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Play WWE series games online for free. This legendary series spans from 2002 to 2004 across platforms like Game Boy Advance. Browse and enjoy our collection of WWE games that defined gaming history.Skip to content Loading deals... Games You May LikeWWE Road to WrestleMania X8WWF Road to WrestleManiaFire Pro Wrestling 2Legends of Wrestling IIFire Pro Wrestling 2001 video game2001 video gameWWF Road to WrestleManiaCover art featuring Kane, Stone Cold Steve Austin and The UndertakerDeveloper(s)Natsume Co., Ltd.Publisher(s)THQPlatform(s)Game Boy AdvanceReleaseEU: November 16, 2001NA: November 19, 2001[1]Genre(s)WrestlingMode(s)Single-player, multiplayerWWF Road to WrestleMania is a video game released on the Game Boy Advance handheld console by THQ, based on the World Wrestling Federation's pay-per-view of the same name. It was the first WWF game to be released on the Game Boy Advance, and the only one released under the WWF name, as the promotion was renamed in 2002. The main part of the game is the season mode where players have to win matches to get a heavyweight championship title match.The game was succeeded by WWE Road to WrestleMania X8.The game features both single-player and multiplayer game modes, with multiplayer being available through the Game Boy Advance Gamelink cable. The single-player game modes have a variety of match types including Exhibition, Gauntlet, Season, King of the Ring, Royal Rumble, Iron Man, and Pay Per View. Due to memory and roster limit restrictions, the Royal Rumble game mode is limited only to a maximum of 24 participants, compared to the average of 30 in its real-life variant. The season mode is incredibly similar to career modes found in other sports and wrestling games alike, which involves the player choosing a wrestler and building their career with the end goal of reaching WrestleMania, WWE's premier event of the year. Every week the player is subjected to various matches against the other competing wrestlers on the roster.Billy GunnBradshawBubba Ray DudleyChris BenoitChris JerichoChristianD-Von DudleyEddie GuerreroEdgeFaarooqHardcore HollyJeff HardyKaneKurt AngleMatt HardyRavenRikishiSteve AustinTazzThe RockTriple HThe UndertakerWilliam RegalX-PacReceptionAggregate scoreAggregatorScoreMetacritic62/100[2]Review scoresPublicationScoreComputer and Video Games6/10[3]GameSpot7.8/10[4]GameZone8/10[5]IGN3/10[6]Nintendo Power3.2/5[7]The game received "mixed" reviews according to video game review aggregator Metacritic, earning an average score of 62 out of 100, based on 7 critics reviews.[2]Computer and Video Games's staff gave the game a 6/10, criticizing the 2D graphics and the awkward controls, but praised the "cheesy intros" and content, declaring it better than Fire Pro Wrestling, but inferior to the SmackDown games.[8] Nintendo Power's reviews gave it a collective score of 3.2/5.Conversely, IGN's Nix reviewed the game extremely negatively, referring to it as a "rehash of the GBC game...that got canned for not measuring up last year", and noted the graphics as being "the bare minimum of what the GBA can do...three animations of the Rock Bottom don't cut it", ultimately giving the game a 3/10 score.[9]List of licensed wrestling video gamesList of fighting games^ "GameSpot: Game Boy Advance Home: WWF Road to Wrestlemania". 2001-11-26. Archived from the original on 2001-11-26. Retrieved 2023-05-28.^ a b "WWF Road to Wrestlemania for Game Boy Advance Reviews". Metacritic. Archived from the original on December 2, 2015. Retrieved February 19, 2015.^ CVG staff (December 7, 2001). "GBA Review: WWF Road To Wrestlemania". Computer and Video Games. Archived from the original on June 24, 2007. Retrieved February 19, 2015.^ Provo, Frank (November 21, 2001). "WWF: Road to Wrestlemania Review". GameSpot. Archived from the original on October 15, 2013. Retrieved February 19, 2015.^ Lafferty, Michael (December 5, 2001). "WWF Road to Wrestlemania Review - Game Boy Advance". GameZone. Archived from the original on September 15, 2008. Retrieved February 19, 2015.^ Nix, Marc (January 24, 2002). "WWF Road to Wrestlemania". IGN. Archived from the original on February 20, 2015. Retrieved February 19, 2015.^ "WWF Road to WrestleMania". Nintendo Power. Vol.152. 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Retrieved 2024-11-21.Retrieved from " first-person shooter video gameFor the publisher, see Tor Books.2002 video gameJames Bond 007: NightfireNorth American cover artDeveloper(s)EurocomGearbox Software[a] (PC)JV Games (GBA)Publisher(s)Electronic Arts[b]Director(s)Tim RogersLandon Montgomery (PC)[2][bettersourceneeded]Producer(s)Morgan RoartyRandy Pitchford (PC)[2]Programmer(s)Simon MillsPatrick Deupree & Sean Cavanaugh (PC)Artist(s)Dave CarsonJeremy Cook (PC)Writer(s)Danny Bilson Paul De MeoComposer(s)Steve DuckworthEd Lima (PC)Jeff TymoschukSeriesJames Bond video gamesEngineGoldSrc (PC)Platform(s)GameCube, PlayStation 2, Xbox, Microsoft Windows, Game Boy Advance, Mac OS XReleaseGameCube, PlayStation 2, XboxNA: 19 November 2002EU: 29 November 2002Microsoft WindowsNA: 25 November 2002EU: 6 December 2002Game Boy AdvanceNA: 18 March 2003EU: 28 March 2004Mac OS XNA: 21 June 2004EU: 19 July 2004[1]Genre(s)First-person shooterMode(s)Single-player, multiplayerJames Bond 007: Nightfire (sometimes stylised NightFire) is a 2002 first-person shooter video game published by Electronic Arts (EA) for the GameCube, PlayStation 2, Xbox and Microsoft Windows, with additional versions released for the Game Boy Advance in 2003, and Mac OS X in 2004. The computer versions feature modifications to the storyline, different missions, and the removal of driving sections used in home console versions.The game's story involves fictional British secret agent James Bond, as he undertakes a mission to investigate the operations of a noted industrialist, uncovering a plot by them to conquer the world via a major defence satellite created by the United States. The game uses the likeness of James Bond actor Pierce Brosnan, although the character is voiced by Maxwell Caulfield.The home console versions received positive reviews from critics, while other versions received mixed reactions.Nightfire features two game modes for use - a single-player mode featuring a variety of missions focused on the game's story, and a multiplayer mode where players can engage with other players, as well as AI bots. The game operates from a first-person perspective and features a variety of weapons all based on real-life models, but, much like previous games involving James Bond, have alternate names. The game features a similar arrangement to monitoring health as with GoldenEye 007, in that players have a health meter that decreases when they take damage, with the player's character killed when it is fully depleted, though armor can be acquired to absorb the damage during gameplay.In the single-player mode, players must complete a set of objectives, which requires navigating around each mission's level dealing with hostiles and making use of gadgets. Completing a level is done by completing all objectives and reaching the level's exit goal. Each level has many unique tokens, referred to as "007 tokens", which unlock special rewards in the game and are acquired by completing certain actions in a level. Players may also carry out "Bond Moments", utilizing gadgets and parts of the level environment to dispatch enemies, open secret paths, and destroy obstacles, the act of which will contribute to the player's performance rating for that level. At times, the player also engages in driving sections during certain levels - these stages function in a similar style to those used in the Spy Hunter series of video games, in which the player uses offensive weapons and gadgets to deal with enemies while following a linear A-to-B route from the start to the finish of the level. Completing a level allows the player to receive a score that denotes how well they performed.Multiplayer mode focuses on players battling with each other and AI bots across a variety of stages - while some stages are based on levels from the game, others are based on settings and fictional locations based on the James Bond film franchise, including Fort Knox, from Goldfinger (1964), and Atlantis from The Spy Who Loved Me (1977). Players can choose which characters to play, including a selection taken from the film franchise such as Jaws, Baron Samedi, Max Zorin, Auric Goldfinger, and Renard. Players can customise settings before a match, such as length of play, conditions for winning, and so forth, as well as the setting for any AI bots used in the match - alongside players, bots can be used (four for PlayStation 2, and six for GameCube and Xbox), which can be customised with different reaction times, speed and health.Computer versions of the game function similar to the console versions, though with some differences:There are no driving stages used in single-player.Some weapons are changed for different models.Multiplayer mode allows for online gaming and the use of 12 bots; console versions mainly offer split-screen multiplayer.British MI6 agent James Bond works alongside French Intelligence operative Dominique Paradis to prevent the use of a stolen nuclear weapon within the city of Paris by a terrorist group during New Year's Eve. The pair manage to thwart the terrorists and prevent the device from being detonated before Bond and Dominique spend the evening celebrating the new year. Shortly after returning, Bond's boss M reveals news that a missile guidance chip, intended for the Space Defense Platform (SDP) - a new militarised space station built by the United States - has been stolen. MI6 suspects the theft is linked to Phoenix International, a company owned by industrialist Raphael Drake - and that the head of Drake's Asian division, Alexander Mayhew, is due to bring the chip to him during a party at his castle in Austria.M sends Bond to recover the chip during the exchange and investigate Drake's motive for its acquisition. Infiltrating the party, Bond meets with CIA agent Zoe Nightshade, his contact sent to assist in the chip's recovery, but is surprised to find Dominique within the castle, learning that she is working undercover as Drake's mistress. After reaching the meeting room where Drake and Mayhew intend to meet, Bond overhears the men discussing a project codenamed "Nightfire" before discovering that Zoe has been captured. Bond recovers the chip before going after and rescuing Zoe, whereupon the pair make their escape down the mountain for a rendezvous with Q while dealing with Drake's men and his head of security, Armitage Rook. Following the incident, Mayhew contacts MI6 to offer information on Drake's operations in exchange for protection.Bond is sent to Japan to extract Mayhew at his Japanese estate, but shortly after being introduced to his bodyguard Kiko, Drake's men attack the building. While Mayhew is killed, Bond finds important information that leads him to Phoenix's Tokyo offices and a nuclear power plant being decommissioned. After gathering evidence, Kiko turns on Bond and brings him to Drake, who exposes Dominique as a spy for helping Bond escape his security teams and has her killed, though not before she distracts Kiko to help Bond break free and escapes to the ground floor of the Phoenix building, where he is rescued by Australian Intelligence agent Alura McCall. Upon leaving Tokyo, Bond finds himself sent to an island in the South Pacific alongside Alura, learning that Drake owns it and is using a jamming signal to conceal what he has stationed there.Sent ahead of a joint task force of UN, EU, and NATO forces, Bond and Alura deal with the island's defences, while eliminating Rook and Kiko. Discovering that Drake built a launch facility on the island, Bond determines that he plans to capture the SDP and use its weapons to dominate the world. While Alura remains behind, Bond pursues Drake in one of his space shuttles. On reaching the station, he proceeds to sabotage it so that it will destroy itself and then eliminates Drake as the station begins to break apart. Bond swiftly escapes in an escape pod moments before the station is destroyed and returns to Earth. Upon his return, Bond reunites with Alura and spends a romantic evening celebrating another successful mission.The game had been in development as early as September 2000,[3] and was announced as James Bond 007 in May 2001.[4] By February 2002, the game's working title was James Bond in... Phoenix Rising.[5] The game's final title was unveiled three months later.[6] In July 2002, James Bond actor Pierce Brosnan had his head scanned with a laser digitizer to create the player character,[3][7] who is voiced by Maxwell Caulfield.[8]Eurocom developed the home console versions,[9] while Gearbox Software handled the Windows version.[10][11] Gearbox utilized the GoldSrc game engine by Valve Corporation, though it was heavily modified for Nightfire.[11][12][10] Driving levels were developed by Savage Entertainment and a team at Electronic Arts.[13] These levels were excluded from the Windows version so Gearbox could focus on the first-person and multiplayer modes.[14] Nightfire marked the first time a James Bond video game featured an original song: "Nearly Civilized" performed by Esthero.[15] Its original score was composed by Steve Duckworth, Ed Lima and Jeff Tymoschuk.In North America, Nightfire was released for home consoles around 19 November 2002, coinciding with the theatrical release of the Bond film Die Another Day.[9][16] The Windows version was released a week later.[17] In January 2003, Electronic Arts announced that a Game Boy Advance version of the game was in development by JV Games.[18] A Macintosh version, by Aspyr Media, was released in June 2004.[19]ReceptionAggregate scoreAggregatorScoreMetacritic(GC) 80/100[20](Xbox) 78/100[21](PS2) 77/100[22](GBA) 66/100[23](PC) 59/100[24]Review scoresPublicationScoreAllGame[25][26][27](GBA) [28](PC) [29]Edge4/10[30]Electronic Gaming Monthly8.5/10[31]Eurogamer3/10[32]Game Informer(GC) 8/10[33]7.75/10[34][35]GamePro[36][37][38](GBA) [39]GameSpot7.9/10[40](PC) 6/10[41]GameSpy(Xbox) [42][43][44](PC) [45]GameZone(PC) 8.9/10[46](PS2) 8.3/10[47]8/10[48][49](GBA) 7/10[50]IGN(GC) 8.5/10[51](Xbox) 8.2/10[52](PS2) 8.1/10[53](PC) 7/10[54](GBA) 6.5/10[55]Nintendo Power(GC) 4.4/5[56](GBA) 3.5/5[57]Official U.S. PlayStation Magazine[58]Official Xbox Magazine (US)8.4/10[59]PC Gamer (US)57%[60]Entertainment WeeklyC[61]Home console versions of James Bond 007: Nightfire received "generally favorable" reviews, while the Game Boy Advance and PC versions received "mixed or average" reviews, according to review aggregator Metacritic.[20][21][22][23][24] It was a runner-up for GameSpot's annual "Best Shooter on GameCube" award, which went to TimeSplitters 2.[62] In 2008, PC Games Hardware included Alura McCall, Makiko Hayashi, Dominique Paradis and Zoe Nightshade among the 112 most important female characters in games.[63] During the 6th Annual Interactive Achievement Awards, the Academy of Interactive Arts & Sciences nominated Nightfire for "Console First-Person Action Game of the Year".[64]By September 2003, the game had sold five million copies across all platforms,[65] with the Xbox version achieving Platinum Hits status for selling at least two million copies.[66] In the United States, the computer version sold 230,000 copies and earned $5.3 million by August 2006, after its release in November 2002. It was the country's 93rd best-selling computer game during this period.[67] The PlayStation 2 version received a "Platinum" sales award from the Entertainment and Leisure Software Publishers Association (ELSPA),[68] indicating sales of at least 300,000 copies in the United Kingdom.[69]^ Ported to Mac OS X by Aspyr.^ Released under the EA Games brand name and co-published by MGM Interactive.^ "007: Nightfire Releases".^ a b "007: Nightfire (2002) Windows credits". Archived from the original on 7 February 2021. Retrieved 26 February 2021.^ a b "NightFire Developer Diary: Entry 1". IGN.com. 9 August 2002. Archived from the original on 24 March 2013. Retrieved 1 September 2015.^ "The Ultimate GameCube Preview Guide". IGN.com. 2 May 2001. Archived from the original on 24 September 2015. Retrieved 1 September 2015.^ "Eurocom Develops Next James Bond Title". IGN.com. 12 February 2002. Archived from the original on 20 August 2020. Retrieved 1 September 2015.^ "007 NightFire Screenshot". 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It was developed by Eutechnyx, published by Electronic Arts (EA), and released for the PlayStation console system. This game marks the seventh appearance of Pierce Brosnan's James Bond; the game included his likeness but not his voice, which is provided by Tim Bentinck. Including many revived characters from previous entries, the game is considered to be a spin-off of the original chronicles.This section does not cite any sources. Please help improve this section by adding citations to reliable sources. Unsourced material may be challenged and removed. (December 2020) (Learn how and when to remove this message)In 007 Racing the player takes on the role of British secret agent James Bond, behind the wheel of several of his vehicles from the then-19 official films. Cars include the Aston Martin DB5 made famous in its initial appearance in Goldfinger, the Lotus Esprit from The Spy Who Loved Me and For Your Eyes Only, and the BMW Z8 that briefly appeared in The World Is Not Enough as well as seven other automobiles. Each car is equipped with all the usual gadgetry and weapons issued by Q, the Quartermaster of a special branch of MI6 referred to as Q-Branch.In 007 Racing, a high-ranking European diplomat and businessman plan to hijack a shipment of NATO weapons and smuggle them to international terrorists inside cars that roll off the assembly line of his automotive plants. As Bond, it is up to the player to stop him. The gamer is supplied with several gadget-filled cars from the Bond universe to thwart the villain.The story opens with Bond rescuing Cherise Litte from an Eastern European country (presumably Estonia) and getting her over the border in his Aston Martin DB5. Upon his return to London, he is informed by M that a freighter carrying top secret NATO weapons including laser-guided surface-to-air missiles, long-range missiles, missile shields, latest GPS technology and Q equipped BMW 750iL bound for Halifax was intercepted in the Labrador Sea, south of Greenland. Bond is tasked with finding the cargo. His mission takes him to New York City, where he is met by his friend from the CIA Jack Wade. Upon arriving in New York he is informed by a villain that a bomb has been planted on his car and that any attempt to defuse it or slow down the vehicle will cause it to explode. Bond jettisons the car in the Hudson River.Bond continues with finding the electromagnetic pulse device that was stolen and destroying ten computers in the distribution center from which a car transporter carrying the smuggling cars. He intercepts the transporter with his Aston Martin. Bond then goes to Mexico with his BMW Z3, where he is pointed by questioning the transporter driver, the henchman Whisper. He is trying to track Zukovsky and once he manages, he finds out that behind everything is Dr Hammond Litte, Cherise's father, and that her rescue was just a decoy mission aiming to distract him from the freighter. Bond then engages in a race with Xenia Onatopp and her Ferrari F355 after which he gets captured and taken to Louisiana. He manages to escape and finds the stolen BMW, after which he pursues and destroys the boat driven by Jaws.Back in New York, Bond downloads the files from four limousines with his BMW Z8 and discovers that Litte's real plan is to release a deadly virus that will kill millions. Bond then goes to the Baltic Sea with his Lotus Esprit and after infiltrating the opponent's underwater base he destroys the plane transporting the virus.007 Racing was developed by Eutechnyx, which worked with MGM to create the game's storyline. It includes objectives and vehicles based on those featured in the James Bond films.[2] 007 Racing uses a modified version of the game engine that was developed for Eutechnyx's earlier Le Mans 24 Hours. Lead programmer Peter Davies recalled in 2021: "given the huge differences in the game style it was a massive overhaul, but some core components like the physics engine, renderer, and build tools were retained."[3]In North America, 007 Racing was released in November 2000.[1][4][5] A sequel for the PlayStation 2 was announced shortly thereafter, but was never released.[6]ReceptionAggregate scoreAggregatorScoreMetacritic51/100[7]Review scoresPublicationScoreAllGame[4]Edge2/10[8]Electronic Gaming Monthly2.83/10[9][b]EP Daily5.5/10[10]Game Informer7/10[11]GameFan42%[12]GameRevolutionC[13]GameSpot5.3/10[14]GameZone8/10[5]IGN5/10[15]Next Generation[16]Official U.S. PlayStation Magazine[17]Maxim4/10[18]007 Racing received "mixed or average" reviews, according to review aggregator Metacritic.[7]Game Informer's Paul Anderson called the graphics "ugly" and "nasty", but said there are some "well-designed" missions. He called the voice acting "excellent", particularly praising the performance given by Cleese, but thought the game had an inconsistent mix of content.[11]Douglass C. Perry of IGN stated that 007 Racing is "a decent little game, as long as you don't expect too much from it". He added: "It's not original, nor is it good looking. It's filled with awkward spots and questionable areas (like when I reached the broken bridge in Escape and the vocals chimed in after it was too late to launch my parachute), and it becomes a chore rather than fun. Occasionally, there are little flashes of goodness (Escape and Gimme a Break are examples), but the game never really reaches any new planes of play that we've did already experience in Spy Hunter, back in the early 1980s. I mean if you're simply dying to drive Bond cars, rent this game, but don't buy it full price. Now, if you don't mind, I've got an old-school arcade to find."[15]Jeff Gerstmann of GameSpot gave a mixed review, stating: "The game's varied mission objectives occasionally give it a Driver-like feel, but the clunky control issues really manage to take you out of the game. The heavily modified Need for Speed engine [sic] is great for the fast action, fast driving missions, but the slower-paced, more combat-heavy levels suffer from the game's rough control. Overall, 007 Racing isn't polished enough to fill the needs of objective-based driving game fans. Fans of these types of games would be better served by Driver 2."[14] Retro Gamer criticized the slow pace of the missions.[19] David Chen of NextGen said that the game was "Fine as a rental car, but not worth the sticker price."[16] Jake The Snake of GamePro said that the game "offers mild fun that will appeal for sure only to gamers who love both Bond and action-driving games.[20][c]^ Released under the EA Games brand name and co-published by MGM Interactive.^ Three critics of Electronic Gaming Monthly gave the game each a score of 1/10, 6/10, and 1.5/10.^ GamePro gave the game two 3.5/5 scores for graphics and fun factor, and two 4/5 scores for sound and control.^ a b IGN staff (17 November 2000). "007 Racing Ships". IGN. Ziff Davis. Archived from the original on 10 April 2023. Retrieved 28 February 2024.^ Stahl, Ben (28 July 2000). "007 Racing Q&A". GameSpot. Fandom. Archived from the original on 29 November 2004. Retrieved 28 February 2024.^ Williams, Owen (8 September 2021). 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Retrieved 28 February 2024.007 Racing at MobyGamesRetrieved from " 3The following pages link to 007 Racing External tools(link counttransclusion countsorted list) See help page for transcluding these entriesShowing 50 items.View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)James Bond (links | edit)Q (James Bond) (links | edit)Pierce Brosnan (links | edit)James Bond Jr. (links | edit)GoldenEye 007 (1997 video game) (links | edit)List of PlayStation (console) games (AL) (links | edit)BMW Z8 (links | edit)List of video game musicians (links | edit)Richard Kiel (links | edit)James Bond 007: Nightfire (links | edit)Essentials (PlayStation) (links | edit)Tomorrow Never Dies (video game) (links | edit)James Bond 007: Everything or Nothing (links | edit)List of James Bond villains (links | edit)GoldenEye: Rogue Agent (links | edit)List of James Bond vehicles (links | edit)Pete Sampras Tennis (links | edit)The World Is Not Enough (Nintendo 64 video game) (links | edit)James Bond 007: Agent Under Fire (links | edit)List of video games set in New York City (links | edit)007 Racing (video game) (redirect page) (links | edit)Talk:List of PlayStation (console) games (AL) (links | edit)User:PingPongBoy/Books/20100817 06 (links | edit)User talk:PingPongBoy/Books/20100817 06 (links | edit)2000 in video games (links | edit)From Russia with Love (video game) (links | edit)Tim Bentinck (links | edit)James Bond in video games (links | edit)Allister Brimble (links | edit)James Bond 007: The Duel (links | edit)Bill Mondy (links | edit)GoldenEye: Source (links | edit)James Bond 007 (1998 video game) (links | edit)Big Mutha Truckers (links | edit)Street Racing Syndicate (links | edit)Hummer Badlands (links | edit)Operation Stealth (links | edit)Sink or Swim (video game) (links | edit)Alistair Abell (links | edit)Jocky Wilson's Darts Challenge (links | edit)Eutechnyx (links | edit)Pimp My Ride (video game) (links | edit)The Fast and the Furious (2006 video game) (links | edit)GoldenEye (pinball) (links | edit)Zybex (links | edit)Cartoon Network Racing (links | edit)Production of the James Bond films (links | edit)Ferrari Challenge: Trofeo Pirelli (links | edit)C3 Racing (links | edit)James Bond 007 (1984 video game) (links | edit)007: Licence to Kill (links | edit)A View to a Kill (video game) (links | edit)Hot Wheels: Beat That! (links | edit)View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Retrieved from " WhatLinksHere/007_Racing"Defunct American video game developerSkyworks InteractiveIndustryVideo game industryFounded1995; 30years ago(1995) in United StatesFoundersDavid Crane and Garry KitchenDefunct2014(2014)ProductsArcade Hoops BasketballSubsidiariesAdvergame.comVideo games portalSkyworks Interactive, Inc., formerly Skyworks Technologies, was a video game developer established in 1995, best known for producing advergames for websites.It was established by David Crane and Garry Kitchen in 1995, following the shutdown of Absolute Software. The two jointly developed the advergaming business model,[1] where their games were played for free, but licensed to other companies' websites.[2] Their first gaming portal was Candystand, launched in 1997 by The Lifesavers Company. The website evolved from a premium CD-ROM Skyworks developed for Lifesavers the previous year, which raised interest between the two parties involved to create a dedicated website.[3][4]Skyworks later launched further advergaming websites following on from Candystand's success: NabiscoWorld in 1999 followed by Postopia and TooMunchFun in 2001. As of 2003, Skyworks had a catalog of 60 proprietary games which were later reskinned depending on the needs of the sponsor. The target received an exclusivity clause for the sector it operated (soft drink, food, etc.) and integrate its branding to the game.[3]In 2005, Skyworks formed its subsidiary Advergame.com, due to the growth of its non-advergame activities.[5] In August 2006, it was announced that Gottaplay was acquiring Skyworks.[6] In 2007, ESPN took over the rights of Skyworks' sports game website, Rcade.com, being renamed ESPN Arcade in the process.[7] Subsequently in 2009, Arkadium bought Advergame.com, as Skyworks had been auctioning off its domain name.