusive to Japan. The controller has not been released outside of Japan, but online retailers such as Amazon.com and Play-Asia do import and sell the controller internationally. It differs from previous editions in that it features a white cable which is 3 m long, rather than the 2 m black cable used on standard controllers. In 2014, the manufacturing production of the white controller was resumed under the Super Smash Bros. branding, again exclusively for Japan.

The Super Smash Bros. edition controller was released in 2014, in conjunction with the release of Super Smash Bros. for Wii U. The controller features a metallic silver Super Smash Bros. logo surrounded by flames instead of the Nintendo GameCube logo. It comes in standard black worldwide, although a white version was released in Japan only. Along with the release of the controller, Nintendo released a GameCube controller adapter for the Wii U. The adapter supports has connections for four GameCube controllers, and all original pads are supported. A second adapter can be hooked up to a console, allowing up to eight players to use a GameCube controller. but so far, the adapter is only compatible with Super Smash Bros. for Wii U.



## SuperPad Pro

**Manufacturer** InterAct

The SuperPad Pro is a well liked third-party GameCube controller. The buttons feel good and are set well, the analog sticks are second only to Nintendo's, and the pad has a solid overall feel and design. The only down side is the D-pad.

If users are looking to save a couple bucks on the next controller the SPP deserves a serious look.

*"By M. Wiley@ign.com"*



## Spider-pad

**Manufacturer** Naki



Naki did well with the buttons, triggers, and analog sticks. The overall shape and design, while not very creative, is solid and basically comfortable. This pad also has the distinction of having triggers that feel closest to Nintendo's. The biggest problem is the D-pad, which feels mushy and unresponsive. As for extras, Naki saw fit to install a turbo feature.

*"tay.kinja.com"*

## Firestorm Powershock

**Manufacturer** Thrustmaster

Thrustmaster enjoys a well-deserved reputation as a peripheral maker, but they dropped the proverbial ball with this one. On the positive side it has nice buttons and an overall decent design. The shoulder buttons are also acceptable. However, the Powershock has too much going against it. The analog sticks are a little light in resistance and simply feel cheap. The Z trigger takes far too much effort to depress it. And the D-pad is a typical third-party D-pad - not a good thing. The addition of a turbo feature is considerate, but it's not enough to save the Powershock.



*"tay.kinja.com"*

## Cubicon

**Manufacturer** Mad Catz



The Cubicon is not a terrible pad overall, but simply not good enough in any one respect. The Analog sticks are loose, the action buttons feel cheap, and the ribbed design is uncomfortable. The Cubicon's strongest asset is the D-pad, but only because it's a lot larger than Nintendo's. Unfortunately, the D-pad still feels crappy and slow.

*"tay.kinja.com"*

## Bandit

**Manufacturer** Gamester

The strong point of the Bandit is its main analog stick, which feels somewhat like the original. However, apart from this its one long fall down the stairs. The D-pad achieves a new low in an area already problematic for third parties. The main buttons are unnecessarily enlarged and feel cheap and unresponsive. In fact, the whole controller feels poorly made and empty.

*"tay.kinja.com"*





## Donkey Kong Bongos

**Manufacturer** Nintendo  
**Release date** December 12, 2003  
**Product nr.** DOL-021

The bongo controller was available in all regions and was first released with the 'Donkey Konga' music game. They could be bought standalone or bundled with the games 'Donkey Konga', 'Donkey Konga 2' and 'Donkey Kong Jungle Beat'. There was also a Japanese exclusive console set that included the bongos and 'Donkey Konga'. 'Donkey Konga 3'.

Brown plastic wood effect barrels with 2 rubberized drum skin buttons, it also has a small microphone and a start button.



*"tay.kinja.com"*

## Resident Evil 4 Chainsaw Controller

**Manufacturer** NubyTech  
**Release date** April 18, 2005



This official Capcom licensed controller was made by NubyTech and each one is numbered from a limited edition of 50,000. It was branded with the 'Resident Evil 4' logo on the packaging and was released as a standalone product 3 months after the game was first released for GC.

There was also a red bodied chainsaw controller that had additional motion controls built in released for PlayStation 2 later in 2005 when Resident Evil 4 was ported to that console.

*"tay.kinja.com"*

## Game Boy Player Controller

**Manufacturer** Hori

The Hori Game Boy Player Controller is a controller designed to play with the Game Boy Player. It comes in the colors Indigo and Jet Black. The controller is in the shape of a SNES control pad. It does not include the Control Stick or C-Stick, and the R and L buttons lack a range of pressure sensitivity; thus, only uses the D-Pad for movement and the usual buttons for playing.



## Action Pad

**Manufacturer** Nintendo  
**Release date** July 14, 2005  
**Product nr.** DOL-024



This dance pad controller was available bundled with the game 'Dance Dance Revolution: Mario Mix' in all regions and to buy standalone in some regions.

White and blue dance pad with a dancing Mario design in the centre. The pad has 4 directional buttons, A, B, Z and start buttons.

'Dance Dance Revolution: Mario Mix' was the only GC game the pad was officially compatible with. This is also, sadly, the only game where Waluigi is the main antagonist.

*"tay.kinja.com"*



## Keyboard Controller

**Manufacturer** ASCII  
**Release date** September 12, 2002



This official Nintendo licensed GC controller was available to buy standalone and it was released at the same time as 'Phantasy Star Online Episode I & II' for GameCube. It was marketed as compatible with Phantasy Star Online and had the logo on the box.

It has an off white colour on top and indigo purple on the bottom with full alpha numeric keyboard built into the controller.

Each keyboard controller has 2 cables that have to connect to 2 controller ports on the GC console (one for the keyboard function and one for the controller function).

*"tay.kinja.com"*

## Speed Force Racing Wheel

**Manufacturer** Logitech

The Logitech Speed Force Racing Wheel was an officially licensed force feed-back steering wheel made exclusively for the GameCube. It is supported by a number of games, including F-Zero GX, R: Racing Evolution, Mario Kart: Double Dash!!, Burnout 2, and the Need for Speed series, among others. There is also an optional accessory pack which includes foot pedals and a lap attachment.



## Pro Racer Handheld Steering Wheel

**Manufacturer** Gamester



The Gamester Pro Racer Steering Wheel feature the buttons in a similar layout as the official joypad. The steering function is build into the two handles. To turn, users pull and push (or slides) the handles around. The wheel is somewhat compact, so it may be a little on the smaller side for bigger hands.

*"Sharkie's Gaming Controllers@youtube.com"*

## Microphone & Holder

**Manufacturer** Nintendo  
**Release date** (mic) November 18, 2004  
**Release date** (hold) April 13, 2006  
**Product nr.** (mic) DOL-022  
**Product nr.** (hold) DOL-025

The Microphone plugs into one of the memory card slots. The Microphone functions with Mario Party 6, Mario Party 7, Karaoke Revolution Party, Odama and Densetsu no Quiz Ou Ketteisen. Odama also includes a clip to attach the microphone to the controller. Commands are issued when users hold the X button on the controller. The microphone bundled with Mario Party 6 and 7, Odama and Densetsu no Quiz Ou Ketteisen is grey, while the mic bundled with KRP is black.





# Accessories

These pages consist of a small sample of the more known GCN accessories.

## Game Boy Player

**Manufacturer** Nintendo  
**Release date** March 21, 2003  
**Product nr.** DOL-017

The Game Boy Player is a device which enables Game Boy, Game Boy Color, or Game Boy Advance cartridges (although Super Game Boy enhancements are ignored) to be played on a television. It connects via the high speed parallel port at the bottom of the GameCube and requires use of a boot disc to access the hardware. Unlike devices such as Datel's Advance Game Port, the Game Boy Player does not use software emulation, but instead uses physical hardware nearly identical to that of a Game Boy Advance.



The Game Boy Player is available several different colors, like Indigo, Black, Spice, or Platinum. A special Game Boy Player for the Panasonic Q (SH-GB10-H) was released because the Q's legs are oriented differently from the original GameCube's.

The Game Boy Player allows users to set a timer from one to sixty minutes. Unlike some Nintendo GameCube accessories, including the Advance Game Port, Game Boy Player is not compatible with the Wii directly. The Wii lacks the hi-speed port of the GameCube into which the Game Boy Player fits; in addition, the Game Boy Player matches the GameCube's footprint. The Wii has a substantially different footprint, making direct compatibility too complicated to be included.

## Memory cards

**Manufacturer** Nintendo



Memory cards for the GameCube were available in three different capacities, each in a different color: Memory Card 59 (4 Mbit) in grey, 251 (16 Mbit) in black, and 1019 (64 Mbit) in white. A maximum of 127 files can be stored on a single card. Each card requires 5 blocks of system data meaning that the actual size of cards are 64, 256, or 1024 respectively.

Certain games, such as Animal Crossing and Pokémon Colosseum, require very large save files and were originally bundled with a Memory Card 59 with game themed stickers.

## GameCube-Game Boy Advance cable

**Manufacturer** Nintendo  
**Release date** December 14, 2001  
**Product nr.** DOL-011

The GameCube – Game Boy Advance link cable is a cable used to connect the GameCube and the Game Boy Advance. Small games can be downloaded into the GBA, the GBA may be used as a second screen to supplement gameplay, or the GBA can be a separate controller. By using this cable and a Game Boy Player accessory, a Game Boy Advance can be used to control a Game Boy game being played on the GameCube.





## Broadband Adapter and Modem Adapter

**Manufacturer**      Conexant  
**Release date**      September 12, 2002



The Nintendo GameCube Broadband Adapter and Modem Adapter are a network adapter and 56k dial-up modem, respectively, for the GameCube. They were produced by Conexant and made in the Philippines. The adapters fit flush into “Serial Port 1” on the underside of the GameCube and add a 8P8C (RJ-45) or 6P4C (RJ-11) port to the side of the console.

The online gaming service was officially discontinued in April 2007, in order to focus on the Gamecube’s successor, the Wii and its online gaming service. Although the service was discontinued, games can still be played online via private servers. Games with LAN multiplayer support can still be played in LAN mode as well, and can be played online via tunneling software.

Soon after Phantasy Star Online Episode I & II was released for the GameCube, it was discovered that a PC could be made to simulate the conditions of the server that the game would connect to. This information started as a method of tunneling the online service. When simulating this server, unsigned code can be streamed back to the GameCube, allowing homebrew, or information to be streamed back, allowing one to play copied games. This was also utilized to allow online gameplay in games for which it is not intended. Early dumps of GameCube games were created using this technique. From there, methods of running the games off of a computer through a GameCube were created. Nintendo and Sega responded by releasing the Plus version of the game.

## SD Card adapter

**Manufacturer**      Nintendo

The SD Card Adapter plugs into memory card slot. For use with games exhibiting the SD Card logo, such as Animal Forest e+. This official Nintendo accessory was sold in Japan only. However, there are third party SD card adapters for American users.



## Component video cable

**Manufacturer**      Nintendo



The Component Video Cable provides video quality superior to that of the RF modulator, composite video cable and s-video cable and is equal in quality to RGB Scart (at 576i/50 Hz or 480i/60 Hz). It also enables the use of progressive scan (480p/60 Hz) in supported games which is a feature not possible with other western released cables (The Japan only D-Terminal cable also had this feature). The connector plugs into the Digital AV port rather than the Analog AV port used by other cables and contains a Macronix CMPV-DOL video chip (a digital-

The cable was available for purchase exclusively in Nintendo’s online store, and the cables were eventually discontinued by Nintendo due to what Nintendo claimed was a lack of consumer interest. Over time, however, demand for the cables increased dramatically, resulting in the cost of a typical set of used component cables commonly reaching 250% or more of the original suggested retail price for a new set from Nintendo’s website.

## Pedometer and walking pad controller

**Manufacturer**      Pin Change

A pedometer and walking pad controller was bundled with the Japanese pilgrimage simulation game Ohenro-San: Hosshin no Dojo.





## Action Replay

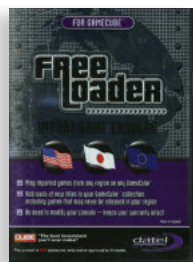
<b>Manufacturer</b>	Datel
<b>Type</b>	Cheat device

Action Replay is a cheat device made by Datel, allowing gamers to enter codes to cheat at games. A FreeLoader is also included with the software. It contains a boot disc with the codes and startup, and a dongle that connects into memory card slot B. The dongle has less memory than a normal memory card, and thus is usually only useful for saving codes, or save files that only take up 1 or 2 memory blocks. The Action Replay save file can be copied onto other memory cards, as well, allowing for one person to share their codes with someone who may have an earlier version of Action Replay, or the sharing of custom-made codes.



Later versions of action replay (after version 1.14) had the ability to manually input codes removed. The earlier, manual code entry versions are highly sought and can demand very high prices as they provide the ability to do things later models cannot. One such example is the ability to unlock the full F-Zero AX game in F-Zero GX.

## Component video cable



<b>Manufacturer</b>	Datel
<b>Type</b>	Cheat device

FreeLoader disables the regional lockout in the GameCube, allowing games from any region (PAL, NTSC, NTSC-J, etc.) to be played on a console from any region. Some FreeLoaders are compatible with the Wii, allowing out of region GameCube games on it (later blocked by system updates).

## Advance Game Port

<b>Manufacturer</b>	Datel
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The Advance Game Port is Datel's version of the Game Boy Player. This dongle connects to memory card slot B and is booted up with the included boot disc. Some models have code generators for built in cheat devices. The advantage is that no removal of plates on the bottom, nor tools, are needed to install it. There are a few problems with the audio and video framerate and it is not 100% compatible with GBA games.



## Powerboard



<b>Manufacturer</b>	Datel
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The Powerboard is a USB keyboard by Datel with a GameCube adapter that could be used with the online Phantasy Star games and to edit/add codes to the Action Replay. A version of the keyboard without the adapter was also released for the PlayStation 2.

## MAX drive

The MAX Drive consists of a dongle, USB cable, and a PC software disc, which allows the user to upload game saves from a memory card to a PC to be stored there or sent over the Internet. However, the device has been noted to being unstable.





## Battery Pack



The Battery Pack is a battery pack made by Intec attaches securely to the bottom of the GameCube with its provided screws and offers about two hours worth of game time on a charge. It was designed to work with an LCD screen.

## MAX Media Player

**Manufacturer** Max

The MAX Media Player allows videos and other downloadable media to be played on a GameCube. Movies and media are transferred to the included 1 GB Micro SD card, that is then inserted into a dongle for the Game Cube and into memory card slot B. The kit also includes boot disc, SD adapter (for use on the Wii in GameCube mode), USB micro SD Card adaptor, and a small remote control for easy management.



## PlayStation controller adapters



Various adapter which allow PlayStation and PlayStation 2 controllers to be used on the GameCube have been produced, including:

- Innovation INNOV3102 Controller Adaptor
- Mayflash Cube Joy Box
- Hais GameCube Smart Joy (HS2125C)

## SD Media Launcher

**Manufacturer** Datel

The SD Media Launcher allows homebrew games to be played on the GameCube without modifying the console. The dongle connects into the memory card slot and contains a removable SD card which holds the games. Also has a boot disc for starting the unit up, a 1 GB SD card, and a SD card adapter for uploading games from the users PC to his/her GameCube. Will also work on Wii systems in GameCube mode with firmware versions before 3.0.



## VGA cable



The VGA Cable is created from a modified component or d-terminal cable. It allows the GameCube play on a standard computer monitor in 480p.

## Hip Screen

**Manufacturer** Hip Gear  
**Type** LCD screen

The Hip Screen is a controller made by Hip Gear that features a small full color LCD screen, allowing the user to play games without the use of a TV. Its size was roughly that of the Game Boy Advance, so games that had very fine text could not be well read on it.





## Innovation's GameCube 5" LCD Screen



**Manufacturer** Innovation  
**Type** LCD screen

Innovation's GameCube LCD Screen is a five-inch monitor with built in stereo sound. The unit mounts to the back of the GameCube and flips down for easy storage and mobility. When attached to the GameCube the screen neatly lines up with the GameCube's power and data ports. This allows both units to share a common power supply, be it the GameCube's AC power chord (for standard wall outlets), or the DC adapter that comes with the screen (for car lighter outlets).

Other features include a headphone jack, multi outs, Brightness, Color, Volume controls, and AV inputs.

*"viewonline.com"*

## 4Gamers GameCube 5.6" LCD Screen

**Manufacturer** 4Gamers  
**Type** LCD screen

This is the largest LCD screen available for the GameCube in the UK. It is backlit with built in stereo speakers and two headphone sockets. There are controls for volume, color and brightness, S-video and AV inputs to allow use with other devices and an in-car adaptor for both the GameCube and the screen.

*"nintendoworldreport.com"*



## InterAct GameCube 5.4" LCD Screen

**Manufacturer** InterAct  
**Type** LCD screen



The Mobile Monitor came packed with AC and Car adapters. The accessory was available in both indigo and jet black. The hook up the screen, one merely attaches the monitor to the top of the GameCube console, where it snaps into place. From here, the audio/video extension from the device is inserted into the system and a power adapter plugged in. Unless buyers own the separately released Interact Mobile Monitor battery, the GameCube itself will also need to be plugged in to supply power to the platform. Innovation's GameCube LCD Screen is a five-inch monitor with built in stereo sound. The unit mounts to the back of the GameCube and flips down for easy storage and mobility.

*"ign.com"*

## 4Gamers GameCube 5.6" LCD Screen

**Manufacturer** 4Gamers  
**Type** LCD screen

The screen is simple to fit, and locks into place well. This means carrying it around with the Gamecube handle is no trouble. Power is shared with the cube itself, so no need for battery charging or secondary plug sockets. The surround sound is good, and headphone sockets is also present. The screen also comes with a cable to power the GameCube and screen from a car cigarette lighter.





These pages consist of every GCN games. The games are listed in four categories: US, EU/Misc. JP, and Demo.

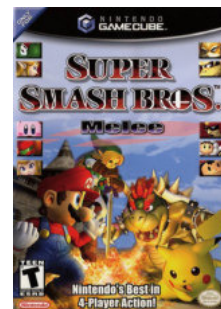
I used the site [redump.org](http://redump.org) for making this list.

The Checklist are made for people to cross out the games they have. “C” mean the cart. “I” is the manual/information. “B” is the box. And “S” is for collectors who collect sealed games.

## US GCN LIST

The first list is made up by (hopefully) every game released in North-America (NTSC). The NTSC version of a GameCube game can be easily recognised on the cover by the oval shaped “seal of Nintendo” and the rating system.

The last officially licensed game to be released for the Nintendo GameCube was Madden NFL 08, which was released in North America on August 14, 2007.



Game Title	Game-ID	Pg	C	I	B	S
007: Agent Under Fire	DL-DOL-GW7E-USA	99				
007: Everything or Nothing	DL-DOL-GENE-USA	99				
007: From Russia with Love	DL-DOL-GLZE-USA	99				
007: Nightfire	DL-DOL-GO7E-USA	99				
1080° Avalanche	DL-DOL-GTEE-USA	12				
1080° Avalanche	DL-DOL-GTEE-USA-01	12				
18 Wheeler: American Pro Trucker	DL-DOL-GWEE-USA	12				
2002 FIFA World Cup Korea Japan	DL-DOL-GFIE-USA	12				
4x4 Evo 2	DL-DOL-GE4E-USA	13				
Aggressive Inline	DL-DOL-GILE-USA	14				
Alien Hominid	DL-DOL-GAHE-USA	14				
All-Star Baseball 2002	DL-DOL-GA2E-USA	15				
All-Star Baseball 2003 featuring Derek Jeter	DL-DOL-GA3E-USA	15				
All-Star Baseball 2004 featuring Derek Jeter	DL-DOL-GA4E-USA	15				
Amazing Island	DL-DOL-GKAE-USA	16				
American Chopper 2: Full Throttle	DL-DOL-GAPE-USA	16				
Animal Crossing	DL-DOL-GAFE-USA	16				
Animaniacs: The Great Edgar Hunt	DL-DOL-GANE-USA	17				
The Ant Bully	DL-DOL-GAXE-USA	17				
Aquaman: Battle for Atlantis	DL-DOL-GAQE-USA	17				
Army Men: Air Combat: The Elite Missions	DL-DOL-GACE-USA	18				
Army Men: RTS	DL-DOL-GARE-USA	18				
Army Men: Sarge's War	DL-DOL-GAME-USA	18				
ATV: Quad Power Racing 2	DL-DOL-GATE-USA	19				
Auto Modellista	DL-DOL-GAUE-USA	19				
Avatar: The Last Airbender	DL-DOL-GAVE-USA	20				
Backyard Baseball	DL-DOL-GBKE-USA	21				
Backyard Football	DL-DOL-GBFE-USA	21				
Backyard Sports: Baseball 2007	DL-DOL-GA7E-USA	21				
Bad Boys: Miami Takedown	DL-DOL-GOBE-USA	22				
Baldur's Gate: Dark Alliance	DL-DOL-GDEE-USA	22				
Batman Begins	DL-DOL-GINE-USA	24				



