**Variable List**

**Game**

Title of the game

**Publisher**

The company that published the game.

**Publisher 2**

Any company with fewer than 16 published games was grouped into “other.” This list includes:

3DO, Asmik Ace Entertainment, Atlus, BAM! Entertainment, Banpresto, BigBen Interactive, Codemasters, Crave Entertainment, D3 Publisher, Disney Interactive Studios, Eidos Interactive, Empire Interactive, Encore, Epoch, Game Factory, Global Star, "Gotham Games, Hudson Soft, Idea Factory, Ignition Entertainment, Infogrames Entertainment, Jaleco, JoWood Productions, Kemco, Kids Station, LucasArts, Mad Catz, Majesco Entertainment, Marvelous Interactive, Media Kite, Milestone, Natsume, NDA Productions, NEC Interchannel, NewKidCo, O3 Entertainment, Pin Change, Rage Software, SCi, Sunrise Interactive, Taito, Takara, Tecmo Koei, Titus, Tomy Corporation, Universal Interactive, Virgin Interactive, Wanadoo, Bros. Interactive Entertainment, Xicat Interactive, Zoo Digital Publishing

**Release Year**

Year the game released. (2001 – 2007)

**Release Year 2**

The Gamecube released in fall of 2001 and support was almost non-existent in 2006 (The year the Wii released). So 2001 data was grouped with 2002. 2006 and 2007 data was grouped with 2005.

**Genre**

Genre of the game. (action/adventure, collection, fighting, miscellaneous, music, party, platformer, puzzle, racing, role-playing, shooter, simulation, sports, and strategy)

“Action” and “Adventure” games were grouped into one variable, “Action/Adventure,” due to inconstant labeling across different websites and vagueness in what defines the genre. For example, on VG Chartz, *The Legend of Zelda: Ocarina of Time* is listed as an action game, but *The Legend of Zelda: Ocarina of Time/ Master Quest* is listed as an adventure game.

**Genre 2**

Genres of games that were not highly represented on the Gamecube were grouped into “other.” This list includes: Collection, Miscellaneous, Music, Party, Puzzle, and Simulation.

**ESRB Rating**

The rating given by the Entertainment Software Rating Board. These ratings assign an age restriction to the game based on its content. (E = Everyone, E10 = Everyone 10+, T = Teen, M = Mature).

**ESRB Rating 2**

The E10 is rarely used by the ESRB so it was grouped with E. There were also very few M rated games on the Gamecube so they were grouped with T. ESRB Rating 2 is a dichotomous variable with E/E10 or T/M.

**Multiplayer**

Whether or not the game supports multiplayer. The number indicates how many people can play the game at once.

**Multiplayer 2**

*Harry Potter and the Goblet of Fire* is the only 3 player game on Gamecube so it was grouped with 2 player games.

**Exclusivity**

Whether or not the game is exclusive to the GameCube. Any game that could also be bought on the Playstation 2 or Xbox is not exclusive. Games that are compilations or remakes of older games that appeared on different consoles are still considered exclusive as long as it was released before the Gamecube released on September 14, 2001 and cannot be bought on the Playstation 2 or Xbox. Games that hade remakes on the later generation of consoles (Wii, Playstaion 3, Xbox 360) are considered exclusive if the remake released after 2007.

**Metacritic Score**

The average review score found on Metcritic.com (Scale is 0-100).

**Sales**

The number of copies sold. Sales are separated by region and the total sales worldwide. The sales number is calculated in millions. N.A. = North America, Eur = Europe, Jap = Japan, Other = other countries and the remainder to equal the total sales.

Sales figures were obtained on VG Chartz. Their data is a very close estimate, but is not 100% accurate. This is the best I could do not having access to NPD data. Any game that sold 0 copies was replaced with NA.

**VG Chartz**  
Vgchartz.com was used to collect data on the variables, game, release year, genre, publisher, sales. <http://www.vgchartz.com/platform/29/gamecube/>

**Changes Made to the Data**

* Dance Dance Revolution Mario Mix and Naruto: Clash of Ninja were counted twice. Once for the game and again for the Japanese version. I just combined the two into one observation for my data
* The One Piece games were titled “Shonen Jump’s One Piece…” and not simply “One Piece…” Different websites use different versions of the title. I used the version without “Shonen Jump’s.”
* Missing release dates, publishers, etc. were researched and filled in.
* World Series Poker, Cabela’s Dangerous Hunts: Ultimate Challenge, and Cabela’s Outdoor Adventures (2006), had their publisher changed from “Activision Value” to “Activision.”
* Games with sales value of 0 for a particular region are assumed to not have released in that region and are replaced with an NA value
* The “platform” genre was changed to “platformer”
* The game, Barbarian, was titled “Warrior Blade: Rastan vs. Barbarian” in Japan. There is almost no information on the game anywhere. It only released in Europe and Japan and must not have sold much.
* TDK Mediactive was acquired by Take-Two Interactive in 2003. All games published by TDK are grouped into Take-Two