[8]In late 2008, Skyworks entered the iPhone business with the release of their first game title, Arcade Hoops Basketball.[9]In 2010, the company filed for bankruptcy.[10] The company closed in 2014.^ Gardner, Elizabeth (Feb 1, 2000), "Understanding the Net's TOughest Customer", Internet World, Vol. 6, Iss. 3, 66-75 ^ Hunt, Stuart (2010). "In the Chair With... David Crane". Retro Gamer. No. 79. Imagine Publishing Ltd. ISSN 1742-3155.^ a b Promo Partner Personals: Skyworks sponsored gaming model soars on-line^ Warner, B. (July 21, 1997). To sell or not to sell. Brandweek, 38(29), 22-24.^ Skyworks Technologies Forms Advergame.com Subsidiary^ Gottaplay To Acquire Skyworks Technologies^ ESPN.com Launches ESPN Arcade^ Arkadium Acquires Advergame.com^ Lawrence, C. (2010, Oct 20). N.J. GAME DEVELOPERS BECOME BIG PLAYERS. The Bergen Record.^ Firm Sanctioned for Bad Faith Bankruptcy Filing Against Former ClientRetrieved from " dormant video game publisherBAM! Entertainment, Inc.FormerlyBay Area Multimedia, Inc. (19992000)Company typePrivateIndustryVideo gamesFoundedOctober7, 1999; 25 years ago(1999-10-07)FounderRay MusciDefunctMay2005(2005-05)FateBankruptcyHeadquartersSan Jose, California, USKey peopleRay Musci (CEO)BAM! Entertainment, Inc. (formerly Bay Area Multimedia, Inc.) was an American video game publisher based in San Jose, California, that was founded by Ray Musci in October 1999.[1] BAM!'s partnership with Cartoon Network in 2000 led to the development of a number of licensed video games featuring Cartoon Network IPs, including The Powerpuff Girls, Dexter's Laboratory, Samurai Jack, and Ed, Edd n Eddy.A 2001 distribution deal allowed French publisher Ubi Soft to distribute BAM!'s games internationally. BAM! suffered financial turmoil beginning in 2002, during which time the NASDAQ threatened to delist it from the stock exchange. The company sold off their London-based development studio to VIS Entertainment in 2003. BAM! acquired VIS in 2004 but was delisted from the NASDAQ. The company continued to publish licensed games until 2005, when the company went defunct after filing for bankruptcy. American entrepreneur Ray Musci founded Bay Area Multimedia on October 7, 1999.[2][1] The company signed a deal with Takara in April 2000 to localize and publish Transformers: Beast Wars Transmetals for the Nintendo 64 in North America as a rental-only release.[3] The company also signed distribution deals with Virgin Interactive and Victor Interactive Software to distribute Jimmy White's 2: Cueball and Contender 2 for the North American market.In 2000, Bay Area Multimedia secured an exclusive licensing deal with Warner Bros. Interactive Entertainment and Cartoon Network to publish games based on Dexter's Laboratory, The Powerpuff Girls, and Yogi Bear. The company also secured a licensing agreement with Franchise Pictures to publish video games based on their films.[4] A separate licensing agreement with Warner Bros. and DC Comics was also made for the licensing of Sgt. Rock.[5]In December 2000, the company was renamed BAM! Entertainment.[1]Shortly afterward, the company opened an office in the United Kingdom to publish their games in Europe. They soon signed a deal with Ubi Soft in February 2001 for the distribution of BAM!'s games in the entirety of Europe except for the United Kingdom.[6] The company launched their first Palm OS titles Strike it Rich[7] and CardTopia[8] at the end of June 2001. From September onward, the company secured more publishing and licensing deals, including a deal to publish the Game Boy Advance port of Broken Sword: Shadow of the Templars on September 17,[9] a licensing agreement with Spyglass Entertainment for a video game based on Reign of Fire on October 9 and 16[10][11]On January 8, 2002, BAM! announced that their Cartoon Network partnership would expand to include Samurai Jack[12] and later and Ed, Edd n Eddy. Shortly afterwards, BAM! signed a five-year agreement with Aardman Animations to publish games based on Wallace and Gromit.[13] In February, the company announced a port of Driven as their first GameCube title.[14] and at the end of the month signed a publishing agreement with Sony Computer Entertainment Europe to release World Rally Championship in North America.[15] The SCEE agreement soon expanded to include Wipeout Fusion and Dropship: United Peace Force in March.[16] In June, a deal was made with Riverdeep for video games based on the Carmen Sandiego educational franchise.[17] In November, BAM! signed a publishing deal with Disney Interactive to release two Winnie the Pooh educational titles and My Disney Kitchen for the PlayStation.[18]In 2002, BAM! started to suffer from financial problems, which led to the NASDAQ threatening to delist the company.[19]In April 2003, the company's London-based development studio was purchased by VIS Entertainment,[20] however, VIS later announced that the studio would close following the completion of its remaining projects.[21] In the same year, following the expiration of their distribution deal with Ubi Soft, BAM! entered into a new distribution deal with Acclaim Entertainment in August. Unlike the Ubi Soft partnership, the Acclaim deal included all PAL region countries. The deal ended after Acclaim's bankruptcy the following year.[22]In 2004, BAM! acquired VIS Entertainment and fellow subsidiary State of Emergency Development. The NASDAQ finally delisted BAM!'s stock in the same year.[23] VIS Entertainment was placed into bankruptcy in April 2005; BAM! then sold the rights to VIS's State of Emergency 2 to DC Studios in May that year and filed for bankruptcy shortly thereafter.[24]YearTitlePlatform(s)Developer(s)2000Transformers: Beast Wars TransmetalsPlayStationTakaraNintendo 64The Powerpuff Girls: Bad Mojo JojoGame Boy ColorSennari InteractiveDexter's Laboratory: Robot RampageGame Boy ColorAltronThe Powerpuff Girls: Paint the Townsville GreenGame Boy ColorSennari InteractiveYogi Bear: Great Balloon BlastGame Boy ColorTaitoSgt. Rock: On the FrontlineGame Boy ColorAltronContender 2PlayStationVictor Interactive SoftwareJimmy White's 2: CueballPlayStationAwesome Developments2001The Powerpuff Girls: Battle HimGame Boy ColorSennari InteractiveXtreme WheelsGame Boy ColorSpikeFire Pro WrestlingGame Boy AdvanceSpikeHot PotatoGame Boy AdvancePukka GamesSports Illustrated for Kids: BaseballGame Boy AdvanceSennari InteractiveDexter's Laboratory: Deesaster Strikes!Game Boy AdvanceVirtucraftThe Powerpuff Girls: Mojo Jojo's Pet ProjectMicrosoft WindowsIntelligent GamesThe Powerpuff Girls: GamesvilleMicrosoft WindowsIntelligent GamesDexter's Laboratory: Science Ain't FairMicrosoft WindowsIntelligent GamesThe Powerpuff Girls: Chemical X-TractionPlayStationVIS EntertainmentAsylum EntertainmentNintendo 64DrivenPlayStation 2BAM! Studios EuropeGame Boy AdvanceCrawfish InteractiveThe Powerpuff Girls: Mojo Jojo A-Go-GoGame Boy AdvanceSennari Interactive2002Broken Sword: The Shadow of the TemplarsGame Boy AdvanceRevolution SoftwareWRC: World Rally ChampionshipPlayStation 2Evolution StudiosWolfenstein 3DGame Boy AdvanceStalker EntertainmentDrivenGameCubeBAM! Studios EuropeSavage SkiesPlayStation 2Irock InteractiveDexter's Laboratory: Mandark's Lab?PlayStationRed Lemon StudiosStar XGame Boy AdvanceGraphic StateDropship: United Peace ForcePlayStation 2Team SohoWay of the SamuraiPlayStation 2AcquireWipeout FusionPlayStation 2Studio LiverpoolKong: The Animated SeriesGame Boy AdvancePlanet InteractiveRiding SpiritsPlayStation 2SpikeBallistic: Ecks vs. Sever IIGame Boy AdvanceCrawfish InteractiveEd, Edd n Eddy: Jawbreakers!Game Boy AdvanceClimax GroupFire Pro Wrestling 2Game Boy AdvanceSpikeChase: Hollywood Stunt DriverXboxI-Imagine InteractiveDexter's Laboratory: Chess ChallengeGame Boy AdvanceVirtucraftReign of FirePlayStation 2Kuju EntertainmentGameCubeXboxGame Boy AdvanceCrawfish InteractiveThe Powerpuff Girls: HIM and SeekGame Boy AdvanceVicarious VisionsRunabout 3: Neo AgePlayStation 2Climax EntertainmentDisney's Winnie the Pooh: PreschoolPlayStationHi CorpDisney's Winnie the Pooh: KindergartenPlayStationHi CorpMy Disney KitchenPlayStationAtlusThe Powerpuff Girls: Relish RampagePlayStation 2VIS Entertainment2003Samurai Jack: The Amulet of TimeGame Boy AdvanceVirtucraftSports Illustrated for Kids: FootballGame Boy AdvanceSennari Interactive4x4 Evo 2PlayStation 2Terminal RealityWallace & Gromit in Project ZooPlayStation 2Frontier DevelopmentsGameCubeXboxMicrosoft WindowsThe Powerpuff Girls: Relish Rampage - Pickled EditionGameCubeVIS Entertainment2004A Sound of ThunderGame Boy AdvanceMbius EntertainmentCarmen Sandiego: The Secret of the Stolen DrumsPlayStation 2Artificial Mind and MovementGameCubeXboxBujingai: The Forsaken CityPlayStation 2Taito2005Ice NineGame Boy AdvanceTorus Games^ a b c "BAM! 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British video game developerRockstar Leeds LimitedFormerlyMbius Entertainment Limited (19972004)Company typeSubsidiaryIndustryVideo gamesFoundedDecember1997; 27years ago(1997-12) in Stanningley, Pudsey, EnglandFoundersIan J. BowdenDave BoxGordon HallJason McGannHeadquartersHolbeck, Leeds, EnglandKey peopleAlastair Dukes (studio director)Number of employees70(2007)ParentRockstar Games (2004present)Rockstar Leeds Limited (formerly Mbius Entertainment Limited) is a British video game developer and a studio of Rockstar Games based in Leeds. Ian J. Bowden, Dave Box, Gordon Hall, and Jason McGann founded the company as Mbius Entertainment in December 1997 after working together at the studio Hookstone. Mbius worked with SCi on two games: Alfred's Adventure, a remake of Alfred Chicken, and the cancelled Titanium Angels. Starting in 2001, the studio created Game Boy Advance games for several publishers, including multiple for The 3DO Company and Max Payne for Rockstar Games.By the time the PlayStation Portable was announced, Mbius had developed a game engine that targeted similar technical specifications. This attracted several parties interested in buying the studio, including Rockstar Games. The publisher's parent company, Take-Two Interactive, acquired Mbius in March 2004 and integrated it with Rockstar Games as Rockstar Leeds. Thereafter, the studio created several PlayStation Portable games, including the original games Grand Theft Auto: Liberty City Stories, Grand Theft Auto: Vice City Stories, Grand Theft Auto: Chinatown Wars, and Beaterator, as well as ports of Midnight Club 3: Dub Edition, The Warriors, and Manhunt 2.A former Mbius Entertainment logoThe former St Paul's Parish Church (pictured in 2016) housed Rockstar Leeds's offices until 2005.Rockstar Leeds was founded as Mbius Entertainment by Ian J. Bowden, Dave Box, Gordon Hall, and Jason McGann.[1][2] McGann had previously worked for the Harrogate-based studio Enigma Variations when, in 1989, the programmer Mark Mason was fired. This led four employees, including McGann and Peter Tattersall, to leave the company in early 1990.[3][4] Alongside Mason, they set up Twilight, also based in Harrogate. Box was among the company's hires during its early expansion.[5] Under Twilight, McGann conceived the game Alfred Chicken, originally based on Rainbow Islands and later influenced by Super Mario World. A demo was presented to Ocean Software, which had released some of Twilight's previous games, and the company was interested in publishing Alfred Chicken if its titular protagonist was replaced by Woodstock from the Peanuts franchise. Backed by the development team, McGann refused this offer as he wished to keep the character he had created. The studio instead worked with agent John Cook on a deal with publisher Mindscape that allowed Twilight to retain the game's intellectual property. The game was released for the Game Boy in 1993.[3]McGann and Tattersall, the artist for Alfred Chicken, left Twilight shortly after finishing the game for the Super Nintendo Entertainment System in 1994 and founded Hookstone.[3][5] What remained of Twilight agreed to transfer the game's rights to the new company.[3] Early on, Hookstone hired Hall (who had known McGann since 1990) as a programmer and Bowden as a junior artist.[6][7] Hall described himself as "a programmer with an eye on the business side" and quickly noticed that the company "didn't have long left to live".[8] Bowden, Box, Hall, and McGann consequently established Mbius in December 1997.[2] The company moved into the converted building of the former St Paul's Parish Church (built in 1853) in the Stanningley district of Pudsey, a town close to Leeds.[9][10] Mbius was without salary for about sixteen months until it signed its first publishing contract. During this time, the founders found that they worked best as a small team and regarded handheld games as the best fit for such a team size.[8] Its first project was a remake of Alfred Chicken for the Game Boy Color, titled Alfred's Adventure.[3] The game was released by SCi in Europe in June 2000.[11] After its release, Mbius switched agents from Cook to Emma Killilea, who pitched Alfred Chicken to Sony. At the time, that company was looking for family-friendly games for its PlayStation console, which was nearing the end of its lifecycle, and greenlit an Alfred Chicken remake for the platform. That game was released in 2002.[3]For SCi, Mbius also developed Titanium Angels.[12] The studio had been working on a game engine, Revelation, for several years and commenced the game's production when the publisher signed it onto the project in 1999.[13] SCi announced Titanium Angels in January 2000 and, in September of that year, projected it to be released for the PlayStation 2 in late 2001.[12][14] When Mbius was questioned on the game's status in October 2003, it said that the game had been cancelled "some time ago".[15] With the publisher The 3DO Company, Mbius developed the Game Boy Advance conversions of High Heat Major League Baseball 2002 and High Heat Major League Baseball 2003,[16][17] as well as the game Army Men: Turf Wars.[18] Other early Game Boy Advance projects by Mbius include Bionicle,[19] Drome Racers,[20] and A Sound of Thunder, a tie-in for the film of the same name. The latter was announced at E3 2002 and scheduled to be released later that year, before the film.[21] The game was finished in 2002 but remained unreleased for some time as the publisher, BAM! Entertainment, was waiting for the completion of the game's console versions.[22] Finally, Mbius developed the Game Boy Advance adaptation of Max Payne for Rockstar Games.[23]Around 2002, Mbius created an internal team to develop a game engine for a prospective high-performance handheld console, such as what would be a "GameCube in your hand" by Nintendo. The studio had annual turnovers of 1million by 2003.[8] It joined the Game Republic studio network in the same year and, in December, acquired and absorbed the Yorkshire-based handheld game developer Spellbound to bring its headcount up to 30.[24][25] When Sony announced the PlayStation Portable, it had technical specifications similar to those envisioned by Mbius for its game engine. The studio could quickly ready its technology for the device, which attracted three publishers that sought to acquire the studio and two that offered partnerships in which Mbius would have stayed independent. One of the publishers wanted the studio to create eight PlayStation Portable games annually, which Hall believed meant "less love from the publisher and a bloody hard slog to get those games done". Mbius chose to join Rockstar Games as it was the only one that did not intend for the studio of 37 people to quickly expand.[8] Take-Two Interactive, the parent company of Rockstar Games, acquired Mbius in March 2004 for US$4.549million in cash.[26] The deal was announced on 8 April 2004 and the studio was integrated with Rockstar Games as Rockstar Leeds. Take-Two intended for the studio to develop PlayStation Portable games and further Game Boy Advance titles.[27][28] Necroscope, a PlayStation 2 and Xbox game based on Brian Lumley's eponymous horror novel series, was cancelled in the process.[29]Under its new ownership, Rockstar Leeds was offered to develop games in the Grand Theft Auto series, which was a surprise to the studio as all prior games had been handled by Rockstar North.[8] The studio accepted and, in January 2005, was announced as working on two PlayStation Portable games: a port of Midnight Club 3: Dub Edition and an original Grand Theft Auto title based on Liberty City, the setting of 2001's Grand Theft Auto III.[30] The former was developed under the oversight of the original game's developer, Rockstar San Diego, and released in June 2005.[31] The studio cooperated with Rockstar North on the latter, which was announced as Grand Theft Auto: Liberty City Stories in May 2005. It was released in October of that year to positive reviews.[32] A successor, Grand Theft Auto: Vice City Stories, was released in October 2006.[33] By November 2005, Rockstar Leeds had relocated from Pudsey to the City West business park in Leeds.[34]In the same year, a Game Boy Advance version of The Warriors was cancelled despite being finished. According to one former employee, Nintendo was wary of adult-oriented games, so the team chose to bring the game to the PlayStation Portable instead.[35] That port was released in 2007.[36] In the same year, the studio brought Manhunt 2 to the PlayStation Portable and Rockstar Games Presents Table Tennis to the Wii.[37][38] Grand Theft Auto: Chinatown Wars, the first Grand Theft Auto game for the Nintendo DS, was released in March 2009 to critical acclaim.[39][40] It is the highest-rated Nintendo DS game on Metacritic.[41] Rockstar Leeds won "Best Handheld Games Studio" and was a finalist for "Best In-House Team" at the 2009 Develop Industry Excellence Awards.[42][43] However, the game only sold 88,000 copies in its first month, out of an expected 200,000.[44] Following Chinatown Wars, Rockstar Leeds briefly worked on a Bully adaptation for the Nintendo DS, which was quickly cancelled.[35] The studio's Beaterator, a Timbaland-themed remake of a 2005 web game of the same name, was released in September 2009.[45][46]McGann left Rockstar Leeds in 2007 to take a sabbatical after nineteen years in the video game industry.[3] By August of that year, the company had grown to 70 people.[8] At this time, Hall stated the studio's intent to create original intellectual properties for next-generation platforms and step away from handheld development.[47] Rockstar Leeds subsequently assisted Rockstar San Diego in the development of Red Dead Redemption. Hall and several Rockstar Leeds staffers spent one year in the United States to work on the game on-site.[6] In November 2011, the studio ported L.A. Noire to Windows.[48]Lee Hutchinson and Matt Shepcar announced in February 2010 that they had left Rockstar Leeds to establish Double Eleven.[49][50] The senior designer Simon Iwaniszak resigned from Rockstar Leeds to briefly join Double Eleven before opening Red Kite Games in early 2012.[51] Hall took a sabbatical in 2011 to research "player psychology and microtransactions strategy" and joined Activision's mobile-focused The Blast Furnace studio as chief creative officer in August 2012.[6][52] After exiting the video game industry in 2015, he pursued various hobbies until he died in March 2021 aged 51.[6][53] Bowden left Rockstar Leeds in August 2014 to become the art director at the German social-network game developer GameDuell.[54][55]In July 2014, Rockstar Games contracted the property consultancy WSB to find 15,000 square feet (1,400m2) of office space in Leeds.[56] By

November 2016, Rockstar Leeds had moved to 1 Victoria Place in the city's Holbeck area.[1][57] The studio co-developed 2013's Grand Theft Auto V and worked alongside all other Rockstar Games studios on Red Dead Redemption 2, which was released in October 2018.[58][59]List of games developed by Rockstar Leeds,
20002004YearTitlePlatform(s)Publisher(s)Notes2000Alfred's AdventureGame Boy ColorSCi2001High Heat Major League Baseball 2002Game Boy AdvanceThe 3DO Company2002High Heat Major League Baseball 2003Alfred ChickenPlayStationSony Computer EntertainmentArmy Men: Turf WarsGame Boy AdvanceThe 3DO Company2003Drome
RacersTHQBionicleBarbie Horse Adventures: Blue Ribbon RaceVivendi Universal GamesCo-developed with Blitz GamesBarbie Horse Adventures: Wild Horse RescuePop IdolCodemastersMax PayneRockstar Games2004A Sound of ThunderBAM! EntertainmentList of games developed by Rockstar Leeds,
2005presentYearTitlePlatform(s)Publisher(s)Notes2005Midnight Club 3: Dub EditionPlayStation PortableRockstar GamesPort developmentGrand Theft Auto: Liberty City StoriesAndroid, Fire OS, iOS, PlayStation 2, PlayStation PortableCo-developed with Rockstar North2006Grand Theft Auto: Vice City StoriesPlayStation 2, PlayStation
Portable2007The WarriorsPlayStation PortablePort developmentRockstar Games Presents Table TennisWiiPort developmentManhunt 2PlayStation PortablePort development2009Grand Theft Auto: Chinatown WarsAndroid, Fire OS, iOS, Nintendo DS, PlayStation PortableCo-developed with Rockstar NorthBeateratoriOS, PlayStation Portable2010Red
Dead RedemptionNintendo Switch, PlayStation 3, PlayStation 4, Windows, Xbox 360Supportive development for Rockstar San Diego2011L.A. NoireNintendo Switch, PlayStation 3, PlayStation 4, Windows, Xbox 360, Xbox OneSupportive development for Team Bondi; also ported to Windows2012Max Payne 3macOS, PlayStation 3, Windows, Xbox
360Developed as part of Rockstar Studios2013Grand Theft Auto VPlayStation 3, PlayStation 4, PlayStation 5, Windows, Xbox 360, Xbox One, Xbox Series X/SSupportive development for Rockstar North2018Red Dead Redemption 2PlayStation 4, Stadia, Windows, Xbox OneDeveloped as part of Rockstar GamesTitanium Angels[15]Necroscope[29]^ a b
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2018). "The Story Behind the Story of 'Red Dead Redemption 2'". Variety. Archived from the original on 13 July 2022. Retrieved 13 July 2022.Retrieved from " video game company"EA" redirects here. For other uses, see EA (disambiguation).This article is about the video game company. For the art form, see Electronic art.Electronic Arts Inc.The EA
headquarters building at Redwood City, California, in May 2011Company typePublicTraded asNasdaq:EANasdaq-100 componentS&P 500 componentIndustryVideo gamesFoundedMay27, 1982; 43 years ago(1982-05-27) in San Mateo, California, USFounderTrip HawkinsHeadquartersRedwood City, California, USArea servedWorldwideKey
peopleAndrew Wilson (CEO and chairman)Laura Miele (president of EA Entertainment)Cam Weber (president of EA Sports)ProductsSee list of Electronic Arts gamesRevenue US$7.46billion(2025)Operating income US$1.52billion(2025)Net income US$1.12billion(2025)Total assets US$12.4billion(2025)Total equity US$6.39billion(2025)Number of
employeesc.14,500(2025)DivisionsEA EntertainmentEA SportsSubsidiariesSee Company structureWebsiteea.comFootnotes/ referencesFinancials as of March31, 2025[update].[1]Electronic Arts Inc. (EA) is an American video game company headquartered in Redwood City, California. Founded in May 1982 by former Apple employee Trip Hawkins, the
company was a pioneer of the early home computer game industry and promoted the designers and programmers responsible for its games as "software artists". EA published numerous games and some productivity software for personal computers, all of which were developed by external individuals or groups until 1987's Skate or Die! The company
shifted toward internal game studios, often through acquisitions, such as Distinctive Software becoming EA Canada in 1991.[2]Into the 21st century, EA develops and publishes games of established franchises, including Battlefield, Need for Speed, The Sims, Medal of Honor, Command & Conquer, Dead Space, Mass Effect, Dragon Age, Army of Two,
Apex Legends, and Star Wars, as well as the EA Sports titles FC, FIFA, Madden NFL, NBA Live, NHL, PGA, and UFC.[3] Since 2022, their desktop titles appear on self-developed EA App, an online gaming digital distribution platform for PCs and a direct competitor to Valve's Steam and Epic Games' Store. EA also owns and operates major gaming
studios such as DICE, Motive Studio, BioWare, and Respawn Entertainment.[4]Founder Trip Hawkins in 2013Trip Hawkins had been an Apple Inc. employee since 1978, at a time when the firm had only about fifty employees. Over the next four years, the market for home personal computers skyrocketed. By 1982, Apple had completed its initial public
offering (IPO) and become a Fortune 500 company with over one thousand employees.[5] In February 1982, Hawkins arranged a meeting with Don Valentine of Sequoia Capital to discuss financing his new venture, Amazin' Software.[6] Valentine encouraged Hawkins to leave Apple, where the latter served as Director of Product Marketing, and
allowed Hawkins to use Sequoia Capital's spare office space to start the company.[7] Trip Hawkins incorporated and established the company with a personal investment of an estimated US$200,000 on May 27, 1982.[5][8]:89For more than seven months, Hawkins refined his Electronic Arts business plan. With aid from his first employee (with whom
he worked in marketing at Apple), Rich Melmon, the original plan was written, mostly by Hawkins, on an Apple II in Sequoia Capital's office in August 1982. During that time, Hawkins also employed two of his former staff from Apple, Dave Evans and Pat Marriott, as producers, and a Stanford MBA classmate, Jeff Burton from Atari for international
business development. The business plan was again refined in September and reissued on October 8, 1982. By November, the employee headcount rose to 11, including Tim Mott, Bing Gordon, David Maynard, and Steve Hayes.[9][5] Having outgrown the office space provided by Sequoia Capital, the company relocated to a San Mateo office that
overlooked the San Francisco Airport landing path.When he incorporated the company, Hawkins originally chose Amazin' Software as their company name, but his other early employees of the company universally disliked the name; as a result, the company changed its name to Electronic Arts in November 1982.[9] He scheduled an off-site meeting in
the Pajaro Dunes, where the company once held such off-site meetings.[10] Hawkins had developed the ideas of treating software as an art form and calling the developers "software artists". Hence, the latest version of the business plan suggested the name "SoftArt". Hawkins and Melmon knew the founders of Software Arts, the creators of VisiCalc,
and thought their permission should be obtained. Dan Bricklin did not want the name used because it sounded too similar (perhaps "confusingly similar") to Software Arts; however, the name concept was liked by all the attendees. Hawkins had also recently read a bestselling book about the film studio United Artists and liked the reputation that the
company had created. Hawkins said everyone had a vote, but they would lose it if they went to sleep.[11]Electronic Arts' original corporate logo, designed by Barry Deutsch, 19821999[9]Hawkins liked the word "electronic", and various employees had considered the phrases "Electronic Artists" and "Electronic Arts". When Gordon and others pushed
for "Electronic Artists", in tribute to the film company United Artists, Steve Hayes opposed, saying, "We're not the artists, they [the developers] are..." This statement from Hayes immediately tilted sentiment towards Electronic Arts and the name was unanimously endorsed and adopted later in 1982.[11] He recruited his original employees from
Apple, Atari, Xerox PARC, and VisiCorp, and got Steve Wozniak to agree to sit on the board of directors.[12] Hawkins was determined to sell directly to buyers. Combined with the fact that Hawkins was pioneering new game brands, this made sales growth more challenging. Retailers wanted to buy known brands from existing distribution partners.