Game Title	Game-ID	Pg	C	I	B	S
Baten Kaitos Origins	DL-DOL-GK4E-0-USA	23				
	DL-DOL-GK4E-0-USA	23				
Baten Kaitos: Eternal Wings and the Lost Ocean	DL-DOL-GKBE-0-USA	23				
	DL-DOL-GKBE-1-USA	23				
Batman: Dark Tomorrow	DL-DOL-GBME-USA	24				
Batman: Rise of Sin Tzu	DL-DOL-GUZE-USA	25				
Batman: Vengeance	DL-DOL-GBVE-USA	24				
Battalion Wars	DL-DOL-G8WE-USA	25				
Beach Spikers: Virtua Beach Volleyball	DL-DOL-GBSE-USA	26				
Beyblade VForce: Super Tournament Battle	DL-DOL-GBTE-USA	26				
Beyond Good & Evil	DL-DOL-GGEE-USA	26				
Big Air Freestyle	DL-DOL-GMRE-USA	28				
Big Mutha Truckers	DL-DOL-GT8E-USA	28				
Billy Hatcher and the Giant Egg	DL-DOL-GEZE-USA	28				
Bionicle	DL-DOL-GVOE-USA	29				
Bionicle Heroes	DL-DOL-GVHE-USA	29				
Black & Bruised	DL-DOL-G2BE-USA	29				
Blood Omen 2: The Legacy of Kain Series	DL-DOL-GO2E-USA	30				
BloodRayne	DL-DOL-GBDE-USA	30				
Bloody Roar: Primal Fury	DL-DOL-GBLE-USA	31				
Blowout	DL-DOL-GWOE-USA	31				
BMX XXX	DL-DOL-GB3E-USA	31				
Bomberman Generation	DL-DOL-GBGE-USA	32				
Bomberman Jetters	DL-DOL-GJBE-USA	32				
Bratz: Forever Diamondz	DL-DOL-GVDE-USA	33				
Bratz: Rock Angelz	DL-DOL-GR6E-USA	33				
Buffy the Vampire Slayer: Chaos Bleeds	DL-DOL-GCQE-USA	34				
Burnout	DL-DOL-GBOE-USA	34				
Burnout 2: Point of Impact	DL-DOL-GB4E-USA	34				
Bust-A-Move 3000	DL-DOL-G3SE-USA	35				
Cabela's Big Game Hunter 2005 Adventures	DL-DOL-GG5E-USA	36				
Cabela's Dangerous Hunts 2	DL-DOL-GVKE-USA	36				
Cabela's Outdoor Adventures	DL-DOL-GOAE-USA	36				
Call of Duty 2: Big Red One	DL-DOL-GQCE-USA	37				
Call of Duty: Finest Hour	DL-DOL-GCOE-USA	37				
Capcom vs. SNK 2 EO	DL-DOL-GEOE-USA	37				
Carmen Sandiego: The Secret of the Stolen Drums	DL-DOL-G3DE-USA	38				
Casper: Spirit Dimensions	DL-DOL-GCPE-USA	39				
Catwoman	DL-DOL-GCZE-USA	39				
Cel Damage	DL-DOL-GCLE-USA	39				
Chaos Field	DL-DOL-GKFE-USA	40				
Charlie and the Chocolate Factory	DL-DOL-G4CE-USA	40				
Charlie's Angels	DL-DOL-GCGE-USA	41				
Chibi-Robo! Plug into Adventure!	DL-DOL-GGTE-USA	41				
Chronicles of Narnia: The Lion, the Witch and the Wardrobe	DL-DOL-GLVE-USA	42				
City Racer	DL-DOL-GRQE-USA	42				



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Codename: Kids Next Door: Operation: V.I.D.E.O.G.A.M.E.	DL-DOL-GKZE-USA	43				
Conflict: Desert Storm	DL-DOL-GCFE-USA	44				
Conflict: Desert Storm II: Back to Baghdad	DL-DOL-GC2E-USA	44				
Crash Bandicoot: The Wrath of Cortex	DL-DOL-GCBE-USA	45				
Crash Nitro Kart	DL-DOL-GCNE-USA	45				
Crash Tag Team Racing	DL-DOL-G9RE-USA	46				
Crazy Taxi	DL-DOL-GCTE-USA	46				
Cubivore	DL-DOL-GCVE-USA	46				
Cubix Robots for Everyone: Showdown	DL-DOL-GCAE-USA	47				
Curious George	DL-DOL-GCAE-USA	47				
Custom Robo	DL-DOL-GCAE-USA	47				
Dakar 2: The World's Ultimate Rally	DL-DOL-GPDE-USA	48				
Dance Dance Revolution: Mario Mix	DL-DOL-GWZE-USA	48				
Dark Summit	DL-DOL-GDSE-USA	48				
Darkened Skye	DL-DOL-GDQE-USA	49				
Dave Mirra Freestyle BMX 2	DL-DOL-GBXE-USA	49				
Dead to Rights	DL-DOL-GDRE-USA	49				
Def Jam: Fight for NY	DL-DOL-GNWE-USA	50				
Def Jam: Vendetta	DL-DOL-GDTE-USA	50				
Defender	DL-DOL-GDFE-USA	50				
Die Hard: Vendetta	DL-DOL-GDIE-USA	51				
Digimon Rumble Arena 2	DL-DOL-GD6E-USA	51				
Digimon World 4	DL-DOL-GDJE-USA	52				
Dinotopia: The Sunstone Odyssey	DL-DOL-GD4E-USA	52				
Disney Sports: Basketball	DL-DOL-GDLE-USA	52				
Disney Sports: Football	DL-DOL-GDWE-USA	53				
Disney Sports: Skateboarding	DL-DOL-GDXE-USA	53				
Disney Sports: Soccer	DL-DOL-GDKE-USA	53				
Disney's Chicken Little	DL-DOL-GHCE-USA	41				
Disney's Donald Duck: Goin' Quackers	DL-DOL-GDDE-USA	56				
Disney's Extreme Skate Adventure	DL-DOL-GEXE-USA	54				
Disney's Hide & Sneak	DL-DOL-GHVE-USA	54				
Disney's Magical Mirror Starring Mickey Mouse	DL-DOL-GDME-USA	54				
Disney's Party	DL-DOL-GMTE-USA	55				
Disney's Piglet's Big Game	DL-DOL-GPLE-USA	167				
Disney's PK: Out of the Shadows	DL-DOL-GPKE-USA	55				
Disney's Tarzan: Untamed	DL-DOL-GTZE-USA	55				
Disney's The Haunted Mansion	DL-DOL-GHYE-USA	90				
Disney's Winnie the Pooh's Rumbly Tumbly Adventure	DL-DOL-GWHE-USA	243				
Disney/Pixar Cars	DL-DOL-GKJE-USA	38				
Disney/Pixar Finding Nemo	DL-DOL-GNEE-USA	73				
Disney/Pixar Monsters, Inc.: Scream Arena	DL-DOL-GMNE-USA	140				
Disney/Pixar Ratatouille	DL-DOL-GLLE-USA	177				
Disney/Pixar The Incredibles	DL-DOL-GICE-USA	96				
Disney/Pixar The Incredibles: Rise of the Underminer	DL-DOL-GIQE-USA	96				
Donkey Kong Jungle Beat	DL-DOL-GYBE-USA	56				



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Donkey Konga	DL-DOL-GKGE-USA	57				
Donkey Konga 2	DL-DOL-GY2E-USA	57				
Dora the Explorer: Journey to the Purple Planet	DL-DOL-GQLE-USA	58				
Dr. Muto	DL-DOL-GMUE-USA	59				
Dragon Ball Z: Budokai	DL-DOL-GD7E-USA	60				
Dragon Ball Z: Budokai 2	DL-DOL-GZ3E-USA	60				
Dragon Ball Z: Sagas	DL-DOL-GZEE-USA	60				
Dragon's Lair 3D: Return to the Lair	DL-DOL-GDGE-USA	61				
DreamWorks & Aardman Flushed Away	DL-DOL-GLHE-USA	74				
DreamWorks Madagascar	DL-DOL-GGZE-USA	119				
DreamWorks Over the Hedge	DL-DOL-GH5E-USA	164				
DreamWorks Shark Tale	DL-DOL-G9TE-USA	192				
DreamWorks Shrek: Smash n' Crash Racing	DL-DOL-G4IE-USA	194				
DreamWorks Shrek: SuperSlam	DL-DOL-G2RE-USA	195				
Driven	DL-DOL-GDVE-USA	62				
Drome Racers	DL-DOL-GD9E-USA	62				
Ed, Edd n Eddy: The Mis-Edventures	DL-DOL-GE9E-USA	63				
Egg Mania: Eggstreme Madness	DL-DOL-GEME-USA	63				
Enter the Matrix	DL-DOL-GMXE-0-USA	65				
	DL-DOL-GMXE-1-USA	65				
ESPN International Winter Sports 2002	DL-DOL-GWSE-USA	65				
ESPN MLS ExtraTime 2002	DL-DOL-GMLE-USA	65				
Eternal Darkness: Sanity's Requiem	DL-DOL-GEDE-USA	66				
Evolution Skateboarding	DL-DOL-GESE-USA	66				
Evolution Snowboarding	DL-DOL-GEBE-USA	67				
Evolution Worlds	DL-DOL-GEWE-USA	67				
F-Zero GX	DL-DOL-GFZE-USA	68				
F1 2002	DL-DOL-GF2E-USA	68				
The Fairly OddParents: Breakin' da Rules	DL-DOL-GFWE-USA	69				
The Fairly OddParents: Shadow Showdown	DL-DOL-GFOE-USA	69				
Fantastic 4	DL-DOL-GF4E-USA	70				
FIFA Soccer 06	DL-DOL-GF6E-USA	70				
FIFA Soccer 07	DL-DOL-G4FE-USA	70				
FIFA Soccer 2002	DL-DOL-GFSE-USA	71				
FIFA Soccer 2003	DL-DOL-GFAE-USA	71				
FIFA Soccer 2004	DL-DOL-GXFE-USA	71				
FIFA Soccer 2005	DL-DOL-GF5E-USA	72				
FIFA Street	DL-DOL-GF8E-USA	72				
FIFA Street 2	DL-DOL-GFYE-USA	72				
FIFA World Cup Germany 2006	DL-DOL-G6FE-USA	13				
Fight Night Round 2	DL-DOL-GEYE-USA	73				
Final Fantasy: Crystal Chronicles	DL-DOL-GCCE-USA	73				
Fire Emblem: Path of Radiance	DL-DOL-GFEE-USA	74				
FireBlade	DL-DOL-GFBE-USA	74				
Freaky Flyers	DL-DOL-GFFE-0-USA	76				
	DL-DOL-GFFE-1-USA	76				



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Freedom Fighters	DL-DOL-GFDE-USA	76				
Freekstyle	DL-DOL-GFKE-USA	77				
Freestyle Metal X	DL-DOL-GFXE-USA	77				
Freestyle Street Soccer	DL-DOL-GUVE-USA	77				
Frogger Beyond	DL-DOL-GFGE-USA	79				
Frogger: Ancient Shadow	DL-DOL-GFPE-USA	78				
Frogger's Adventures: The Rescue	DL-DOL-GFQE-USA	79				
Future Tactics: The Uprising	DL-DOL-GFUE-USA	79				
Gauntlet: Dark Legacy	DL-DOL-GUNE-USA	80				
Geist	DL-DOL-GITE-USA	80				
Gladius	DL-DOL-GLSE-USA	82				
Go! Go! Hypergrind	DL-DOL-GHGE-USA	82				
Goblin Commander: Unleash the Horde	DL-DOL-GGCE-USA	82				
Godzilla: Destroy All Monsters Melee	DL-DOL-GZDE-USA	84				
GoldenEye: Rogue Agent	DL-DOL-GOYE-0-USA	84				
	DL-DOL-GOYE-0-USA	84				
Gotcha Force	DL-DOL-GG4E-USA	84				
The Grim Adventures of Billy & Mandy	DL-DOL-GGNE-USA	85				
Grooverider: Slot Car Thunder	DL-DOL-GVRE-USA	85				
Gun	DL-DOL-GUME-USA	86				
Happy Feet	DL-DOL-GH7E-USA	87				
Harry Potter and the Chamber of Secrets	DL-DOL-GHSE-USA	87				
Harry Potter and the Goblet of Fire	DL-DOL-GH4E-USA	87				
Harry Potter and the Prisoner of Azkaban	DL-DOL-GAZE-USA	88				
Harry Potter and the Sorcerer's Stone	DL-DOL-GHLE-USA	88				
Harry Potter: Quidditch World Cup	DL-DOL-GQWE-USA	88				
Harvest Moon: A Wonderful Life	DL-DOL-GYWE-USA	89				
Harvest Moon: Another Wonderful Life	DL-DOL-G4GE-USA	89				
Harvest Moon: Magical Melody	DL-DOL-G4AE-USA	89				
Hello Kitty: Roller Rescue	DL-DOL-GH6E-USA	90				
Hitman 2: Silent Assassin	DL-DOL-GHME-USA	91				
The Hobbit: The Prelude to the Lord of the Rings	DL-DOL-GHBE-USA	91				
Home Run King	DL-DOL-GLBE-USA	91				
Hot Wheels: Velocity X	DL-DOL-GHWE-USA	92				
Hot Wheels: World Race	DL-DOL-GHRE-USA	92				
Hulk	DL-DOL-GHKE-USA	94				
Hunter: The Reckoning	DL-DOL-GHNE-USA	94				
I-Ninja	DL-DOL-GNJE-USA	95				
Ice Age 2: The Meltdown	DL-DOL-GIAE-USA	95				
Ikaruga	DL-DOL-GIKE-USA	95				
The Incredible Hulk: Ultimate Destruction	DL-DOL-GHUE-USA	96				
Intellivision Lives!	DL-DOL-GIVE-USA	97				
The Italian Job	DL-DOL-GIBE-USA	98				
Jeremy McGrath Supercross World	DL-DOL-GSCE-USA	100				
Judge Dredd: Dredd vs. Death	DL-DOL-GJDE-USA	104				
Kao the Kangaroo: Round 2	DL-DOL-GKOE-USA	105				



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Karaoke Revolution Party	DL-DOL-GK9E-USA	105				
Kelly Slater's Pro Surfer	DL-DOL-GKSE-USA	105				
Killer 7	DL-DOL-GK7E-0-USA	106				
	DL-DOL-GK7E-1-USA	106				
King Arthur	DL-DOL-GKHE-USA	108				
Kirby Air Ride	DL-DOL-GKYE-USA	108				
Lara Croft Tomb Raider: Legend	DL-DOL-GL8E-USA	229				
The Legend of Spyro: A New Beginning	DL-DOL-G6SE-USA	111				
The Legend of Zelda: Four Swords Adventures	DL-DOL-G4SE-USA	112				
The Legend of Zelda: Ocarina of Time / Master Quest	DL-DOL-D43E-USA	113				
The Legend of Zelda: Ocarina of Time / Master Quest <i>(Limited Ed.)</i>	DL-DOL-D43E-USA	113				
The Legend of Zelda: The Wind Waker	DL-DOL-GZLE-USA	113				
The Legend of Zelda: The Wind Waker <i>(Limited Edition)</i>	DL-DOL-GZLE-USA	113				
The Legend of Zelda: Twilight Princess	DL-DOL-GZ2E-USA	113				
Legends of Wrestling	DL-DOL-GLWE-USA	114				
Legends of Wrestling 2	DL-DOL-GL2E-USA	114				
LEGO Star Wars II: The Original Trilogy	DL-DOL-GL7E-USA	115				
LEGO Star Wars: The Video Game	DL-DOL-GL5E-USA	114				
Lemony Snicket's A Series of Unfortunate Events	DL-DOL-GLCE-USA	115				
Looney Tunes: Back in Action	DL-DOL-GLNE-USA	115				
The Lord of the Rings: The Return of the King	DL-DOL-GKLE-USA	116				
The Lord of the Rings: The Third Age	DL-DOL-G3AE-0-USA	116				
	DL-DOL-G3AE-1-USA	116				
The Lord of the Rings: The Two Towers	DL-DOL-GLOE-USA	116				
Lost Kingdoms	DL-DOL-GRNE-USA	117				
Lost Kingdoms II	DL-DOL-GR2E-USA	117				
Lotus Challenge	DL-DOL-GLUE-USA	117				
Luigi's Mansion	DL-DOL-GLME-USA	118				
Madden NFL 06	DL-DOL-G6ME-USA	120				
Madden NFL 07	DL-DOL-G7ME-USA	121				
Madden NFL 08	DL-DOL-GQ8E-USA	121				
Madden NFL 2002	DL-DOL-GMDE-USA	119				
Madden NFL 2003	DL-DOL-GM3E-USA	119				
Madden NFL 2004	DL-DOL-GQXE-USA	120				
Madden NFL 2005	DL-DOL-GNQE-USA	120				
Major League Baseball 2K6	DL-DOL-G62E-USA	121				
Mario Golf: Toadstool Tour	DL-DOL-GFTE-USA	122				
Mario Golf: Toadstool Tour <i>(Target Bullseye Tour Included -- Exc. Vers.)</i>	DL-DOL-GFTE-USA	122				
Mario Kart: Double Dash!!	DL-DOL-GM4E-USA	122				
Mario Kart: Double Dash!! <i>(w/ Bonus Disc)</i>	DL-DOL-GM4E-USA	122				
	DL-DOL-PM4E-USA	122				
Mario Party 4	DL-DOL-GMPE-USA	124				
Mario Party 5	DL-DOL-GP5E-USA	124				
Mario Party 6	DL-DOL-GP6E-USA	124				
Mario Party 7	DL-DOL-GP7E-USA	125				
Mario Power Tennis	DL-DOL-GOME-USA	125				



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Mario Power Tennis <i>(Best Seller)</i>	DL-DOL-GOME-USA	125				
Mario Superstar Baseball	DL-DOL-GYQE-USA	125				
Mark Davis Pro Bass Challenge	DL-DOL-G9BE-USA	126				
Marvel Nemesis: Rise of the Imperfects	DL-DOL-GVLE-USA	126				
Mary-Kate and Ashley: Sweet 16: Licensed to Drive	DL-DOL-GMAE-USA	126				
Mat Hoffman's Pro BMX 2	DL-DOL-GMHE-USA	127				
MC Groovz Dance Craze	DL-DOL-GR4E-USA	127				
Medabots Infinity	DL-DOL-GM6E-USA	127				
Medal of Honor: European Assault	DL-DOL-GONE-USA	129				
Medal of Honor: Frontline	DL-DOL-GMFE-USA	129				
Medal of Honor: Rising Sun	DL-DOL-GR8E-0-USA	129				
	DL-DOL-GR8E-1-USA	129				
Mega Man Anniversary Collection	DL-DOL-G6QE-USA	130				
Mega Man X Collection	DL-DOL-GXGE-USA	131				
Mega Man X: Command Mission	DL-DOL-GXRE-USA	131				
Mega Man: Network Transmission	DL-DOL-GREE-USA	130				
Men in Black II: Alien Escape	DL-DOL-GMEE-USA	131				
Metal Arms: Glitch in the System	DL-DOL-GM5E-USA	135				
Metal Gear Solid: The Twin Snakes	DL-DOL-GGSE-0-USA	132				
	DL-DOL-GGSE-1-USA	132				
Metroid Prime	DL-DOL-GM8E-USA	134				
Metroid Prime <i>(GameCube Bundle)</i>	DL-DOL-GM8E-USA	134				
Metroid Prime 2: Echoes	DL-DOL-G2ME-USA	134				
Metroid Prime 2: Echoes Bonus Disc	DL-DOL-G2ME-USA	134				
	DL-DOL-P2ME-USA	134				
Metroid Prime 2: Echoes <i>(GameCube Bundle)</i> Bonus Disc	DL-DOL-G2ME-USA	134				
	DL-DOL-P2ME-USA	134				
Midway Arcade Treasures	DL-DOL-GAKE-USA	136				
Midway Arcade Treasures 2	DL-DOL-GAYE-USA	136				
Midway Arcade Treasures 3	DL-DOL-GE3E-USA	136				
Minority Report: Everybody Runs	DL-DOL-GMWE-USA	135				
Mission: Impossible: Operation Surma	DL-DOL-GMIE-USA	137				
MLB SlugFest 2003	DL-DOL-GSGE-USA	137				
MLB SlugFest 2004	DL-DOL-GS7E-USA	137				
Monopoly Party	DL-DOL-GMQE-USA	138				
Monster 4x4: Masters of Metal	DL-DOL-GMZE-USA	139				
Monster House	DL-DOL-GK5E-USA	139				
Monster Jam: Maximum Destruction	DL-DOL-GMJE-USA	139				
Mortal Kombat: Deadly Alliance	DL-DOL-GMKE-USA	140				
Mortal Kombat: Deception	DL-DOL-GQNE-USA	140				
Muppets: Party Cruise	DL-DOL-GM9E-USA	141				
MVP Baseball 2004	DL-DOL-GVPE-USA	142				
MVP Baseball 2005	DL-DOL-GV4E-USA	142				
MX SuperFly featuring Ricky Carmichael	DL-DOL-GSVE-USA	143				
Mystic Heroes	DL-DOL-GBHE-USA	143				
Namco Museum	DL-DOL-GNME-USA	144				



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Namco Museum 50th Anniversary	DL-DOL-G5NE-USA	144				
Naruto: Clash of Ninja	DL-DOL-GNRE-USA	144				
Naruto: Clash of Ninja 2	DL-DOL-GNUE-USA	145				
NASCAR 2005: Chase for the Cup	DL-DOL-GN4E-USA	146				
NASCAR Thunder 2003	DL-DOL-GNCE-USA	146				
NASCAR: Dirt to Daytona	DL-DOL-GNCE-USA	146				
NBA 2K2	DL-DOL-GBAE-USA	147				
NBA 2K3	DL-DOL-GK3E-USA	147				
NBA Courtside 2002	DL-DOL-GNBE-USA	147				
NBA Live 2003	DL-DOL-GNLE-USA	148				
NBA Live 2004	DL-DOL-GN8E-USA	148				
NBA Live 2005	DL-DOL-GLYE-USA	148				
NBA Street	DL-DOL-GNSE-USA	149				
NBA Street V3	DL-DOL-G3VE-USA	150				
NBA Street Vol. 2	DL-DOL-GNZE-USA	149				
NCAA College Basketball 2K3	DL-DOL-GNKE-USA	150				
NCAA College Football 2K3	DL-DOL-GNAE-USA	150				
NCAA Football 2003	DL-DOL-GNGE-USA	151				
NCAA Football 2004	DL-DOL-GNXE-USA	151				
NCAA Football 2005	DL-DOL-GCUE-USA	151				
Need for Speed: Carbon	DL-DOL-GW5E-USA	152				
Need for Speed: Hot Pursuit 2	DL-DOL-GH2E-USA	152				
Need for Speed: Most Wanted	DL-DOL-GOWE-USA	152				
Need for Speed: Underground	DL-DOL-GNDE-USA	153				
Need for Speed: Underground 2	DL-DOL-GUGE-USA	153				
NFL 2K3	DL-DOL-GF3E-USA	154				
NFL Blitz 2002	DL-DOL-GNFE-USA	154				
NFL Blitz 2003	DL-DOL-GO3E-USA	154				
NFL Blitz Pro	DL-DOL-GFVE-USA	155				
NFL QB Club 2002	DL-DOL-GQBE-USA	155				
NFL Street	DL-DOL-GNNE-USA	155				
NFL Street 2	DL-DOL-GN7E-USA	156				
NHL 06	DL-DOL-GN6E-USA	157				
NHL 2003	DL-DOL-GH3E-USA	156				
NHL 2004	DL-DOL-GNVE-USA	156				
NHL 2005	DL-DOL-GN5E-USA	157				
NHL 2K3	DL-DOL-G2KE-USA	157				
NHL Hitz 2002	DL-DOL-GNHE-USA	158				
NHL Hitz 2003	DL-DOL-GN3E-USA	158				
NHL Hitz Pro	DL-DOL-GHZE-USA	158				
Nickelodeon Barnyard	DL-DOL-GYAE-USA	22				
Nickelodeon Jimmy Neutron: Boy Genius	DL-DOL-GJNE-USA	104				
Nickelodeon Jimmy Neutron: Boy Genius: Attack of the Twonkies	DL-DOL-GJYE-USA	13				
Nickelodeon Party Blast	DL-DOL-GN9E-USA	159				
Nickelodeon Rocket Power: Beach Bandits	DL-DOL-GBQE-USA	185				
Nickelodeon Rugrats: Royal Ransom	DL-DOL-GRRE-USA	186				



