



Frequently Asked Questions

1. What comes in the box when I buy Nintendo GameCube?

The NINTENDO GAMECUBE package includes the following items:

- Nintendo GameCube Control Deck
- Nintendo GameCube Controller
- Stereo AV cables
- AC adapter

The system is currently available in either Indigo or Jet (black). NINTENDO GAMECUBE games are sold separately.

2. How will the Nintendo GameCube work with the Game Boy Advance?

Both the NINTENDO GAMECUBE and the Game Boy Advance are outstanding video game systems in their own right, each with its own extensive library of entertaining video games. In addition, in specially designed Nintendo GameCube and Game Boy Advance games, the Game Boy Advance can be connected to the NINTENDO GAMECUBE to exchange data or provide other special functions. For example, sports games could be programmed so that players could use the Game Boy Advance to select plays or moves. Nintendo is very excited about this unique compatibility of our two newest systems.

This new feature will only be available with specially designed Nintendo GameCube and Game Boy Advance games. The NINTENDO GAMECUBE and Game Boy Advance software packaging will indicate if this feature is available. The first of these games to feature the connection are Sonic Adventure 2 Battle for the Nintendo GameCube and Sonic Advance for Game Boy Advance. They were released in February of 2002.

Please note that the Game Boy Advance does not work with NINTENDO GAMECUBE unless the game developer has specifically integrated this feature into their game

3. Is the Nintendo GameCube compatible with HDTVs?

The main difference between HDTVs and standard TVs is the number of lines of resolution they use to display the TV image. While standard TVs display 480 lines, HDTVs are able to display 720 or 1080 lines or resolution if the HDTV is receiving a high definition signal. For non-high definition signals, the HDTV will display the TV image with the standard 480 lines.

While the NINTENDO GAMECUBE will work with HDTVs, the NINTENDO GAMECUBE does not provide a high definition signal. As such, the game image will display in the standard 480 lines of resolution on an HDTV.

The NINTENDO GAMECUBE does, however, have the ability to enhance the game image with the use of the NINTENDO GAMECUBE Component Video Cable. By using this cable, the NINTENDO GAMECUBE can provide both a component video signal and a progressive scan signal, if the NINTENDO GAMECUBE software supports progressive scan display. The majority of HDTVs have the component video inputs required to use the Component Video Cable and many HDTVs have progressive scan capabilities. Check your TV manual for information.

Some HDTVs have features that can enhance the standard video signal. We recommend checking your owner's manual or contacting the TV manufacturer to see if your HDTV has these type of features.

4. Important Note about Memory Cards

Most NINTENDO GAMECUBE games require the use of the Memory Card 59 to save game progress. It is highly recommended that you purchase at least one Memory Card 59 for your future needs. Each card holds 59 "blocks" of save data. While some games may require the use of multiple blocks to save, a single Memory Card 59 will often have ample space to save data for more than one game title.

When purchasing a Memory Card, make sure that you are buying only licensed products. Unlicensed products are not tested for compatibility and may not work correctly with all games.

5. How to identify licensed products

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.® Licensed merchandise, such as bed sheets, trading cards, or clothing for example, display a seal that can appear in various colors that says "licensed product."



Software, hardware,
accessory seal



Merchandise seal

6. Nintendo GameCube - Power shuts off during Game Play

If the power shuts off during game play (even as much as 30 minutes after the system is turned on) allow the system to cool down and check the vents on the sides of the GCN for a build-up of dust. The system may be shutting itself down because it cannot vent properly. If there is a build-up, remove it using a vacuum cleaner with a soft brush attachment (do not use liquid of any kind).

Note: If the power light flashes once when the power button is pressed, then turns off and won't turn back on, the system needs repair

If the system continues to shut itself off after cleaning, or the fan is not working at all, the system will need repair.