Former CEO Larry Probst arrived as VP of Sales in late 1984 and helped expand the already successful company. This policy of dealing directly with retailers gave EA higher margins and better market awareness, key advantages the company leveraged to leapfrog its early competitors.[5][13]Promoting its developers was a trademark of EA's early
days. Games were sold in square packages modeled after album covers (such as those for 1983's M.U.L.E. and Pinball Construction Set).[14] Hawkins thought the packaging would both save costs and convey an artistic feeling.[14] EA routinely referred to their developers as "artists" and gave them photo credits in their games and full-page magazine
ads. Their first such ad, accompanied by the slogan "We see farther," was the first video game advertisement to feature software designers.[13] EA shared lavish profits with their developers, which added to their industry appeal.The Amiga will revolutionize the home computer industry. It's the first home machine that has everything you want and
need for all the major uses of a home computer, including entertainment, education and productivity. The software we're developing for the Amiga will blow your socks off. We think the Amiga, with its incomparable power, sound and graphics, will give Electronic Arts and the entire industry a very bright future.Trip Hawkins, 1985 Amiga
advertisement[15]:6In the mid-1980s, Electronic Arts aggressively marketed products for the Amiga, a home computer introduced in 1985. Commodore had given EA development tools and prototype machines before Amiga's actual launch.[15]:56 For Amiga EA published some notable non-game titles. A drawing program Deluxe Paint (1985) and its
subsequent versions became perhaps the most famous piece of software available for Amiga platform. In addition, EA's Jerry Morrison conceived the idea of a file format that could store images, animations, sounds, and documents simultaneously, and would be compatible with third-party software. He wrote and released to the public the Interchange
File Format, which soon became an Amiga standard.[16]:45 Other Amiga programs released by EA included Deluxe Music Construction Set, Instant Music[17] and Deluxe Paint Animation.[18] Some of them, most notably Deluxe Paint, were ported to other platforms. For Macintosh EA released a black & white animation tool called Studio/1,[19] and a
series of Paint titles called Studio/8 and Studio/32 (1990).[20]Relationships between Electronic Arts and their external developers often became difficult when the latter missed deadlines or diverged from the former's creative directions. In 1987, EA released Skate or Die!, their first internally developed game. EA continued publishing their external
developers' games while experimenting with their internal development strategy. This led to EA's decision of purchasing out a series of companies they identify as successful, as well as the decision to release annualized franchises to cut budget costs. Because of Trip Hawkins' obsession of simulating a sports game, he signed a contract with football
coach John Madden that led to EA's developing and releasing annual Madden NFL games.[21]:8[21]:10In 1988, EA published a flight simulator game exclusively for Amiga, F/A-18 Interceptor, with filled-polygon graphics that were advanced for the time.[22][23] Another significant Amiga release (also initially available for Atari ST, later converted for
other platforms) was Populous (1989) developed by Bullfrog Productions. It was a pioneering title in the genre that was later called "god games".[24]:282 In 1990, Electronic Arts began producing console games for the Nintendo Entertainment System, after previously licensing its computer games to other console-game publishers.[25]On March 26,
1990, Electronic Arts filed for an IPO at the NASDAQ stock exchange and went public under the ticker symbol "ERTS", opening at a split-adjusted price of $0.52.[26] The symbol was changed to "EA" on December 20, 2011.[27]In 1991, Trip Hawkins stepped down as EA's CEO and was succeeded by Larry Probst.[24]:186 Hawkins went on to found the
now-defunct 3DO Company, but still remained EA's chair until July 1994. In October 1993, 3DO developed the 3DO Interactive Multiplayer, which at the time was the most powerful game console. Once a critic of game consoles, Hawkins had conceived a console that unlike its competitors would not require a first-party license to be marketed, and was
intended to appeal to the PC market. Electronic Arts was The 3DO Company's primary partner in sponsoring their console, showcasing on it their latest games. With a retail price of US$700 (equivalent to $1,523.68 in 2024) compared to its competitors' $100, the console lagged in sales, and with the 1995 arrival to North America of Sony's
PlayStation, a cheaper and more powerful alternative, combined with a lower quality of the 3DO's software library as a backfiring of its liberal license policy, it fell further behind and lost competition. Electronic Arts dropped its support for 3DO in favor of the PlayStation, 3DO's production ceased in 1996 and, for the remainder of the company's
lifetime, 3DO developed video games for other consoles and the IBM PC until it folded in 2003.[5][11][28]:79[24]:283[24]:646[29]EA headquarters in October 2007In 1994, Electronic Arts and THQ signed a licensing agreement to develop and release EA's titles, like John Madden Football, FIFA International Soccer, Shaq Fu, Jungle Strike and Urban
Strike for various consoles.[30] In 1995, Electronic Arts won the European Computer Trade Show award for best software publisher of the year.[31] As the company was still expanding, they opted to purchase space in Redwood Shores, California in 1995 for construction of a new headquarters,[32] which was completed in 1998.[5] Early in 1997, Next
Generation identified Electronic Arts as the only company to regularly profit from video games over the past five years, and noted it had "a critical track record second to none".[33] In 1999, EA replaced their long-running Shapes logo with one based on the EA Sports logo used at the time. EA also started to use a brand-specific structure around this
time, such as names like Westwood Studios, Maxis, Jane's Combat Simulations and Bullfrog Productions, as well as the short-lived label Gonzo Games with the main publishing side of the company (also known as Action and Entertainment) rebranding to EA Games in 2000.[34] The EA Sports brand was retained for major sports titles, the new EA
Sports Big label would be used for casual sports titles with an arcade twist, and the full Electronic Arts name would be used for co-published and distributed titles.[9][35] EA began to move toward direct distribution of digital games and services with the acquisition of the popular online gaming site Pogo.com in 2001.[36] In 2009, EA acquired the
London-based social gaming startup Playfish.[37]In December 1997, Electronic Arts ended their Japanese publishing joint-venture with Victor Entertainment, entitled Electronic Arts Victor, and purchased out Victor's 35% stake in the venture.[38] On May 1, 1998, Electronic Arts announced the formation of two joint-ventures with Square.[39] The
first; Electronic Arts Square K.K., would publish Electronic Arts' titles in Japan and also developed the PlayStation 2 launch title X-Squad.[40] The second; Square Electronic Arts L.L.C., would publish Square's titles in North America. The venture was described as a success by Square, as it allowed the company to release more of their titles in the
North American market.[41] In February 2003, with the preparation of Square and Enix's merger into Square Enix; both partnerships were announced to be dissolved at the end of March with each partner buying the other's shares.[42][43] Electronic Arts Square was renamed as Electronic Arts K.K. and began self-publishing EA's titles in Japan from
then on[44] while Square Electronic Arts was folded under Square Enix's North American operations.In 2004, EA made a multimillion-dollar donation to fund the development of game production curriculum at the University of Southern California's Interactive Media Division. On February 1, 2006, Electronic Arts announced that it would cut
worldwide staff by 5 percent.[45] On June 20, 2006, EA purchased Mythic Entertainment, who are finished making Warhammer Online.[46] After Sega's ESPN NFL 2K5 successfully grabbed market share away from EA's dominant Madden NFL series during the 2004 holiday season, EA responded by making several large sports licensing deals which
include an exclusive agreement with the NFL, and in January 2005, a 15-year deal with ESPN.[47] The ESPN deal gave EA exclusive first rights to all ESPN content for sports simulation games. On April 11, 2005, EA announced a similar, 6-year licensing deal with the Collegiate Licensing Company (CLC) for exclusive rights to college football content.
[48]Much of EA's success, both in terms of sales and with regards to its stock market valuation, is due to its strategy of platform-agnostic development and the creation of strong multi-year franchises. EA was the first publisher to release yearly updates of its sports franchisesMadden, FIFA, NHL, NBA Live, Tiger Woods, etc.with updated player
rosters and small graphical and gameplay tweaks.[49] Recognizing the risk of franchise fatigue among consumers, EA announced in 2006 that it would concentrate more of its effort on creating new original intellectual property.[50] In September 2006, Nokia and EA announced a partnership in which EA becomes an exclusive major supplier of mobile
games to Nokia mobile devices through the Nokia Content Discoverer. In the beginning, Nokia customers were able to download seven EA titles (Tetris, Tetris Mania, The Sims 2, Doom, FIFA 06, Tiger Woods PGA Tour 06 and FIFA Street 2) on the holiday season in 2006. Rick Simonson is the executive vice-president and director of Nokia and
starting from 2006 is affiliated with John Riccitiello and are partners.[51]John Riccitiello at Web Summit 2017In February 2007, Probst stepped down from the CEO job while remaining on the board of directors. His handpicked successor is John Riccitiello, who had worked at EA for several years previously, departed for a while, and then returned.[52]
Riccitiello previously worked for Elevation Partners, Sara Lee and PepsiCo. In June 2007, new CEO John Riccitiello announced that EA would reorganize itself into four labels, each with responsibility for its own product development and publishing (the city-state model). The goal of the reorganization was to empower the labels to operate more
autonomously, streamline decision-making, increase creativity and quality, and get games into the market faster.[53] This reorganization came after years of consolidation and acquisition by EA of smaller studios, which some in the industry blamed for a decrease in quality of EA titles. In 2008, at the DICE Summit, Riccitiello called the earlier
approach of "buy and assimilate" a mistake, often stripping smaller studios of its creative talent. Riccitiello said that the city-state model allows independent developers to remain autonomous to a large extent, and cited Maxis and BioWare as examples of studios thriving under the new structure.[54][55]During 2007, EA announced that it would be
bringing some of its major titles to the Mac. EA also released Battlefield 2142, Command & Conquer 3: Tiberium Wars, Crysis, Harry Potter and the Order of the Phoenix, Madden NFL 08, Need for Speed: Carbon, and Spore for the Mac. All of the new games have been developed for the Macintosh using Cider, a technology developed by TransGaming
that enables Intel-based Macs to run Windows games inside a translation layer running on Mac OS X. They are not playable on PowerPC-based Macs.[56]In February 2008, it was revealed that Electronic Arts had made a takeover bid for rival game company Take-Two Interactive. After its initial offer of US$25 per share, all cash stock transaction offer
was rejected by the Take-Two board, EA revised it to US$26 per share, a 64% premium over the previous day's closing price and made the offer known to the public.[57] Rumours had been floating around the Internet prior to the offer about Take-Two possibly being bought over by a bigger company, albeit with Viacom as the potential bidder.[58][59]
In May 2008, EA announced that it would purchase the assets of Hands-On Mobile Korea, a South Korean mobile game developer and publisher. The company became EA Mobile Korea.[60] In September 2008, EA dropped its buyout offer of Take-Two. No reason was given.[61]As of November 6, 2008, it was confirmed that Electronic Arts is closing
their Casual Label & merging it with their Hasbro partnership with The Sims Label.[62] EA also confirmed the departure of Kathy Vrabeck, who was given the position as former president of the EA Casual Division in May 2007. EA made this statement about the merger: "We've learned a lot about casual entertainment in the past two years, and found
that casual gaming defies a single genre and demographic. With the retirement and departure of Kathy Vrabeck, EA is reorganizing to integrate casual gamesdevelopment and marketinginto other divisions of our business. We are merging our Casual Studios, Hasbro partnership, and Casual marketing organization with The Sims Label to be a new
Sims and Casual Label, where there is a deep compatibility in the product design, marketing and demographics. ... In the days and weeks ahead, we will make further announcements on the reporting structure for the other businesses in the Casual Label including EA Mobile, Pogo, Media Sales and Online Casual Initiatives. Those businesses remain
growth priorities for EA and deserve strong support in a group that will complement their objectives."[63] This statement comes a week after EA announced it was laying off 6% about 600 of their staff positions and had a US$310million net loss for the quarter.[64]Due to the 2008 economic crisis, Electronic Arts had a poorer than expected 2008
holiday season, moving it in February 2009 to cut approximately 1,100 jobs, which it said represented about 11% of its workforce. It also closed 12 of their facilities. Riccitiello, in a conference call with reporters, stated that their poor performance in the fourth quarter was not due entirely to the poor economy, but also to the fact that they did not
release any blockbuster titles in the quarter. In the quarter ending December 31, 2008, the company lost US$641million. On February 2, 2009, Ludlum Entertainment had signed a deal with Electronic Arts to grant exclusive rights to bring the work of Robert Ludlum into video gaming.[65] As of early May 2009, the subsidiary studio EA Redwood
Shores was known as Visceral Games.[66][67] On June 24, 2009, EA announced it would merge two of its development studios, BioWare and Mythic into one single role-playing video game and MMO development powerhouse. The move placed Mythic under control of BioWare as Ray Muzyka and Greg Zeschuk went in direct control of the new entity.
[68] By fall 2012, both Muzyka and Zeschuk had chosen to depart the merged entity in a joint retirement announcement.[69][70][71]On November 9, 2009, EA announced layoffs of 1,500 employees, representing 17% of its workforce, across a number of studios including EA Tiburon, Visceral Games, Mythic and EA Black Box. Also affected were
"projects and support activities" that, according to Chief Financial Officer Eric Brown "don't make economic sense",[72] resulting in the shutdown of popular communities such as Battlefield News and the EA Community Team. These layoffs also led to the complete shutdown of Pandemic Studios.[73]"Chillingo" redirects here and is not to be confused
with Chilango.In October 2010, EA announced the acquisition of England-based iPhone and iPad games publisher Chillingo for US$20million in cash. Chillingo published the popular Angry Birds for iOS and Cut the Rope for all platforms, but the deal did not include those properties,[74] so Cut the Rope became published by ZeptoLab, and Angry Birds
became published by Rovio Entertainment. On May 4, 2011, EA reported $3.8billion in revenues for the fiscal year ending March 2011, and on January 13, 2012, EA announced that it had exceeded $1 billion in digital revenue during the previous calendar year.[75] In a note to employees, EA CEO John Riccitiello called this "an incredibly important
milestone" for the company.[76]In June 2011, EA launched Origin, an online service to sell downloadable games for personal computers directly to consumers.[77] Around this time, Valve, which runs Steam in direct competition with Origin, announced changes to storefront policy disallowing games that used in-game purchases that were not tied to
Steam's purchasing process, and removed several of EA's games, including Crysis 2, Dragon Age II, and Alice: Madness Returns in 2012.[78] Although it released a new packaged version of Crysis 2 that included all the downloadable content without the storefront features, EA did not publish any additional games on Steam until 2019, instead selling
all personal computer versions of games through Origin.[79]In July 2011, EA announced that it had acquired PopCap Games, the company behind games such as Plants vs. Zombies, Peggle and Bejeweled.[80] EA continued its shift toward digital goods in 2012, folding its mobile-focused EA Interactive (EAi) division "into other organizations
throughout the company, specifically those divisions led by EA Labels president Frank Gibeau, COO Peter Moore, and CTO Rajat Taneja, and EVP of digital Kristian Segerstrale."[75]On March 18, 2013, John Riccitiello announced that he would be stepping down as CEO and a member of the Board of Directors on March 30, 2013. Larry Probst was also
appointed executive chairman on the same day.[81] Andrew Wilson was named as the new CEO of EA by September 2013.[82] In April 2013, EA announced a reorganization which was to include dismissal of 10% of their workforce, consolidation of marketing functions which were distributed among the five label organizations, and subsumption of
Origin operational leadership under the President of Labels.[83][84] EA acquired the lucrative exclusive license to develop games within the Star Wars universe from Disney in May 2013, shortly after Disney's closure of its internal LucasArts game development in 2013. EA secured its license from 2013 through 2023, and began to assign new Star
Wars projects across several of its internal studios, including BioWare, DICE, Visceral Games, Motive Studios, Capital Games and external developer Respawn Entertainment.[85][86]In April 2015, EA announced that it would be shutting down various free-to-play games in July of that year, including Battlefield Heroes, Battlefield Play4Free, Need for
Speed: World, and FIFA World.[87] The reorganization and revised marketing strategy lead to a gradual increase in stock value. In July 2015, Electronic Arts reached an all-time high with a stock value of US$71.63, surpassing the previous February 2005 record of $68.12. This is also up 54% from $46.57 in early January 2015. The surge was partly
attributed to EA's then-highly anticipated Star Wars Battlefront reboot, which released one month before Star Wars: The Force Awakens, also highly anticipated.[88]During E3 2015, EA vice-president Patrick Sderlund announced that the company would start investing more on smaller titles such as Unravel so as to broaden the company's portfolio.