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Nickelodeon SpongeBob SquarePants in: Battle for Bikini Bottom	DL-DOL-GQPE-USA	204				
Nickelodeon SpongeBob SquarePants: Creature from Krusty Krab	DL-DOL-GQ4E-USA	205				
Nickelodeon SpongeBob SquarePants: Lights, Camera, Pants!	DL-DOL-GQQE-USA	205				
Nickelodeon SpongeBob SquarePants: Revenge Flying Dutchman	DL-DOL-GSQE-USA	206				
Nickelodeon SpongeBob SquarePants: The Movie	DL-DOL-GGVE-USA	205				
Nickelodeon Tak 2: The Staff of Dreams	DL-DOL-G2FE-USA	218				
Nickelodeon Tak: The Great Juju Challenge	DL-DOL-GJFE-USA	218				
Nickelodeon Adventures Jimmy Neutron: Boy Genius: Jet Fusion	DL-DOL-GJFE-USA	14				
Nicktoons Unite!	DL-DOL-GNOE-USA	160				
Nicktoons: Battle for Volcano Island	DL-DOL-GU6E-USA	159				
Odama	DL-DOL-GOOE-USA	161				
Open Season	DL-DOL-GOSE-USA	164				
Outlaw Golf	DL-DOL-GOFE-USA	164				
P.N. 03	DL-DOL-GPNE-USA	165				
Pac-Man Fever	DL-DOL-GPME-USA	165				
Pac-Man Vs.	DL-DOL-PRJE-USA	165				
Pac-Man World 2	DL-DOL-GP2E-USA	166				
Pac-Man World 3	DL-DOL-GP8E-USA	166				
Pac-Man World Rally	DL-DOL-G89E-USA	166				
Paper Mario: The Thousand-Year Door	DL-DOL-G8ME-USA	167				
Peter Jackson's King Kong: The Official Game of the Movie	DL-DOL-GWKE-USA	167				
Phantasy Star Online Episode I & II	DL-DOL-GPOE-USA	168				
Phantasy Star Online Episode I & II Plus	DL-DOL-GPOE-USA	168				
Phantasy Star Online Episode I & II Plus	DL-DOL-GPOE-USA-01	168				
Phantasy Star Online Episode III: C.A.R.D. Revolution	DL-DOL-GPSE-USA	168				
Pikmin	DL-DOL-GPIE-USA	169				
Pikmin 2	DL-DOL-GPVE-USA	169				
Pinball Hall of Fame: The Gottlieb Collection	DL-DOL-GHFE-USA	169				
Pitfall: The Lost Expedition	DL-DOL-GPHE-USA	170				
Pokémon Box: Ruby & Sapphire	DL-DOL-GPHE-USA	170				
Pokémon Channel	DL-DOL-GPAE-USA	170				
Pokémon Colosseum	DL-DOL-GC6E-USA	171				
Pokémon Colosseum	DL-DOL-GC6E-USA	171				
Bonus Disc	DL-DOL-PC6E-USA	171				
Pokémon XD: Gale of Darkness	DL-DOL-GXXE-USA	171				
The Polar Express	DL-DOL-GP3E-USA	172				
Pool Paradise	DL-DOL-GPRE-USA	172				
Power Rangers: Dino Thunder	DL-DOL-GRUE-USA	173				
The Powerpuff Girls: Relish Rampage: Pickled Edition	DL-DOL-GPQE-USA	173				
Prince of Persia: The Sands of Time	DL-DOL-GPTE-USA	174				
Prince of Persia: The Two Thrones	DL-DOL-GKME-USA	175				
Prince of Persia: Warrior Within	DL-DOL-G2OE-USA	175				
Pro Rally 2002	DL-DOL-GRLE-USA	173				
Puyo Pop Fever	DL-DOL-GPUE-USA	175				
R:Racing Evolution	DL-DOL-GRJE-USA	176				
Rally Championship	DL-DOL-GRAE-USA	176				



Game Title	Game-ID	Pg	C	I	B	S
Rampage: Total Destruction	DL-DOL-GXNE-USA	177				
Rave Master	DL-DOL-GRVE-USA	177				
Rayman 3: Hoodlum Havoc	DL-DOL-GRHE-USA	178				
Rayman Arena	DL-DOL-GRYE-USA	178				
Red Faction II	DL-DOL-GRFE-USA	178				
RedCard 2003	DL-DOL-GR3E-USA	179				
Reign of Fire	DL-DOL-GR9E-USA	179				
Resident Evil	DL-DOL-GBIE-0-USA	180				
	DL-DOL-GBIE-1-USA	180				
Resident Evil 2	DL-DOL-GHAE-USA	180				
Resident Evil 3: Nemesis	DL-DOL-GL EE-USA	180				
Resident Evil 4	DL-DOL-G4BE-0-USA	182				
	DL-DOL-G4BE-1-USA	182				
Resident Evil Zero	DL-DOL-GBZE-0-USA	183				
	DL-DOL-GBZE-1-USA	183				
Resident Evil: Code: Veronica X	DL-DOL-GCDE-0-USA	182				
	DL-DOL-GCDE-1-USA	182				
Ribbit King Bonus Disc	DL-DOL-GKRE-0-USA	183				
	DL-DOL-GKRE-1-USA	183				
Road Trip: The Arcade Edition	DL-DOL-GROE-USA	183				
RoadKill	DL-DOL-GOCE-USA	184				
Robotech: Battlecry	DL-DOL-GRBE-USA	184				
Robots	DL-DOL-GZQE-USA	185				
Rocky	DL-DOL-GRKE-USA	185				
Rogue Ops	DL-DOL-GP9E-USA	186				
Samurai Jack: The Shadow of Aku	DL-DOL-GJCE-USA	187				
Scaler	DL-DOL-GKUE-USA	187				
Scooby-Doo! Mystery Mayhem	DL-DOL-GC3E-USA	188				
Scooby-Doo! Night of 100 Frights	DL-DOL-GIHE-USA	188				
Scooby-Doo! Unmasked	DL-DOL-G5DE-USA	188				
The Scorpion King: Rise of the Akkadian	DL-DOL-GSKE-USA	187				
SeaWorld Adventure Parks: Shamu's Deep Sea Adventures	DL-DOL-GJZE-USA	189				
Second Sight	DL-DOL-GISE-USA	189				
Sega Soccer Slam	DL-DOL-GSSE-USA	190				
Serious Sam: Next Encounter	DL-DOL-G3BE-USA	190				
Shadow The Hedgehog	DL-DOL-GUPE-USA	190				
Shonen Jump's One Piece: Grand Adventure	DL-DOL-GOQE-USA	161				
Shonen Jump's One Piece: Grand Battle	DL-DOL-GOPE-USA	162				
Shonen Jump's One Piece: Pirates' Carnival	DL-DOL-GIPE-USA	162				
Shrek 2	DL-DOL-G3RE-USA	194				
Shrek Extra Large	DL-DOL-GS9E-USA	194				
Shrek Super Party	DL-DOL-GSYE-USA	195				
The Simpsons: Hit & Run	DL-DOL-GHQE-USA	193				
The Simpsons: Road Rage	DL-DOL-GSPE-USA	193				
The Sims 2	DL-DOL-G4ZE-USA	196				
The Sims 2: Pets	DL-DOL-G4OE-USA	196				



Game Title	Game-ID	Pg	C	I	B	S
The Sims	DL-DOL-GCIE-USA-01	195				
The Sims: Bustin' Out	DL-DOL-G4ME-USA	196				
Skies of Arcadia Legends	DL-DOL-GEAE-USA	197				
Smashing Drive	DL-DOL-GSDE-USA	197				
Smuggler's Run: Warzones	DL-DOL-GSRE-USA	197				
Sonic Adventure 2: Battle	DL-DOL-GSNE-USA	198				
Sonic Adventure DX: Director's Cut	DL-DOL-GXSE-USA	198				
Sonic Gems Collection	DL-DOL-G2XE-USA	198				
Sonic Heroes	DL-DOL-G9SE-USA	199				
Sonic Mega Collection	DL-DOL-GSOE-USA	199				
Sonic Riders	DL-DOL-GXEE-USA	199				
Soulcalibur II	DL-DOL-GRSE-USA	201				
Space Raiders	DL-DOL-GIJE-USA	201				
Spartan: Total Warrior	DL-DOL-GWAE-USA	201				
Spawn: Armageddon	DL-DOL-GPWE-USA	202				
Speed Kings	DL-DOL-GDCE-USA	203				
Sphinx and the Cursed Mummy	DL-DOL-GXPE-USA	203				
Spider-Man	DL-DOL-GSME-USA	203				
Spider-Man 2	DL-DOL-GK2E-USA	204				
Spirits & Spells	DL-DOL-G2PE-USA	204				
SpyHunter	DL-DOL-GSHE-USA	206				
Spyro: A Hero's Tail	DL-DOL-G5SE-USA	206				
Spyro: Enter the Dragonfly	DL-DOL-GS8E-USA	207				
SRS: Street Racing Syndicate	DL-DOL-GCSE-USA	209				
SSX 3	DL-DOL-GXBE-USA	207				
SSX On Tour	DL-DOL-GXOE-USA	207				
SSX Tricky	DL-DOL-GSTE-USA	208				
Star Fox Adventures	DL-DOL-GSAE-USA	208				
Star Fox: Assault	DL-DOL-GF7E-USA	208				
Star Wars: Bounty Hunter	DL-DOL-GBWE-USA	210				
Star Wars: Jedi Knight II: Jedi Outcast	DL-DOL-GJKE-USA	210				
Star Wars: Rogue Squadron II: Rogue Leader	DL-DOL-GSWE-USA	210				
Star Wars: Rogue Squadron III: Rebel Strike	DL-DOL-GLRE-USA	212				
Star Wars: The Clone Wars	DL-DOL-GSXE-USA	212				
Starsky & Hutch	DL-DOL-GT5E-USA	209				
Street Hoops	DL-DOL-GHPE-USA	209				
Strike Force Bowling	DL-DOL-G5BE-USA	213				
The Sum of All Fears	DL-DOL-G3ME-USA	213				
Summoner: A Goddess Reborn	DL-DOL-GS2E-USA	213				
Super Bubble Pop	DL-DOL-GBYE-USA	214				
Super Mario Strikers	DL-DOL-G4QE-USA	214				
Super Mario Strikers ( <i>Best Seller</i> )	DL-DOL-G4QE-USA	214				
Super Mario Sunshine	DL-DOL-GMSE-USA	214				
Super Monkey Ball	DL-DOL-GMBE-USA	215				
Super Monkey Ball 2	DL-DOL-GM2E-USA	215				
Super Monkey Ball Adventure	DL-DOL-G3LE-USA	215				



Game Title	Game-ID	Pg	C	I	B	S
Super Smash Bros. Melee	DL-DOL-GALE-USA	216				
Superman: Shadow of Apokolips	DL-DOL-GSUE-USA	216				
Surf's Up	DL-DOL-GS3E-USA	217				
Swingerz Golf	DL-DOL-GWGE-USA	217				
SX Superstar	DL-DOL-GS3E-USA	217				
Tak and the Power of Juju	DL-DOL-GJUE-USA	218				
Tales of Symphonia	DL-DOL-GQSE-0-USA	219				
	DL-DOL-GQSE-1-USA	219				
Taz: Wanted	DL-DOL-GTWE-USA	219				
Teen Titans	DL-DOL-G6TE-USA	220				
Teenage Mutant Ninja Turtles	DL-DOL-GTFE-USA	220				
Teenage Mutant Ninja Turtles 2: Battle Nexus	DL-DOL-GNIE-0-USA	220				
	DL-DOL-GNIE-1-USA	220				
Teenage Mutant Ninja Turtles 3: Mutant Nightmare	DL-DOL-G3QE-0-USA	221				
	DL-DOL-G3QE-1-USA	221				
Terminator 3: The Redemption	DL-DOL-GT6E-USA	222				
Tetris Worlds	DL-DOL-GTRE-USA	222				
Tiger Woods PGA Tour 06	DL-DOL-G6WE-USA	223				
Tiger Woods PGA Tour 2003	DL-DOL-GTIE-USA	222				
Tiger Woods PGA Tour 2004	DL-DOL-GW4E-0-USA	223				
	DL-DOL-GW4E-1-USA	223				
Tiger Woods PGA Tour 2005	DL-DOL-G5TE-0-USA	223				
	DL-DOL-G5TE-1-USA	223				
TimeSplitters 2	DL-DOL-GTSE-USA	225				
TimeSplitters: Future Perfect	DL-DOL-G3FE-USA	225				
TMNT	DL-DOL-GYRE-USA	225				
TMNT: Mutant Melee	DL-DOL-GE5E-USA	226				
Tom and Jerry in War of the Whiskers	DL-DOL-GTJE-USA	226				
Tom Clancy's Ghost Recon	DL-DOL-GGRE-USA	226				
Tom Clancy's Ghost Recon 2	DL-DOL-GGYE-USA	227				
Tom Clancy's Rainbow Six 3	DL-DOL-G63E-USA	227				
Tom Clancy's Rainbow Six: Lockdown	DL-DOL-GLQE-USA	227				
Tom Clancy's Splinter Cell	DL-DOL-GCEE-USA	228				
Tom Clancy's Splinter Cell: Chaos Theory	DL-DOL-GCJE-0-USA	228				
	DL-DOL-GCJE-1-USA	228				
Tom Clancy's Splinter Cell: Double Agent	DL-DOL-GWYE-0-USA	228				
	DL-DOL-GWYE-1-USA	228				
Tom Clancy's Splinter Cell: Pandora Tomorrow	DL-DOL-GT7E-USA	229				
Tonka: Rescue Patrol	DL-DOL-GTQE-USA	229				
Tony Hawk's American Wasteland	DL-DOL-GWJE-USA	230				
Tony Hawk's Pro Skater 3	DL-DOL-GT3E-USA	230				
Tony Hawk's Pro Skater 4	DL-DOL-GT4E-USA	230				
Tony Hawk's Underground	DL-DOL-GTDE-USA	231				
Tony Hawk's Underground 2	DL-DOL-G2TE-USA	231				
Top Angler: Real Bass Fishing	DL-DOL-GTAE-USA	231				
Top Gun: Combat Zones	DL-DOL-GTGE-USA	232				



<b>Game Title</b>	<b>Game-ID</b>	<b>Pg</b>	<b>C</b>	<b>I</b>	<b>B</b>	<b>S</b>
TransWorld Surf: Next Wave	DL-DOL-GTVE-USA	232				
Trigger Man	DL-DOL-GG2E-USA	233				
True Crime: New York City	DL-DOL-G2CE-USA	233				
True Crime: Streets of LA	DL-DOL-GTLE-USA-01	233				
Tube Slider: The Championship of Future Formula	DL-DOL-GTUE-USA	234				
Turok: Evolution	DL-DOL-GTKE-USA	234				
TY the Tasmanian Tiger	DL-DOL-GTKE-USA	235				
TY the Tasmanian Tiger 2: Bush Rescue	DL-DOL-GYTE-USA	235				
TY the Tasmanian Tiger: Night of the Quinkan	DL-DOL-GIZE-USA	235				
UFC: Throwdown	DL-DOL-GUFE-USA	236				
Ultimate Muscle: Legends vs. New Generation	DL-DOL-GKNE-USA	236				
Ultimate Spider-Man	DL-DOL-GUTE-USA	237				
Universal Studios Theme Park Adventure	DL-DOL-GUSE-USA	237				
The Urbz: Sims in the City	DL-DOL-GUBE-USA	237				
Vexx	DL-DOL-GJXE-USA	238				
Viewtiful Joe	DL-DOL-GVJE-USA	238				
Viewtiful Joe 2	DL-DOL-G2VE-USA	239				
Viewtiful Joe: Red Hot Rumble	DL-DOL-GVCE-USA	240				
Virtua Quest	DL-DOL-G8FE-USA	240				
Virtua Striker 2002	DL-DOL-GVSE-USA	240				
Wallace & Gromit in Project Zoo	DL-DOL-GWLE-USA	241				
Walt Disney Pictures Presents Meet the Robinsons	DL-DOL-GQTE-USA	130				
Wario World	DL-DOL-GWWE-USA	241				
WarioWare, Inc.: Mega Party Game\$!	DL-DOL-GZWE-USA	241				
Wave Race: Blue Storm	DL-DOL-GWRE-USA	242				
Whirl Tour	DL-DOL-GWUE-USA	242				
World Series of Poker	DL-DOL-GW8E-USA	243				
Worms 3D	DL-DOL-GWME-USA	244				
Worms Blast	DL-DOL-GWBE-USA	244				
Wreckless: The Yakuza Missions	DL-DOL-GWQE-USA	244				
WTA Tour Tennis	DL-DOL-GWTE-USA	246				
WWE Crush Hour	DL-DOL-GCHE-USA	246				
WWE Day of Reckoning	DL-DOL-GWPE-USA	246				
WWE Day of Reckoning 2	DL-DOL-GW2E-USA	247				
WWE WrestleMania X8	DL-DOL-GW3E-USA	247				
WWE WrestleMania XIX	DL-DOL-GW9E-USA	247				
X-Men Legends	DL-DOL-GXLE-USA	248				
X-Men Legends II: Rise of Apocalypse	DL-DOL-GX2E-USA	248				
X-Men: Next Dimension	DL-DOL-GXME-USA	248				
X-Men: The Official Game	DL-DOL-G3XE-USA	249				
X2: Wolverine's Revenge	DL-DOL-GWVE-USA	249				
XGIII	DL-DOL-G3EE-USA	67				
XGRA: Extreme G Racing Association	DL-DOL-GXAE-USA	249				
XIII	DL-DOL-GX3E-USA	250				
Yu-Gi-Oh! The Falsebound Kingdom	DL-DOL-GYFE-USA	251				
Zapper	DL-DOL-GZPE-USA	252				



Game Title	Game-ID	Pg	C	I	B	S
Zatch Bell! Mamodo Battles	DL-DOL-GYKE-USA	252				
Zatch Bell! Mamodo Fury	DL-DOL-GABE-USA	252				
Zoids: Battle Legends	DL-DOL-GZSE-USA	253				
ZooCube	DL-DOL-GZCE-USA	254				

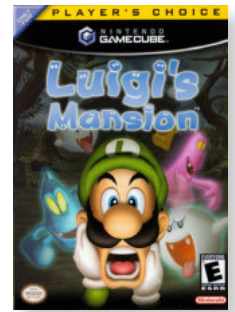






Player's Choice, now known as Nintendo Selects, is a marketing label used by Nintendo to promote video games on current Nintendo game consoles which have sold well. Player's Choice titles was sold at a lower price point than other games. The program parallels other budget range software by Sega ("Sega All Stars"), Sony (the "Greatest Hits" and "Essentials"), and Microsoft ("Platinum Hits" and "Xbox Classics") to promote best-selling games on their consoles as well. Typical for marketing labels like Greatest Hits and Xbox Classics, games with these type of labels often include updates, updating glitches of the original game, and sometimes extra features.

NTSC "Player's Choice" games can be identified on the GameCube and Game Boy Advance by the yellow yellow box on the top of the case.