**Games Removed from the Dataset**

* 2 Games in 1: The Incredibles + Finding Nemo - (Combo pack of two Gamecube games and no sales data)
* 2 Games in 1: The SpongeBob SquarePants Movie/ Battle for Bikini Bottom - (Combo pack of two Gamecube games and no sales data)
* 2 Games in 1: The SpongeBob SquarePants Movie/ Tak 2: Staff of Dreams- (Combo pack of two Gamecube games and no sales data)
* Donkey Konga 1+2 Pack - (Combo pack of two Gamecube games and no sales data)
* Metal Gear Solid 2: Sons of Liberty - (No proof of game releasing on the Gamecube and no sales data)
* Puzzler World - (No proof of game releasing on the Gamecube and no sales data)
* Nintendo Gamecube Preview Disk - (Not a game and no sales data)
* Pokemon Coliseum Bonus Disk – (Bonus material, not a real game, and no sales data)
* Pure Evil 2-Pack - (Combo pack of two Gamecube games and no sales data)
* Rayman 10th Anniversary - (Game differed based on region and platform. Only released in Metropolitan France and included Rayman3: Hoodlum Havoc and a DVD of Rayman: The Animated Series. Rayman 3 had already released on Gamecube. Also no sales data)
* Resident Evil 10th Anniversary - (Combo pack of Resident Evil, Resident Evil Zero, and Resident Evil 4. Also no sales data)
* Super Monkey Ball 2-Pack - (Combo pack of Super Monkey Ball and Super Monkey Ball 2. No sales data)
* The Legend of Zelda - (Part of The Legend of Zelda Collector’s Edition and no sales data)
* The Legend of Zelda Collector’s Edition - (Bonus disc part of the 2003 Gamecube Holiday Bundle for Club Nintendo. No sales data)
* Zelda II: The Adventure of Link - (Part of The Legend of Zelda Collector’s Edition and no sales data)
* The Legend of Zelda: Majora’s Mask - (Part of The Legend of Zelda Collector’s Edition and no sales data)
* The Legend of Zelda: Ocarina of Time - (Part of The Legend of Zelda Collector’s Edition and no sales data)
* The Legend of Zelda: Ocarina of Time / Master Quest - (Bonus disk when pre-ordering The Legend of Zelda: Wind Waker. No sales data)
* Dead Phoenix - (Canceled project)
* Deadlight - (Canceled project)
* Wizardry Empire III: Haoh no Keifu (Canceled project)
* Space Invaders EX – (Canceled Project)
* Wizardry Empire III – (Canceled Project)
* Bulletproof Monk – (Canceled Project)
* Cabela's Dangerous Hunts: Ultimate Challenge – (Only released on the Playstation Portable)
* World Championship Poker – (Only released on the Playstation 2. Gamecube version was canceled)
* The Tower of Druaga – (Pre-order bonus for the Japanese version of Baten Kaitos)
* Chessmaster – (Canceled project)

**Corrections in Publisher**

* Phantasy Star Online Episodes I & II change publisher from Infogrames Entertainment to Sega
* Pac-Man vs. Change publisher from Electronic Arts to Namco
* Sonic Mega Collection change publisher from Infograms Entertainment to Sega
* Lego Star Wars: The Video Game change publisher from Eidos to LucasArts
* Baten Kaitos: Eternal Wings and the Lost Ocean change publisher from Nintendo to Namco Bandai Games
* Tales of Symphonia change publisher from Nintendo to Namco Bandai Games
* Super Monkey Ball change publisher from Atari to Sega
* Super Monkey Ball 2 change publisher from Atari to Sega
* Pac-Man World 2 change publisher from Nintendo to Namco

**Changes in Genre**

* Bomberman Jetters- Puzzle to Action/Adventure (to match the genre of other Bomberman games and what is shown on other websites)
* Dance Dance Revolution: Mario Mix- Simulation to Music
* Star Wars Rogue Leader: Rogue Squadron II- Simulation to Shooter (Simulation Games are going to be grouped with \_\_\_\_ which is farther from what Rogue Squadron is. Also Action/Adventure had more than enough already. Also some sites had it as a shooter. Also all you do in that game is shoot things. Also Star Fox Assault is classified as a shooter and its very similar)
* Star Wars Rogue Squadron III: Rebel Strike- Simulation to Shooter (Same reasons as Rogue Squadron II

**Metacritic**

Metacritic.com was used to collect data on the variables, Metacritic score, ESRB rating, exclusivity, and multiplayer. Games with missing information were researched on various websites such as youtube.com, playasia.com, IGN.com, and a google images search for the box art.

* Tales of Symphonia was released on ps2 in japan about a year after the Gamecube version, but I still gave it exclusivity anyway because it was only in one region