[89] On December 10, 2015, EA announced a new division called Competitive Gaming Division, which focuses on creating competitive game experience and organizing ESports events. It was once headed by Peter Moore.[90] In May 2016, Electronic Arts announced that they had formed a new internal division called Frostbite Labs. The new
department specializes in creating new projects for virtual reality platforms, and "virtual humans". The new department is located in Stockholm and Vancouver.[91] EA announced the closure of Visceral Games in October 2017. Prior, Visceral had been supporting EA's other games but was also working on a Star Wars title named Project Ragtag since
EA's acquisition of the Star Wars license, even hiring Amy Hennig to direct the project. While EA did not formally give a reason for the closure, industry pundits believed that EA was concerned about the principally single-player game which would be difficult to monetize, as well as the slow pace of development.[92]EA's original approach to the
microtransactions in Star Wars Battlefront II sparked an industry-wide debate on the use of random-content loot boxes. While other games had used loot boxes, EA's original approach within Battlefront II from its early October 2017 launch included using such mechanics for pay to win gameplay elements, as well as locking various Star Wars
characters behind expensive paywalls, leading several gaming journalists and players to complain. EA modified some of the costs of these elements in anticipation of the game's full November 2017 launch, but they were reportedly told by Disney to disable all microtransactions until they could come up with a fairer monetization scheme.[93] By March
2018, EA had developed a fairer system that eliminated the pay to win elements and drastically reduced costs for unlocking characters. The controversy over Battlefront II's loot boxes led to an 8.5% drop in stock value in one monthabout $3.1 billion and impacted EA's financial results for the following quarters.[94] Furthermore, the visibility of this
controversy led to debate at government levels around the world to determine if loot boxes were a form of gambling and if they should be regulated.[95][96][97]In January 2018, EA announced eMLS, a new competitive league for EA Sports' FIFA 18 through its Competitive Gaming Division (CGD) and MLS.[98] That same month, EA teamed up with
ESPN and Disney XD in a multi-year pact to broadcast Madden NFL competitive matches across the world through its Competitive Gaming Division arm.[99] On August 14, 2018, Patrick Sderlund announced his departure from EA as its vice-president and chief design officer, after serving twelve years with the company. With Sderlund's departure, the
SEED group was moved as part of EA's studios, while the EA Originals and EA Partners teams were moved under the company's Strategic Growth group.[100]On February 6, 2019, Electronic Arts' stock value was hit by a decline of 13.3%, the worst decline since Halloween 2008. This was largely due to the marketing of their anticipated title
Battlefield V, which was released after the holiday season of October 2018. Stocks were already declining since late August, when EA announced that Battlefield V's release would be delayed until November. Upon release, the game was met with a mixed reception, and EA sold one million fewer copies than their expected figure of 7.3 million. Also
attributed to the stock plunge was the game's lack of the game mode Battle Royale, popularized by PlayerUnknown's Battlegrounds and then Fortnite.[101] Stocks then surged 9.6% with the surprise release of Apex Legends, which garnered 25 million players in just one week, significantly surpassing Fortnite's record of 10 million players in two
weeks.[102][103] In advance of the end of its financial quarter ending March 31, 2019, Wilson announced they were cutting about 350 jobs, or about 4% of its workforce, primarily from their marketing, publishing, and operations divisions. Wilson stated the layoffs were necessary to "address our challenges and prepare for the opportunities ahead".
[104]EA announced in October 2019 that it would be returning to release games on Steam, starting with the November 2019 release of Star Wars: Jedi Fallen Order, as well as bringing the EA Access subscription service to Steam. While EA plans to continue to sell games on Origin, the move to add Steam releases was to help get more consumers to
see their offerings.[105] Due to COVID-19 lockdowns and growing demand for online games, EA's revenue grew to $1.4 billion in the first quarter of 2020.[106] EA rebranded both EA Access and Origin to EA Play on August 18, 2020, but otherwise without changing the subscription price or services offered as part of a streamlining effort.[107] In
December 2020, EA placed a bid to buy Codemasters, a British developer of racing games, in a deal worth $1.2 billion, outbidding an earlier offer placed by Take-Two Interactive.[108] The acquisition, agreed to by Codemasters, was completed by February 18, 2021, with all shares of Codemasters transferred to Codex Games Limited, a subsidiary of
EA. Wilson stated that "the franchises in our combined portfolio will enable us to create innovative new experiences and bring more players into the excitement of cars and motorsport".[109][110]In January 2021, Disney announced it had revived the Lucasfilm Games label for its licensed video game properties and announced new games including a
new Star Wars game that would be developed by Ubisoft aimed for release in 2023, indicating that EA's ten-year exclusive license in 2013 to the Star Wars property was likely not extended.[111] EA still maintained a non-exclusive license to Star Wars games, affirming more titles would be coming following this announcement.[112] As of February
2021, EA's Star Wars games had sold more than 52 million copies and brought in more than $3 billion in revenue.[112] After a six-year absence from producing college sports-based game due to legal issues related to student athlete likenesses with the NCAA, EA announced in February 2021 that it was returning to college sports with a planned EA
Sports College Football title to likely be released in 2023.[113] The company announced its plans to extend its mobile commitment in February 2021 by acquiring Glu Mobile in an deal estimated worth $2.1 billion.[114] The acquisition was completed by the end of April 2021.[115]The Public Investment Fund of Saudi Arabia acquired 7.4 million shares
of EA, valued at $1.1 billion, in February 2021.[116] Former CEO and current chairman Probst stated in May 2021 he was retiring from the company. Current EA CEO Wilson took over as chairman.[117] In June 2021, EA confirmed that they had suffered a data breach, with game and engine source code taken from their servers, including the source
for the Frostbite Engine and FIFA 21; EA assured no player or user data had been obtained. Hackers that had taken the code had started selling it around on the dark web.[118] The perpetuators of this breach began to extort EA for money in July, releasing small portions of the data to public forums and threatening to release more if their demands
were not met.[119]EA acquired mobile game developer Playdemic Studios in Manchester, England from Warner Bros. Interactive Entertainment in June 2021 for $1.4 billion, following the merger of Discovery, Inc. with WarnerMedia. As of June 2021, the acquisition was expected to complete by 2022.[120] In their SEC filings in September 2021, the
company said that current CFO and COO Blake Jorgensen would be stepping down by mid-2022. The company's COO role was taken over by Chief Studios Officer Laura Miele, while a search for a new CFO was launched.[121] Longtime Microsoft executive Chris Suh was later appointed as CFO in March 2022.[122][123] Industry reports around May
2022 asserted that EA had been looking to be acquired by larger media firms, including Disney, Apple, and Comcast/NBCUniversal. These reports said that EA had been nearing a final deal that would have had NBCUniversal spun out from Comcast before bringing EA within it. Amazon was also mentioned as a possible customer for EA; CNBC
reported in late August that Amazon was no longer interested in a takeover.[124]In January 2023, EA cancelled development on Apex Legends Mobile and Battlefield Mobile, leading to the shutdown of developer Industrial Toys.[125] On February 28, 2023, EA eliminated 200 QA testers from its Baton Rouge, Louisiana office. The testers
predominantly worked on Respawn Entertainment's Apex Legends battle royale game.[126] On March 29, EA announced it would lay off 6% of its workforce, or 775 employees.[127][128]In June 2023, EA announced an internal reorganization of the company. CEO Andrew Wilson announced a realignment of the company into two organizations EA
Sports and EA Entertainment both of which would report directly to him, having Laura Miele, previously Chief Studios Officer and COO, as the president of EA Entertainment, and Cam Weber, formerly EVP and group General Manager of EA Sports as president of EA Sports. Vince Zampella, Samantha Ryan, and Jeff Karp continued on EA
Entertainment, leading and overseeing specific studios under EA Entertainment. Also announced in the same day, CFO Chris Suh and chief experience officer Chris Bruzzo would be leaving the company at the end of the month, with the first leaving for another company while the other going to retire. In place of Suh as CFO came Stuart Canfield, a
20-year veteran of the company who had most recently been serving as SVP of enterprise finance and investor relations, while the company's new chief experiences officer became David Tinson, previously the company's chief marketing officer.[129][130][131]On August 23, EA announced it was eliminating 50 roles at BioWare, or 20% of its
workforce.[132][133] A group of former employees later sued EA, seeking better severance following their layoffs.[134]In December 2023, EA laid off an unknown number of Codemasters employees.[135][136] In February 2024, EA announced that it would lay off 670 employees, or 5% of its global workforce. The cuts came with the cancellation of a
first-person shooter set in the Star Wars universe, and that the company would be moving away from licensed IP in favor of EA-owned franchises.[137]In July 2024, actor labor union Screen Actors Guild-American Federation of Television and Radio Artists (SAG-AFTRA), which also has numerous video game voice actors as members, would initiate a
labor strike against a number of video publishers, including EA, over concerns about lack of A.I. protections not only for video game actors, but also the use of A.I to replicate an actors voice, or create a digital replica of their likeness.[138][139]In January 2025, EA lowered its upcoming annual revenue forecast due to the underperformance of both EA
Sports FC 25 (September 2024) and Dragon Age: The Veilguard (October 2024).[140][141][142] Bloomberg reported that "EA pinned most of the blame on its soccer title".[141] Later that month, EA restructured and downsized BioWare;[143][144] the studio "is now down from more than 200 people two years ago to less than 100".[145] PC Gamer
highlighted that "well-known BioWare veterans" are no longer at the company and "collectively, the cuts represent a major loss of creative talent for the studio, and bears echoes of BioWare's layoff of roughly 50 employees in 2023".[143]In April 2025, EA laid off around 300 employees as part of a company-wide restructuring. Roughly 100 roles were
cut from Respawn Entertainment following the cancellation of two early-stage projects, including a Titanfall universe extraction shooter. The move was part of EAs strategy to focus on high-impact titles and long-term growth.[146] In May, EA made further layoffs at Codemasters and paused further development within the World Rally Championship
series.[147] On May 28, EA shut down Cliffhanger Games, leading to a cancellation to the Black Panther game.Main article: List of Electronic Arts gamesSince 1983 and the 1987 release of its Skate or Die!, Electronic Arts has respectively published and developed games, bundles, as well as a handful of earlier productivity software.Further
information: List of acquisitions by Electronic ArtsAs of April 2021, Electronic Arts' largest acquisition is the purchase of Glu Mobile, for $2.4billion. Of the 39 companies acquired by EA, 20 are based in the United States, five in the United Kingdom, six in Continental Europe, and eight elsewhere. The majority of these companies and studios are now
defunct, with some having been merged into other entities. Of the six companies which EA purchased a stake in, two remaining companies are based in the United States, while three other American companies are defunct. After acquiring a 19.9% stake in France-based Ubisoft in 2004, EA sold a remaining 14.8% stake in it in 2010.[148][149]Since
June 2023, the company is organized in two main divisions: EA Entertainment Technology & Central Development (EA Entertainment for short, formerly EA Games) and EA Sports.[150]BioWare in Edmonton, Canada; acquired in October 2007.[151]BioWare Austin in Austin, Texas; acquired in October 2007.[151]Criterion Games in Guildford, England;
acquired in August 2004.[152][153]Criterion Cheshire in Cheshire, EnglandDICE in Stockholm, Sweden; acquired in October 2006.[154]Frostbite Labs in Stockholm, Sweden and Vancouver, Canada; founded in May 2016.[155]EA Baton Rouge in Baton Rouge, Louisiana; founded in September 2008.[156]EA Galway in Galway, Ireland.EA Gothenburg
in Gothenburg, Sweden; founded in March 2011.[157] From March 2011 to November 2012, the studio was named EA Gothenburg. From November 2012 to January 2020, the studio was named Ghost Games, until the original name came back.[158]EA Korea Studio in Seoul, South Korea; founded in 1998.EA Mobile in Los Angeles, California; founded
in 2004.EA Capital Games in Sacramento, California; acquired in 2011.[159] From 2011 to 2014, the studio was named BioWare Sacramento.[160]EA Redwood Studios in Redwood City, California; founded in 2016.Firemonkeys Studios in Melbourne, Australia; acquired in July 2012.Glu Mobile in San Francisco, California; acquired in April 2021.
[161]PlayFirst in Delaware; acquired by Glu in September 2014.[162]Playdemic in Manchester, England; acquired by EA in June 2021 from WarnerMedia.[163]Slingshot Games in Hyderabad, India.Tracktwenty Studios in Helsinki, Finland; founded in 2012.Full Circle in Vancouver, Canada; opened in 2021.[164]Maxis in Redwood City, California;
acquired in July 1997.[165]Maxis Texas in Austin, Texas was opened in 2019 and working on a new IP.[166]Maxis Europe in multiple locations in Europe, was opened in 2021.[167]Motive Studio in Montreal, Canada; founded in July 2015.[168]Motive Studio Vancouver in Burnaby, Canada; founded in June 2018.[169]Pogo Studios in New York City;
acquired in March 2001.[170]PopCap Games in Seattle, Washington; acquired in July 2011.[171]PopCap Shanghai in Shanghai, China; acquired in July 2011.PopCap Hyderabad in Hyderabad, India; acquired in July 2011.Respawn Entertainment in Sherman Oaks, California; acquired in December 2017.[172]Respawn Vancouver established in 2020 in
Vancouver.[173]Respawn Wisconsin established in 2023 in Madison, Wisconsin.[174]Ripple Effect Studios in Los Angeles, California; established in May 2013, previously a subsidiary of DICE called DICE Los Angeles,[175] and a support studio before becoming its own company and being renamed in 2021.[176] Some of the staff were originally from
Danger Close Games.[177]Main article: EA SportsCodemasters in Southam, England; founded in October 1986, acquired by EA in February 2021.[178]Codemasters Birmingham in Birmingham, EnglandCodemasters Kuala Lumpur in Kuala Lumpur, MalaysiaEA Cologne in Cologne, GermanyEA Madrid in Madrid, Spain; founded in October 2018.
[179]EA Orlando in Orlando, Florida; acquired in April 1998.EA Romania in Bucharest, Romania; acquired in 2006.EA Vancouver in Burnaby, Canada; acquired in 1991.Metalhead Software in Victoria, British Columbia; acquired in May 2021.[180]BioWare Montreal in Montreal, Canada; founded in March 2009, the studio merged into Motive Studio in
August 2017.[181]BioWare San Francisco in San Francisco, California; founded as EA2D, the studio was renamed in August 2011 and closed in March 2013.[182][183]Bullfrog Productions in Guildford, England; acquired in January 1995, the studio closed in 2001.Cliffhanger Games in Seattle, Washington, led by Kevin Stephens formerly vice-president of Monolith Productions, founded in May 2021, studio closed in May 2025.[184][185][186]Codemasters Cheshire in Cheshire, England; merged with Criterion Games in May 2022.[187]Danger Close Games in Los Angeles, California; acquired in February 2000, the studio closed in June 2013.[188]EA Baltimore in Baltimore, Maryland;
founded in 1998, the studio closed in 2002.EA Black Box in Burnaby, Canada; acquired in June 2002 as Black Box Games, later rebranded as EA Black Box. The studio closed in April 2013.[189][190]EA Bright Light in Guildford, England; founded in 1995 as EA UK, the studio was renamed in 2008 and closed in October 2011.EA Chicago in Hoffman
Estates, Illinois; founded in February 2004, the studio closed in November 2007.EA Chillingo in Macclesfield, England; acquired in October 2010,[191] reduced to bare staff in 2017 to primarily support mobile publishing,[192] dissolved in June 2023.[193]EA Japan, office closed in March 2019.[194]EA North Carolina in Morrisville, North Carolina; the
studio closed in September 2013.[195]EA Pacific in Irvine, California; the studio was acquired in August 1998 as Westwood Pacific, the studio was renamed in 2002 and closed in 2003.EA Phenomic in Ingelheim am Rhein, Germany; the studio was acquired in August 2006 and closed in July 2013.[196][197]EA Salt Lake in Salt Lake City, Utah; the
studio was acquired in December 2006 and closed in April 2017.[198]EA Seattle in Seattle, Washington; the studio was acquired in January 1996 and closed in 2002.Easy Studios in Stockholm, Sweden; the studio was founded in 2008 and closed in March 2015.Firemint in Melbourne, Australia; the studio was acquired in May 2011 and merged with
Iron Monkey Studios to become Firemonkeys Studios in July 2012.Hypnotix in Little Falls, New Jersey; acquired in July 2005, the studio was merged into EA Tiburon.[199]Iron Monkey Studios in Sydney, Australia; the studio was acquired in May 2011 and merged with Firemint to become Firemonkeys Studios in July 2012.Industrial Toys in Pasadena,
California; acquired in July 2018, shut down in January 2023.[200]Kesmai in Charlottesville, Virginia; the studio was acquired in 1999 and closed in 2001.Mythic Entertainment in Fairfax, Virginia; acquired in July 2006 as EA Mythic, the studio became Mythic Entertainment in July 2008, then BioWare Mythic in June 2009 and again Mythic
Entertainment in 2012. The studio closed in May 2014.[201][202]NuFX in Hoffman Estates, Illinois; the studio was acquired in February 2004 and closed in the same year.Origin Systems in Austin, Texas; the studio was acquired in September 1992 and closed in February 2004.Pandemic Studios in Los Angeles, California and Brisbane, Australia; the
studio was acquired in October 2007 and closed in November 2009.[151][203][73]Playfish in London, England; the studio was acquired in 2009 and closed in June 2013.[204]Quicklime Games; closed in April 2013.[205]Ridgeline Games in Seattle, Washington founded in October 2021, closed in February 2024.[206][207]Uprise in Uppsala, Sweden;
founded as Uprise and acquired in 2012 as ESN. From 2014, the studio was named Uprise again. It merged into DICE Stockholm in 2019.[208]Victory Games in Los Angeles, California; founded in February 2011 as BioWare Victory, the studio was renamed in November 2012 and closed in October 2013.Visceral Games in Redwood City, California;
founded in 1998 as EA Redwood Shores, the studio was renamed in 2009 and closed in October 2017.[209][210]Waystone Games in Los Angeles, California; the studio closed in November 2014.[211]Westwood Studios in Las Vegas, Nevada; the studio was acquired in August 1998 and closed in March 2003.[212][213]Main article: EA SportsFirst
introduced in 1991 as the Electronic Arts Sports Network, before being renamed due to a trademark dispute with ESPN,[214] EA Sports publishes all the sports games from EA, including FC, Madden NFL, Fight Night, NBA Live, NCAA Football, Cricket, NCAA March Madness, Tiger Woods PGA Tour, NHL, NASCAR and Rugby.[citation needed] FIFA
is a discontinued series of EA Sports. In 2011, Forbes ranked EA Sports eighth on their list of most valuable sports brands, with a value of $625million.[215]EA All Play is a mobile-oriented label that, since 2012, publishes digital titles like The Simpsons', Tetris, and Battlefield, as well as Hasbro board games like Scrabble.[216]The EA Competitive
Gaming Division (CGD), founded in 2015 by Peter Moore and currently headed by Todd Sitrin, is the group dedicated on enabling global eSports competitions on EA's biggest franchises including FIFA, Madden NFL, Battlefield and more.[217]The Search for Extraordinary Experiences Division (SEED) was revealed at the 2017 Electronic
Entertainment Expo as a technology research division and incubator, using tools like deep learning and neural networks to bring in player experiences and other external factors to help them develop more immersive narratives and games.[218][219] SEED has offices in Los Angeles and Stockholm.[220]EA Kids A label for educational titles. In January
1995, EA sold the label to and in conjunction with Capital Cities/ABC formed the independent ABC/EA Home Software, which was later absorbed into Creative Wonders in that year's May.[221][222][223] In October 1997, EA and ABC sold Creative Wonders to The Learning Company for $40 million.[224]EA Sports Big A label used from 2000 to 2008
for arcade-styled sports games.EA Sports Freestyle A short-lived replacement for EA Sports Big used from 2008 to 2009, which focused exclusively on casual sports games, regardless of genre. Later arcade and extreme sports game released by EA, such as SSX (2012), NFL Blitz (2012), NBA Jam (2010), and the Skate series used the EA Sports or EA
label instead.[35][225]Electronic Arts StudiosEA Games- A label used for non-sports games between 2000 and 2005. In 2005 the label was dropped and non-sports games used a EA label instead.EA Partners' co-publishing program was dedicated to publishing and distributing games developed by third-party developers. EA Partners began as EA
Distribution, formed in 1997 and led by Tom Frisina, a former executive from Accolade and Three-Sixty who helped both companies find third-party developers as to provide publishing support for them. Frisina's early partners included Looking Glass Studios, MGM Interactive for the rights to the James Bond property, DreamWorks Interactive, and