Game Title	Game-ID	Pg	C	I	B	S
Animal Crossing		16				
Billy Hatcher and the Giant Egg		28				
Blood Omen 2		30				
Bomberman Generation		32				
Burnout		34				
Cars		38				
Crash Bandicoot: The Wrath of Cortex		45				
Crash Nitro Kart		45				
Crazy Taxi		46				
The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe		42				
Dave Mirra Freestyle BMX 2	DL-DOL-GBXE-USA	49				
Dragon Ball Z: Budokai	DL-DOL-GD7E-USA-01	60				
Dragon Ball Z: Budokai 2		60				
Enter the Matrix		65				
Eternal Darkness: Sanity's Requiem		66				
F-Zero GX		68				
Final Fantasy Crystal Chronicles		73				
Finding Nemo		73				
Godzilla: Destroy All Monsters Melee		84				
Harry Potter and the Chamber of Secrets		87				
Harry Potter and the Prisoner of Azkaban		88				
Harry Potter: Quidditch World Cup		88				
Harvest Moon: A Wonderful Life		89				
Harvest Moon: Magical Melody		89				
The Incredibles		96				
James Bond 007: Agent Under Fire		99				
James Bond 007: Everything or Nothing		99				
James Bond 007: NightFire		100				
Kirby Air Ride		108				
The Legend of Zelda: Four Swords Adventures		112				
The Legend of Zelda: The Wind Waker	DL-DOL-GZLE-USA	113				
Lego Star Wars: The Video Game	DL-DOL-GL5E-USA	114				



Game Title	Game-ID	Pg	C	I	B	S
The Lord of the Rings: The Two Towers		116				
The Lord of the Rings: The Return of the King	DL-DOL-GKLP-EUR	116				
Luigi's Mansion	DL-DOL-GLME-USA-01	118				
Madagascar		119				
Madden 2003		119				
Madden 2004		120				
Madden 2005		120				
Mario Golf: Toadstool Tour	DL-DOL-GFTE-USA	122				
Mario Party 4		124				
Mario Party 5		124				
Mario Party 6		124				
Mario Party 7		125				
Mario Power Tennis		125				
Mario Superstar Baseball		125				
Marvel Nemesis: Rise of the Imperfects		126				
Medal of Honor: Frontline		129				
Medal of Honor: Rising Sun		129				
Mega Man Anniversary Collection		130				
Metal Gear Solid: The Twin Snakes	DL-DOL-GGSE-0-USA	132				
	DL-DOL-GGSE-1-USA	132				
Metroid Prime	DL-DOL-GM8E-USA	134				
Metroid Prime 2: Echoes		134				
Mortal Kombat: Deadly Alliance		140				
Mortal Kombat: Deception		140				
Namco Museum		144				
Naruto: Clash of Ninja		144				
Naruto: Clash of Ninja 2		145				
NBA Street Vol. 2		149				
Need for Speed Hot Pursuit 2		152				
Need for Speed Most Wanted		152				
Need for Speed Underground	DL-DOL-GNDE-USA	153				
Need for Speed Underground 2		153				
Nicktoons Unite!		160				
Over The Hedge		164				
Pac-Man Fever		165				
Pac-Man World 2	DL-DOL-GP2E-USA	166				
Paper Mario: The Thousand-Year Door	DL-DOL-G8ME-USA	167				
Pikmin	DL-DOL-GPIE-USA	169				
Pikmin 2	DL-DOL-GPVE-USA	169				
Pokemon Colosseum		171				
Pokemon XD: Gale of Darkness		171				
Prince of Persia: The Sands of Time		174				
Prince of Persia: Warrior Within		175				
Rayman 3: Hoodlum Havoc		178				
Shadow the Hedgehog		190				



Game Title	Game-ID	Pg	C	I	B	S
Resident Evil		180				
		180				
Resident Evil 0		183				
		183				
Resident Evil 4	DL-DOL-G4BE-0-USA	182				
	DL-DOL-G4BE-1-USA	182				
Shrek 2		194				
The Simpsons Hit & Run		193				
The Sims	DL-DOL-GCIE-USA-01	195				
The Sims: Bustin' Out		196				
Sonic Adventure 2 Battle		198				
Sonic Adventure DX: Director's Cut	DL-DOL-GXSE-USA	198				
Sonic Gems Collection		198				
Sonic Heroes	DL-DOL-G9SE-USA	199				
Sonic Mega Collection		199				
Sonic Riders		199				
Soul Calibur II	DL-DOL-GRSE-USA	201				
Spider-Man		203				
Spider-Man 2		204				
SpongeBob SquarePants: Battle for Bikini Bottom		204				
SpongeBob SquarePants: Lights, Camera, Pants!		205				
The SpongeBob SquarePants Movie		205				
Spy Hunter		206				
Spyro: A Hero's Tail		206				
Spyro: Enter the Dragonfly		207				
Star Fox Adventures	DL-DOL-GSAE-USA	208				
Star Fox: Assault	DL-DOL-GF7E-USA	208				
Star Wars: Bounty Hunter		210				
Star Wars: Rogue Squadron II: Rogue Leader		210				
Star Wars: Rogue Squadron III: Rebel Strike		212				
Star Wars: The Clone Wars		212				
Super Mario Strikers		214				
Super Mario Sunshine	DL-DOL-GMSE-USA	214				
Super Monkey Ball	DL-DOL-GMBE-USA	215				
Super Monkey Ball 2		215				
Super Smash Bros. Melee	DL-DOL-GALE-USA	216				
Tales of Symphonia	DL-DOL-GQSE-0-USA	219				
	DL-DOL-GQSE-1-USA	219				
TimeSplitters 2		225				
Tom Clancy's Splinter Cell		228				
Tom Clancy's Splinter Cell: Pandora Tomorrow		229				
Tony Hawk's American Wasteland		230				
Tony Hawk's Pro Skater 4		230				
Tony Hawk's Underground		231				
Tony Hawk's Underground 2		231				
True Crime: New York City		233				







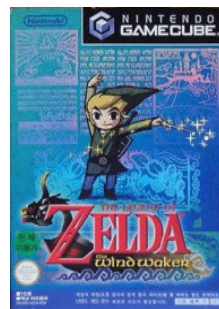
## PAL/misc. GCN LIST

This list is a mishmash of several different region releases, though it mostly consist of European (PAL) releases. The PAL version of a GameCube games can be easily recognised on the cover by the circle shaped “seal of Nintendo” and the obvious PAL text on the front.

Also included here are is a few Korean releases. These games are more akin to the Japanese box-art, but can be recognised by the Korean writing on the box.

The flags represent the region of release. The European flag is a multi release, which means the game often feature english language along with several other language settings.

The list may very much be very incomplete.
















































Korean version














































PAL version

Game Title	Reg.	Game-ID	Pg	C	I	B	S
007: Agent im Kreuzfeuer		DL-DOL-GW7D-NOE	99				
007: Agent Under Fire		DL-DOL-GW7P-EUR	99				
007: Alles oder Nichts		DL-DOL-GEND-NOE	99				
007: Alles oder Nichts		DL-DOL-GEND-NOE-01	99				
007: Bons Baisers de Russie		DL-DOL-GLZF-FRA	99				
007: Espion pour Cible		DL-DOL-GW7F-FRA	99				
007: Everything or Nothing		DL-DOL-GENP-EUR	99				
007: From Russia with Love		DL-DOL-GLZP-EUT	99				
007: Liebesgrüsse aus Moskau		DL-DOL-GLZD-NOE	99				
007: Nightfire		DL-DOL-GO7P-EUR	100				
007: Nightfire		DL-DOL-GO7F-FRA	100				
007: Nightfire		DL-DOL-GO7D-NOE	100				
007: Nightfire		DL-DOL-GO7S-ESP	100				
007: Quitte ou Double		DL-DOL-GENF-FRA	99				
007: Todo o Nada		DL-DOL-GENS-ESP	99				
1080° Avalanche		DL-DOL-GTEP-EUR	12				
18 Wheeler: American Pro Trucker		DL-DOL-GWEP-EUR	12				
2002 FIFA World Cup Korea Japan		DL-DOL-GFSX-FAH	12				
2002 FIFA World Cup Korea Japan		DL-DOL-GFSP-EUR	12				
2002 FIFA World Cup Korea Japan		DL-DOL-GFSD-NOE	12				
Les 4 Fantastiques		DL-DOL-GF4F-FRA	70				
Ace Golf		DL-DOL-GWGP-EUR	217				
Aggressive Inline		DL-DOL-GILP-EUR	14				
Animal Crossing		DL-DOL-GAFU-AUS	16				
Animal Crossing		DL-DOL-GAFP-EUR	16				
Animaniacs: The Great Edgar Hunt		DL-DOL-GANP-EUR	17				
Animaniacs: The Great Edgar Hunt		DL-DOL-GANP-UKV	17				
Astérix & Obélix XXL		DL-DOL-GAGP-EUR	19				
ATV: Quad Power Racing 2		DL-DOL-GATP-EUR	19				
Bad Boys II		DL-DOL-GOBP-EUR	22				
Baldur's Gate: Dark Alliance		DL-DOL-GDEP-UKV	22				
Baldur's Gate: Dark Alliance		DL-DOL-GDEF-FRA	22				

















































Game Title	Reg.	Game-ID	Pg	C	I	B	S
Baldur's Gate: Dark Alliance		DL-DOL-GDED-NOE	22				
Baten Kaitos: Eternal Wings and the Lost Ocean		DL-DOL-GKBP-0-EUR	23				
		DL-DOL-GKBP-1-EUR	23				
Batman Begins		DL-DOL-GINX-EUR	24				
Batman Begins		DL-DOL-GINX-UKV	24				
Batman: Dark Tomorrow		DL-DOL-GBMP-EUR	24				
Batman: Rise of Sin Tzu		DL-DOL-GUZP-EUR	25				
Batman: Vengeance		DL-DOL-GBVP-EUR	24				
Battalion Wars		DL-DOL-G8WP-EUR	25				
Beach Spikers: Virtua Beach Volleyball		DL-DOL-GBSP-EUR	26				
Beyblade VForce: Super Tournament Battle		DL-DOL-GBTP-EUR	26				
Beyond Good & Evil		DL-DOL-GGEY-FAH	26				
Beyond Good & Evil		DL-DOL-GGEP-EUR	26				
Beyond Good & Evil		DL-DOL-GGEX-EUU	26				
Big Air Freestyle		DL-DOL-GMRP-EUR	28				
Big Mutha Truckers		DL-DOL-GT8P-EUR	28				
Billy Hatcher and the Giant Egg		DL-DOL-GEZP-EUR	28				
Bionicle		DL-DOL-GVOP-EUR	29				
Bionicle		DL-DOL-GVOP-NOE	29				
Black & Bruised		DL-DOL-G2BP-EUR	29				
Blood Omen 2: The Legacy of Kain Series		DL-DOL-GO2P-EUR	30				
Blood Omen 2: The Legacy of Kain Series		DL-DOL-GO2F-FRA	30				
Blood Omen 2: The Legacy of Kain Series		DL-DOL-GO2D-NOE	30				
BloodRayne		DL-DOL-GBDP-UKV	30				
BloodRayne		DL-DOL-GBDF-FRA	30				
BloodRayne		DL-DOL-GBDS-ESP	30				
Bloody Roar: Primal Fury		DL-DOL-GBLP-EUR	31				
BMX XXX		DL-DOL-GB3P-EUR	31				
Bomberman Generation		DL-DOL-GBGP-EUR	32				
Bratz: Forever Diamondz		DL-DOL-GVDP-UKV	33				
Bratz: Rock Angelz		DL-DOL-GR6P-UKV	33				
Bratz: Rock Angelz		DL-DOL-GR6F-FRA	33				
Bratz: Rock Angelz		DL-DOL-GR6D-NOE	33				
Buffy contre les Vampires: Chaos Bleeds		DL-DOL-GCQF-FRA	34				
Buffy im Bann der Dämonen: Chaos Bleeds		DL-DOL-GCQD-NOE	34				
Buffy the Vampire Slayer: Chaos Bleeds		DL-DOL-GCQP-UKV	34				
Burnout		DL-DOL-GBOP-EUR	34				
Burnout 2: Point of Impact		DL-DOL-GB4P-EUR	34				
Buscando a Nemo		DL-DOL-GNES-ESP	73				
Butt-Ugly Martians: Zoom or Doom!		DL-DOL-GZMP-EUR	35				
Call of Duty 2: Big Red One		DL-DOL-GQCP-EUR	37				
Call of Duty 2: Big Red One		DL-DOL-GQCF-FRA	37				
Call of Duty 2: Big Red One		DL-DOL-GQCD-NOE	37				
Call of Duty 2: Big Red One		DL-DOL-GQCI-ITA	37				
Call of Duty 2: Big Red One		DL-DOL-GQCS-ESP	37				
Call of Duty: Finest Hour		DL-DOL-GCOP-EUR	37				




































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Call of Duty: Finest Hour		DL-DOL-GCOF-FRA	37				
Call of Duty: Finest Hour		DL-DOL-GCOD-NOE	37				
Capcom vs. SNK 2 EO: Millionaire Fighting 2001		DL-DOL-GEOP-EUR	37				
Carmen Sandiego: The Secret of the Stolen Drums		DL-DOL-G3DP-EUR	38				
Carmen Sandiego: The Secret of the Stolen Drums		DL-DOL-G3DX-EUR	38				
Casper: Spirit Dimensions		DL-DOL-GCPP-EUR	39				
Castleween		DL-DOL-GCWP-EUR	204				
Castleween		DL-DOL-GCWP-NOE	204				
Catwoman		DL-DOL-GCZP-EUR	39				
Cel Damage		DL-DOL-GCLP-EUR	39				
Charlie and the Chocolate Factory		DL-DOL-G4CP-EUR	40				
Charlie's Angels		DL-DOL-GCGP-EUR	41				
Chibi-Robo!		DL-DOL-GGTP-EUR	41				
Chronicles of Narnia: The Lion, the Witch and the Wardrobe		DL-DOL-GLVP-UKV	42				
Die Chroniken von Narnia: Der König von Narnia		DL-DOL-GLVD-NOE	42				
Cocoto Funfair		DL-DOL-GOUP-EUR	42				
Cocoto Kart Racer		DL-DOL-GC5P-EUR	43				
Cocoto Platform Jumper		DL-DOL-GC7P-EUR	43				
Codename: Kids Next Door: Operation: V.I.D.E.O.G.A.M.E.		DL-DOL-GKZP-UKV	43				
Codename: Kids Next Door: Operation: V.I.D.E.O.S.P.I.E.L.		DL-DOL-GKZD-NOE	43				
Conan		DL-DOL-GC9P-0-EUR	44				
		DL-DOL-GC9P-1-EUR	44				
Conflict: Desert Storm		DL-DOL-GCFP-EUR	44				
Conflict: Desert Storm II		DL-DOL-GC2P-EUR-01	44				
Crash Bandicoot: The Wrath of Cortex		DL-DOL-GCBP-EUR	45				
Crash Nitro Kart		DL-DOL-GCNP-EUR	45				
Crash Nitro Kart		DL-DOL-GCNP-UKV	45				
Crash Tag Team Racing		DL-DOL-G9RP-AUS	46				
Crash Tag Team Racing		DL-DOL-G9RP-UKV	46				
Crash Tag Team Racing		DL-DOL-G9RF-FRA	46				
Crash Tag Team Racing		DL-DOL-G9RD-NOE	46				
Crazy Taxi		DL-DOL-GCTP-EUR	46				
Dakar 2		DL-DOL-GPDP-EUR	48				
Dancing Stage Mario Mix <i>(Bundled with Dance Pad)</i>		DL-DOL-GWZP-EUR	48				
Dark Summit		DL-DOL-GDSP-EUR	48				
Darkened Skye		DL-DOL-GDQP-EUR-01	49				
Dave Mirra Freestyle BMX 2		DL-DOL-GBXP-EUR	49				
Dead to Rights		DL-DOL-GDRP-EUR	49				
Def Jam: Fight for NY		DL-DOL-GNWP-EUR	50				
Def Jam: Fight for NY		DL-DOL-GNWP-NOE	50				
Def Jam: Vendetta		DL-DOL-GDTP-NOE	50				
Def Jam: Vendetta		DL-DOL-GDTP-UKV	50				
Defender: For All Mankind		DL-DOL-GDFP-EUR	50				
Désastreuses Aventures Baudelaire: Lemony Snicket		DL-DOL-GLCF-FRA	115				
Die Hard: Vendetta		DL-DOL-GDIP-EUR	51				
Die Hard: Vendetta		DL-DOL-GDIY-EUU	51				














































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Die Hard: Vendetta		DL-DOL-GDIX-EUR	51				
Digimon Rumble Arena 2		DL-DOL-GD6P-EUR	51				
Disney Chicken Little		DL-DOL-GHCF-FRA	41				
Disney Les Aventures de Porcinet		DL-DOL-GPLF-FRA	167				
Disney Sports: Basketball		DL-DOL-GDLP-EUR	52				
Disney Sports: Football		DL-DOL-GDKP-EUR	53				
Disney Sports: Skateboarding		DL-DOL-GDXP-EUR	53				
Disney's Chicken Little		DL-DOL-GHCP-UKV	41				
Disney's Donald: Phantomas: Platyrhynchos Kineticus		DL-DOL-GDOP-EUR	55				
Disney's Donald Duck: Quack Attack		DL-DOL-GDDP-EUR	56				
Disney's Extreme Skate Adventure		DL-DOL-GEXP-UKV	54				
Disney's Extreme Skate Adventure		DL-DOL-GEXX-EUR	54				
Disney's Extreme Skate Adventure		DL-DOL-GEXY-EUR	54				
Disney's Hide & Sneak		DL-DOL-GHVP-EUR	54				
Disney's Hide & Sneak		DL-DOL-GHVP-NOE	54				
Disney's Magical Mirror Starring Mickey Mouse		DL-DOL-GDMP-EUR	54				
Disney's Party		DL-DOL-GMTP-NOE	55				
Disney's Piglet's Big Game		DL-DOL-GPLP-UKV	167				
Disney's Tarzan: Freeride		DL-DOL-GTZP-EUR	55				
Disney's Winnie the Pooh's Rumbly Tumbly Adventure		DL-DOL-GWHP-EUR	243				
Disney/Pixar Cars		DL-DOL-GKJP-EUR	38				
Disney/Pixar Cars		DL-DOL-GKJF-FRA	38				
Disney/Pixar Cars		DL-DOL-GKJD-NOE	38				
Disney/Pixar Cars		DL-DOL-GKJH-HOL	38				
Disney/Pixar Cars		DL-DOL-GKJS-ESP	38				
Disney/Pixar Die Unglaublichen		DL-DOL-GICD-NOE	96				
Disney/Pixar Le Monde de Nemo		DL-DOL-GNEF-FRA	73				
Disney/Pixar Les Indestructibles		DL-DOL-GICF-FRA	96				
Disney/Pixar Monsters, Inc.: Scream Arena		DL-DOL-GMNP-EUR	140				
Disney/Pixar Ratatouille		DL-DOL-GLLF-FRA	177				
Disney/Pixar The Incredibles		DL-DOL-GICP-EUR	96				
Disney/Pixar The Incredibles		DL-DOL-GICP-UKV	96				
Disney/Pixar The Incredibles		DL-DOL-GICH-HOL	96				
Disney/Pixar The Incredibles: Rise of the Underminer		DL-DOL-GIQX-EUU	96				
Disney/Pixar The Incredibles: Rise of the Underminer		DL-DOL-GIQY-EUR	96				
Disneys Ferkels grosses Abenteuer-Spiel		DL-DOL-GPLD-NOE	167				
Disneys Himmel und Huhn		DL-DOL-GHCD-NOE	41				
Donkey Kong Jungle Beat		DL-DOL-GYBP-EUR	56				
Donkey Kong Jungle Beat ( <i>Bundled with DK Bongos</i> )		DL-DOL-GYBP-EUR	56				
Donkey Konga		DL-DOL-GKGP-EUR	57				
Donkey Konga 2		DL-DOL-GY2P-EUR	57				
Doshin the Giant		DL-DOL-GKDP-EUR	58				
Dragon Ball Z: Budokai		DL-DOL-GD7P-EUR	60				
Dragon Ball Z: Budokai 2		DL-DOL-GZ3P-EUR	60				
Dragon's Lair 3D: Special Edition		DL-DOL-GDGP-EUR	61				
Dragon's Lair 3D: Special Edition		DL-DOL-GDGP-NOE	61				





































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DreamWorks & Aardman Flushed Away		DL-DOL-GLHP-EUR	74				
DreamWorks Ab durch die Hecke		DL-DOL-GH5D-NOE	164				
DreamWorks Gang de requins		DL-DOL-G9TF-FRA	192				
DreamWorks Grosse Haie: Kleine Fische		DL-DOL-G9TD-NOE	192				
DreamWorks Madagascar		DL-DOL-GGZX-NOE	119				
DreamWorks Madagascar		DL-DOL-GGZI-ITA	119				
DreamWorks Madagascar		DL-DOL-GGZH-HOL	119				
DreamWorks Madagascar		DL-DOL-GGZS-ESP	119				
DreamWorks Madagascar		DL-DOL-GGZP-UKV	119				
DreamWorks Nos Voisins, les Hommes		DL-DOL-GH5F-FRA	164				
DreamWorks Over the Hedge		DL-DOL-GH5P-UKV	164				
DreamWorks Shark Tale		DL-DOL-G9TP-UKV	192				
DreamWorks Shark Tale		DL-DOL-G9TI-ITA	192				
DreamWorks Shrek: Smash n' Crash Racing		DL-DOL-G4IP-EUR	194				
DreamWorks Shrek: SuperSlam		DL-DOL-G3YP-UKV	195				
DreamWorks Shrek: SuperSlam		DL-DOL-G3YX-EUR	195				
DreamWorks Shrek: SuperSlam		DL-DOL-G3YY-EUU	195				
Driven		DL-DOL-GDVP-EUR	62				
Drome Racers		DL-DOL-GD9P-NOE	62				
Eggo Mania		DL-DOL-GEMP-EUR	63				
Enter the Matrix		DL-DOL-GMXP-0-EUR	65				
		DL-DOL-GMXP-1-EUR	65				
ESPN International Winter Sports		DL-DOL-GWSP-EUR	65				
Eternal Darkness: Sanity's Requiem		DL-DOL-GEDP-EUR	66				
Evolution Skateboarding		DL-DOL-GESP-EUR	66				
Evolution Snowboarding		DL-DOL-GEBP-EUR	67				
Evolution Worlds		DL-DOL-GEWP-EUR	67				
F-Zero GX		DL-DOL-GFZP-EUR	68				
F1 2002		DL-DOL-GF2P-EUR	68				
F1 Career Challenge		DL-DOL-GFCP-EUR	68				
Fantastic 4		DL-DOL-GF4P-UKV	70				
Fantastic 4		DL-DOL-GF4D-NOE	70				
Fantastic 4		DL-DOL-GF4H-HOL	70				
Fantastic 4		DL-DOL-GF4S-ESP	70				
I Fantastici 4		DL-DOL-GF4I-ITA	70				
FIFA 06		DL-DOL-GF6P-UKV	70				
FIFA 06		DL-DOL-GF6F-FRA	70				
FIFA 06		DL-DOL-GF6D-NOE	70				
FIFA 06		DL-DOL-GF6I-ITA	70				
FIFA 06		DL-DOL-GF6H-HOL	70				
FIFA 06		DL-DOL-GF6S-ESP	70				
FIFA 07		DL-DOL-G4FP-UKV	70				
FIFA 07		DL-DOL-G4FF-FRA	70				
FIFA 07		DL-DOL-G4FD-NOE	70				
FIFA Football 2003		DL-DOL-GFAP-UKV	71				
FIFA Football 2003		DL-DOL-GFAD-NOE	71				















































