Gamecube games reviewed and sold relatively the same regardless of the genre. You can find some good games in that library regardless of what type of games you are into and the consumers are open to playing anything.

The game drought many Gamecube owners remember mostly a drop in third party third-party exclusives. Third-party companies were on board to take a chance with the console in its first two years, but low sales could justify continuing that type of support. The PS2 was selling a lot better and the Xbox didn’t have fans that were loyal to Microsoft the same way people are with Nintendo. It made more sense from a business standpoint not make a game exclusively for Nintendo’s console.

If a game is going to be designed with a multiplayer mode, go all out with 4 players instead of just 2. From my personal experience playing and talking to other Gamecube fans, there is the single player *Metroid Prime* and *Resident Evil 4* experience or the multiplayer *Super Monkey Ball* and *Mario Party* experience. It’s rare to see someone talk about a multiplayer game that is only for two people. The games people love the most on that console are the games that can be played with a group of friends.

Gamecube owners only care about review scores about exclusive games and a little more so for Nintendo games. The Gamecube was just not the console of choice for multiplatform games.

Exclusive games like *F-Zero GX* and *The Legend of Zelda: The Wind Waker* are amazing games because development resources were not spent porting the game to different consoles… or it’s because Nintendo just knows how to make amazing games. Exclusive games reviewed much better than third-party games, Nintendo games still reviewed significantly higher than the third-party exclusives.

Gamecube owners really like Nintendo games. Surprise! Unfortunately, that may have hurt the console in the long run. People are so focused on Nintendo’s games that very good third-party games get ignored. The idea that a good game will sell well isn’t very consistent on the Gamecube for third-parties. Third-party exclusives do consistently sell better when the quality is there, but by enough especially when there are 150 million PS2s out there. People buy Nintendo consoles for Nintendo games, and there is little room for anything else on their platform.