eventually DICE; in the latter two cases, these studios were acquired by EA as part of the EA DICE family.[226] In 2003, EA's president John Riccitiello pushed for a renaming of the EA Distribution label, seeing the potential to bring in more independent developers and additional revenue streams. While they rebranded the label as EA Partners in
2003, Riccitiello left EA the following year, which disrupted the direction the label had been aiming to go.[226][227]Oddworld Inhabitants, who had signed on with EA Partner for their next Oddworld games, found the situation difficult as EA Partners was reluctant to support games where they did not own the intellectual property rights and instead
favored internal development.[226] The situation with EA Partners switched gears in 2005 after EA and Valve signed an EA Partners deal for the physical distribution of The Orange Box; EA Partners realized it needed to be flexible to handle the different publishing opportunities presented to them. A similar breakthrough was reached with signing on
Harmonix for the distribution of the Rock Band games, requiring them to work closely with MTV Games on the plastic instrument controllers necessary for the titles.[226] A number of major partnerships were made over the next few years, including Namco Bandai, Crytek, Starbreeze Studios, id Software, Epic Games and People Can Fly, Double Fine
Productions, Grasshopper Manufacture, Spicy Horse, and Realtime Worlds.[226] While many of these partnerships proved successful, the division had two major marks on its name. It was associated with the situation around Kingdoms of Amalur: Reckoning developed by 38 Studios, which had been significantly backed by loans from taxpayer funds
from the state of Rhode Island. Kingdoms failed to be commercially successful, and EA Partners pulled out of making a sequel, leaving 38 Studios in default of its loan payback to the state. Secondly, while The Secret World from Funcom launched as a subscription game, Funcom had to switch their monetization model to free-to-play to improve their
revenues, which further affected EA Partners.[bettersourceneeded][228]Around April 2013, as part of a large 1000-employee layoff, many reporters claimed that EA Partners was also being shut down for its poor commercial performance,[229] but the program remained active as the company refocused its efforts.[230] The label remained dormant
over the next several years, while Letts expanded on the EA Originals program, but following the move of EA Partners and EA Origins into the Strategic Growth group in August 2018,[231] the label was revived on the March 2019 with a publishing deal with Velan Studios, which ended up releasing under Originals as Knockout City.[232]Notable
publishing/distribution agreements include:Alice: Madness Returns Spicy HorseAPB Realtime WorldsBrtal Legend Double Fine ProductionsBulletstorm Epic GamesCrysis series CrytekDeathSpank Hothead GamesFuse Insomniac Games[233]Hellgate: London Flagship StudiosKingdoms of Amalur: Reckoning 38 Studios, Big Huge GamesRock Band
series Harmonix and MTV GamesThe Secret World Funcom[234]Shadows of the Damned Grasshopper ManufactureShank series Klei EntertainmentSyndicate Starbreeze StudiosWarp TrapdoorEA Originals is a label within Electronic Arts own EA Partners program to help support independently developed video games. EA funds the money for
development, and once it recoups that, all additional revenue goes to the partner studio that created the game. That studio also gets to keep the intellectual property rights for whatever it creates, and even has creative control over the project. The program was announced at EA's press event at the 2016 E3 Conference, and builds upon the success
they had with Unravel from Coldwood Interactive in 2015. The first game to be supported under this program was Fe by Zoink, released in 2018.[235][236] It was followed by A Way Out from Hazelight Studios, Unravel Two from Coldwood Interactive and Sea of Solitude from Jo-Mei Games.[237]In 2019, during its EA Play event, EA teased three new
titles. Among the games featured were Lost in Random from Zoink and an unnamed title from Hazelight Studios. It was also announced that Glowmade would be entering the initiative with a title called RustHeart.[238] In June 2020, Hazelight Studios' untitled project was revealed as It Takes Two and was released the following year to critical
acclaim.In February 2023, Jeff Gamon, general manager of EA Partners, which oversees the Originals label, said the label would invest on bigger games, although for those cases the deal would not be as generous as the smaller games, as those are larger companies. Gamon said that the company still plans to release smaller and niche games, and do
not want to completely abandon its roots.[239] One such title, Wild Hearts was developed by Koei Tecmo's Omega Force; it was released in 2023 under the Originals label. Immortals of Aveum was released the same year.[240]In December 2023, EA announced Tales of Kenzera: Zau under the Originals label.[241] In December 2024, EA announced
Split Fiction under the Originals label as their third collaboration with Hazelight Studios.[242]List of EA Originals gamesYearTitleDeveloperPlatform(s)2016UnravelColdwood InteractiveMicrosoft Windows, PlayStation 4, Xbox One2018FeZoinkMicrosoft Windows, Nintendo Switch, PlayStation 4, Xbox OneA Way OutHazelight StudiosMicrosoft
Windows, PlayStation 4, Xbox One2019Unravel TwoColdwood InteractiveMicrosoft Windows, Nintendo Switch, PlayStation 4, Xbox OneSea of SolitudeJo-Mei Games2020Rocket ArenaFinal Strike GamesMicrosoft Windows, PlayStation 4, Xbox One2021It Takes Two[243]Hazelight StudiosMicrosoft Windows, PlayStation 4, PlayStation 5, Xbox One,
Xbox Series X/S, Nintendo SwitchKnockout City[244][a]Velan StudiosMicrosoft Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/SLost in RandomZoinkMicrosoft Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S2023Wild Hearts[245]Omega ForceMicrosoft Windows, PlayStation 5,
Xbox Series X/SImmortals of Aveum[246]Ascendant Studios2024Tales of Kenzera: ZauSurgent StudiosMicrosoft Windows, Nintendo Switch, PlayStation 5, Xbox Series X/S2025Split FictionHazelight StudiosMicrosoft Windows, PlayStation 5, Xbox Series X/STBARustHeartGlowmadeMain article: Criticism of Electronic ArtsSince the mid-2010s,
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from the original on January 4, 2018. Retrieved January 22, 2017.Wikimedia Commons has media related to Electronic Arts.Official website Business data for Electronic Arts Inc.: GoogleSEC filingsYahoo!Portals: Companies San Francisco Bay Area Video gamesRetrieved from " original model of the Game Boy AdvanceClockwise from left: A Game Boy
Game Pak, a Game Boy Advance Game Pak, and a Nintendo DS Game Card. On the far right is a United States Nickel shown for scale.This is a list of games released on the Game Boy Advance handheld video game system. The number of licensed games in this list is 1538, organized alphabetically by the games' localized English titles, or, when Japan-
exclusive, their rmaji transliterations. This list does not include Game Boy Advance Video releases.The Game Boy Advance is a handheld video game system developed by Nintendo and released during the sixth generation of video games.The final licensed game released for the Game Boy Advance was the North American localization of Samurai
Deeper Kyo, which released as a bundle with a DVD set on February 12, 2008.[1][2]Region code guideRegionDescriptionEurope / PALTerritories including much of Europe, Australia, New Zealand, and parts of Asia.(Named for PAL region, although the GBA does not use PAL, SECAM or NTSC)JapanJapanese formatted release.North AmericaNorth
America and other NTSC territories like Singapore and Malaysia, besides Japan.Games are listed with their abilities for multiplayer, when applicable. Multiplayer games between two or more Game Boy Advance systems require the appropriate Game Link Cable or Wireless Adapter. The table below shows the acronyms
used.MultiplayerDescriptionYesHas multiplayer of some kind.NoDoes not have any multiplayer support.?Multiplayer status is unknown.COOPCo-operative gameplay.VSVersus - competitive multiplayer.SPMSingle-pack multiplayer.List of Game Boy Advance gamesTitle(s)Developer(s)Publisher(s)Release date(s)Region(s)
releasedMultiplayerJPNAEU/PALAUKR3-in-1 Sports Pack: Paintball Splat! / Dodgeball Dodge This! / Big Alley Bowling NAMajesco's Sport Pack PALSkyworks TechnologiesMajesco Entertainment20051020051018October 18, 2005(NA)March 24, 2006(PAL)??Yes (VS)007: Everything or Nothing NA,PALJames Bond? 007: Everything or Nothing JP007:
Quitte ou Double FR007: Alles oder Nichts DEGriptonite GamesEA Games NA,PAL / Electronic Arts JP20031120031121November 21, 2003(NA)December 5, 2003(PAL)February 11, 2004(JP)??Yes007: NightfireJV Games Inc.Electronic Arts2003(NA)??Yes (VS)A Sound of ThunderMbius EntertainmentBAM! Entertainment2004(PAL)2005(NA)??Yes
(COOP, SPM)Ace Combat AdvanceHumanSoftNamco, Atari Europe2005(NA)2006(PAL)??NoAce LightningTiertex Design StudiosBBC Multimedia2002(PAL)??NoAction Man: Robot AtakMagic PocketsAtari Europe2004(PAL)??NoActivision AnthologyAspyrAspyr2003(NA)?Yes (SPM)Advance Guardian HeroesTreasure Co. LtdUbisoft2004(NA)?Yes
(COOP)Advance Wars NA,PALGame Boy Wars Advance&Game Boy Wars Advance 2 JPIntelligent SystemsNintendo20010920010910September 10, 2001(NA)?Yes (SPM)Advance Wars 2: Black Hole RisingIntelligent SystemsNintendo20030620030624June 24, 2003(NA)?Yes (SPM)Adventure of Tokyo Disney SeaKonamiKonami2001(JP)??The
Adventures of Jimmy Neutron vs. Jimmy NegatronHumanSoftTHQ2002(NA)??Yes (SPM)The Adventures of Jimmy Neutron Boy Genius: Attack of the Twonkies NA,PALJimmy Neutron un Garon Gnial: L'Attaque des Twonkies FRTantalusTHQ2004(NA)?YesThe Adventures of Jimmy Neutron Boy Genius: Jet FusionHelixeTHQ2003(NA)?NoAero the Acro-
Bat: Rascal Rival Revenge NA,PALAcrobat Kid JPAtomic PlanetMetro3D2002(NA)?NoAgassi Tennis GenerationAqua PacificDreamCatcher Interactive2003(NA)?YesAgent Hugo: RoborumbleProgram-AceITE Media20070420070402April 2, 2007(PAL)???Aggravation / Sorry / Scrabble JuniorGravity-IDSI Games2005(NA)???Aggressive InlineFull
FatAcclaim Entertainment2002(NA)??AirForce Delta Storm NAAirforce Delta II JPDeadly Skies PALMobile21Konami2002(NA)??NoAka-chan DbutsuenTDK Core2004(JP)??Akagi: Yami ni Maiorita TensaiCulture BrainCulture Brain20060320060303March 3, 2006(JP)?NoAleck Bordon Adventure: Tower and Shaft AdvanceAruzeAruze2004(JP)??Alex
Ferguson's Player Manager 2002 UKTotal Soccer Manager PALGuy Roux Manager 2002 FRExient EntertainmentUbi Soft2002(PAL)???Alex Rider: StormbreakerRazorback DevelopmentsTHQ2006(NA)???Alienators: Evolution ContinuesDigital EclipseActivision2001(NA)???Alien HominidTunaZoo Digital Publishing2006(PAL)?NoAll Grown Up!: Express
Yourself NARazbitume! Restez Branches! FRAltronTHQ2004(NA)??YesAll-Star Baseball 2003Software CreationsAcclaim Entertainment2002(NA)??All-Star Baseball 2004Acclaim Studios ManchesterAcclaim Entertainment2003(NA)??Altered Beast: Guardian of the Realms3d6 GamesTHQ2002(NA)??YesThe Amazing Virtual Sea-MonkeysElo
InteractiveConspiracy Entertainment2002(NA)??American Bass Challenge NASuper Black Bass Advance JP, PALStarfishUbi Soft2001(NA)??Yes (SPM)American Idol NAPop Idol PALDeutschland sucht den Superstar DERockstar LeedsCodemasters2003(NA)???An American Tail: Fievel's Gold Rush NA,PALFievel et le Trsor Perdu FRFeivel der
Mauswanderer und der Verborgene Schatz DEHokus-PokusConspiracy Entertainment2002(NA)??NoAngel Collection - Mezase! Gakuen no Fashion LeaderGakkenMTO2004(JP)??Angel Collection 2: Pichimo Ni NarouGakkenMTO2004(JP)??AngeliqueRuby PartyKoei2002(JP)?NoAnimal Mania: Dokidoki Aishou CheckJupiterKonami2002(JP)??Animal
Snap: Rescue Them 2 by 2Awesome DevelopmentsIgnition Entertainment2003(NA)???Animal Yokochou: Doki*Doki Kyushutsu Daisakusen! no MakiKonami2005(JP)??Animal Yokochou: Doki Doki Shinkyuu Shiken! no KanKonamiKonami2006(JP)??Animaniacs: Lights, Camera, Action!WarthogIgnition Entertainment2005(PAL)???The Ant Bully
NA,PALLucas Fourmi Malgr Lui FRArtificial Mind and MovementMidway Games2006(NA)???Antz Extreme Racing NA,PALFourmiz Extreme Racing FRMagic PocketsLight & Shadow Production2002(NA)??NoAo Zora to Nakama Tachi: Yume no BoukenMTOMTO20021220021213December 13, 2002(JP)??Archer Maclean's 3D PoolAwesome
ProductionsCrave2003(NA)???Arctic TaleAtomic PlanetZoo Digital Publishing / DSI Games20071020071010October 10, 2007(NA)???Army Men AdvanceDC StudiosThe 3DO Company2001(NA)??NoArmy Men: Operation GreenPocket StudiosThe 3DO Company2001(NA)??NoArmy Men: Turf WarsMbius EntertainmentThe 3DO Company2002(NA)?Yes
(SPM)Around the World in 80 Days NA,PALLe Tour du Monde en 80 Jours FRSaffireHip Games2004(NA)??NoArthur and the Invisibles NAArthur and The Minimoys PALArthur et Les Minimoys FRArthur e il Popolo dei Minimei ITMistic SoftwareAtari Europe20070120070109January 9, 2007(NA)??Ashita no Joe Makkani
Moeagare!KonamiKonami2003(JP)??Asterix & Obelix: Bash 'em All! PALAsterix & Obelix: Paf! Par Toutatis! FRAsterix & Obelix: Jetzt Geht's Rund! DEBit ManagersInfogrames Europe2002(PAL)???Asterix & Obelix XXLV3D ProductionAtari Europe2004(PAL)???Asteroids / Pong / Yars' RevengeECI InteractiveDSI Games2005(NA)???Astro Boy: Omega
Factor NA,PALAstro Boy: Tetsuwan Atom JPHitmakerSega2003(JP)??NoAtari Anniversary AdvanceDigital EclipseInfogrames2002(NA)??Atomic BettyBig Blue BubbleNamcoAtari Europe2005(NA)???ATV Quad Power RacingClimaxAcclaim Entertainment2002(NA)??NoATV Thunder Ridge RidersSkyRiver StudiosDSI Games2006(NA)???Avatar: The Last
Airbender NAAvatar: The Legend of Aang PALAvatar: Le Dernier Matre de l'Air FRAvatar: Der Herr der Elemente DEHalfbrickTHQ2006(NA)???Avatar: The Last Airbender - The Burning Earth NAAvatar: The Legend of Aang - The Burning Earth PALAvatar: Der Herr der Elemente - Die Erde Brennt DEHalfbrickTHQ2007(NA)???Azumanga Daioh
AdvanceTOSEKing Records2003(JP)??Babar: To the Rescue NA,PALBabar la rescousse FRSirius SoftwareThe Game Factory2006(NA)???Back to StoneHidden FloorQ3 Entertainment NA / Neko Entertainment PAL2006(NA)2007(PAL)???Back TrackJV GamesTelegames2001(NA)??YesBackyard BaseballGame BrainsInfogrames2003(NA)??Backyard
Baseball 2006Game BrainsAtari2005(NA)??Backyard BasketballMistic SoftwareAtari2004(NA)??Backyard FootballTorus GamesInfogrames2002(NA)??Backyard Football 2006Torus GamesAtari2005(NA)??Backyard HockeyMistic SoftwareAtari2003(NA)??Backyard SkateboardingFull FatAtari2005(NA)??Backyard Sports: Baseball 2007Game
BrainsAtari2006(NA)??Backyard Sports: Basketball 2007Mistic SoftwareAtari2006(NA)??Backyard Sports: Football 2007Torus GamesAtari2006(NA)??Bakuten Shoot Beyblade: Gekitou! Saikyou BladeA.IBroccoli2001(JP)??Bakuten Shoot Beyblade 2002: Ikuze! Gekitou! Chou Jiryoku Battle!!Hudson SoftBroccoli2002(JP)??Bakuten Shoot Beyblade 2002:
Gekisen! Team Battle!! Kouryuu no Shou - Daichi VersionHudson SoftBroccoli2002(JP)??Bakuten Shoot Beyblade 2002: Gekisen! Team Battle!! Seiryuu no Shou - Takao VersionHudson SoftBroccoli2002(JP)??Baldur's Gate: Dark AllianceMagic PocketsDestination Software2004(NA)???Ballistic: Ecks vs. Sever NAEcks vs. Sever II: Ballistic PALCrawfish
Int.BAM! Entertainment2002(NA)??Yes (COOP)Banjo-Kazooie: Grunty's Revenge NA,PALBanjo-Kazooie: La Revanche de Grunty FRBanjo-Kazooie: Grunty's Rache DEBanjo-Kazooie: La Venganza de Grunty ESLa vendetta di Grunty ITRareTHQ20030920030915September 15, 2003(NA)??NoBanjo-PilotRareTHQ2005(NA)??YesBarbie and the Magic of
PegasusWayForwardVivendi Universal Games2005(NA)??Barbie as the Island PrincessHumanSoftActivision2007(NA)??Barbie as the Princess and the PauperWayForwardVivendi Universal Games2004(NA)???The Barbie Diaries: High School MysteryGorilla SystemsActivision2006(NA)???Barbie in the 12 Dancing Princesses NA,PALBarbie au Bal des
12 Dancing Princesses FRBarbie in die 12 Tanzenden Prinzessinnen DEWayForwardActivision2007(NA)???Barbie Software - Horse Adventures: Blue Ribbon Race NABarbie Horse Adventures: The Big Race PALBarbie Pferdeabenteuer: Das groe Reitturnier DEMbius EntertainmentVivendi Universal Games2003(NA)???Barbie Software: Groovy
GamesDigital IllusionsVivendi Universal Games2002(NA)???Barbie Software - Secret Agent Barbie: Royal Jewels Mission NABarbie Software - Secret Agent Barbie PALDigital IllusionsVivendi Universal Games2002(NA)???Barnyard NANickelodeon Barnyard PALLa Ferme en Folie FREl Corral ESBarnyard Il Cortile ITHalfbrick StudiosTHQ2006(NA)??
Baseball Advance NAGreatest Nine JPSmilebitTHQ NASega PAL2002(NA)?NoBass Tsuri Shiyouze!: Tournament wa Senryaku da!Konami2002(JP)??Batman BeginsVicarious VisionsEA Games2005(NA)???Batman: Rise of Sin TzuUbi Soft MontrealUbi Soft2003(NA)?NoBatman: VengeanceUbi Soft MontrealUbi Soft2001(NA)???Battle B-Daman NAB-
Densetsu! Battle B-Daman Moero! B-Kon JPAtlusAtlus2004(JP)2006(NA)??Battle B-Daman: Fire Spirits! NAB-Densetsu! Battle B-Daman Honoo Tamashii JPAtlusAtlus2005(JP)2006(NA)??Battle x Battle: Kyoudai Uo DensetsuStarfishStarfish2003(JP)??BattleBots: Beyond the BattleBoxCave BarnMajesco Entertainment NAVivendi Universal Games
PAL2002(NA)2003(PAL)??YesBattleBots: Design & DestroyCave BarnMajesco Entertainment2003(NA)??YesBB BallMicott & BasaraMicott & Basara2004(JP)??Beast Shooter: Mezase Beast KingHudson SoftKonami2002(JP)?Yes (SPM)The Bee Game NA,PALDie Biene Maja: Klatschmohnwiese in Gefahr DEIndependent ArtsMidway2007(NA)???The
Berenstain Bears and the Spooky Old TreeProgram-AceNamco2005(NA)??Best Play Pro Yakyuu(Best Play Pro Baseball)ParityBitEnterbrain2002(JP)??Beyblade: G-RevolutionFull FatAtari2004(NA)???Beyblade VForce: Ultimate Blader JamFull FatAtari2003(NA)???Bibi Blocksberg: Der Magische Hexenkreis DEMorgen StudiosKiddinx2005(PAL)?Bibi
und Tina: Ferien auf dem Martinshof DEMorgen StudiosKiddinx2006(PAL)?The Bible GameAlpine StudiosCrave Entertainment2005(NA)?Big Mutha TruckersRaylight StudiosDestination Software NAZoo Digital Publishing PAL2005(NA)??NoBionicleMbius EntertainmentTHQ2003(NA)???Bionicle HeroesAmaze EntertainmentEidos
Interactive2006(NA)???Bionicle: Matoran AdventuresArgonaut GamesElectronic ArtsLego Interactive2002(NA)???Bionicle: Maze of ShadowsRazorback DevelopmentsTHQ2005(NA)???bit Generations: BoundishSkipNintendo2006(JP)??bit Generations: ColorisSkipNintendo2006(JP)??bit Generations: DialhexSkipNintendo2006(JP)??bit Generations:
DigidriveQ-GamesNintendo2006(JP)??bit Generations: DotstreamSkipNintendo2006(JP)??bit Generations: OrbitalSkipNintendo2006(JP)??bit Generations: SoundvoyagerSkipNintendo2006(JP)??Black Belt ChallengeLost BoysTHQ NAXicat Interactive PAL2002(NA)??YesBlack BlackCapcomCapcom2002(JP)??Black Matrix ZeroFlight-PlanNEC
Interchannel2002(JP)?NoBlackthorneMass Media Inc.Blizzard Entertainment2003(NA)???Blades of ThunderInterActive Vision GamesSummitsoft Entertainment2005(NA)??Bleach Advance: Kurenai ni Somaru Soul SocietyAlpha UnitSega2005(JP)??Blender Bros.A.IInfogrames2002(NA)?Yes (SPM)BMX Trick RacerHypnotixSimon & Schuster
Interactive2003(NA)??Board Game Classics NABoard Game Classics: Chess & Draughts & Backgammon PALBlack Lantern StudiosDSI Games NAZoo Digital Publishing PAL2005(NA)???Bobobo-bo Bo-bobo: 9 Kiwame Senshi Gyagu YuugouHudson Soft2004(JP)??Bobobo-bo Bo-bobo: Backutou Hajike TaisenHudson Soft2004(JP)??Bobobo-bo Bo-bobo:
Majide!!? Shinken ShoubuRokumendoHudson Soft2003(JP)??Bobobo-bo Bo-bobo: Ougi 87.5 Bakuretsu Hanage ShinkenHudson Soft2002(JP)??Boktai: The Sun is in Your Hand NA,PALBokura no Taiy JPHideo Kojima ProductionKonami2003(JP/NA)2004(PAL)??Boktai 2: Solar Boy Django NA,PALZoku Bokura no Taiy Taiy Shnen Jango JPHideo Kojima
ProductionKonami2004(JP/NA)2005(PAL)???Boku no Kabuto KuwagataMTO2003(JP)??Boku no Kabuto MushiMTO2001(JP)??Boku no KuwagataMTO2001(JP)??Boku wa Koukuu Kanseikan(I am an Air Traffic Controller)Graphic ResearchTamsoft2001(JP)??Bomberman Jetters: Densetsu no BombermanA.IHudson Soft2002(JP)?Yes (SPM)Bomberman
Jetters: Game CollectionHudson SoftHudson Soft2002(JP)?Yes (SPM)Bomberman Max 2: Blue Advance NA,PALBomberman Max 2: Bomberman Version JPHudson SoftHudson Soft JPMajesco Entertainment NAVivendi Universal Games PAL2002(JP/NA)2003(PAL)??Yes (SPM)Bomberman Max 2: Red Advance NA,PALBomberman Max 2: Max Version
JPHudson SoftHudson Soft JPMajesco Entertainment NAVivendi Universal Games PAL2002(JP/NA)2003(PAL)??YesBomberman Tournament NA,PALBomberman Story JPHudson SoftHudson Soft JPActivision NA,PAL2001(NA)??Yes (SPM)BookwormPopCapMajesco Entertainment2004(NA)??Bouken Yuuki Pluster World: Densetsu no Plust
GateWillTakara2003(JP)??Bouken Yuuki Pluster World: Densetsu no Plust Gate EXWillTakara2003(JP)??Bouken Yuuki Pluster World: Pluston GPWillTakara2003(JP)??Bouken-Ou Beet: Busters RoadBandai2005(JP)??Boukyaku no Senritsu: The Melody of OblivionAlpha UnitBandai2004(JP)??Boulder Dash EXVision WorksKemco2002(JP/NA)2003(PAL)??
Yes (SPM)Boxing FeverDigital FictionMajesco Entertainment2001(NA)2002(PAL)??YesBratzDC StudiosUbi Soft2003(NA)???Bratz BabyzBarking LizardsTHQ2006(NA)???Bratz: Forever DiamondzBarking LizardsTHQ2006(NA)???Bratz: Rock AngelzAltronTHQ2005(NA)??NoBratz: The MovieBarking LizardsTHQ2007(NA)??Breath of Fire NA,PALBreath
of Fire: Ryuu no Senshi JPCapcomCapcomJP, NAUbi Soft PAL2001(NA)??NoBreath of Fire II NA,PALBreath of Fire II: Shimei no Ko JPCapcomCapcomJP, NAUbi Soft PAL2001(JP)2002(NA/PAL)??NoBritney's Dance BeatArtTHQ2002(NA)???Broken Sword: The Shadow of the Templars NA,PALBroken Sword: Les Chevaliers de Baphomet FRRevolution
SoftwareBAM! Entertainment2002(NA)??NoBruce Lee: Return of the LegendVicarious VisionsUniversal Interactive2003(NA)??NoBubble Bobble Old & NewTaito CorporationMedia Kite JPEmpire Interactive NA,PAL2002(JP)2003(NA/PAL)??Yes (COOP, SPM)Buffy the Vampire Slayer: Wrath of the Darkhul King NA,PALBuffy Contre les Vampires: La
Colre de Darkhul FRBuffy im Bann der Daemonen: Koenig Darkhuls Zorn DENatsume Co., Ltd.THQ2003(NA)???Butt-Ugly Martians: B.K.M. BattlesRunecraftVivendi Universal Games2002(NA)???Cabbage Patch Kids: The Patch Puppy Rescue1st Playable ProductionsD3Publisher2006(NA)???Cabela's Big Game HunterImageBuilder
SoftwareActivision2002(NA)??Cabela's Big Game Hunter 2005 AdventuresTorus GamesActivision Value2004(NA)???Caesars Palace Advance: Millennium Gold EditionMajesco2001(NA)??Calcio BitParityBitNintendo2006(JP)??Camp Lazlo: Leaky Lake GamesCollision StudiosCrave Entertainment2006(NA)???Candy Land / Chutes and Ladders / Original
Memory GameBlack Lantern StudiosDestination Software2005(NA)2006(PAL)???Capcom Classics Mini-MixDigital EclipseCapcom2006(NA)??Captain Tsubasa: Eikou no Kiseki(Captain Tsubasa: Road to Glory)Konami2002(JP)??Car Battler Joe NAGekitou! Car Battler Go!! JPAncientVictor Interactive Software JPNatsume Inc. NA2001(JP)2002(NA)??