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FIFA Football 2003		DL-DOL-GFAI-ITA	71				
FIFA Football 2003		DL-DOL-GFAS-ESP	71				
FIFA Football 2004		DL-DOL-GXFP-UKV	71				
FIFA Football 2004		DL-DOL-GXFF-FRA	71				
FIFA Football 2004		DL-DOL-GXFD-NOE	71				
FIFA Football 2004		DL-DOL-GXFI-ITA	71				
FIFA Football 2004		DL-DOL-GXFS-ESP	71				
FIFA Football 2005		DL-DOL-GF5P-UKV	72				
FIFA Football 2005		DL-DOL-GF5F-FRA	72				
FIFA Football 2005		DL-DOL-GF5D-NOE	72				
FIFA Football 2005		DL-DOL-GF5I-ITA	72				
FIFA Football 2005		DL-DOL-GF5H-HOL	72				
FIFA Football 2005		DL-DOL-GF5S-ESP	72				
FIFA Fussball-Weltmeisterschaft Deutschland 2006		DL-DOL-G6FD-NOE	13				
FIFA Street		DL-DOL-GF8P-EUR	72				
FIFA Street 2		DL-DOL-GFYP-EUR	72				
FIFA Street 2		DL-DOL-GFYP-NOE	72				
FIFA World Cup Germany 2006		DL-DOL-G6FP-UKV	13				
FIFA World Cup Germany 2006		DL-DOL-G6FF-FRA	13				
Fight Night Round 2		DL-DOL-GEYP-EUR	73				
Final Fantasy: Crystal Chronicles		DL-DOL-GCCP-EUR	73				
Findet Nemo		DL-DOL-GNED-NOE	73				
Finding Nemo		DL-DOL-GNEP-UKV	73				
Fire Emblem: Path of Radiance		DL-DOL-GFEP-EUR	74				
FireBlade		DL-DOL-GFBP-EUR	74				
Franklin: Un anniversaire surprise		DL-DOL-GQFF-FRA	76				
Freedom Fighters		DL-DOL-GFDP-UKV	76				
Freedom Fighters		DL-DOL-GFDF-FRA	76				
Freedom Fighters		DL-DOL-GFDD-NOE	76				
Freekstyle		DL-DOL-GFKP-EUR	77				
Frogger Beyond		DL-DOL-GFGP-EUR-01	79				
Future Tactics: The Uprising		DL-DOL-GFUP-NOE	79				
Gadget Racers		DL-DOL-GROP-EUR	183				
Gauntlet: Dark Legacy		DL-DOL-GUNP-EUR	80				
Geist		DL-DOL-GITP-EUR	80				
Geist		DL-DOL-GITP-UKV	80				
Gladius		DL-DOL-GLSP-EUR	82				
Gladius		DL-DOL-GLSD-NOE	82				
Goblin Commander: Unleash the Horde		DL-DOL-GGCP-EUR	82				
Godzilla: Destroy All Monsters Melee		DL-DOL-GZDP-EUR	84				
GoldenEye: Agente Corrupto		DL-DOL-GOYS-0-ESP	84				
		DL-DOL-GOYS-1-ESP	84				
GoldenEye: Rogue Agent		DL-DOL-GOYP-0-EUR	84				
		DL-DOL-GOYP-1-EUR	84				
GoldenEye: Rogue Agent		DL-DOL-GOYF-0-FRA	84				
		DL-DOL-GOYF-1-FRA	84				














































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Gotcha Force		DL-DOL-GG4P-NOE	84				
Gun		DL-DOL-GUMP-EUR	86				
Gun		DL-DOL-GUMP-UKV	86				
Gun		DL-DOL-GUMD-NOE	86				
Harry Potter and the Chamber of Secrets		DL-DOL-GHSP-UKV	87				
Harry Potter and the Chamber of Secrets		DL-DOL-GHSY-EUR	87				
Harry Potter and the Chamber of Secrets		DL-DOL-GHSX-EUR	87				
Harry Potter and the Goblet of Fire		DL-DOL-GH4P-UKV	87				
Harry Potter and the Philosopher's Stone		DL-DOL-GHLP-EUR	88				
Harry Potter and the Philosopher's Stone		DL-DOL-GHLX-EUU	88				
Harry Potter and the Philosopher's Stone		DL-DOL-GHLY-EUB	88				
Harry Potter and the Philosopher's Stone		DL-DOL-GHLZ-EUT	88				
Harry Potter and the Prisoner of Azkaban		DL-DOL-GAZP-UKV	88				
Harry Potter e il Calice di Fuoco		DL-DOL-GH4I-ITA	87				
Harry Potter e il Prigioniero di Azkaban		DL-DOL-GAZI-ITA	88				
Harry Potter en de gevangene van Azkaban		DL-DOL-GAZH-HOL	88				
Harry Potter en de Vuurbeker		DL-DOL-GH4H-HOL	87				
Harry Potter et la Coupe de Feu		DL-DOL-GH4F-FRA	87				
Harry Potter et le Prisonnier d'Azkaban		DL-DOL-GAZF-FRA	88				
Harry Potter och den flammande bägaren		DL-DOL-GH4M-SWE	87				
Harry Potter och fången från Azkaban		DL-DOL-GAZM-SWE	88				
Harry Potter und der Feuerkelch		DL-DOL-GH4D-NOE	87				
Harry Potter und der Gefangene von Askaban		DL-DOL-GAZD-NOE	88				
Harry Potter y el Cáliz de Fuego		DL-DOL-GH4S-ESP	87				
Harry Potter y el prisionero de Azkaban		DL-DOL-GAZS-ESP	88				
Harry Potter: Quidditch World Cup		DL-DOL-GQWP-EUR	88				
Harry Potter: Quidditch World Cup		DL-DOL-GQWX-EUU	88				
Harvest Moon: A Wonderful Life		DL-DOL-GYWP-UKV	89				
Harvest Moon: A Wonderful Life		DL-DOL-GYWD-NOE	89				
Hello Kitty: Roller Rescue		DL-DOL-GH6P-EUR	90				
Der Herr der Ringe: Das dritte Zeitalter		DL-DOL-G3AD-0-NOE	116				
		DL-DOL-G3AD-1-NOE	116				
Der Herr der Ringe: Die Rückkehr des Königs		DL-DOL-GKLD-NOE	116				
Der Herr der Ringe: Die zwei Türme		DL-DOL-GLOD-NOE	116				
Hitman 2: Silent Assassin		DL-DOL-GHMP-UKV	91				
Hitman 2: Silent Assassin		DL-DOL-GHMF-FRA	91				
Hitman 2: Silent Assassin		DL-DOL-GHMD-NOE	91				
The Hobbit: The Prelude to the Lord of the Rings		DL-DOL-GHBP-EUR	91				
The Hobbit: The Prelude to the Lord of the Rings		DL-DOL-GHBP-FRA	91				
Hot Wheels: Velocity X		DL-DOL-GHWP-EUR	92				
Hot Wheels: World Race		DL-DOL-GHRP-UKV	92				
Hulk		DL-DOL-GHKP-EUR	94				
Hulk		DL-DOL-GHKP-UKV	94				
Hulk		DL-DOL-GHKF-FRA	94				
Hulk		DL-DOL-GHKD-NOE	94				
Hulk		DL-DOL-GHKS-ESP	94				












































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Hunter: The Reckoning		DL-DOL-GHNX-EUR	94				
Ice Age 2: The Meltdown		DL-DOL-GIAP-EUR	95				
Ikaruga		DL-DOL-GIKP-UKV-01	95				
The Incredible Hulk: Ultimate Destruction		DL-DOL-GHUP-EUR	96				
International Superstar Soccer 2		DL-DOL-GJ2P-EUR	98				
International Superstar Soccer 2		DL-DOL-GJ3P-EUR	98				
The Italian Job		DL-DOL-GIBP-NOE	98				
Jeremy McGrath Supercross World		DL-DOL-GSCP-EUR	100				
Judge Dredd: Dredd vs. Death		DL-DOL-GJDY-EUU	104				
Judge Dredd: Dredd vs. Death		DL-DOL-GJDX-EUR	104				
Kao the Kangaroo: Round 2		DL-DOL-GKOP-NOE	105				
Kelly Slater's Pro Surfer		DL-DOL-GKSP-UKV	105				
Kelly Slater's Pro Surfer		DL-DOL-GKSX-EUR	105				
Kelly Slater's Pro Surfer		DL-DOL-GKSX-EUU	105				
Killer 7		DL-DOL-GK7P-0-EUR	106				
		DL-DOL-GK7P-1-EUR	106				
King Arthur		DL-DOL-GKHP-EUR	108				
Kirby Air Ride		DL-DOL-GKYP-EUR	108				
Knights of the Temple: Infernal Crusade		DL-DOL-GTPP-EUR	109				
Knockout Kings 2003		DL-DOL-GKKP-EUR	109				
Lara Croft Tomb Raider: Legend		DL-DOL-GL8P-UKV	229				
Lara Croft Tomb Raider: Legend		DL-DOL-GL8F-FRA	229				
Lara Croft Tomb Raider: Legend		DL-DOL-GL8D-NOE	229				
Largo Winch: Empire Under Threat		DL-DOL-GLGP-EUR	111				
The Legend of Spyro: A New Beginning		DL-DOL-G6SP-EUR	111				
The Legend of Zelda: Four Swords Adventures		DL-DOL-G4SP-EUR	112				
The Legend of Zelda: Ocarina of Time / Master Quest		DL-DOL-D43U-AUS	113				
The Legend of Zelda: Ocarina of Time / Master Quest (L.E)		DL-DOL-D43P-EUR	113				
The Legend of Zelda: Ocarina of Time / Master Quest (L.E)		DL-DOL-D43W-KOR	113				
The Legend of Zelda: The Wind Waker (Limited Edition)		DL-DOL-GZLP-EUR-01	113				
The Legend of Zelda: The Wind Waker		DL-DOL-GZLE-KOR	113				
The Legend of Zelda: Twilight Princess		DL-DOL-GZ2P-EUR	113				
Legends of Wrestling		DL-DOL-GLWP-EUR	114				
Legends of Wrestling II		DL-DOL-GL2P-EUR	114				
LEGO Star Wars II: The Original Trilogy		DL-DOL-GL7P-EUR	115				
LEGO Star Wars II: The Original Trilogy		DL-DOL-GL7P-EUR	115				
LEGO Star Wars: The Video Game		DL-DOL-GL5P-UKV	114				
LEGO Star Wars: The Video Game		DL-DOL-GL5X-EUR	114				
Lemony Snicket: Rätselhafte Ereignisse		DL-DOL-GLCD-NOE	115				
Lemony Snicket's A Series of Unfortunate Events		DL-DOL-GLCP-UKV	115				
Looney Tunes: Back in Action		DL-DOL-GLNP-EUR	115				
The Lord of the Rings: The Return of the King		DL-DOL-GKLP-EUR	116				
The Lord of the Rings: The Third Age		DL-DOL-G3AP-0-UKV	116				
		DL-DOL-G3AP-1-UKV	116				
The Lord of the Rings: The Two Towers		DL-DOL-GLOP-EUR	116				
Lost Kingdoms		DL-DOL-GRNP-EUR	117				

















































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Lost Kingdoms		DL-DOL-GRNP-UKV	117				
Lost Kingdoms II		DL-DOL-GR2P-EUR-01	117				
Luigi's Mansion		DL-DOL-GLMP-EUR	118				
Madden NFL 06		DL-DOL-G6MP-UKV	120				
Madden NFL 2003		DL-DOL-GM3P-EUR	119				
Madden NFL 2004		DL-DOL-GQXP-EUR	120				
Madden NFL 2004		DL-DOL-GQXP-UKV	120				
Madden NFL 2005		DL-DOL-GNQP-EUR	120				
Madden NFL 2005		DL-DOL-GNQP-UKV	120				
Mario Golf: Toadstool Tour		DL-DOL-GFTP-EUR	122				
Mario Kart: Double Dash!!		DL-DOL-GM4P-EUR	122				
Mario Kart: Double Dash!! ( <i>GameCube Bundle</i> )		DL-DOL-GM4P-EUR	122				
Mario Party 4		DL-DOL-GMPP-EUR	124				
Mario Party 5		DL-DOL-GP5P-EUR	124				
Mario Party 6		DL-DOL-GP6P-EUR	124				
Mario Party 6 ( <i>Bundled with Microphone</i> )		DL-DOL-GP6P-EUR	124				
Mario Party 7		DL-DOL-GP7P-EUR	125				
Mario Power Tennis		DL-DOL-GOMP-EUR	125				
Mario Smash Football		DL-DOL-G4QP-EUR	214				
Mario Smash Football ( <i>GameCube Bundle</i> )		DL-DOL-G4QP-EUR	214				
Mario Superstar Baseball		DL-DOL-GYQP-EUR	125				
Marvel Nemesis: Rise of the Imperfects		DL-DOL-GVLP-UKV	126				
Marvel Nemesis: Rise of the Imperfects		DL-DOL-GVLD-NOE	126				
Mary-Kate and Ashley: Sweet 16: Licensed to Drive		DL-DOL-GMAP-EUR	126				
Mat Hoffman's Pro BMX 2		DL-DOL-GMHP-EUR	127				
MC Groovz Dance Craze ( <i>Bundled with Beat Pad</i> )		DL-DOL-GR4P-EUR	127				
Medabots Infinity		DL-DOL-GM6P-EUR	127				
Medal of Honor: En Première Ligne		DL-DOL-GMFF-FRA	129				
Medal of Honor: European Assault		DL-DOL-GONP-EUR	129				
Medal of Honor: European Assault		DL-DOL-GOND-NOE	129				
Medal of Honor: Frontline		DL-DOL-GMFP-UKV	129				
Medal of Honor: Frontline		DL-DOL-GMFD-NOE	129				
Medal of Honor: Frontline		DL-DOL-GMFI-ITA	129				
Medal of Honor: Frontline		DL-DOL-GMFS-ESP	129				
Medal of Honor: Les Faucons de Guerre		DL-DOL-GONF-FRA	129				
Medal of Honor: Rising Sun		DL-DOL-GR8P-0-EUR	129				
		DL-DOL-GR8P-1-EUR	129				
Medal of Honor: Rising Sun		DL-DOL-GR8D-0-NOE	129				
		DL-DOL-GR8D-1-NOE	129				
Medal of Honor: Soleil Levant		DL-DOL-GR8F-0-FRA	129				
		DL-DOL-GR8F-1-FRA	129				
Mega Man X: Command Mission		DL-DOL-GXRP-EUR	131				
Mega Man: Network Transmission		DL-DOL-GREP-UKV	130				
Men in Black II: Alien Escape		DL-DOL-GMEP-EUR	131				
Metal Arms: Glitch in the System		DL-DOL-GM5P-UKV	135				
Micro Machines		DL-DOL-GMOP-EUR	135				






































Game Title	Reg.	Game-ID	Pg	C	I	B	S
Metal Gear Solid: The Twin Snakes		DL-DOL-GGSP-0-EUR	132				
		DL-DOL-GGSP-0-EUR	132				
Metroid Prime		DL-DOL-GM8P-EUR	134				
Metroid Prime ( <i>GameCube Bundle</i> )		DL-DOL-GM8P-EUR	134				
Metroid Prime 2: Echoes		DL-DOL-G2MP-EUR	134				
Minority Report: Everybody Runs		DL-DOL-GMWP-UKV	135				
Minority Report: Everybody Runs		DL-DOL-GMWD-NOE	135				
Minority Report: Le Futur vous Rattrape		DL-DOL-GMWF-FRA	135				
Mission: Impossible: Operation Surma		DL-DOL-GMIP-EUR	137				
Le Monde de Narnia: Lion, Sorcière et l'Armoire Magique		DL-DOL-GLVF-FRA	42				
Monopoly Party		DL-DOL-GMQP-EUR	138				
Monster House		DL-DOL-GK5P-UKV	139				
Monster House		DL-DOL-GK5X-NOE	139				
Monster Jam: Maximum Destruction		DL-DOL-GMJP-EUR	139				
Mortal Kombat: Deadly Alliance		DL-DOL-GMKP-EUR	140				
Mortal Kombat: Deadly Alliance		DL-DOL-GMKD-NOE	140				
MX SuperFly		DL-DOL-GSVP-EUR-01	143				
Mystic Heroes		DL-DOL-GBHP-EUR	143				
Mystic Heroes		DL-DOL-GBHF-FRA	143				
Mystic Heroes		DL-DOL-GBHD-NOE	143				
Namco Museum 50th Anniversary		DL-DOL-G5NP-NOE	144				
Naruto: Clash of Ninja		DL-DOL-GNUP-EUR	145				
NBA 2K3		DL-DOL-GK3P-EUR	147				
NBA Courtside 2002		DL-DOL-GNBP-EUR	147				
NBA Live 06		DL-DOL-G6NP-EUR	149				
NBA Live 06		DL-DOL-G6NP-NOE	149				
NBA Live 2003		DL-DOL-GNLP-EUR	148				
NBA Live 2004		DL-DOL-GN8P-EUR	148				
NBA Live 2005		DL-DOL-GLYP-EUR	148				
NBA Live 2005		DL-DOL-GLYP-NOE	148				
NBA Street V3		DL-DOL-G3VP-NOE	150				
NBA Street Vol. 2		DL-DOL-GN3P-EUR	149				
Need for Speed: Carbon		DL-DOL-GW5P-UKV	152				
Need for Speed: Carbon		DL-DOL-GW5F-FRA	152				
Need for Speed: Carbon		DL-DOL-GW5D-NOE	152				
Need for Speed: Hot Pursuit 2		DL-DOL-GH2P-EUR	152				
Need for Speed: Most Wanted		DL-DOL-GOWP-EUR	152				
Need for Speed: Most Wanted		DL-DOL-GOWF-FRA	152				
Need for Speed: Most Wanted		DL-DOL-GOWD-NOE	152				
Need for Speed: Underground		DL-DOL-GNDP-UKV	153				
Need for Speed: Underground		DL-DOL-GNDF-FRA	153				
Need for Speed: Underground		DL-DOL-GNDD-NOE	153				
Need for Speed: Underground 2		DL-DOL-GUGP-EUR	153				
Need for Speed: Underground 2		DL-DOL-GUGF-FRA	153				
Need for Speed: Underground 2		DL-DOL-GUGD-NOE	153				
Neighbours from Hell		DL-DOL-GFHP-NOE	153				








































Game Title	Reg.	Game-ID	Pg	C	I	B	S
NFL 2K3		DL-DOL-GF3P-EUR	157				
NFL Street		DL-DOL-GNNP-NOE	155				
NFL Street 2		DL-DOL-GN7P-UKV	156				
NHL 06		DL-DOL-GN6P-EUR	157				
NHL 06		DL-DOL-GN6P-NOE	157				
NHL 2003		DL-DOL-GH3P-EUR	156				
NHL 2004		DL-DOL-GNVP-EUR	156				
NHL 2004		DL-DOL-GNVP-NOE	156				
NHL 2005		DL-DOL-GN5P-EUR	157				
NHL 2K3		DL-DOL-G2KP-EUR	157				
NHL Hitz 2002		DL-DOL-GNHP-EUR	158				
NHL Hitz 2003		DL-DOL-GN3P-EUR	158				
Nick Jr. Dora the Explorer: Journey to the Purple Planet		DL-DOL-GQLP-EUR	58				
Nick SpongeBob Schwammkopf: Kreatur Krossen Krabbe		DL-DOL-GQ4D-NOE	205				
Nickelodeon Avatar: The Legend of Aang		DL-DOL-GAVY-EUU	20				
Nickelodeon Barnyard		DL-DOL-GYAX-EUR	22				
Nickelodeon Barnyard		DL-DOL-GYAP-UKV	22				
Nickelodeon Bob L'éponge: La Créature Crabe Croustillant		DL-DOL-GQ4F-FRA	205				
Nickelodeon Bob L'éponge: Silence on Tourne!		DL-DOL-GQQF-FRA	205				
Nickelodeon Jimmy Neutron: Boy Genius		DL-DOL-GJNP-EUR	104				
Nickelodeon Jimmy Neutron: Boy Genius: Attack Twonkies		DL-DOL-GJYP-UKV	13				
Nickelodeon Jimmy Neutron: Der mutige Erfinder		DL-DOL-GJND-NOE	104				
Nickelodeon Party Blast		DL-DOL-GNPP-EUR	159				
Nickelodeon Rocket Power: Beach Bandits		DL-DOL-GBQP-EUR	185				
Nickelodeon Rugrats: Royal Ransom		DL-DOL-GRRP-UKV	186				
Nickelodeon SpongeBob Schwammkopf: Der Film		DL-DOL-GGVD-NOE	205				
Nickelodeon SpongeBob Schwammkopf: Film ab!		DL-DOL-GQQD-NOE	205				
Nickelodeon SpongeBob SquarePants and Friends Unite!		DL-DOL-GNOX-EUR	160				
Nickelodeon SpongeBob SquarePants: Battle Bikini Bottom		DL-DOL-GQPP-EUR	204				
Nickelodeon SpongeBob SquarePants: Creature Krusty Krab		DL-DOL-GQ4P-UKV	205				
Nickelodeon SpongeBob Squarepants: Licht, Camera aan!		DL-DOL-GQQH-HOL	205				
Nickelodeon SpongeBob SquarePants: Lights, Cam., Pants!		DL-DOL-GQQP-UKV	205				
Nickelodeon SpongeBob SquarePants: Flying Dutchman		DL-DOL-GSQP-UKV	206				
Nickelodeon SpongeBob SquarePants: The Movie		DL-DOL-GGVX-FAH	205				
Nickelodeon SpongeBob SquarePants: The Movie		DL-DOL-GGVP-UKV	205				
Nickelodeon Tak 2: Der Stab der Träume		DL-DOL-G2FD-NOE	218				
Nickelodeon Tak 2: Le Sceptre des Rêves		DL-DOL-G2FF-FRA	218				
Nickelodeon Tak 2: The Staff of Dreams		DL-DOL-G2FP-UKV	218				
Nickelodeon Tak: The Great Juju Challenge		DL-DOL-GJWP-EUR	218				
Nickelodeon Jimmy Neutron: Boy Genius: Jet Fusion		DL-DOL-GJFP-UKV	14				
Odama		DL-DOL-GOOP-EUR	161				
Open Season		DL-DOL-GOSX-EUU	164				
Open Season		DL-DOL-GOSP-EUR	164				
Outlaw Golf		DL-DOL-GOFP-EUR-01	164				
P.N. 03		DL-DOL-GPNP-EUR	165				
Pac-Man Vs.		DL-DOL-PRJP-EUR	165				