Cardcaptor Sakura: Sakura Card de Mini-GameAffectTDK Core2003(JP)??Cardcaptor Sakura: Sakura Card-hen - Sakura Card to TomodachiMTO2004(JP)??Card PartyNDcubeMedia Kite2002(JP)?Yes (SPM)Care Bears: Care Quest NA,PALLes Bisounours: Mission Clins FRSirius GamesThe Game Factory2005(NA)???Carrera Power SlideTiertex Design
StudiosStadlbauer2003(PAL)???Cars NA,PALCars: Motori Ruggenti ITHelixeTHQ2006(NA)?YesCars Mater-National Championship NA,PALCars: La Coupe Internationale de Martin FRTantalusTHQ2007(NA)??Cartoon Network: Block PartyMajesco EntertainmentMajesco Sales2004(NA)???Cartoon Network SpeedwayDC StudiosMajesco
Entertainment2003(NA)??CasperPlanet InteractiveMicrods2002(NA)???Castlevania: Aria of Sorrow NA,PALCastlevania: Akatsuki no Minuet JPKCEKKonami2003(NA)??NoCastlevania: Circle of the Moon NACastlevania PALAkumajou Dracula: Circle of the Moon JPKCEKKonami20010320010321March 21, 2001(JP)June 11, 2001(NA)June 22,
2001(PAL)??NoCastlevania: Harmony of Dissonance NA,PALCastlevania: Byakuya no Conserto JPKCEKKonami2002(NA)??NoCatwomanMagic PocketsEA Games2004(NA)??NoCatz NA,PALNakayoshi Pet Advance Series 3: Kawaii Koneko JPMTO / Powerhead Games NA,PALUbisoft NA,PAL, MTO JP2006(NA/PAL)2002(JP)???Centipede / Breakout /
WarlordsEpicenter InteractiveDSI Games2005(NA)???Cesti to Meigurumi-tachi no Mahou no Bouken: Kisekko GurumiiMTO2003(JP)??Charlie and the Chocolate Factory NA,PALCharlie et la Chocolaterie FRHigh Voltage SoftwareGlobal Star Software20050720050715July 15, 2005(NA)??YesCharlotte's Web NA,PALLe Petit Monde de Charlotte
FRSchweinchen Wilbur und seine Freunde DELa Telaraa de Carlota ESLe Tela di Carlotta ITBackbone EntertainmentSega2006(NA)??The Cheetah GirlsGorilla SystemsBuena Vista Games2006(NA)??The ChessmasterUbisoft2002(NA)??Yes (SPM)Chicken ShootFrontLine StudiosDestination Software2005(NA)???Chicken Shoot 2FrontLine
StudiosDestination Software2006(NA)???Chobits: Atashi Dake no HitoMarvelous Entertainment2002(JP)??Chocobo Land: A Game of DiceSquareSquare2002(JP)??The Chronicles of Narnia: The Lion, the Witch and the Wardrobe NA,PALLe Monde de Narnia Chapitre 1: Le Lion, la Sorcire Blanche et l'Armoire Magique FRDie Chroniken von Narnia: Der
Knig von Narnia DELas Crnicas de Narnia: El Len, la Bruja y El Ropero ESLe Cronache Di Narnia: Il Leone, La Strega e L'armadio ITDe Kronieken van Narnia: De leeuw, de heks en de kleerkast NLAmaze EntertainmentBuena Vista Games2005(NA)???ChuChu Rocket!Sonic TeamSega20010320010321March 21, 2001(JP)June 11, 2001(NA)December
7, 2001(PAL)??Yes (SPM)CIMA: The Enemy NAFrontier Stories JPNeverlandNatsume Inc. NAMarvelous Entertainment JP2003(NA)2005(JP)??Cinnamon: Yume no DaiboukenImagineer2004(JP)??Cinnamoroll FuwaFuwa DaiboukenRocket Company2005(JP)??Cinnamoroll Koko ni RuyoA.IImagineer2003(JP)??Classic NES Series: Bomberman
NAFamicom Mini: Bomberman JPNES Classics: Bomberman PALHudson SoftNintendo2004(NA)???Classic NES Series: Castlevania NAFamicom Mini: Akumajou Dracula JPNES Classics: Castlevania PALKonamiNintendo2004(NA)??Classic NES Series: Donkey Kong NAFamicom Mini: Donkey Kong JPNES Classics: Donkey Kong
PALNintendoNintendo2004(NA)???Classic NES Series: Dr. Mario NAFamicom Mini: Dr. Mario JPNES Classics: Dr. Mario PALNintendoNintendo2004(NA)???Classic NES Series: Excitebike NAFamicom Mini: Excitebike JPNES Classics: Excitebike PALNintendoNintendo2004(NA)???Classic NES Series: Ice Climber NAFamicom Mini: Ice Climber JPNES
Classics: Ice Climber PALNintendoNintendo2004(NA)???Classic NES Series: The Legend of Zelda NAFamicom Mini: Zelda no Densetsu JPNES Classics: The Legend of Zelda PALNintendoNintendo2004(NA)???Classic NES Series: Metroid NAFamicom Mini: Metroid JPNES Classics: Metroid PALNintendoNintendo2004(NA)???Classic NES Series: Pac-
Man NAFamicom Mini: Pac-Man JPNES Classics: Pac-Man PALNamcoNintendo2004(NA)???Classic NES Series: Super Mario Bros. NAFamicom Mini: Super Mario Bros. JPNES Classics: Super Mario Bros. PALNintendoNintendo2004(NA)???Classic NES Series: Xevious NAFamicom Mini: Xevious JPNES Classics: Xevious
PALNamcoNintendo2004(NA)???Classic NES Series: Zelda II: The Adventure of Link NAFamicom Mini: The Legend of Zelda 2: Link no Bouken JPNES Classics: Zelda II: The Adventure of Link PALNintendoNintendo2004(NA)???Cocoto Kart RacerNeko EntertainmentBigben Interactive2005(PAL)???Cocoto Platform JumperNeko EntertainmentBigben
Interactive2007(PAL)???Codename: Kids Next Door Operation: S.O.D.A.Vicarious VisionsGlobal Star Software2004(NA)?Colin McRae Rally 2.0SpellboundUbi Soft2002(NA)??Yes (SPM)Columns CrownWow EntertainmentSega, THQ2002(NA)??Yes (SPM)Combat Choro Q: Advance DaisakusenAccessTakara2002(JP)??Comix
ZoneVirtucraftSega2002(PAL)???Connect Four / Perfection / TroubleGravity-IDestination Software2005(NA)??Contra Advance: The Alien Wars EX NA,PALContra: Hard Spirits JPTOSEKonami2002(NA)??Yes (COOP)CorvetteVisual ImpactTDK Mediactive2003(NA)??Crash Bandicoot: The Huge Adventure NACrash Bandicoot Advance JPCrash Bandicoot
XS PALVicarious VisionsUniversal Interactive2002(NA)??NoCrash Bandicoot 2: N-Tranced NA,PALCrash Bandicoot Advance 2: Guru Guru Sai Min Dai Panic! JPVicarious VisionsUniversal Interactive2003(NA)??YesCrash Bandicoot Purple: Ripto's Rampage NACrash Bandicoot Advance: Wakuwaku Tomodachi Daisakusen! JPCrash Bandicoot: Fusion
PALVicarious VisionsVivendi Universal Games2005(NA)?Yes (SPM)Crash Nitro Kart NA,PALCrash Bandicoot: Bakusou! Nitro Kart JPVicarious VisionsUniversal Interactive2003(NA)?YesCrash of the TitansAmaze EntertainmentVivendi Games20071020071002October 2, 2007(NA)???Crayon Shin-Chan: Arashi no Yobu Cinema-Land no Daibouken!
JPShinchan: Aventuras en Cineland ESInti CreatesBanpresto, Atari Europe2004(JP)2005(PAL)??Crayon Shin-Chan: Densetsu o Yobu Omake no To Shukkugaan! JPShinchan contra los muecos de Shock Gahn ESInti CreatesBanpresto, Atari Europe2006(NA)???Crazy Frog RacerNeko EntertainmentDigital Jesters2005(PAL)??NoCrazy
ChaseKemcoKemco2002(NA)??NoCrazy Taxi: Catch a RideGraphic StateSega, THQ2003(NA)?NoCreaturesElo InteractiveSwing! Deutschland2002(PAL)???Croket! Great Jikuu no BoukenshaJupiterKonami2004(JP)??Croket! Yume no Banker Survival!Konami2002(JP)??Croket! 2: Yami no Bank to Ban JoouKonami2003(JP)??Croket! 3: Granyuu Oukoku
no NazoKonami2003(JP)??Croket! 4: Bank no Mori no MamorigamiKonami2004(JP)??Crouching Tiger, Hidden DragonUbisoft ShanghaiUbisoft2003(NA)???Cruis'n VelocityGraphic StateMidway Games2001(NA)??Crushed BaseballGriptonite GamesSummitsoft Entertainment2004(NA)??CT Special ForcesLight & Shadow ProductionLight & Shadow
Production2002(NA)??YesCT Special Forces 2: Back in the Trenches NACT Special Forces 2: Back to Hell PALLight and Shadow ProductionsHip Interactive2003(NA)??YesCT Special Forces 3: BioterrorLight & Shadow ProductionLight & Shadow Production2004(PAL)??YesCubix: Robots for Everyone: Clash 'n BashBlitz Games / HumanSoftThe 3DO
Company2001(NA)??Curious George NA,PALGeorges le Petit Curieux FRTorus GamesNamco, Electronic Arts2006(NA)??Custom Robo GXNoiseNintendo2002(JP)??Cyber Drive Zoids: Hatakedamono no Senshi HughAmedioTomy Corporation2003(JP)??Dai-MahjongHori2001(JP)??DaisenryakuMedia Kite2001(JP)??Daisuki TeddyMTO2002(JP)??Dan
Doh!! Tobase Shouri no Smile ShotTakara2004(JP)??Dan Doh!! XiGameVillage2002(JP)??Dancing Sword: Senkou(Dancing Sword: Flash)MTO2003(JP)??Danny Phantom: The Ultimate Enemy NA,PALDanny Fantome: L'Ultime Ennemi FRAltronTHQ2005(NA)??Danny Phantom: Urban Jungle NA,PALDanny Phantom: Dschungelstadt
DEAltronTHQ2006(NA)???DaredevilGriptonite GamesBAM! Entertainment2003(NA)??NoDarius RRideonJapan, Inc.Pacific Century2002(JP)??Dark ArenaGraphic StateMajesco Entertainment2002(NA)???Dave Mirra Freestyle BMX 2Full FatAcclaim Entertainment2003(NA)???Dave Mirra Freestyle BMX 3Full FatAcclaim Entertainment2004(NA)???
David Beckham SoccerYoyo EntertainmentRage Software2002(NA)???Davis Cup TennisHokus Pokus GamesUbi Soft2002(NA)???Dead to RightsTorus GamesNamco, Zoo Digital Publishing2004(NA)???Deal or No DealGravity-IDestination Software20070720070718July 18, 2007(NA)???Defender NADefender: For All Mankind PALOutlook
EntertainmentMidway Games2002(NA)???Defender of the CrownCrawfish InteractiveMetro3D2002(NA)2004(PAL)???DemiKids: Dark Version NAShin Megami Tensei: Devil Children Yami no Sho JPMultimedia Intelligence TransferAtlus2002(NA)???DemiKids: Light Version NAShin Megami Tensei: Devil Children Hikari no Sho JPMultimedia Intelligence
TransferAtlus2002(NA)???Demon Driver: Time to Burn RubberAIA USAMajesco Entertainment2004(NA)???Denki Blocks!Rage SoftwareRage Software / Majesco Entertainment / Global A2001(NA)???Densetsu no Starfy(Legendary Starfy)TOSENintendo2002(JP)?NoDensetsu no Starfy 2(Legendary Starfy 2)TOSENintendo2003(JP)?NoDensetsu no Starfy
3(Legendary Starfy 3)TOSENintendo2004(JP)?YesDerby Stallion AdvanceParityBitEnterbrain2002(JP)??Desert Strike AdvanceBudcat CreationsEA Games2002(NA)?NoDexter's Laboratory: Chess ChallengeVirtucraftBam Entertainment2002(NA)???Dexter's Laboratory: Deesaster Strikes!VirtucraftBAM! Entertainment2001(NA)???DiaDroids World: Evil
Teikoku no YabouEpoch2001(JP)??Di Gi Charat: Di Gi CommunicationM2Broccoli2002(JP)??Di Gi Communication 2: Datou! Black GemaGema Dan!M2Broccoli2004(JP)??Digimon Battle SpiritDimpsBandai2003(NA)??YesDigimon Battle Spirit 2DimpsBandai2003(NA)2004(PAL)??YesDigimon RacingGriptonite GamesBandai2004(NA)??YesDinotopia: The
Timestone PiratesRFX InteractiveTDK Mediactive2002(NA)???Disney Princess NA,PALDisney Princesse FRDisney Prinzessinnen DEDisney Princesas ESDisney Principesse ITArtDisney Interactive, THQ2003(NA)???Disney's Princess Royal Adventure NA,PALDisney Princesses: Aventures Enchantes FRDisney Prinzessinnen: Knigliches Abenteuer
DEHumanSoftBuena Vista Games2006(NA)??YesDisney Sports BasketballKonamiKonami2002(NA)???Disney Sports Football NADisney Sports: American Football JPKonamiKonami2002(NA)??Disney Sports MotocrossKonamiKonami2002(NA)???Disney Sports SkateboardingKonamiKonami2002(NA)???Disney Sports
SnowboardingKonamiKonami2002(NA)???Disney Sports Soccer NADisney Sports Football PALKonamiKonami2002(NA)???Disney's AladdinCapcomCapcom2004(NA)???Disney's American Dragon: Jake Long - Rise of the HuntsclanWayForwardBuena Vista Games2006(NA)???Disney's Atlantis: The Lost Empire NA,PALAtlantide: L'Empire Perdu
FRAtlantis: Das Geheimnis der verlorenen Stadt DE3d6 GamesTHQ2001(NA)???Disney's Brother Bear NA,PALDisney's Frre des Ours FRDisney's Bren Brder DEDisney Hermano Oso ESDisney Koda Fratello Orso ITVicarious VisionsDisney Interactive, THQ2003(NA)???Disney's Chicken Little NA,PALDisneys Himmel und Huhn DEArtificial Mind and
MovementBuena Vista Games2005(NA)???Disney's Cinderella: Magical Dreams NA,PALDisney Cendrillon: Le Bal Enchant FRDisneys Cinderella: Zauberhafte Trume ESDisney La Cenicienta: Sueos Mgicos ESDisney Cenerentola: Il Sogno si Avvera! ITDC StudiosBuena Vista Games2005(NA)???Disney's Extreme Skate AdventureVicarious
VisionsActivision2003(NA)???Disney's Herbie: Fully LoadedClimaxBuena Vista Games2005(NA)??YesDisney presents Home on the Range NADisney's Home on the Range PALDisney La Ferme se Rebelle FRDisney Zafarrancho en el Rancho ESArtificial Mind and MovementDisney Interactive, Buena Vista Games2004(NA)???Disney's Kim Possible:
Revenge of Monkey Fist NADisney's Kim Possible PALDisney's Kim Possible: Monkey Fist's Rache DEDigital EclipseDisney Interactive, THQ2002(NA)2003(PAL)???Disney's Kim Possible 2: Drakken's Demise NA,PALDisney's Kim Possible JPDisneys Kim Possible: Dr. Drakkens Untergang DEDisney Kim Possible: Contra el Doctor Drakken ESArtificial
Mind and MovementBuena Vista Games NA,PAL / D3 Publisher JP2004(NA)2005(JP)2006(PAL)???Disney's Kim Possible 3: Team PossibleArtificial Mind and MovementBuena Vista Games2005(NA)???Disney's Lilo & StitchDigital EclipseDisney Interactive, Ubi Soft2002(NA)???Disney's Lilo & Stitch 2: Hmsterviel Havoc NADisney's Lilo & Stitch 2
PALDisney's Lilo and Stitch JPFiremintDisney Interactive, Buena Vista Games2004(NA)???Disney's Little EinsteinsInLight EntertainmentBuena Vista Games2006(NA)??YesDisney's The Lion King 112 NADisney's The Lion King PALDisney Le Roi Lion FRDisneys Der Knig der Lwen DEDisney El Rey Leon ESDisney Il Re Leone ITVicarious VisionsDisney
Interactive, THQ2003(NA)???Disney's The Jungle Book NADisney's The Jungle Book 2 PALLe Livre de la Jungle 2 FRDisneys Das Dschungelbuch 2 DEDisney el Libro de la Selva 2 ESDisney Il Libro Della Giungla 2 ITVisual ImpactUbi Soft2003(NA)???Disney's Magical Quest Starring Mickey & Minnie NA,PALDisney's Mickey to Minnie no Magical
Quest JPCapcom, NintendoNintendo2002(NA)?Yes (SPM)Disney's Magical Quest 2 Starring Mickey and Minnie NA,PALDisney's Mickey to Minnie no Magical Quest 2 JPCapcomCapcom2003(NA)???Disney's Magical Quest 3 Starring Mickey & Donald NA,PALDisney's Mickey to Donald no Magical Quest 3 JPKlein Computer
EntertainmentCapcom2005(NA)???Disney's Party NA,PALMickey no Pocket Resort JPJupiterTomy, Electronic Arts2003(NA/PAL)2004(JP)??Yes (SPM)Disney's Peter Pan: Return to Never Land NA,PALPeter Pan: Retour au Pays Imaginaire FRDisneys Peter Pan: Neue Abenteuer in Nimmerland DEDisney Peter Pan: Regreso al Pas de Nunca Jams
ESDisney Peter Pan: Ritorno all Isola che Non c' ITPeter Pan: Terug naar Nooitgedachtland NLAmedioDisney Interactive, Ubi Soft2001(NA)???Disney's Tarzan: Return to the Jungle NA,PALTarzan: L'Appel de la Jungle FRTarzan: Reckkehr in den Dschungel DEDigital EclipseActivision2002(NA)???Disney's The Little Mermaid: Magic in Two Kingdoms
NA,PALLa Petite Sirene: Aventure Magique entre Terre et Mer FRArielle die Meerjungfrau: Ein Meer voller Abenteuer DEDisney La Sirenita: Dos Reinos Mgicos ESLa Sirenetta: Due Mondi di Magia ITDisney's De Kleine Zeemeermin: Magie in Twee Werelden NLGorilla SystemsBuena Vista Games2006(NA)???Disney's Treasure PlanetDisney La Plante
au trsor FRDisneys Der Schatzplanet DEDisney El Planeta del tesoro ESDisney Il Pianeta del Tesoro ITDisney's Piratenplaneet: De Schat van Kapitein Flint NLBizarre CreationsDisney Interactive. Ubi Soft2002(NA)??NoDK: King of Swing NA,PALBura Bura Donkey JPPaonNintendo2005(NA)?Yes (SPM)Dogz NA,PALKawaii Koinu: Wonderful
JPMTOUbisoft NA,PAL, MTO JP2004(NA/JP)2005(PAL)???Dogz 2MTOUbisoft2007(NA)???Dogz FashionOshare Wanko JPMTOUbisoft2005(NA)???Dokapon: Monster Hunter NADokapon: Monster Hunter! PALDokapon-Q: Monster Hunter! JPAsmik Ace Entertainment, IncAIA2001(JP/NA)2002(PAL)???DokiDoki Cooking Series 1: Komugi-Chan no Happy
CakeMTOMTO2002(JP)??DokiDoki Cooking Series 2: Gourmet Kitchen: Suteki na ObentouMTOMTO2003(JP)??Dokodemo Taikyoku: Yakuman Advance(Play Anywhere Versus Advance)NDcubeNintendo2001(JP)?Yes (SPM)Domo-kun no Fushigi TerebiSuzakNintendo2002(JP)??Don-Chan Puzzle: Hanabi de Don!Takumi CorporationAruze Corp2004(JP)??
Donald Duck Advance NA,PALPaperino Advance FRPato Donald Advance ESUbi Soft ShanghaiUbi Soft2001(NA)??NoDonkey Kong Country NA,PALSuper Donkey Kong JPRareNintendo20030620030606June 6, 2003(NA)??YesDonkey Kong Country 2 NA,PALSuper Donkey Kong 2 JPRareNintendo20040620040625June 25, 2004(NA)??YesDonkey Kong
Country 3 NA,PALSuper Donkey Kong 3 JPRareNintendo20051120051104November 4, 2005(NA)??YesDoomDavid A. Palmer ProductionsActivision2001(NA)??YesDoom II: Hell on EarthTorus GamesActivision2002(NA)?YesDora the Explorer: The Search for Pirate Pig's TreasureCinGroupeNewKidCo2002(NA)??Dora the Explorer: Super
SpiesCinGroupeGotham Games2003(NA)??Dora the Explorer: Super Star Adventures NA,PALDora L'exploratrice - Les aventures des super toiles FRDora the Explorer: Superster Avonturen NLImaginEngineGlobal Star Software NAThe Game Factory PAL2004(NA)???Dora's World AdventureBlack Lantern StudiosGlobal Star Software2006(NA)?
YesDoraemon Dokodemo Walker(Doraemon Anywhere Walker)Epoch2002(JP)??Doraemon Midori No Wakusei(Doraemon's Green Planet)Epoch2001(JP)??Double Dragon AdvanceMillionAtlus2003(NA)2004(JP)??Doubutsujima no Chobi GurumiA.IRocket Company2003(JP)??Doubutsujima no Chobi Gurumi 2: Tama-chan MonogatariA.IRocket
Company2004(JP)??DownforceKarma StudiosTitus Interactive2002(PAL)???Dr. Mario & Puzzle League NA,PALDr. Mario & Panel de Pon JPTOSENintendo2005(NA)??YesDr. MutoDigital EclipseMidway2002(PAL)???Dr. Seuss: Green Eggs and HamHandheld GamesNewKidCo2003(NA)??Dr. Seuss: The Cat in the HatJack of All
GamesNewKidCo2005(NA)??Dr. Seuss' The Cat in the Hat NAThe Cat in the Hat PALDigital EclipseVivendi Universal Games2003(NA)2004(PAL)???Dr. Sudoku NA,PALMinna no Soft Series: Numpla Advance JPSuccessSuccess, Mastiff, 505 GameStreet2006(NA)???Dragon Ball: Advanced AdventureDimpsAtari, Bandai,
Banpresto2004(JP)2005(PAL/KR)2006(NA)???Dragon Ball Z: Buu's FuryWebfootAtari2004(NA)??Dragon Ball Z: Collectible Card GameImaginEngineInfogrames2002(NA)??Dragon Ball Z: The Legacy of Goku NA,PALDragon Ball Z: L'Hritage de Goku FRDragon Ball Z: Das Erbe von Goku DEDragon Ball Z: El Legado del Goku ESDragon Ball Z: Il
Destino di Goku ITWebfootInfogrames2002(NA)???Dragon Ball Z: The Legacy of Goku II NA,PALDragon Ball Z: L'Hritage de Goku II FRDragon Ball Z: Das Erbe von Goku II DEDragon Ball Z: El Legado del Goku II ESDragon Ball Z: Il Destino di Goku II ITWebfootAtari, Infogrames2003(NA)???Dragon Ball Z: Supersonic Warriors NA,PALDragon Ball Z:
Bukuu Tougeki JPDragon Ball Z: Moogongtoogeuk KRArc System WorksAtari, Bandai, Banpresto2004(NA)?Dragon Ball Z: TaiketsuWebfootAtari, Bandai2004(NA)??YesDragon Ball GT: TransformationWebfootAtari2005(NA)??Dragon Drive: World D BreakZero OneBanpresto2003(JP)??Dragon Quest Characters: Toruneko no Daibouken 2
AdvanceChunsoftSquare20011220011220December 20, 2001(JP)??Dragon Quest Characters: Torneko no Daibken 3 Advance - Fushigi no DungeonRakishSquare Enix20040620040624June 24, 2004(JP)??Dragon Quest Monsters: Caravan HeartTOSESquare Enix2003(JP)?NoDragon Tales: Dragon AdventuresHandheld GamesNewKidCo2001(NA)??
Dragon's Rock PALDragon's Rock: Drachenfels DEIndependent ArtsEast Entertainment Media2006(PAL)???Drake & JoshArtificial Mind and MovementTHQ20070320070313March 13, 2007(NA)???Drill Dozer NAScrew Breaker: Goushin Dorirurero JPGame FreakNintendo2005(NA)?NoDriv3rV3D ProductionAtari2005(NA)???DrivenCrawfish
InteractiveBAM! Entertainment2001(NA)??Yes (SPM)Driver 2 AdvanceSennari InteractiveInfogrames2002(NA)??Drome RacersMbius EntertainmentTHQ2003(NA)???Droopy's Tennis OpenBit ManagersLight & Shadow production2002(PAL)??Yes (SPM)Dual BladesVivid ImageMetro3D2002(NA)???Duel MastersAmbleTakara2003(JP)?Duel Masters:
Kaijudo ShowdownMistic SoftwareAtari2004(NA)???Duel Masters: Sempai LegendsMistic SoftwareAtari2004(NA)???Duel Masters: Shadow of the CodeMistic SoftwareAtari2004(PAL)2005(NA)???Duel Masters 2: Invincible AdvanceAmbleAtlus2004(JP)??Duel Masters 2: Kirifuda Shoubu VersionAmbleAtlus2004(JP)??Duel Masters
3AmbleAtlus2004(JP)??Duke Nukem AdvanceTorus GamesTake-Two Interactive2002(NA)??YesDungeons & Dragons: Eye of the BeholderPronto GamesInfogrames2002(NA)??Dynasty Warriors AdvanceShin Sangoku Musou Advance JPTOSEKoei2005(NA)??NoEarthworm JimGame TitanMajesco Entertainment2001(NA)??NoEarthworm Jim 2Super

EmpireMajesco Entertainment2002(NA)??NoEcks vs. SeverCrawfish InteractiveBam Entertainment2001(NA)???Ed, Edd n Eddy: Jawbreakers!Crawfish InteractiveBAM! Entertainment2003(NA)??Ed, Edd n Eddy: The Mis-EdventuresArtificial Mind and MovementMidway Games2005(NA)???Egg Mania: Eggstreme Madness NAEggo Mania PALTsukande! Mawashite! Dossun Pazuru Eggo Mania JPHotGenKemco2002(NA)??Yes (SPM)Elemix!SIMSSIMS Co., Ltd.2003(JP)??Elevator Action Old & NewTaito CorporationMedia Kite2002(JP)??Elf: The MovieHumanSoftCrave Entertainment, Play It! Ltd.2004(NA)2005(PAL)???Elf Bowling 1 & 2Black Lantern StudiosIgnition Entertainment2005(NA)??Enchanted: Once Upon AndalasiaArtificial Mind and MovementDisney Interactive Studios2007(NA)??EragonAmaze EntertainmentVivendi Games2006(NA)???Erementar Gerad: Huuin Sarashi Kyou(Elemental Gelade: Tozasareshi Uta)JupiterTomy2005(JP)??ESPN Final Round Golf 2002 NAESPN Final Round Golf PALJGTO Golf Master: Japan Tour Golf Game JPKonami Computer Entertainment NagoyaKonami2001(NA)??YesESPN Great Outdoor Games: Bass 2002 NAESPN Great Outdoor Games: Bass Tournament PALExciting Bass JPKonamiKonami2002(NA)???ESPN International Winter Sports 2002 NAESPN International Winter Sports PALHyper Sports 2002 Winter JPKonamiKonami2002(NA)??Yes (SPM)ESPN Winter X-Games Snowboarding 2002 NA,JPESPN Winter X-Games Snowboarding 2 PALKCEOKonami2002(NA)???ESPN X Games SkateboardingKonami Honolulu StudioKonami2001(NA)???E.T. The Extra Terrestrial NA,PALE.T. el extraterrestre FRFluid StudiosNewKidCo, Ubi Soft2001(NA)???European Super LeagueAqua PacificVirgin Interactive2001(PAL)???everGirlArtificial Mind and MovementTHQ2005(NA)??EX MonopolyMobile21Takara2001(JP)?Yes (SPM)Extreme Ghostbusters: Code Ecto-1Magic PocketsLight &N Shadow Production, DreamCatcher Interactive2002(NA)???Extreme Mahjong Deluxe: Terminator 21(Goku Mahjong Deluxe: Mirai Senshi 21)Athenag2001(JP)??Eyeshield 21: Devilbats DevildaysEightingNintendo2006(JP)??EZ-Talk Shokyuuhen 1NDcubeKeyNet2001(JP)??EZ-Talk Shokyuuhen 2NDcubeKeyNet2001(JP)??EZ-Talk Shokyuuhen 3NDcubeKeyNet2001(JP)??EZ-Talk Shokyuuhen 4NDcubeKeyNet2001(JP)??EZ-Talk Shokyuuhen 5dNDcubeKeyNet2001(JP)??EZ-Talk Shokyuuhen 6NDcubeKeyNet2001(JP)??F1 2002Visual ScienceEA Sports2002(NA)???F-14 TomcatVirtucraftMajesco Entertainment2001(NA)???F24: Stealth FighterSkyworks TechnologiesMajesco Entertainment2006(NA)??The Fairly OddParents: Breakin' Da RulesHelixeTHQ2003(NA)??The Fairly OddParents: Clash with Anti-World NA,PALCosmo & Wanda - Wenn Elfen Helfen!: Die Anti-Welt DELos Padrinos Magicos: Contra el Anti-Mundo ESRazorback DevelopmentsTHQ2005(NA)???The Fairly OddParents: Enter the CleftAltronTHQ2002(NA)?YesThe Fairly OddParents: Shadow Showdown NA,PALCosmo & Wanda: Wenn Elfen Helfen! Das Schattenduell DEHelixeTHQ2004(NA)??F-Zero: ClimaxSuzakNintendo2004(JP)?Yes (SPM)F-Zero: GP Legend NA,PALF-Zero: Falcon Densetsu JPSuzakNintendo2003(NA)??Yes (SPM)F-Zero: Maximum Velocity NA,PALF-Zero JPNDcubeNintendo20010320010321March 21, 2001(JP)June 11, 2001(NA)June 22, 2001(PAL)??Yes (SPM)Famicom Mini: Balloon FightNintendoNintendo2004(JP)??Famicom Mini: Clu Clu LandNintendoNintendo2004(JP)??Famicom Mini: Dai-2-ji Super Robot TaisenNintendoNintendo20041220041216December 16, 2004(JP)??Famicom Mini: Dig DugNamcoNintendo2004(JP)??Famicom Mini: Hikari Shinwa: Palthena no Kagami(Kid Icarus)NintendoNintendo20040820040810August 10, 2004(JP)??Famicom Mini: Famicom Mukashi Banashi - Shin Onigashima ZenkouhenNintendoNintendo2004(JP)??Famicom Mini: Famicom Tantei Club - Kieta Koukeisha ZenkouhenNintendoNintendo2004(JP)??Famicom Mini: Famicom Tantei Club Part II - Ushiro ni Tatsu Shoujo ZenkouhenNintendoNintendo2004(JP)??Famicom Mini: MappyNamcoNintendo2004(JP)??Famicom Mini: MakaimuraCapcomNintendo2004(JP)??Famicom Mini: Mario Bros.NintendoNintendo2004(JP)??Famicom Mini: Ganbare Goemon! Karakuri DouchuuKonamiNintendo2004(JP)??Famicom Mini: Kidou Senshi Z Gundam - Hot ScrambleNintendoNintendo20040320040318March 18, 2004(JP)??Famicom Mini: Nazo no Murasame-JouNintendoNintendo2004(JP)??Famicom Mini: SD Gundam World Gachapon Senshi - Scramble WarsNintendoNintendo2004(JP)??Famicom Mini: Star SoldierNintendoNintendo2004(JP)??Famicom Mini: Super Mario Bros. 2NintendoNintendo2004(JP)??Famicom Mini: Takahashi Meijin no Bouken-jima(Adventure Island)Hudson SoftNintendo20040520040521May 21, 2004(JP)??Famicom Mini: TwinbeeKonamiNintendo2004(JP)??Famicom Mini: Wrecking CrewNintendoNintendo2004(JP)??Family FeudAtomic PlanetGlobal Star Software2006(NA)??Family Tennis AdvanceNatsume Co., Ltd.Namco2002(JP)??Famista AdvanceNamco2002(JP)?Yes (SPM)Fancy PocketJorudan2002(JP)??Fantastic 4 NA,PALLes Fantastiques 4 FRI Fantastici 4 ITLos 4 Fantsticos ESI Fantastici 4 ITTorus GamesActivision2005(NA)???Fantastic Four: Flame On NA,PALLes Fantastiques 4: Flame On FRLos 4 Fantsticos: Llamas a m! ESI Fantastici 4: Flame On ITTorus GamesActivision2005(NA)???Fantastic ChildrenInti CreatesBandai2005(JP)??Fantastic Marchen: Keaki Okusan MonogatariCulture BrainCulture Brain2002(JP)??Fear Factor: UnleashedDC StudiosHip Games2004(NA)??Field of Nine: Digital Edition 2001KonamiKonami2001(JP)??FIFA Football 2003Exient EntertainmentEA Sports2002(NA)???FIFA Football 2004Exient EntertainmentEA Sports2003(NA)???FIFA Football 2005Exient EntertainmentEA Sports2004(NA)??FIFA 06Exient EntertainmentEA Sports2005(NA)???FIFA 07Exient EntertainmentEA Sports2006(NA)???FIFA World Cup: Germany 2006Exient EntertainmentEA Sports2006(NA)??FightBoxGamezlabBBC Multimedia2004(PAL)???FILA DecathlonAthletic Design ABTHQ2002(PAL)???Final Fantasy I & II: Dawn of Souls NA,PALFinal Fantasy I & II Advance JPTOSESquare Enix (Japan), Nintendo (overseas)2004(NA)???Final Fantasy IV AdvanceTOSESquare Enix (Japan), Nintendo (overseas)2005(NA)???Final Fantasy V AdvanceTOSESquare Enix (Japan), Nintendo (overseas)2006(NA)???Final Fantasy VI AdvanceTOSESquare Enix (Japan), Nintendo (overseas)2006(JP)2007(NA/PAL)???Final Fantasy Tactics AdvanceSquareSquare Enix (Japan), Nintendo (overseas)2003(NA)??Final Fight OneCapcomCapcom2001(NA)???Finding Nemo NA,PALLe Monde de Nemo FRFindet Nemo DEBuscando a Nemo ESAlla Ricerca Di Nemo ITVicarious VisionsTHQ2003(NA)??NoFinding Nemo: The Continuing Adventures NA,PALFinding Nemo: Arata na Bouken JPLe Monde de Nemo: L'Aventure Continue FRFindet Nemo: Das Abenteuer Geht Weiter DEBuscando a Nemo: La Aventura Contina ESAlla Ricerca Di Nemo: L'Avventura Continua! ITAltronTHQ2004(NA)???Fire Emblem: Fuuin no Tsurugi(Fire Emblem: The Binding Blade)Intelligent SystemsNintendo2002(JP)??Fire Emblem NA,PALFire Emblem: Rekka no Ken JPIntelligent SystemsNintendo2003(NA)??Fire Emblem: The Sacred Stones NA,PALFire Emblem: Seima no Kousek JPIntelligent SystemsNintendo2004(NA)??Fire Pro Wrestling NA,PALFire Pro Wrestling A JPVaillBAM! Entertainment2001(NA)??YesFire Pro Wrestling 2 NAFinal Fire ProWrestling: Yume no Dantai Unei! JPSpikeBAM! Entertainment2002(NA)??The Flintstones: Big Trouble In BedrockH2O EntertainmentCrave Entertainment2001(NA)??NoFlushed Away NA,PALSouris City FRFlutsch und Weg DERatnpolis ESGi per il Tubo ITAltronD3 Publisher2006(NA)???Football Mania PALSoccer Mania NATiertex Design StudiosElectronic Arts, Lego Interactive2002(NA)???Ford Racing 3Visual ImpactEmpire Interactive2006(NA)???Formation Soccer 2002Spike2002(JP)??FortressPipe Dream InteractiveMajesco Entertainment2001(NA)???Foster's Home for Imaginary FriendsCollision StudiosCrave Entertainment2006(NA)???Franklin the TurtleInterActive Vision GamesThe Game Factory2005(NA)???Franklin's Great Adventures NA,PALLes Grandes Aventures de Franklin FRNeko EntertainmentThe Game Factory2006(NA)???FreekstyleFull FatDestination Software2003(NA)???Frogger Advance: The Great QuestKCEAKonami2002(NA)??NoFrogger's Adventures: Temple of the FrogKonami Software ShanghaiKonami2001(NA)??NoFrogger's Adventures 2: The Lost Wand NA,PALFrogger: Mahou no Kuni no Daibouken JPKonamiKonami2002(NA)2003(PAL/JP)??Yes (SPM)Frogger's Journey: The Forgotten Relic NAFrogger: Kodaibunmei no Nazo JPKonamiKonami2003(NA)2004(JP)??From TV animation - One Piece: Mezase! King of BerryBanpresto2003(JP)??From TV animation - One Piece: Nanatsu-jima no Dai-hih JP(One Piece: Big Secret Treasure of the Seven Phantom Islands)One Piece: Ilgop Seomui Debomool KRBanpresto2002(NA)?Fruits Mura no Doubutsu TachiTDK Core2004(JP)?? Fushigi no Kuni no Alice(Alice's Adventures in Wonderland)Global A2003(JP)??Fushigi no Kuni no Angelique(Angelique's Adventures in Wonderland)Koei2002(JP)??Futari wa Pretty Cure: Ariena~i! Yume no Sono wa DaimeikyuuBandai2004(JP)??Futari Wa Pretty Cure Max Heart: Maji? Maji!? Fight de IN JanaiBandai2005(JP)??Gachasute! Dino Device BlueA.ISmilesoft2002(JP)??Gachasute! Dino Device RedA.ISmilesoft2002(JP)??Gachasute! Dino Device 2: DragonA.IRocket Company2003(JP)??Gachasute! Dino Device 2: PhoenixA.IRocket Company2003(JP)??Gachinko Pro YakyuuNow Production2002(JP)??Gadget Racers NAPenny Racers PALChoro Q Advance JPElectronics ApplicationKonami2001(NA)???Gakkou no Kaidan: Hyakuyoubako no FuuinTDK Core2004(JP)??Gakkou O Tsukurou!! AdvanceVictor2001(JP)??Gakuen Alice: DokiDoki Fushigi TaikenRokumendoKids Station2004(JP)??Gakuen Senki MuryouMTO2003(JP)??Galaxy AngelMarvelous Entertainment2002(JP)??Galidor: Defenders of the Outer DimensionTiertex Design StudiosElectronic Arts, Lego Interactive2002(NA)??Game & Watch Gallery 4 NAGame & Watch Gallery Advance PALTOSENintendo2002(NA)??Yes (SPM)The Game of Life / Yahtzee / PaydayBlack Lantern StudiosDestination Software2005(NA)???Games ExplosionFrontLine StudiosTHQ2006(NA)??Ganbare! Dodge FightersKamuiBandai2005(JP)?Yes (SPM)Garfield: The Search for Pooky NA,PALGarfield a la Recherche de Pooky FRInterActive Vision GamesThe Game Factory2005(NA)???Garfield and His Nine Lives NA,PALGarfield et ses Neuf Vies FRGarfield und seine Neun Leben DELucky JumpThe Game Factory2006(NA)???Gauntlet / RampartEC Interactive GamesDSI Games2005(NA)???Gauntlet Dark LegacyPocket StudiosMidway2002(NA)??Gegege no Kitarou: Kiki Ippatsu! Youkai RettouKonami2003(JP)??Gekido Advance: Kintaro's RevengeNaps TeamDestination Software2003(NA)2002(PAL)???Gekitou Densetsu Noah: Dream Management(Dream Management)Game Village2003(JP)??Gem Smashers NAPazunin: Uminin no Puzzle de Nimu JPFrame Studios InteractiveMetro3D2003(NA)??Genseishin Justirisers: Souchaku! Chikyuu no SenshitachiWinkySoftKonami2004(JP)??Gensou Maden Saiyuki: Hangyaku no Toshin TaishiDigital Kids2003(JP)??Gens Suikoden Card StoriesWillKonami2001(JP)??Get Ride! AMDriver: Senkou no Hero TanjouWinkySoftKonami2004(JP)??Get Ride! AMDriver: Shutsugeki! Battle PartyKCEJKonami2004(JP)??GET! Boku no Mushi TsukamaeteWizardKemco2003(JP)??GetBackers Dakkanya: Jagan Fuuin!Konami2003(JP)??GetBackers Dakkanya: Jigoku no ScaramoucheKonamiKonami2001(JP)??GetBackers Dakkanya: Metropolis Dakkan Sakusen!Konami2003(JP)??Ghost RiderMagic Pockets2K Games2006(NA)???Ghost TrapArtoonEidos Interactive2002(JP)??GlucoBoySensory SweepGuidance Interactive20071220071201December 1, 2007(AUS)[3][4]?Go! Go! Beckham! Adventure on Soccer IslandDenkiRage Software2002(PAL)???Godzilla: Domination! NA,PALGojira: Kaijuu Dairantou Advance JPWayForwardInfogrames2002(NA)??Yes (SPM)Goemon: New Age Shutsudou!KonamiKonami2002(JP)??Golden Nugget CasinoPipe Dream InteractiveMajesco2004(NA)??Golden Sun NA,PALOugon no Taiyou: Hirakareshi Fuuin JPCamelot Software PlanningNintendo2001(NA)??YesGolden Sun: The Lost Age NA,PALOugon no Taiyou: Ushinawareshi Toki JPGolden Sun: L'ge Perdu FRGolden Sun: Die Vergessene Epoche DEGolden Sun: La Edad Perdida ESGolden Sun: L'Era Perduta ITCamelot Software PlanningNintendo2003(NA)??Gradius Galaxies NAGradius Advance PALGradius Generation JPKonamiKonami2001(NA)???GranboCapcom2001(JP)??Grand Theft Auto AdvanceDigital EclipseRockstar Games2004(NA)??NoGreg Hastings' Tournament Paintball Max'dWXPActivision Value2006(NA)??Gremlins: Stripe vs GizmoMagic PocketsDreamCatcher Interactive2002(NA)???The Grim Adventures of Billy & MandyFull FatMidway Games2006(NA)??Groove Adventure Rave: Hikari to Yami no DaikessenKCEJKonami2002(JP)??GT Advance Championship Racing NA,PALAdvance GTA JPMTOTHQ20010320010321March 21, 2001(JP)June 11, 2001(NA)June 22, 2001(PAL)???GT Advance 2: Rally Racing NA,PALAdvance Rally JPMTOTHQ2002(NA)???GT Advance 3: Pro Concept Racing NA,PALAdvance GT2 JPMTOTHQ2003(NA)???GT RacersAqua PacificLiquid Games2006(PAL)??? Guilty Gear X: Advance EditionArc System WorksSammy Studios2002(NA)???Gumby vs. the AstrobotsTorus GamesNamco2005(NA)??Gunstar Super Heroes NA,JPGunstar Future Heroes PALTreasure Co. LtdSega2005(NA)??NoGuru Logi ChampCompileCompile2001(JP)?Yes (SPM)Gyakuten Saiban(Phoenix Wright: Ace Attorney)CapcomCapcom2001(JP)??Gyakuten Saiban 2(Phoenix Wright: Ace Attorney Justice for All)CapcomCapcom2002(JP)??Gyakuten Saiban 3(Phoenix Wright: Ace Attorney Trials and Tribulations)CapcomCapcom2004(JP)??HachiemonNatsume Co., Ltd.Namco2003(JP)??Hagane no Renkinjutsushi: Meisou no RinbukyokuTom CreateBandai2004(JP)??Hagane no Renkinjutsushi: Omoide no Soumeikyoku(Fullmetal Alchemist: Omoide no Sonata)Tom CreateBandai2004(JP)??Hajime no Ippo: The FightingTreasure Co. LtdESP Software2002(JP)??Hamepane Tokyo Mew MewWinkySoftTakara2002(JP)??Hamster Club 4: Shigessa DaidassouNekogumiJorudan2003(JP)??Hamster Monogatari 2 GBACulture BrainCulture Brain2001(JP)??Hamster Monogatari 3 GBACulture BrainCulture Brain2002(JP)??Hamster Monogatari 3EX, 4, SpecialCulture BrainCulture Brain2003(JP)??Hamster Monogatari CollectionCulture BrainCulture Brain2003(JP)??Hamster Paradise: Pure HeartDigital KidsAtlus2003(JP)??Hamster Paradise AdvanchuDigital KidsAtlus2002(JP)??Hamtaro: Ham-Ham Games NA,PALTottoko Hamutarou: Hamu-Hamu Sports JPAlphaDreamNintendo2004(NA/JP/PAL)??YesHamtaro: Ham-Ham Heartbreak NA,PALTottoko Hamutaro 3: Love Love Daibken Dechu JPPax SoftnicaNintendo2002(JP)2003(NA/PAL)?NoHamtaro: Rainbow RescueTottoko Hamtaro 4: Nijiiro Daikoushin Dechu JPAlphaDreamNintendo2003(JP)2004(PAL)??NoHanabi Hyakkei AdvanceAruze2004(JP)??Hanafuda Trump Mahjong: Depachika WayounakaGlobal A2002(JP)??Happy FeetArtificial Mind and MovementMidway Games2006(NA)???Hardcore PinballParagon 5Telegames2002(NA)??Hardcore PoolFrontLine StudiosNeko Entertainment2004(PAL)???Harlem Globetrotters: World TourDSI GamesDSI Games2006(NA)??NoHarobots: Robo Hero Battling!!Sunrise Interactive2002(JP)??Harry Potter: Quidditch World Cup NA,JP,PALHarry Potter: Coupe du Monde de Quidditch FRHarry Potter: Quidditch Weltmeisterschaft DEHarry Potter: Quidditch Copa del Mundo ESHarry Potter: La Coppa del Mondo di Quidditch ITHarry Potter: WK Zwerkbal NLMagic PocketsEA Games2003(NA)???Harry Potter and the Chamber of Secrets NA,PALHarry Potter to Himitsu no Heya JPHarry Potter et la Chambre des Secrets FRHarry Potter und die Kammer des Schreckens DEHarry Potter y la Cmara Secreta ESHarry Potter e la Camera dei Segreti ITHarry Potter en de Geheime Kamer NLEurocomEA Games2002(NA)???Harry Potter and the Goblet of Fire NA,PALHarry Potter et la Coupe de Feu FRHarry Potter und der Feuerkelch DEHarry Potter y el Caliz de Fuego ESHarry Potter e il Calice Di Fuoco ITHarry Potter en de Vuurbeker NLMagic PocketsElectronic Arts2005(NA)?? YesHarry Potter and the Order of the Phoenix NA,PALHarry Potter et l'Ordre du Phnix FRHarry Potter und der Orden des Phnix DEHarry Potter y la Orden del Fnix ESHarry Potter e l'Ordine della Fenice ITHarry Potter en de Orde van de Feniks NLVisual ImpactElectronic Arts20070620070625June 25, 2007(NA)???Harry Potter and the Prisoner of Azkaban NA,PALHarry Potter to Azkaban no Shuujin JPHarry Potter et le Prisonnier d'Azkaban FRHarry Potter und der Gefangene von Askaban DEHarry Potter y el Prisionero de Azkaban ESHarry Potter E Il Prigioniero Di Azkaban ITHarry Potter en de Gevangene