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Pac-Man World 2		DL-DOL-GP2P-EUR	166				
Pac-Man World 3		DL-DOL-GP8P-NOE	166				
Paper Mario: The Thousand-Year Door		DL-DOL-G8MP-EUR	167				
Peter Jackson's King Kong: The Official Game of the Movie		DL-DOL-GWKP-EUR	167				
Phantasy Star Online Episode I & II		DL-DOL-GPOP-EUR	168				
Phantasy Star Online Episode I & II		DL-DOL-GPOP-EUR-01	168				
Phantasy Star Online Episode III: C.A.R.D. Revolution		DL-DOL-GPSP-UKV	168				
Pikmin		DL-DOL-GPIP-EUR	169				
Pikmin 2		DL-DOL-GPVP-EUR	169				
Pitfall: The Lost Expedition		DL-DOL-GPHP-UKV	170				
Pitfall: The Lost Expedition		DL-DOL-GPHF-FRA	170				
Pitfall: The Lost Expedition		DL-DOL-GPHD-NOE	170				
Pokémon Box: Ruby & Sapphire		DL-DOL-GPXP-EUR	170				
Pokémon Channel		DL-DOL-GPAU-AUS	170				
Pokémon Channel		DL-DOL-GPAP-EUR	170				
Pokémon Colosseum		DL-DOL-GC6P-EUR	171				
Pokémon Colosseum ( <i>Pokémon Colosseum Mega Pak</i> )		DL-DOL-GC6P-EUR	171				
Pokémon XD: Gale of Darkness		DL-DOL-GXXP-EUR	171				
The Polar Express		DL-DOL-GP3P-NOE	172				
Pool Paradise		DL-DOL-GPRP-EUR	172				
Power Rangers: Dino Thunder		DL-DOL-GRUP-UKV	173				
The Powerpuff Girls: Relish Rampage: Pickled Edition		DL-DOL-GPQP-EUR	173				
Prince of Persia: The Sands of Time		DL-DOL-GPTP-EUR	174				
Prince of Persia: The Two Thrones		DL-DOL-GKMP-EUR	175				
Prince of Persia: Warrior Within		DL-DOL-G2OP-EUR	175				
Pro Rally 2002		DL-DOL-GRLP-EUR	173				
Pro Tennis WTA Tour		DL-DOL-GRLP-EUR	246				
Puyo Pop Fever		DL-DOL-GPUP-EUR	175				
R:Racing		DL-DOL-GRJP-EUR	176				
Rally Championship		DL-DOL-GRAP-UKV	176				
Rayman 3: Hoodlum Havoc		DL-DOL-GRHP-EUR	178				
Red Faction II		DL-DOL-GRFP-EUR	178				
Red Faction II		DL-DOL-GRFF-FRA	178				
Red Faction II		DL-DOL-GRFD-NOE	178				
RedCard		DL-DOL-GRDP-EUR	179				
Reign of Fire		DL-DOL-GR9P-EUR	179				
Resident Evil		DL-DOL-GBIP-0-EUR	180				
		DL-DOL-GBIP-1-EUR	180				
Resident Evil 2		DL-DOL-GHAP-EUR	180				
Resident Evil 3: Nemesis		DL-DOL-GLEP-EUR	180				
Resident Evil 4		DL-DOL-G4BD-0-NOE	182				
		DL-DOL-G4BD-1-NOE	182				
Resident Evil 4		DL-DOL-G4BP-0-UKV	182				
		DL-DOL-G4BP-1-UKV	182				
Resident Evil 4		DL-DOL-G4BP-0-EUR-01	182				
		DL-DOL-G4BP-1-EUR-01	182				












































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Resident Evil 4 ( <i>Gamecube Bundle</i> )		DL-DOL-G4BP-0-EUR	182				
Bonus Disc		DL-DOL-G4BP-1-EUR	182				
		DL-DOL-D4BP-EUR	182				
Resident Evil 4 ( <i>Gamecube Bundle</i> )		DL-DOL-G4BP-0-UKV	182				
Bonus Disc		DL-DOL-G4BP-1-UKV	182				
		DL-DOL-D4BP-UKV	182				
Resident Evil Zero		DL-DOL-GBZP-0-EUR	183				
		DL-DOL-GBZP-1-EUR	183				
Resident Evil: Code: Veronica X		DL-DOL-GCDP-0-EUR	182				
		DL-DOL-GCDP-1-EUR	182				
Resident Evil: Code: Veronica X		DL-DOL-GCDP-0-UKV	182				
		DL-DOL-GCDP-1-UKV	182				
Ribbit King		DL-DOL-GKRP-EUR	183				
Robotech: Battlecry		DL-DOL-GRBP-EUR	184				
Robots		DL-DOL-GZQP-EUR	185				
Rocky		DL-DOL-GRKP-EUR	185				
Rogue Ops		DL-DOL-GP9P-NOE	186				
Samurai Jack: The Shadow of Aku		DL-DOL-GJCP-EUR	187				
Scooby-Doo! Fluch der Folianten		DL-DOL-GC3D-NOE	188				
Scooby-Doo! Le Livre des Ténèbres		DL-DOL-GC3F-FRA	188				
Scooby-Doo! Mystery Mayhem		DL-DOL-GC3P-UKV	188				
Scooby-Doo! Nacht der 100 Schrecken		DL-DOL-GIHD-NOE	188				
Scooby-Doo! Night of 100 Frights		DL-DOL-GIHP-UKV	188				
Scooby-Doo! Unmasked		DL-DOL-G5DP-EUR	188				
The Scorpion King: Rise of the Akkadian		DL-DOL-GSKP-EUR	187				
SeaWorld Adventure Parks: Shamu's Deep Sea Adventures		DL-DOL-GJZP-EUR	189				
Second Sight		DL-DOL-GISP-EUR	189				
Sega Soccer Slam		DL-DOL-GSSP-EUR	190				
Le Seigneur des Anneaux: Le Retour du Roi		DL-DOL-GKLF-FRA	116				
Le Seigneur des Anneaux: Le Tiers Age		DL-DOL-G3AF-0-FRA	116				
		DL-DOL-G3AF-1-FRA	116				
Le Seigneur des Anneaux: Les Deux Tours		DL-DOL-GLOF-FRA	116				
El Señor de los Anillos: El Retorno del Rey		DL-DOL-GKLS-ESP	116				
El Señor de los Anillos: La Tercera Edad		DL-DOL-G3AS-0-ESP	116				
		DL-DOL-G3AS-1-ESP	116				
El Señor de los Anillos: Las Dos Torres		DL-DOL-GLOS-ESP	116				
Serious Sam: Next Encounter		DL-DOL-G3BP-EUR	190				
Shadow The Hedgehog		DL-DOL-GUPP-EUR	190				
Shrek 2		DL-DOL-G3RP-UKV	194				
Shrek 2		DL-DOL-G3RF-FRA	194				
Shrek 2		DL-DOL-G3RD-NOE	194				
Shrek 2		DL-DOL-G3RM-SWE	194				
Shrek Extra Large		DL-DOL-GS9P-EUR	194				
Shrek Super Party		DL-DOL-GSYP-EUR	195				
Il Signore degli Anelli: Il ritorno del Re		DL-DOL-GKLI-ITA	116				
Il Signore degli Anelli: Le Due Torri		DL-DOL-GLOI-ITA	116				











































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The Simpsons: Hit & Run		DL-DOL-GHQP-EUR	193				
The Simpsons: Road Rage		DL-DOL-GSPP-EUR	193				
The Sims 2		DL-DOL-G4ZP-EUR	196				
The Sims 2: Pets		DL-DOL-G4OP-EUR	196				
The Sims		DL-DOL-GCIP-EUR	195				
The Sims		DL-DOL-GCIP-NOE	195				
The Sims: Bustin' Out		DL-DOL-G4MP-NOE	196				
The Sims: Bustin' Out		DL-DOL-G4MP-UKV	196				
Skies of Arcadia Legends		DL-DOL-GEAP-EUR	197				
Smuggler's Run: Warzones		DL-DOL-GSRP-EUR	197				
Sonic Adventure 2: Battle		DL-DOL-GSNP-EUR	198				
Sonic Adventure DX: Director's Cut		DL-DOL-GXSP-EUR	198				
Sonic Gems Collection		DL-DOL-G2XP-EUR	198				
Sonic Heroes		DL-DOL-G9SP-EUR	199				
Sonic Mega Collection		DL-DOL-GSOP-EUR	199				
Sonic Mega Collection		DL-DOL-GSOP-EUR-01	199				
Sonic Riders		DL-DOL-GXEP-EUR	199				
Soulcalibur II		DL-DOL-GRSP-EUR	201				
Spartan: Total Warrior		DL-DOL-GWAP-EUR	201				
Spartan: Total Warrior		DL-DOL-GWAF-FRA	201				
Spartan: Total Warrior		DL-DOL-GWAD-NOE	201				
Spawn: Armageddon		DL-DOL-GPWP-EUR	202				
Speed Challenge: Jacques Villeneuve's Racing Vision		DL-DOL-GSZP-EUR	202				
Speed Kings		DL-DOL-GDCP-EUR	203				
Sphinx and the Cursed Mummy		DL-DOL-GXPP-EUR	203				
Sphinx and the Cursed Mummy		DL-DOL-GXPP-NOE	203				
Spider-Man		DL-DOL-GSMP-EUR	203				
Spider-Man		DL-DOL-GSMP-UKV	203				
Spider-Man		DL-DOL-GSMF-FRA	203				
Spider-Man		DL-DOL-GSMD-NOE	203				
Spider-Man 2		DL-DOL-GK2P-UKV	204				
Spider-Man 2		DL-DOL-GK2F-FRA	204				
Spider-Man 2		DL-DOL-GK2D-NOE	204				
SpyHunter		DL-DOL-GSHP-EUR	205				
Spyro: A Hero's Tail		DL-DOL-G5SP-EUR	205				
Spyro: Enter the Dragonfly		DL-DOL-GS8P-EUR	207				
SRS: Street Racing Syndicate		DL-DOL-GCSP-EUR	209				
SSX 3		DL-DOL-GXBP-UKV	207				
SSX 3		DL-DOL-GXBP-NOE	207				
SSX On Tour		DL-DOL-GXOP-EUR	207				
SSX On Tour		DL-DOL-GXOX-FRA	207				
SSX Tricky		DL-DOL-GSTP-EUR	208				
Star Fox Adventures		DL-DOL-GSAP-EUR	208				
Star Fox: Assault		DL-DOL-GF7P-EUR	208				
Star Wars: Bounty Hunter		DL-DOL-GBWP-UKV	210				
Star Wars: Bounty Hunter		DL-DOL-GBWF-FRA	210				














































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Star Wars: Bounty Hunter		DL-DOL-GBWD-NOE	210				
Star Wars: Bounty Hunter		DL-DOL-GBWS-ESP	210				
Star Wars: Jedi Knight II: Jedi Outcast		DL-DOL-GJKP-EUR	210				
Star Wars: Jedi Knight II: Jedi Outcast		DL-DOL-GJKP-UKV	210				
Star Wars: Jedi Knight II: Jedi Outcast		DL-DOL-GJKF-FRA	210				
Star Wars: Jedi Knight II: Jedi Outcast		DL-DOL-GJKD-NOE	210				
Star Wars: Las Guerras Clon		DL-DOL-GSXS-ESP	212				
Star Wars: Rogue Squadron II: Rogue Leader		DL-DOL-GSWP-UKV	210				
Star Wars: Rogue Squadron II: Rogue Leader		DL-DOL-GSWF-FRA	210				
Star Wars: Rogue Squadron II: Rogue Leader		DL-DOL-GSWD-NOE	210				
Star Wars: Rogue Squadron II: Rogue Leader		DL-DOL-GSWS-ESP	210				
Star Wars: Rogue Squadron III: Rebel Strike		DL-DOL-GLRP-EUR	212				
Star Wars: Rogue Squadron III: Rebel Strike		DL-DOL-DLSP-EUR	212				
Star Wars: Rogue Squadron III: Rebel Strike		DL-DOL-GLRF-FRA	212				
Star Wars: Rogue Squadron III: Rebel Strike		DL-DOL-GLRD-NOE	212				
Star Wars: The Clone Wars		DL-DOL-GSXP-EUR	212				
Star Wars: The Clone Wars		DL-DOL-GSXF-FRA	212				
Star Wars: The Clone Wars		DL-DOL-GSXD-NOE	212				
Starsky & Hutch		DL-DOL-GT5P-EUR	209				
The Sum of All Fears		DL-DOL-G3MP-EUR	213				
Summoner: A Goddess Reborn		DL-DOL-GS2P-EUR	213				
Summoner: A Goddess Reborn		DL-DOL-GS2D-NOE	213				
Super Bust-A-Move All Stars		DL-DOL-GVMP-EUR-01	35				
Super Mario Sunshine		DL-DOL-GMSP-EUR	214				
Super Mario Sunshine		DL-DOL-GMSE-KOR	214				
Super Monkey Ball		DL-DOL-GMBP-EUR	215				
Super Monkey Ball 2		DL-DOL-GM2P-EUR	215				
Super Monkey Ball Adventure		DL-DOL-G3LP-EUR	215				
Super Smash Bros. Melee		DL-DOL-GALP-EUR	216				
Superman: Shadow of Apokolips		DL-DOL-GSUP-EUR	216				
SX Superstar		DL-DOL-GS3P-EUR	217				
Tak & Le Pouvoir de Juju		DL-DOL-GJUF-FRA	218				
Tak and the Power of Juju		DL-DOL-GJUP-UKV	218				
Tak und die Macht des Juju		DL-DOL-GJUD-NOE	218				
Tales of Symphonia		DL-DOL-GQSP-0-UKV	219				
		DL-DOL-GQSP-1-UKV	219				
Tales of Symphonia		DL-DOL-GQSF-0-FRA	219				
		DL-DOL-GQSF-1-FRA	219				
Tales of Symphonia		DL-DOL-GQSD-0-NOE	219				
		DL-DOL-GQSD-1-NOE	219				
Tales of Symphonia		DL-DOL-GQSI-0-ITA	219				
		DL-DOL-GQSI-1-ITA	219				
Tales of Symphonia		DL-DOL-GQSS-0-ESP	219				
		DL-DOL-GQSS-1-ESP	219				
Taxi 3: Le Jeu		DL-DOL-GXQF-FRA	219				
Taz: Wanted		DL-DOL-GTWP-EUR	219				



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Taz: Wanted		DL-DOL-GTWP-EUR-01	219				
Teenage Mutant Ninja Turtles		DL-DOL-GTFP-EUR	220				
Teenage Mutant Ninja Turtles 2: Battle Nexus		DL-DOL-GNIP-0-EUR	220				
		DL-DOL-GNIP-1-EUR	220				
Terminator 3: The Redemption		DL-DOL-GT6P-EUR	222				
Tetris Worlds		DL-DOL-GTRP-EUR	222				
Der Tierisch verrückte Bauernhof		DL-DOL-GYAD-NOE	22				
Tiger Woods PGA Tour 06		DL-DOL-G6WP-EUR	223				
Tiger Woods PGA Tour 2003		DL-DOL-GTIP-EUR	222				
Tiger Woods PGA Tour 2003		DL-DOL-GTIP-UKV	222				
Tiger Woods PGA Tour 2004		DL-DOL-GW4P-0-EUR	223				
		DL-DOL-GW4P-1-EUR	223				
Tiger Woods PGA Tour 2004		DL-DOL-GW4P-0-UKV	223				
		DL-DOL-GW4P-1-UKV	223				
Tiger Woods PGA Tour 2005		DL-DOL-G5TP-0-EUR	223				
		DL-DOL-G5TP-1-EUR	223				
TimeSplitters 2		DL-DOL-GTSP-EUR	225				
TimeSplitters: Future Perfect		DL-DOL-G3FP-UKV	225				
TimeSplitters: Future Perfect		DL-DOL-G3FF-FRA	225				
TimeSplitters: Future Perfect		DL-DOL-G3FD-NOE	225				
TimeSplitters: Futuro Perfecto		DL-DOL-G3FS-ESP	225				
TMNT		DL-DOL-GYRP-EUR	225				
Tom Clancy's Ghost Recon		DL-DOL-GGRP-EUR	226				
Tom Clancy's Ghost Recon		DL-DOL-GGRD-NOE	226				
Tom Clancy's Ghost Recon 2		DL-DOL-GGYP-EUR	227				
Tom Clancy's Rainbow Six 3		DL-DOL-G63P-EUR	227				
Tom Clancy's Rainbow Six: Lockdown		DL-DOL-GLQP-EUR	227				
Tom Clancy's Splinter Cell		DL-DOL-GCEP-EUR	228				
Tom Clancy's Splinter Cell: Chaos Theory		DL-DOL-GCJP-0-EUR	228				
		DL-DOL-GCJP-1-EUR	228				
Tom Clancy's Splinter Cell: Double Agent		DL-DOL-GWYX-0-EUR	228				
		DL-DOL-GWYX-1-EUR	228				
Tom Clancy's Splinter Cell: Pandora Tomorrow		DL-DOL-GT7P-UKV	229				
Tom Clancy's Splinter Cell: Pandora Tomorrow		DL-DOL-GT7X-EUR	229				
Tony Hawk's American Wasteland		DL-DOL-GH9P-EUR	230				
Tony Hawk's Pro Skater 3		DL-DOL-GT3P-EUR	230				
Tony Hawk's Pro Skater 3		DL-DOL-GT3F-FRA	230				
Tony Hawk's Pro Skater 3		DL-DOL-GT3D-NOE	230				
Tony Hawk's Pro Skater 4		DL-DOL-GT4P-UKV	230				
Tony Hawk's Pro Skater 4		DL-DOL-GT4F-FRA	230				
Tony Hawk's Pro Skater 4		DL-DOL-GT4D-NOE	230				
Tony Hawk's Underground		DL-DOL-GTDP-EUR	231				
Tony Hawk's Underground 2		DL-DOL-G2TP-EUR	231				
Top Angler: Real Bass Fishing		DL-DOL-GTAP-UKV	231				
Top Gun: Combat Zones		DL-DOL-GTGP-EUR	232				
True Crime: New York City		DL-DOL-G2CP-UKV	233				



Game Title	Reg.	Game-ID	Pg	C	I	B	S
True Crime: New York City		DL-DOL-G2CX-EUR	233				
True Crime: New York City		DL-DOL-G2CD-NOE	233				
True Crime: Streets of LA		DL-DOL-GTLP-UKV	233				
True Crime: Streets of LA		DL-DOL-GTLX-EUR	233				
Turok: Evolution		DL-DOL-GTKP-EUR	234				
Turok: Evolution		DL-DOL-GTKD-NOE	234				
TY the Tasmanian Tiger		DL-DOL-GTYP-EUR	235				
TY the Tasmanian Tiger 2: Bush Rescue		DL-DOL-GYTP-EUR	235				
UEFA Champions League 2004-2005		DL-DOL-GUCP-UKV	236				
UEFA Champions League 2004-2005		DL-DOL-GUCF-FRA	236				
UEFA Champions League 2004-2005		DL-DOL-GUCD-NOE	236				
UFC: Throwdown		DL-DOL-GUFP-EUR	236				
Ultimate Spider-Man		DL-DOL-GUTP-EUR	237				
Ultimate Spider-Man		DL-DOL-GUTP-UKV	237				
Ultimate Spider-Man		DL-DOL-GUTF-FRA	237				
Ultimate Spider-Man		DL-DOL-GUTD-NOE	237				
Ultimate Spider-Man		DL-DOL-GUTI-ITA	237				
Ultimate Spider-Man		DL-DOL-GUTS-ESP	237				
Una Serie de Catastróficas Desdichas de Lemony Snicket		DL-DOL-GLCS-ESP	115				
Universal Studios Theme Park Adventure		DL-DOL-GUSP-EUR	237				
Urban Freestyle Soccer		DL-DOL-GUVP-EUR	77				
The Urbz: Sims in the City		DL-DOL-GUBP-UKV	237				
V-Rally 3		DL-DOL-GV3P-UKV	238				
Vexx		DL-DOL-GJXP-EUR	238				
Viewtiful Joe		DL-DOL-GVJP-EUR	238				
Viewtiful Joe		DL-DOL-GVJP-NOE	238				
Viewtiful Joe 2		DL-DOL-G2VP-EUR	239				
Viewtiful Joe: Red Hot Rumble		DL-DOL-GVCP-EUR	240				
Virtua Striker 3 Ver. 2002		DL-DOL-GVSP-EUR	240				
Wallace & Gromit in Project Zoo		DL-DOL-GWLP-UKV	241				
Wallace & Gromit in Project Zoo		DL-DOL-GWLX-EUR	241				
Wario World		DL-DOL-GWWP-EUR	241				
WarioWare, Inc.: Mega Party Game\$!		DL-DOL-GZWP-EUR	241				
Wave Race: Blue Storm		DL-DOL-GWRP-EUR	242				
Whirl Tour		DL-DOL-GWUP-EUR	242				
World Racing		DL-DOL-GWDP-EUR	132				
Worms 3D		DL-DOL-GWMP-EUR	244				
Worms Blast		DL-DOL-GWBP-EUR	244				
Wreckless: The Yakuza Missions		DL-DOL-GWQP-EUR	244				
WWE Crush Hour		DL-DOL-GCHP-EUR	246				
WWE Crush Hour		DL-DOL-GCHP-UKV	246				
WWE Day of Reckoning		DL-DOL-GWPP-EUR	246				
WWE Day of Reckoning 2		DL-DOL-GW2P-EUR	247				
WWE WrestleMania X8		DL-DOL-GW3P-EUR	247				
WWE WrestleMania XIX		DL-DOL-GW9P-EUR	247				
WWE WrestleMania XIX		DL-DOL-GW9P-UKV	247				

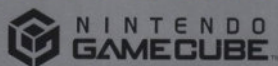


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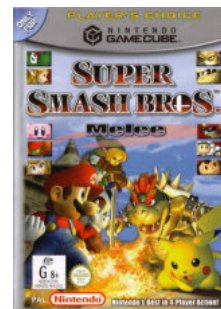


## PLAYER'S CHOICE
















In North America and Europe, Nintendo introduced the label on May 20, 1996 as “Player’s Choice” both for the SNES and for the Game Boy to distinguish titles that had sold over one million copies. The Player’s Choice line was introduced for Nintendo GameCube titles in January 2003. The first titles were Super Smash Bros. Melee, Pikmin, and Luigi’s Mansion, and they each retailed for \$29.99. Later in the year, when 6 new titles were added, Nintendo split the pricing for different sets of GCN games, so that some titles would enter in or stay at U.S.\$29.99 while others would be reduced immediately to U.S.\$19.99.

PAL region Player’s Choice games have boxes that are colored silver or platinum with Player’s Choice markings on the top of a Nintendo GameCube box.



Game Title	Reg.	Game-ID	Pg	C	I	B	S
Animal Crossing			16				
Billy Hatcher and the Giant Egg			28				
Crash Bandicoot: The Wrath of Cortex		DL-DOL-GCBP-EUR-01	45				
Dragon Ball Z: Budokai			60				
Dragon Ball Z: Budokai 2			60				
Enter the Matrix			65				
F-Zero GX			68				
FIFA 06			70				
FIFA Football 2003		DL-DOL-GFAF-FRA	71				
FIFA Football 2003		DL-DOL-GFAD-NOE-01	71				
FIFA Football 2004			71				
FIFA Football 2005			72				
Finding Nemo			73				
GoldenEye: Rogue Agent			84				
Harry Potter and the Chamber of Secrets			87				
Harry Potter and the Prisoner from Azkaban			88				
Harry Potter: Quidditch World Cup			88				
Harvest Moon: A Wonderful Life			89				
The Incredibles			96				
James Bond 007: Everything or Nothing			99				
James Bond 007: Nightfire		DL-DOL-GO7D-NOE-01	100				
The Legend of Zelda: The Wind Waker		DL-DOL-GZLP-EUR	113				
The Lord of the Rings: The Return of the King			116				
The Lord of the Rings: The Third Age			116				
Luigi's Mansion		DL-DOL-GLMP-EUR	118				
Mario Golf: Toadstool Tour		DL-DOL-GFTP-EUR	122				
Mario Kart: Double Dash!!			122				
Mario Party 4		DL-DOL-GMPP-EUR	124				
Mario Party 5		DL-DOL-GP5P-EUR	124				
Medal of Honor: Frontline		DL-DOL-GMFP-UKV	129				
Medal of Honor: Soleil Levant		DL-DOL-GR8F-0-FRA	129				
		DL-DOL-GR8F-1-FRA	129				



Game Title	Reg.	Game-ID	Pg	C	I	B	S
Metal Gear Solid: The Twin Snakes			132				
			132				
Metroid Prime		DL-DOL-GM8P-EUR-01	134				
Need for Speed: Most Wanted			152				
Need for Speed: Underground		DL-DOL-GNDP-UKV	153				
Need for Speed: Underground		DL-DOL-GNDD-NOE	153				
Need for Speed: Underground 2			153				
Pikmin			169				
Prince of Persia Pack: Sands of Time			174				
Warrior Within ( <i>Limited Edition</i> )			175				
Prince of Persia: The Sands of Time			174				
Prince of Persia: Warrior Within			175				
Rayman 3: Hoodlum Havoc			178				
Resident Evil Zero			183				
Shrek 2			194				
The Simpsons: Hit & Run			193				
The Sims: Bustin' Out			196				
Sonic Adventure 2: Battle		DL-DOL-G4MP-EUR-01	198				
Sonic Adventure DX: Director's Cut		DL-DOL-GSNP-EUR-01	198				
Sonic Heroes		DL-DOL-GXSP-EUR	199				
Sonic Mega Collection			199				
Soul Calibur II			201				
Spider-Man		DL-DOL-GRSP-EUR	203				
Spider-Man 2			204				
Spyro: Enter the Dragonfly			207				
Star Fox Adventures		DL-DOL-GS8P-EUR-01	208				
Star Wars: Rogue Squadron III: Rebel Strike		DL-DOL-GSAP-EUR	212				
Super Mario Sunshine			214				
Super Monkey Ball		DL-DOL-GMSP-EUR-01	215				
Super Monkey Ball 2			215				
Super Smash Bros. Melee		DL-DOL-GM2P-EUR-01	216				
Tom Clancy's Splinter Cell		DL-DOL-GALP-EUR-01	228				
Tom Clancy's Splinter Cell: Pandora Tomorrow			229				
Turok: Evolution			234				
The Urbz: Sims in the City			237				
Worms 3D			244				
WWE Day of Reckoning			246				
XIII		DL-DOL-GWPP-NOE	250				

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## 2 Games in 1/Double-Pack

The GameCube released several “Double-Packs” for the system. Most of the games came in a double case with both games on separate discs and two separate instruction manuals. The only unique thing about the package was the sleeve. In some instances, like the Resident Evil Pure Evil, the game came with an extra paper sleeve around the regular game cover.

The games bundled with PacMan Vs. is not technically a “Double-Pack”, as this was the regular release, and PacMan Vs. was just a bonus.



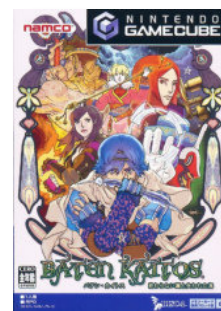
There are bound to be several releases I missed out on here, but these are some of them at least.

Game Title	Reg.	Game-ID	Pg	C	I	B	S
Bob L'éponge: Le Film		DL-DOL-GU3X-0-FAH	205				
Tak 2: Le Sceptre des Rêves		DL-DOL-GU3X-1-FAH	218				
Disney/Pixar Die Unglaublichen		DL-DOL-GU2D-0-NOE	96				
Disney/Pixar Findet Nemo		DL-DOL-GU2D-1-NOE	73				
Disney/Pixar Les Indestructibles		DL-DOL-GU2F-0-FRA	96				
Disney/Pixar Le Monde de Nemo		DL-DOL-GU2F-1-FRA	73				
Nickelodeon SpongeBob Schwammkopf: Der Film		DL-DOL-GU4Y-0-NOE	205				
Nickelodeon SpongeBob Schwammkopf: Bikini Bottom		DL-DOL-GU4Y-1-NOE	204				
Nickelodeon SpongeBob Schwammkopf: Der Film		DL-DOL-GU3D-0-NOE	205				
Nickelodeon Tak 2: Der Stab der Träume		DL-DOL-GU3D-1-NOE	218				
Outlaw Golf			164				
Darkened Skye			49				
Resident Evil: Pure Evil			180				
Resident Evil + Resident Evil 0			183				
R: Racing Evolution			176				
Pac-Man Vs.			165				
R: Racing Evolution			183				
Pac-Man Vs.			165				
I-Ninja			95				
Pac-Man Vs.			165				
(Player Choice version)			176				
Pac-Man World 2 + Pac-Man Vs.			165				
(Player Choice version)			198				
Sonic DX + Super Monkey Ball			215				
Legend of Zelda: Wind Waker			113				
Metroid Prime			134				
Legend of Zelda: Wind Waker			113				
Legend of Zelda: Master's Quest			113				
(Player Choice version) Sonic 2-pack			199				
Mega Collection + Adventure DX			198				
Super Monkey Ball 2-pack			215				
Super Monkey Ball 1 + Super Monkey Ball 2			215				

# NTSC-J GCN LIST

This is the list of Japanese (NTSC-J) releases. The NTSC-J releases can be easily recognised on the completely different cover design. Also the games often feature different artwork than the NTSC and PAL releases.

This list is organized alphabetically by the games' localized English titles, or their rōmaji transliterations.



Game Title	Game-ID	Pg	C	I	B	S
007: Everything or Nothing	DL-DOL-GENJ-JPN	99				
1080° Silver Storm	DL-DOL-GTEJ-JPN	12				
18 Wheeler: American Pro Trucker	DL-DOL-GWEJ-JPN	12				
2002 FIFA World Cup Korea Japan	DL-DOL-GFIJ-JPN	12				
All-Star Baseball 2003 featuring Derek Jeter	DL-DOL-GA3J-JPN	15				
Atsumare!! Made in Wario	DL-DOL-GZWJ-JPN	241				
Auto Modellista: U.S.-tuned	DL-DOL-GAUJ-JPN	19				
Bakuten Shoot Beyblade 2002: Nettou! Magne Tag Battle!	DL-DOL-GBTJ-JPN	26				
The Baseball 2003: Battle Ball Park Sengen Perfect Play Yakyuu	DL-DOL-GBPJ-JPN	23				
Baten Kaitos II: Hajimari no Tsubasa to Kamigami no Shishi	DL-DOL-GK4J-0-JPN	23				
	DL-DOL-GK4J-0-JPN	23				
Baten Kaitos: Eternal Wings and the Lost Ocean: Special Exp. Dsc.	DL-DOL-D66J-DIS	24				
Baten Kaitos: Owaranai Tsubasa to Ushinawareta Umi	DL-DOL-GKBJ-0-JPN	24				
	DL-DOL-GKBJ-1-JPN	24				
Batman: Dark Tomorrow	DL-DOL-GBMJ-JPN	24				
Battle Houshin	DL-DOL-GBHJ-JPN	143				
Battle Stadium D.O.N	DL-DOL-G8SJ-JPN	25				
Beach Spikers: Virtua Beach Volleyball	DL-DOL-GBSJ-JPN	26				
Biohazard	DL-DOL-GBIJ-0-JPN	180				
	DL-DOL-GBIJ-1-JPN	180				
Biohazard 2	DL-DOL-GHAJ-JPN	180				
Biohazard 3: Last Escape	DL-DOL-GLEJ-JPN	180				
Biohazard 4	DL-DOL-G4BJ-0-JPN	182				
	DL-DOL-G4BJ-1-JPN	182				
Biohazard Zero	DL-DOL-GBZJ-0-JPN	183				
	DL-DOL-GBZJ-1-JPN	183				
Biohazard: Code: Veronica: Kanzenban	DL-DOL-GCDJ-0-JPN	182				
	DL-DOL-GCDJ-1-JPN	182				
Biohazard: Special Edition	DL-DOL-DBJJ-DIS	180				
Bleach GC: Tasogare Ni Mamieru Shinigami	DL-DOL-GIGJ-JPN	30				
Bloody Roar: Extreme	DL-DOL-GBRJ-JPN	31				
Bobobo-bo Bo-bobo Dassutsu! Hajike Royale	DL-DOL-G8OJ-JPN	32				



Game Title	Game-ID	Pg	C	I	B	S
Bokujou Monogatari: Shiawase no Uta	DL-DOL-G4AJ-JPN	89				
Bokujou Monogatari: Shiawase no Uta for World	DL-DOL-G4WJ-JPN	35				
Bokujou Monogatari: Wonderful Life	DL-DOL-GYWJ-JPN	89				
Bokujou Monogatari: Wonderful Life for Girls	DL-DOL-G4GJ-JPN	89				
Bomberman Generation	DL-DOL-GBGJ-JPN	32				
Bomberman Jetters	DL-DOL-GJBJ-JPN	32				
Bomberman Land 2	DL-DOL-GB2J-JPN	33				
Capcom vs. SNK 2 EO	DL-DOL-GEOJ-JPN	37				
Captain Tsubasa: Ougon Sedai no Chousen	DL-DOL-GKTJ-JPN	38				
Chaos Field Expanded	DL-DOL-GKFJ-JPN	40				
Charinko Hero	DL-DOL-GTHJ-JPN	40				
ChibiRobo!	DL-DOL-GGTJ-JPN	41				
Choro Q!	DL-DOL-GQAJ-JPN	183				
Crash Bandicoot 4: Sakuretsu! Majin Power	DL-DOL-GCBJ-JPN	45				
Crash Bandicoot: Bakuso! Nitro Kart	DL-DOL-GC8J-JPN	45				
Crash Bandicoot: Gacchanko World	DL-DOL-G9RJ-JPN	46				
Crazy Taxi	DL-DOL-GCTJ-JPN	46				
Crocket! Banking no Kiki wo Sukue	DL-DOL-GK6J-JPN	110				
Custom Robo: Battle Revolution	DL-DOL-GXCJ-JPN	47				
Dairantou Smash Brothers DX	DL-DOL-GALJ-JPN	216				
Dairantou Smash Brothers DX	DL-DOL-GALJ-JPN	216				
Dance Dance Revolution with Mario	DL-DOL-GWZJ-JPN	48				
Densetsu no Quiz Ou Ketteisen	DL-DOL-GQZJ-JPN	112				
Derby Tsuku 3: Derby Uma o Tsukurou!	DL-DOL-G3TJ-JPN	51				
Digimon Battle Chronicle	DL-DOL-G2DJ-JPN	51				
Digimon World X	DL-DOL-GDJJ-JPN	52				
Disney no Magical Park	DL-DOL-GMTJ-JPN	55				
Disney Sports: American Football	DL-DOL-GDWJ-JPN	53				
Disney Sports: Basketball	DL-DOL-GDLJ-JPN	52				
Disney Sports: Skateboarding	DL-DOL-GDXJ-JPN	53				
Disney Sports: Soccer	DL-DOL-GDKJ-JPN	53				
Disney's Chicken Little	DL-DOL-GHCJ-JPN	41				
Disney's Mickey Mouse no Fushigi na Kagami	DL-DOL-GDMJ-JPN	54				
Disney's Mickey to Minnie Trick & Chase	DL-DOL-GAAJ-JPN	54				
Disney/Pixar Cars	DL-DOL-GKJJ-JPN	38				
Disney/Pixar Mr. Incredible	DL-DOL-GICJ-JPN	96				
Disney/Pixar Mr. Incredible: Kyouteiki Underminder Toujou	DL-DOL-GIQJ-JPN	96				
Dokapon DX: Wataru Sekai wa Oni Darake	DL-DOL-GDNJ-JPN	56				
Donkey Kong Jungle Beat	DL-DOL-GYBJ-JPN	56				
Donkey Konga	DL-DOL-GKGJ-JPN	57				
Donkey Konga 2	DL-DOL-GY2J-JPN	57				
Donkey Konga 3	DL-DOL-GY3J-JPN	57				
Doraemon: Minna de Asobou! Miniland	DL-DOL-GDAJ-JPN	58				
Doubutsu Banchou	DL-DOL-GDBJ-JPN	46				
Doubutsu no Mori +	DL-DOL-GAFJ-JPN	16				
Doubutsu no Mori e+	DL-DOL-GAEJ-JPN	59				

Game Title	Game-ID	Pg	C	I	B	S
Dragon Ball Z	DL-DOL-GZBJ-JPN	60				
Dragon Drive: D-Masters Shot	DL-DOL-GD5J-JPN	61				
Dragon Drive: D-Masters Shot ( <i>Anime Disc</i> )	DL-DOL-PD5J-JPN	61				
Dream Mix TV: World Fighters	DL-DOL-GKWJ-JPN	61				
DreamWorks Madagascar	DL-DOL-GGZJ-JPN	119				
DreamWorks Shark Tale	DL-DOL-G9TJ-JPN	192				
Duel Masters Nettou! Battle Arena	DL-DOL-GDUJ-JPN	62				
Eisei Meijin VI	DL-DOL-GE6J-JPN	63				
Enter the Matrix	DL-DOL-GMXJ-0-JPN	65				
	DL-DOL-GMXJ-1-JPN	65				
Eternal Arcadia Legends	DL-DOL-GEAJ-JPN	197				
Eternal Darkness: Manekareta 13-nin	DL-DOL-GEDJ-JPN	66				
Evolution Skateboarding	DL-DOL-GESJ-JPN	66				
F-Zero GX	DL-DOL-GFZJ-JPN	68				
Family Stadium 2003	DL-DOL-GFMJ-JPN	69				
FIFA 2002: Road to FIFA World Cup	DL-DOL-GFSJ-JPN	71				
FIFA 2003	DL-DOL-GFAJ-JPN	71				
Fight Night Round 2	DL-DOL-GEYJ-JPN	73				
Final Fantasy: Crystal Chronicles	DL-DOL-GCCJ-JPN	73				
Finding Nemo	DL-DOL-GFNJ-JPN	73				
Fire Emblem: Souen no Kiseki	DL-DOL-GFEJ-JPN	74				
Frogger	DL-DOL-GFGJ-JPN	79				
From TV Animation: One Piece Treasure Battle!	DL-DOL-GOTJ-JPN	163				
Gakuen Toshi Vara Noir Roses	DL-DOL-GVWJ-JPN	80				
Gekitou Pro Yakyuu: Mizushima Shinji All Stars vs. Pro Yakyuu	DL-DOL-GMYJ-JPN	81				
Generation of Chaos Exceed: Yami no Koujo Roze	DL-DOL-GIFJ-JPN	81				
Giant Egg: Billy Hatcher no Daibouken	DL-DOL-GEGJ-JPN	28				
Giftpia	DL-DOL-GGFJ-JPN	81				
Godzilla: Kaijuu Dairantou	DL-DOL-GZDJ-JPN	84				
GoldenEye: Dark Agent	DL-DOL-GGIJ-0-JPN	84				
	DL-DOL-GGIJ-1-JPN	84				
Gotcha Force	DL-DOL-GG4J-JPN	84				
Groove Adventure Rave: Fighting Live	DL-DOL-GRVJ-JPN	177				
GT Cube	DL-DOL-GTCJ-JPN	85				
Harry Potter to Azkaban no Shuujin	DL-DOL-GAZJ-JPN	88				
Harry Potter to Himitsu no Heiya	DL-DOL-GHSJ-JPN	87				
Harry Potter to Honoo no Goblet	DL-DOL-GH4J-JPN	87				
Harry Potter to Kenja no Ishi	DL-DOL-GHLJ-JPN	88				
Harry Potter: Quidditch World Cup	DL-DOL-GQWJ-JPN	88				
Hikaru no Go 3	DL-DOL-GHTJ-JPN	90				
Homeland	DL-DOL-GHEJ-JPN	92				
Hudson Selection Vol. 1: Cubic Lode Runner	DL-DOL-GQRJ-JPN	93				
Hudson Selection Vol. 2: Star Soldier	DL-DOL-GJSJ-JPN	93				
Hudson Selection Vol. 3: PC Genjin: Pithecanthropus Computeru.	DL-DOL-GP4J-JPN	93				
Hudson Selection Vol. 4: Takahashi-Meijin no Boukenjima	DL-DOL-GTNJ-JPN	94				
Hyper Sports 2002 Winter	DL-DOL-GWSJ-JPN	65				



Game Title	Game-ID	Pg	C	I	B	S
Ikaruga	DL-DOL-GIKJ-JPN	95				
Jikkyou Powerful Major League	DL-DOL-GYMJ-JPN	100				
Jikkyou Powerful Pro Yakyuu 10	DL-DOL-GPJJ-JPN	101				
Jikkyou Powerful Pro Yakyuu 10 Chou Ketteiban: 2003 Memorial	DL-DOL-GIOJ-JPN	101				
Jikkyou Powerful Pro Yakyuu 11	DL-DOL-GPJJ-JPN	101				
Jikkyou Powerful Pro Yakyuu 11 Chou Ketteiban	DL-DOL-GEJJ-JPN	102				
Jikkyou Powerful Pro Yakyuu 12	DL-DOL-GKPJ-JPN	102				
Jikkyou Powerful Pro Yakyuu 12: Ketteiban	DL-DOL-GKPJ-JPN	102				
Jikkyou Powerful Pro Yakyuu 9	DL-DOL-GPPJ-JPN	103				
Jikkyou Powerful Pro Yakyuu 9: Ketteiban	DL-DOL-G9KJ-JPN	103				
Jikkyou World Soccer 2002	DL-DOL-GJ2J-JPN	103				
Kaijuu no Shima: Amazing Island	DL-DOL-GKAJ-JPN	16				
Kero Kero King DX	DL-DOL-GKRJ-JPN	183				
Kidou Senshi Gundam: Gundam vs. Z Gundam	DL-DOL-G2GJ-JPN	106				
Kidou Senshi Gundam: Senshitachi no Kiseki	DL-DOL-GGAJ-JPN	106				
Kidou Senshi Gundam: Senshitachi no Kiseki ( <i>Limited Edition</i> )	DL-DOL-DGAJ-DIS	106				
Killer 7	DL-DOL-GK7J-0-JPN	106				
	DL-DOL-GK7J-1-JPN	106				
Kinnikuman Nisei: Shinsedai Choujin vs. Densetsu Choujin	DL-DOL-GKNJ-JPN	236				
Kirby's Airride	DL-DOL-GKYJ-JPN	108				
Kiame Mahjong DX II: The 4th MONDO21Cup Competition	DL-DOL-GKXJ-JPN	108				
Konjiki no Gashbell!! Go! Go! Mamono Fight!!	DL-DOL-GABJ-JPN	110				
Konjiki no Gashbell!! Yuujou Tag Battle 2	DL-DOL-GYKJ-JPN	252				
Konjiki no Gashbell!! Yuujou Tag Battle: Full Power	DL-DOL-GGKJ-JPN	109				
Kururin Squash!	DL-DOL-GKQJ-JPN	110				
Kyojin no Doshin	DL-DOL-GKDJ-JPN	58				
Legend of Golfer	DL-DOL-GLXJ-JPN	111				
Lord of the Rings: Futatsu no Tou	DL-DOL-GLOJ-JPN	116				
Lord of the Rings: Nakatsu Kuni Daisanki	DL-DOL-G3AJ-0-JPN	116				
	DL-DOL-G3AJ-1-JPN	116				
Lord of the Rings: Ou no Kikan	DL-DOL-GKLJ-JPN	116				
Luigi's Mansion	DL-DOL-GLMJ-JPN	118				
Lupin III: Umi ni Kieta Hihou	DL-DOL-GL3J-0-JPN	118				
	DL-DOL-GL3J-1-JPN	118				
Mahou no Pumpkin: An to Greg no Daibouken	DL-DOL-GCWJ-JPN	204				
Mario Golf: Family Tour	DL-DOL-GFTJ-JPN	122				
Mario Kart: Double Dash!!	DL-DOL-GM4J-JPN	122				
Mario Party 4	DL-DOL-GMPJ-JPN	124				
Mario Party 5	DL-DOL-GP5J-JPN	124				
Mario Party 6	DL-DOL-GP6J-JPN	124				
Mario Party 7	DL-DOL-GP7J-JPN	125				
Mario Tennis GC	DL-DOL-GOMJ-JPN	125				
Medal of Honor: Europa Kyoushuu	DL-DOL-GONJ-JPN	129				
Medal of Honor: Rising Sun	DL-DOL-GRZJ-0-JPN	129				
	DL-DOL-GRZJ-1-JPN	129				
Medarot Brave	DL-DOL-GM6J-JPN	127				

Game Title	Game-ID	Pg	C	I	B	S
Metal Gear Solid: The Twin Snakes	DL-DOL-GGSJ-0-JPN	132				
	DL-DOL-GGSJ-1-JPN	132				
Metal Gear Solid: The Twin Snakes	DL-DOL-GGSJ-0-JPN-01	132				
	DL-DOL-GGSJ-1-JPN-01	132				
Metal Gear Solid: The Twin Snakes: Special Disc	DL-DOL-PGSJ-JPN	132				
Metroid Prime	DL-DOL-GM8J-JPN	134				
Metroid Prime 2: Dark Echoes	DL-DOL-G2MJ-JPN	134				
Mission: Impossible: Operation Surma	DL-DOL-GMIJ-JPN	137				
Momotarou Dentetsu 11: Black Bombee Shutsugen! no Kan	DL-DOL-GIIJ-JPN	138				
Momotarou Dentetsu 12: Nishi Nihon hen mo Arimasse!	DL-DOL-GI2J-JPN	138				
Monopoly: Mezase!! Daifugou Jinsei!!	DL-DOL-GRMJ-JPN	138				
Mr. Driller: Drill Land	DL-DOL-GDPJ-JPN	141				
Muscle Champion: Kinnikutou no Kessen	DL-DOL-GCMJ-JPN	141				
Mutsu to Nohohon	DL-DOL-GTMJ-JPN	142				
Naruto: Gekitou Ninja Taisen!	DL-DOL-GNRJ-JPN	144				
Naruto: Gekitou Ninja Taisen! 2	DL-DOL-GNUJ-JPN	145				
Naruto: Gekitou Ninja Taisen! 3	DL-DOL-G3NJ-JPN	145				
Naruto: Gekitou Ninja Taisen! 4	DL-DOL-G4NJ-JPN	145				
NBA Courtside 2002	DL-DOL-GNBj-JPN	147				
NBA Street	DL-DOL-GNSJ-JPN	149				
NBA Street V3: Mario de Dunk	DL-DOL-G3VJ-JPN	150				
Need for Speed: Most Wanted	DL-DOL-GOWJ-JPN	152				
Need for Speed: Underground	DL-DOL-GNDJ-JPN	153				
Need for Speed: Underground 2	DL-DOL-G2NJ-JPN	153				
NHK Tensai Bit-Kun: Gramon Battle	DL-DOL-GTBJ-JPN	221				
Nintendo Puzzle Collection <i>(Bundled with GBA Link Cable)</i>	DL-DOL-GPZJ-JPN	160				
Odama <i>(Bundled with Microphone)</i>	DL-DOL-GOOJ-JPN	161				
Ohenro-San: Hosshin no Dojo (Awa Kuni) Hen	DL-DOL-GODJ-JPN	161				
One Piece: Grand Battle! 3	DL-DOL-GOGJ-JPN	162				
One Piece: Grand Battle! Rush	DL-DOL-GOPJ-JPN	162				
One Piece: Pirates Carnival	DL-DOL-GIPJ-JPN	162				
P.N. 03	DL-DOL-GPNJ-JPN	165				
Pac-Man Vs.	DL-DOL-PRJJ-JPN	165				
Paper Mario RPG	DL-DOL-G8MJ-JPN	167				
Phantasy Star Online Episode I & II	DL-DOL-GPOJ-JPN	168				
Phantasy Star Online Episode I & II Plus	DL-DOL-GPOJ-JPN-03	168				
Phantasy Star Online Episode III: C.A.R.D. Revolution	DL-DOL-GPSJ-JPN	168				
Pikmin	DL-DOL-GPIJ-JPN	169				
Pikmin 2	DL-DOL-GPVJ-JPN	169				
Pokémon Box: Ruby & Sapphire	DL-DOL-GPXJ-JPN	170				
Pokémon Channel	DL-DOL-GPAJ-JPN	170				
Pokémon Channel: Bangumi Kakuchou Pack	DL-DOL-D56J-JPN					
Pokémon Colosseum	DL-DOL-GC6J-JPN	171				
Pokémon XD: Yami no Kaze Dark Lugia	DL-DOL-GXXJ-JPN	171				
Pool Edge	DL-DOL-GPEJ-JPN	172				
Puyo Puyo Fever	DL-DOL-GPYJ-JPN	175				



Game Title	Game-ID	Pg	C	I	B	S
R:Racing Evolution: Life in the Fast Lane	DL-DOL-GRJJ-JPN	176				
Radirgy Generic	DL-DOL-GLJJ-JPN	176				
Rei Fighter Gekitsui Senki	DL-DOL-GZFI-JPN	179				
RoboCop: Aratanaru Kiki	DL-DOL-GR5J-JPN	184				
Robots	DL-DOL-GZQJ-JPN	185				
Rockman EXE Transmission	DL-DOL-GREJ-JPN	130				
Rockman EXE Transmission ( <i>Best Price</i> )	DL-DOL-GREJ-JPN	130				
Rockman X: Command Mission	DL-DOL-GXRJ-JPN	131				
Rogue Ops	DL-DOL-GP9J-JPN	186				
Rune	DL-DOL-GRNJ-JPN	117				
Rune II: Koruten no Kagi no Himitsu	DL-DOL-GR2J-JPN	117				
SD Gundam: Gashapon Wars	DL-DOL-GGPJ-JPN	189				
Sega Soccer Slam	DL-DOL-GSSJ-JPN	190				
Shadow The Hedgehog	DL-DOL-GUPJ-JPN	190				
Shaman King: Soul Fight	DL-DOL-GSEJ-JPN	192				
Shikigami no Shiro II	DL-DOL-G2SJ-JPN	192				
Shinki Sekai Evolutia	DL-DOL-GEVJ-JPN	67				
Shinseiki GPX Cyber Formula: Road to the Evolution	DL-DOL-GC4J-JPN	193				
The Sims	DL-DOL-G4PJ-JPN	195				
Sonic Adventure 2: Battle	DL-DOL-GSBJ-JPN	198				
Sonic Adventure DX	DL-DOL-GASJ-JPN	198				
Sonic Gems Collection	DL-DOL-G2XJ-JPN	198				
Sonic Heroes	DL-DOL-G9SJ-JPN	199				
Sonic Mega Collection	DL-DOL-GSOJ-JPN	199				
Sonic Riders	DL-DOL-GXEJ-JPN	199				
Soulcalibur II	DL-DOL-GRSJ-JPN	201				
Space Raiders	DL-DOL-GIJJ-JPN	201				
Special Jinsei Game	DL-DOL-GLIJ-JPN	202				
Spider-Man	DL-DOL-GSMJ-JPN	203				
SSX 3	DL-DOL-GXBJ-JPN	207				
SSX On Tour with Mario	DL-DOL-GXOJ-JPN	207				
SSX Tricky	DL-DOL-GSTJ-JPN	208				
Star Fox Adventures	DL-DOL-GSAJ-JPN	208				
Star Fox: Assault	DL-DOL-GF7J-JPN	208				
Star Wars: Rogue Squadron II	DL-DOL-GSWJ-JPN	210				
Star Wars: Rogue Squadron III	DL-DOL-GWXJ-JPN	212				
Star Wars: The Clone Wars	DL-DOL-GSXJ-JPN	212				
Super Mario Stadium: Miracle Baseball	DL-DOL-GYQJ-JPN	125				
Super Mario Strikers	DL-DOL-G4QJ-JPN	214				
Super Mario Sunshine	DL-DOL-GMSJ-JPN	214				
Super Monkey Ball	DL-DOL-GMBJ-JPN	215				
Super Monkey Ball 2	DL-DOL-GM2J-JPN	215				
Super Puzzle Bobble All Stars	DL-DOL-G3SJ-JPN	35				
Super Robot Taisen GC	DL-DOL-GRWJ-JPN	216				
Tales of Symphonia	DL-DOL-GTOJ-0-JPN	219				
	DL-DOL-GTOJ-1-JPN	219				

Game Title	Game-ID	Pg	C	I	B	S
Tengai Makyou II: Manji Maru	DL-DOL-GT2J-JPN	221				
Terminator 3: The Redemption	DL-DOL-GT6J-JPN	222				
Tetris Worlds	DL-DOL-GTRJ-JPN	222				
Tony Hawk's Pro Skater 3	DL-DOL-GT3J-JPN	230				
Top Gun: Ace of the Sky	DL-DOL-GTGJ-JPN	232				
Totsugeki!! Famicom Wars	DL-DOL-G8WJ-JPN	25				
The Tower of Druaga	DL-DOL-PKBJ-JPN	232				
Tsukande! Mawashite! Dossun Puzzle EggMania	DL-DOL-GEMJ-JPN	63				
UFC2 Tapout Final Spec	DL-DOL-GUFJ-JPN	236				
Ultimate Spider-Man	DL-DOL-GUTJ-JPN	237				
Universal Studios Japan Adventure	DL-DOL-GUSJ-JPN	237				
The Urbz: Sims in the City	DL-DOL-GUBJ-JPN	237				
V-Rally 3	DL-DOL-GV3J-JPN	238				
Viewtiful Joe	DL-DOL-GVJJ-JPN	238				
Viewtiful Joe 2: Black Film no Nazo	DL-DOL-G2VJ-JPN	239				
Viewtiful Joe Revival	DL-DOL-GVFJ-JPN	238				
Viewtiful Joe: Battle Carnival	DL-DOL-GVCJ-JPN	240				
Virtua Fighter Cyber Generation: Judgment Six no Yabou	DL-DOL-G8FJ-JPN	240				
Virtua Striker 3 Ver. 2002	DL-DOL-GVSJ-JPN	240				
Wai Wai Golf	DL-DOL-GWGJ-JPN	217				
Wario World	DL-DOL-GWWJ-JPN	241				
Warrior Blade: Rastan vs. Barbarian	DL-DOL-GBNJ-JPN	242				
Wave Race: Blue Storm	DL-DOL-GWRJ-JPN	242				
World Soccer Winning Eleven 6: Final Evolution	DL-DOL-GW6J-JPN	243				
WTA Tour Tennis: Pro Evolution	DL-DOL-GWTJ-JPN	246				
WWE Day of Reckoning	DL-DOL-GWPJ-JPN	246				
WWE WrestleMania X8	DL-DOL-GW3J-JPN	247				
WWE WrestleMania XIX	DL-DOL-GW9J-JPN	247				
XGIII	DL-DOL-G3EJ-JPN	67				
Yu-Gi-Oh! Kyokou ni Tozasareta Oukoku	DL-DOL-GYFJ-JPN	251				
Zelda Collection ( <i>Limited Edition</i> )	DL-DOL-PZLJ-JPN	112				
Zelda no Densetsu: 4tsu no Tsurugi Plus	DL-DOL-G4SJ-JPN	112				
Zelda no Densetsu: 4tsu no Tsurugi Plus ( <i>GBA Link Cable Bundle</i> )	DL-DOL-G4SJ-JPN	112				
Zelda no Densetsu: Kaze no Takuto	DL-DOL-GZLJ-JPN	113				
Zelda no Densetsu: Toki no Ocarina GC ( <i>Limited Edition</i> )	DL-DOL-D43J-DIS	113				
Zelda no Densetsu: Twilight Princess	DL-DOL-GZ2J-JPN	113				
Zoids vs.	DL-DOL-GZOJ-JPN	253				
Zoids vs. II	DL-DOL-GZSJ-JPN	253				
Zoids vs. III	DL-DOL-GZVJ-JPN	253				
Zoids: Full Metal Crash	DL-DOL-GZSJ-JPN	254				
Zoocube	DL-DOL-GZCJ-JPN	254				



## Promo/Demo,etc.

These pages consist of different types of demos, promos, etc. released for the GameCube. This list is far from complete, but made with the help from [redump.org](http://redump.org).

Something of note is the “Interactive Multi Game Demo Disc”. The series is a demo and video sampler disc, designed for retail store displays of the GameCube. The sampler includes a simple menu and often playable demos of different new releases. The discs also features videos of different games and information.

















































Another interesting item of note is the GameCube Service Disc. The Service Disc was once used by Nintendo World Class Service to test and diagnose problems with the console, memory cards, controllers, and can even check the currently inserted Game Boy Advance game through the GameCube-Game Boy Advance Cable. Nintendo 64 controllers can also be detected, suggesting this is from earlier in the console’s development.

As with all Nintendo testing software, the Service Disc contains a plethora of Nintendo-themed content, both used and unused. Bizarrely, there are also respectable logos from the automotive industry, such as Tamiya and Goodyear.

There are bound to be several releases I missed out on here, but these are some of them at least.

Game Title	Decript.	Reg.	Game-ID	Pg	C	I	B	S
Biohazard 4	Taikenban	●	DL-DOL-P4BJ-JPN	182				
Biohazard Zero: Trial Edition	Demo	●	DL-DOL-DBZJ-DIS	183				
Club Nintendo Original E-Catalog 2004	Taikenban	●	DL-DOL-D89J-DIS	X				
Dairantou Smash Brothers DX	Taikenban	●	DL-DOL-DALJ-DIS	216				
Game Boy Player Start-Up Disc	Software	●	DL-DOL-UGPP-EUR					
Game Boy Player Start-Up Disc	Software	●	DL-DOL-UGPP-EUR					
Game Boy Player Start-Up Disc	Software	●	DL-DOL-UGPJ-JPN					
Game Boy Player Start-Up Disc	Software	●	DL-DOL-UGPE-USA					
Game Boy Player Start-Up Disc	Software	●	DL-DOL-UGPE-USA					
Game Kinen: Tokusei SmaBro DX Movie Disc	Promo	●	DL-DOL-D23J-DIS	216				
Interactive Disc Catalog Summer 2003	Demo	●	DL-DOL-D55J-DIS	X				
Interactive Multi-Game Demo Disc Version 7	Demo	●	DL-DOL-D93E-USA	X				
Interactive Multi-Game Demo Disc Version 8	Demo	●	DL-DOL-D92E-USA	X				
Interactive Multi-Game Demo Disc Version 9	Demo	●	DL-DOL-D89E-USA	X				
Interactive Multi-Game Demo Disc Version 10	Demo	●	DL-DOL-D88E-USA	X				
Interactive Multi-Game Demo Disc Version 11	Demo	●	DL-DOL-D86E-USA	X				
Interactive Multi-Game Demo Disc Version 12	Demo	●	DL-DOL-D85E-USA	X				
Interactive Multi-Game Demo Disc Version 13	Demo	●	DL-DOL-D84E-USA	X				
Interactive Multi-Game Demo Disc Version 14	Demo	●	DL-DOL-D83E-USA	X				
Interactive Multi-Game Demo Disc Version 15	Demo	●	DL-DOL-D83E-USA	X				
Interactive Multi-Game Demo Disc Version 16	Demo	●	DL-DOL-D79E-USA	X				
Interactive Multi-Game Demo Disc Version 17	Demo	●	DL-DOL-D78E-USA	X				
Interactive Multi-Game Demo Disc Version 18	Demo	●	DL-DOL-D77E-USA	X				
Interactive Multi-Game Demo Disc Version 19	Demo	●	DL-DOL-D76E-USA	X				
Interactive Multi-Game Demo Disc Version 20	Demo	●	DL-DOL-D75E-USA	X				
Interactive Multi-Game Demo Disc Version 21	Demo	●	DL-DOL-D74E-USA	X				
Interactive Multi-Game Demo Disc Version 22	Demo	●	DL-DOL-D73E-USA	X				

Game Title	Decript.	Reg.	Game-ID	Pg	C	I	B	S
Interactive Multi-Game Demo Disc Version 23	Demo		DL-DOL-D72E-USA	X				
Interactive Multi-Game Demo Disc Version 24	Demo		DL-DOL-D69E-USA	X				
Interactive Multi-Game Demo Disc Version 25	Demo		DL-DOL-D68E-USA	X				
Interactive Multi-Game Demo Disc Version 26	Demo		DL-DOL-D68E-USA	X				
Interactive Multi-Game Demo Disc Version 27	Demo		DL-DOL-D66E-USA	X				
Interactive Multi-Game Demo Disc Version 28	Demo		DL-DOL-D65E-USA	X				
Interactive Multi-Game Demo Disc Version 29	Demo		DL-DOL-D64E-USA	X				
Interactive Multi-Game Demo Disc Version 30	Demo		DL-DOL-D63E-USA	X				
Interactive Multi-Game Demo Disc Version 31	Demo		DL-DOL-D62E-USA	X				
Interactive Multi-Game Demo Disc Version 32	Demo		DL-DOL-D59E-USA	X				
Interactive Multi-Game Demo Disc Version 33	Demo		DL-DOL-D59E-USA	X				
Interactive Multi-Game Demo Disc Version 34	Demo		DL-DOL-D57E-USA	X				
Interactive Multi-Game Demo Disc Version 35	Demo		DL-DOL-D56E-USA	X				
Interactive Multi-Game Demo: August 2002	Demo		DL-DOL-G94E-USA	X				
Interactive Multi-Game Demo: January 2002	Demo		DL-DOL-G98E-USA	X				
Interactive Multi-Game Demo: January 2004	Demo		DL-DOL-D68J-DIS	X				
Interactive Multi-Game Demo Disc: July 2002	Demo		DL-DOL-D33J-DIS	X				
Interactive Multi-Game Demo Disc: July 2002	Demo		DL-DOL-D34J-DIS	X				
Interactive Multi-Game Demo Disc: July 2002	Demo		DL-DOL-G95E-USA	X				
Interactive Multi-Game Demo Disc: July 2004	Demo		DL-DOL-D82J-DIS	X				
Interactive Multi-Game Demo Disc: June 2002	Demo		DL-DOL-D32J-DIS	X				
Interactive Multi-Game Demo Disc: June 2002	Demo		DL-DOL-G96E-USA	X				
Interactive Multi-Game Demo: March 2002	Demo		DL-DOL-G97E-USA	X				
Interactive Multi-Game Demo Disc: May 2002	Demo		DL-DOL-D29J-DIS	X				
Interactive Multi-Game Demo Disc: May 2004	Demo		DL-DOL-D78J-DIS	X				
Interactive Multi-Game Demo: October 2001	Demo		DL-DOL-DPIJ-DIS	X				
Interactive Multi-Game Demo: October 2001	Demo		DL-DOL-G99E-USA	X				
Interactive Multi-Game Demo Disk: April 2003	Demo		DL-DOL-D95U-AUS	X				
Interactive Multi-Game Demo Disk: April 2003	Demo		DL-DOL-D93P-EUR	X				
Interactive Multi-Game Demo Disk: April 2005	Demo		DL-DOL-D82P-EUR	X				
Interactive Multi-Game Demo Disk: April 2006	Demo		DL-DOL-D77P-EUR	X				
Interactive Multi-Game Demo: December 2002	Demo		DL-DOL-D95P-EUR	X				
Interactive Multi-Game Demo: February 2003	Demo		DL-DOL-D94P-EUR	X				
Interactive Multi-Game Demo: February 2005	Demo		DL-DOL-D87U-AUS	X				
Interactive Multi-Game Demo: February 2005	Demo		DL-DOL-D83P-EUR	X				
Interactive Multi-Game Demo Disk: July 2004	Demo		DL-DOL-D85P-EUR	X				
Interactive Multi-Game Demo Disk: June 2003	Demo		DL-DOL-D92P-EUR	X				
Interactive Multi-Game Demo: March 2002	Demo		DL-DOL-G99P-EUR	X				
Interactive Multi-Game Demo: March 2004	Demo		DL-DOL-D87P-EUR	X				
Interactive Multi-Game Demo Disk: May 2002	Demo		DL-DOL-G98P-EUR	X				
Interactive Multi-Game Demo Disk: May 2004	Demo		DL-DOL-D86P-EUR	X				
Interactive Multi-Game Demo Disk: May 2005	Demo		DL-DOL-D79P-EUR	X				
Interactive Multi-Game Demo: November 2002	Demo		DL-DOL-D96P-EUR	X				
Interactive Multi-Game Demo: November 2002	Demo		DL-DOL-G96P-EUR	X				
Interactive Multi-Game Demo: November 2003	Demo		DL-DOL-D93U-AUS	X				
Interactive Multi-Game Demo: November 2003	Demo		DL-DOL-D88P-EUR	X				



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