van Azkaban NLGriptonite GamesEA Games2004(NA)???Harry Potter and the Sorcerer's Stone NAHarry Potter to Kenja no Ishi JPHarry Potter and the Philosopher's Stone PALHarry Potter a L'Ecole des Sorciers FRHarry Potter und des Stein der Weisen DEHarry Potter y la Piedra Filosofal ESHarry Potter e la Pietra Filosofale ITHarry Potter en de Steen der Wijzen NLGriptonite GamesEA Games2001(NA)??NoHarukanaru Toki no Naka de(Haruka: Beyond the Stream of Time)InisKoei2002(JP)??Harvest Moon: Friends of Mineral Town NA,PALBokujou Monogatari: Mineral Town no Nakama-tachi JPTOSEMarvelous Interactive JP, Natsume Inc. NA, Nintendo AU2003(NA/JP)2004(PAL)??NoHarvest Moon: More Friends of Mineral Town NABokujou Monogatari: Mineral Town no Nakama-tachi for Girl JPTOSEMarvelous Interactive JP, Natsume Inc. NA2003(JP)2005(NA)??Hatena SatenaHudson SoftHudson Soft2001(JP)?NoHeidi: The GameIndependent ArtsEast Entertainment Media2005(PAL)???Hello! Idol DebutTDK Core2004(JP)??Hello Kitty Collection: Miracle Fashion MakerAccessImagineer2001(JP)??Hello Kitty: Happy Party Pals NA,PALHello Kitty: C'est la Fte! FRHello Kitty: Der Groe Party-Spa DEHello Kitty: Feliz Fiesta de Amigos ESHello Kitty: Happy Party ITWebfoot TechnologiesTHQ2005(NA)???Hey Arnold!: The MovieAltronTHQ2002(NA)???Hi Hi Puffy AmiYumi: Kaznapped!AltronD3Publisher2005(NA)???HiganbanaTOSEAthena2002(JP)??High Heat Major League Baseball 2002Mbius EntertainmentThe 3DO Company2001(NA)??High Heat Major League Baseball 2003Mbius EntertainmentThe 3DO Company2002(NA)??High School Musical: Livin' the DreamArtificial Mind and MovementDisney Interactive Studios2007(NA)??Hikaru no GoKCEJKonami2002(JP)??Hikaru no Go 2KCEJKonami2001(JP)?? Princess Blue: Hime Kishi MonogatariTonkin House2002(JP)??The Hobbit: The Prelude to the Lord of the Rings NA,PALHobbit no Bouken: Lord of the Rings Hajimari no Monogatari JPSaffireVivendi Universal Games2003(NA)???Horsez NAHorse & Pony: My Stud Farm PALAlexandra Ledermann: Aventures au Galop FRPferd & Pony: Mein Gestt DEIndependent ArtsUbisoft2006(NA)???Hot Potato!Pukka GamesBAM! Entertainment2001(NA)???Hot Wheels All OutTwoFiveSixDSI Games2006(NA)???Hot Wheels: Burnin' Rubber NA,PALHot Wheels Advance JPAltronTHQ2001(NA)???Hot Wheels: Stunt Track ChallengeRazorback DevelopmentsTHQ2004(NA)??Hot Wheels Velocity XSaffireTHQ2002(NA)???Hot Wheels World RaceClimaxTHQ2003(NA)???Hudson Best Collection Vol. 1: Bomberman Collection (Bomberman/Bomberman II)Hudson SoftHudson Soft2005(JP)??Hudson Best Collection Vol. 2: Lode Runner Collection (Lode Runner/Championship Lode Runner)Hudson SoftHudson Soft2005(JP)??Hudson Best Collection Vol. 3: Action Collection (Challenger/Milon's Secret Castle)Hudson SoftHudson Soft2005(JP)??Hudson Best Collection Vol. 4: Nazotoki Collection (Nuts & Milk/Binary Land/Princess Tomato in the Salad Kingdom)Hudson SoftHudson Soft2005(JP)??Hudson Best Collection Vol. 5: Shooting Collection (Star Force/Star Soldier/Starship Hector)Hudson SoftHudson Soft2006(JP)??Hudson Best Collection Vol. 6: Bkenjima Collection (Adventure Island/Adventure Island II/Adventure Island III/Adventure Island IV)Hudson SoftHudson Soft2006(JP)??Hugo: Bukkazoom!ITE MediaNamco2003(PAL)???Hugo: The Evil MirrorITE MediaNamco2002(PAL)2005(NA)???Hunter X Hunter: Minna Tomodachi Daisakusen!!Konami2003(JP)??I Spy Challenger!Black Hammer GameScholastic, Inc.2002(NA)??Ice AgeArtificial Mind and MovementUbi Soft2002(NA)???Ice Age 2: The MeltdownAmaze EntertainmentVivendi Universal Games2006(NA)???Ice NineTorus GamesBAM! Entertainment2005(NA)???The Incredible HulkPocket StudiosUniversal Interactive2003(NA)???The Incredibles NA,PALMr. Incredible JPLes Indestructibles FRDie Unglaublichen DELos Increbles ESGli Incredibili: Una "Normale" Famiglia di Supereroi ITHelixeTHQ2004(NA)??YesThe Incredibles: Rise of the Underminer NA,PALMr. Incredible: Kyouteki Underminer Toujou JPLes Indestructibles: La Terrible Attaque du Dmolisseur FRDie Unglaublichen: Der Angriff des Tunnelgrbers DELos Increbles: La Amenza del Socavador ESGli Incredibili: L'ascesa del Minatore ITHelixeTHQJP: Sega2005(NA)???Initial D: Another StageSammy StudiosSammy Studios2002(JP)??Inspector Gadget: Advance MissionMagic PocketsLight & Shadow ProductionDreamCatcher Interactive2001(NA)??YesInspector Gadget RacingBit ManagersLight & Shadow Production2003(PAL)???International Karate AdvancedStudio 32001(PAL)???IK+ (International Karate Plus)Ignition EntertainmentAIA2003(NA)??NoInternational Superstar Soccer PALJikkyou World Soccer Pocket JPKonamiKonami2001(NA)??YesInternational Superstar Soccer Advance PALJikkyou World Soccer Pocket 2 JPKonamiKonami2003(NA)??YesInukko Club: Fukumaru no DaiboukenJorudan2002(JP)??Inuyasha: Naraku no Wana! Mayoi no Mori no ShoutaijouWinkySoftTakara2003(JP)??InvaderFormulaXicat Interactive2002(PAL)???The Invincible Iron ManTorus GamesActivision2002(NA)2003(PAL)???Iridion 3DShin'enMajesco Entertainment20010620010611June 11, 2001(NA)September 21, 2001(PAL)???Iridion IIShin'enMajesco EntertainmentVivendi Universal Games2003(NA)???Iron KidDaiwon C&A2007(KR)?Isseki Hacchou: Kore 1-pon de 8 Shurui!Konami2002(JP)?Yes (SPM)Island Xtreme StuntsSilicon Dreams StudioElectronic ArtsLego Interactive2002(NA)??It's Mr. PantsRareTHQ2005(NA)???J.League PocketKCEOKonami2001(JP)??J-League Pocket 2KonamiKonami2002(JP)??J-League Winning Eleven Advance 2002KonamiKonami2002(JP)??J.League Pro Soccer Club o TsukurouI AdvanceSmilebitSega2002(JP)??Jackie Chan Adventures: Legend of the Dark Hand NA,PALLes Aventures de Jackie Chan: La Legende de la Main Noire FRTorus GamesActivision2001(NA)???Jaja-Kun Jr. DenshoukiJaleco Entertainment2004(JP)??James Pond: Codename RobocodCreature LabsValcon Games2005(NA)???Japan Pro Mahjong Renmei Kounin: Tetsuman AdvanceKaga Tech2002(JP)??Jazz JackrabbitGame TitanJaleco Entertainment2002(NA)??Yes (SPM)Jet Grind Radio NAJet Set Radio PALVicarious VisionsSega, THQ2003(NA)2004(PAL)???Jimmy Neutron: Boy Genius NA,PALJimmy Neutron un Garon Ginai FRJimmy Neutron der Mutige Erfinder DEJimmy Neutron: El Nio Inventor ESHumanSoftTHQ2001(NA)???Jinsei Game AdvanceTakara2002(JP)??Jissen Pachi-Slot Hisshouhou! Juuou AdvanceSammy Studios2002(JP)??Jonny Moseley Mad TrixGFX Construction3DO2002(NA)???JGTO Golf Master MobileKonamiKonami2001(JP)??Juka and the Monophonic MenaceOrbital MediaSouthPeak Games2006(NA)???Jurassic Park Institute Tour: Dinosaur RescueRocket Company2003(JP)??Jurassic Park III: Island Attack NAJurassic Park III: Advanced Action JPJurassic Park III: Dino Attack PALMobile21Konami2001(NA)??Jurassic Park III: Park BuilderNA,PALJurassic Park III: Kyouryuu ni ai ni Ikou! JPKonamiKonami2001(NA)???Jurassic Park III: The DNA FactorNA,PALJurassic Park III: Ushinawareta Idenshi JPKonamiKonami2001(NA)??NoJustice League: Injustice for AllSaffireMidway2002(NA)???Justice League: ChroniclesFull FatMidway2003(NA)??Justice League Heroes: The Flash NA,PALHeros de la Ligue des Justiciers: Flash FRWayForwardWarner Bros. Interactive Entertainment2006(NA)??K-1 Pocket Grand PrixDaftKonami2002(JP)??K-1 Pocket Grand Prix 2DaftKonami2002(JP)??Kaeru B BackKadokawa Shoten2002(JP)??Kaiketsu Zorori to Mahou no YuuenchiSuzakBandai2004(JP)??Kamaitachi no Yoru Advance(Banshee's East Cry)ChunSoft2002(JP)??Kami no Kijutsu: Illusion of the Evil EyesKCEJKonami2002(JP)??Kao the KangarooTitus Interactive StudioTitus Interactive2001(NA)???Kappa no Kai-Kata: Katan DaiboukenKCEJKonami2005(JP)?? Karnaaj RallyParagon 5Jaleco Entertainment2002(NA)???Kawa no Nushi Tsuri 3 & 4TOSEMarvelous Entertainment2006(JP)??Kawa no Nushi Tsuri 5TOSEVictor Interactive Software2002(JP)??Kawaii Pet Game GalleryCulture BrainCulture Brain2003(JP)??Kawaii Pet Game Gallery 2Culture BrainCulture Brain2004(JP)??Kawaii Pet Shop Monogatari 3Pacific Century Cyber Works2002(JP)??Keitai Denj Telefang 2: Power VersionNatsume Co., Ltd.Smilesoft2002(JP)??Keitai Denj Telefang 2: Speed VersionNatsume Co., Ltd.Smilesoft2002(JP)??Kelly Slater's Pro SurferHotGenActivision2002(NA)??Keroro Gunsou Taiketsu! Keroro Cart de Arimasu!!Sunrise Interactive2004(JP)??Kerplunk! / Toss Across / Tip ItGravity-IDestination Software2006(NA)??Kessakusen! Ganbare Goemon 1 & 2Konami2005(JP)??Kid PaddleMistic SoftwareAtari Europe2005(PAL)???Kidou Gekidan Haro Ichiza: Haro no Puyo PuyoBandai2005(JP)??Kidou Senshi Gundam Seed DestinyNatsume Co., Ltd.Bandai2004(JP)??Kidou Tenshi Angelic LayerEpoch2001(JP)??Kid's CardsSkyRiver StudiosMajesco Entertainment2006(NA)??Kill SwitchVisual ImpactDestination Software2004(NA)???Killer 3D PoolGravity-IDestination Software2005(NA)??YesThe King of Fighters EX: Neo BloodArtoonMarvelous Entertainment JP / Sammy Studios NA,PAL2002(NA)???The King of Fighters EX2: Howling BloodMarvelous Entertainment / Sun-TecMarvelous Entertainment JP / Atlus NA2003(NA)???Kingdom Hearts: Chain of MemoriesJupiterSquare Enix2004(NA)??Kinniku Banzuke: Kimeru! Kiseki no Kanzen SeihaKCE StudiosKonami2001(JP)??Kinniku Banzuke: Kongou-Kun no Daibouken!Jupiter MultimediaKonami2001(JP)??Kirby: Nightmare in Dream Land NA,PAL,AUHoshi no Kirby: Yume no Izumi Deluxe JPHAL LaboratoryNintendo2002(NA)?Yes (SPM)Kirby & the Amazing Mirror NA,PAL,AUHoshi no Kirby: Kagami no Daimeikyuu JPFlagship / Dimps / HAL Laboratory / ArikaNintendo2004(NA)?Yes (COOP, SPM)Kiss x Kiss: Seirei GakuenKamuiBandai2004(JP)??Klax / Marble MadnessFrame Studios InteractiveDestination Software2005(NA)???Klonoa Heroes: Densetsu no Star MedalNamcoNamco2002(JP)??Klonoa: Empire of Dreams NA,PALKaze no Klonoa: Yumemiru Teikoku JPNamco / Now ProductionNamco2001(NA)??Klonoa 2: Dream Champ Tournament NAKaze no Klonoa G2: Dream Champ Tournament JPNamco / Now ProductionNamco2002(JP)2005(NA)??The Koala Brothers: Outback Adventures NA,PALLes Freres Koalas: Aventures en Australie FRSirius GamesThe Game Factory2006(NA)???Koinu to Issho! Aijou MonogatariCulture BrainCulture Brain2003(JP)??Koinu to Issho! 2Culture BrainCulture Brain2004(JP)??Koinu-Chan no Hajimete no Osanpo: Koino no Kokoro Ikusei GameTDK MediactiveTDK Mediactive2003(JP)??Konami Collector's Series: Arcade Advanced NAKonami Arcade Game Collection JPKonami Collector's Series: Arcade Classics PALKonamiKonami2002(NA)??Yes (SPM)Konchuu Monster: Battle MasterCulture BrainCulture Brain2005(JP)??Konchuu Monster: Battle StadiumCulture BrainCulture Brain2005(JP)??Kouchuu Ouja Mushiking: Greatest Champion e no Michi(Kouchuu Ouja: Mushi King)Mushiking TeamSega20050620050623June 23, 2005(JP)??Konchuu no Mori no DaiboukenCulture BrainCulture Brain20050820050811August 11, 2005(JP)??Konami Krazy RacersNA,PALKonami Wai Wai Racing Advance JPKCEKKonami20010320010321March 21, 2001(JP)June 11, 2001(NA)June 22, 2001(PAL)??Yes (VS)Kong: The Animated SeriesPlanet InteractiveBAM! Entertainment2002(NA)2003(PAL)???Kong: King of AtlantisSkyRiver StudiosMajesco Entertainment2005(NA)???Kong: The 8th Wonder of the World NAKing Kong: The Official Game of the Movie PALUbisoftUbisoft2005(NA)???Konjiki no Gash Bell!!: Card BattleBanprestoBanpresto2005(JP)??Konjiki no Gash Bell!!: Makai no BookmarkBanprestoBanpresto2004(JP)??Konjiki no Gash Bell!!: Yuujou no Zakeru JPZatch Bell!: Electric Arena NAEightingBanpresto2003(NA)??Konjiki no Gash Bell!!: Yuujou no Zakeru 2DimpsBanpresto2004(JP)??Konjiki no Gash Bell: Yuujou no Zakeru Dream Tag TournamentDimpsBanpresto2005(JP)??Koro Koro Puzzle Happy Panechu!Mobile21, Nintendo R&D2Nintendo2002(JP)?NoKotoba no Puzzle: Mojipittan AdvanceNamco2003(JP)??Koukou Juken Advance Series: Eigo Koubunhen 26 Units ShuurokuNDcubeKeynet2001(JP)??Koukou Juken Advance Series: Eijukugohen 650 Phrases ShuurokuNDcubeKeynet2001(JP)??Koukou Juken Advance Series: Eitangohen 2000 Words ShuurokuNDcubeKeynet2001(JP)??Kunio-kun Nekketsu Collection 1Million Co., Ltd.Atlus2005(JP)??Kunio-kun Nekketsu Collection 2Million Co., Ltd.Atlus2005(JP)??Kunio-kun Nekketsu Collection 3Million Co., Ltd.Atlus2006(JP)??Kurohige no Golf ShiyouyoInti CreatesTomy Corporation2002(JP)??Kurohige no Kurutto JintoriHappy-SmileTomy Corporation2002(JP)??Kuru Kuru KururinEightingNintendo2001(NA)??Yes (VS, SPM)Kururin ParadiseEightingNintendo2002(JP)?Yes (SPM)Lady SiaRFX InteractiveTDK Mediactive2001(NA)??NoThe Land Before Time NA,PALLe Petit Dinosaure FRIn Einem Land Vor Unserer Zeit DEAlla Ricerca della Valle Incantata ITFull FatConspiracy Entertainment2002(NA)???The Land Before Time: into the Mysterious Beyond NA,PALLa Valle du Petit Dinosaure: Aventures vers l'inconnu FRSirius GamesThe Game Factory2006(NA)???Legend of Dynamic Goushouden: Houkai no RondoWillBanpresto2003(JP)??The Legend of Spyro: A New Be

Space Hexcite: Maetel Legend EXJorudanJorudan2001(JP)?Yes (SPM)Space InvadersSpace Invaders EX JPTorus GamesActivision2002(NA)?YesSpeedball 2Crawfish InteractiveWanadoo2002(PAL)??Yes (SPM)SpiderMan: Battle for New York NA,PALSpider-Man: Bataille pour New York FRTorus GamesActivision2006(NA)???SpiderMan: Mysterio's
Menace NA,PALSpider-Man: Mysterio no Kyoui JPVicarious VisionsActivision2001(NA)???Spider-Man: The MovieDigital EclipseActivision2002(NA)??NoSpider-Man 2Digital EclipseActivision2004(NA)?NoSpider-Man 3Vicarious VisionsActivision2007(NA)??NoSpirit: Stallion of the Cimarron - Search For Homeland NA,PALSpirit: L'Etalon des Plaines - A
la Recherche de la Terre Natale FRSpirit: Der Wilde Mustang - Auf der Suche nach Homeland DEHyperspace CowgirlsTHQ2002(NA)???Spirits & Spells NAMahou no Pumpkin JPCastleween PALMagic PocketsDreamCatcher Interactive2003(NA)???SpongeBob SquarePants: Battle for Bikini Bottom NA,PALBob l'ponge: Bataille Pour Bikini Bottom
FRVicarious VisionsTHQ2003(NA)??NoSpongeBob SquarePants: Creature from the Krusty Krab NA,PALBob l'ponge: La Creature du Crabe Croustillant FRSpongeBob Schwammkopf: Die Kreatur aus der Krossen Krabbe DEBob Esponja: La Criatura del Krustceo Krujiente ESWayForwardTHQ2006(NA)?YesSpongeBob SquarePants: Lights, Camera,
Pants! NA,PALBob l'ponge: Silence On Tourne! FRSpongeBob Schwammkopf: Film Ab! DEBob Esponja: Luces, Cmara, Esponja! ESWayForwardTHQ2005(NA)???SpongeBob SquarePants: Revenge of the Flying DutchmanVicarious VisionsTHQ2002(NA)???SpongeBob SquarePants: SuperSpongeClimaxTHQ2001(NA)?NoThe SpongeBob SquarePants
Movie NA,PALBob L'ponge Le Film FRDer SpongeBob Schwammkopf Film DESpongeBob il Film ITWayForwardTHQ2004(NA)?NoSpongeBob's Atlantis SquarePantisAltronTHQ2007(NA)??Sports Illustrated for Kids BaseballSennari InteractiveBAM! Entertainment2001(NA)??Sports Illustrated for Kids FootballSennari InteractiveBAM!
Entertainment2003(NA)??SpyHunterMidwayMidway2002(NA)??NoSpy Hunter / Super SprintDSI Games2005(NA)??YesSpy Kids 3-D: Game OverDigital EclipseDisney Interactive2003(NA)???Spy Kids ChallengerGame TitanDisney Interactive2002(NA)??Spy Muppets: License to CroakVicarious VisionsTDK Mediactive2003(NA)??Spyro:
Attack of the Rhynocs NASpyro Adventure PALDigital EclipseUniversal Interactive2003(NA)??NoSpyro: Season of Ice NA,PALSpyro Advance JPDigital EclipseUniversal Interactive Studios2001(NA)??NoSpyro 2: Season of FlameDigital EclipseUniversal Interactive2002(NA)?NoSpyro Orange: The Cortex Conspiracy NASpyro Advance: Wakuwaku
Tomodachi Daisakusen JPSpyro Fusion PALVicarious VisionsVivendi Universal Games2004(NA)?Yes (SPM)SSX 3Visual ImpactEA Sports BIG2003(NA)??YesSSX TrickyVisual ImpactEA Sports BIG2005(NA)??YesStar CommunicatorKonamiKonami2001(JP)??Stadium GamesIgnition EntertainmentCrave2004(NA)???Star Wars: The New Droid
ArmyHelixeTHQ2002(NA)???Star Wars Episode I: Jedi Power BattlesHelixeTHQ2001(NA)2002(PAL)???Star Wars: Episode II Attack of the Clones NA,PALStar Wars: Episode II - Angriff der Klonkrieger DEStar Wars: Episodio II - El Ataque de los Clones ESDavid A. Palmer ProductionsTHQ2002(NA)??NoStar Wars: Episode III Revenge of the
SithUbisoftUbisoft2005(NA)??Yes (VS)Star Wars: Flight of the FalconPocket StudiosTHQ2003(NA)??NoStar Wars Trilogy: Apprentice of the ForceUbisoftUbisoft2004(NA)?Yes (COOP)Star XGraphic StateBAM! Entertainment2002(NA)???Starsky & HutchSpellboundEmpire Interactive2003(NA)???Steel Empire PALKoutetsu Teikoku from Hot-B
JPStarfishZoo Digital Publishing2005(NA)???Steven Gerrard's Total Soccer 2002 PALAlexander Zickler Total Soccer 2002 DETotal Soccer Advance JPExient EntertainmentUbisoft2001(PAL)2002(JP)???Strawberry Shortcake: Ice Cream Island Riding Camp PALCharlotte aux Fraises: Le Centre d'quitation du Pays de la Crme Glace FRGorilla
SystemsThe Game Factory2006(PAL)??YesStrawberry Shortcake: Summertime AdventureGorilla SystemsMajesco Entertainment2004(NA)?YesStrawberry Shortcake: Sweet DreamsGorilla SystemsMajesco Entertainment2006(NA)?YesStreet Fighter Alpha 3 NA,PALStreet Fighter Zero 3 Upper JPCrawfish InteractiveCapcom2002(NA)?Yes (VS)Street
Jam BasketballPrographDestination Software2004(NA)??Street Racing SyndicateRaylight StudiosNamco2005(NA)???Strike Force HydraAwesome DevelopmentsIgnition Entertainment2003(NA)???Stuart Little 2CreationsActivision2002(NA)???StuntmanVelez & DubailInfogrames2003(NA)??Sudoku FeverGlobal Star SoftwareTake-Two
Interactive2006(NA)???Sugar Sugar Rune: Heart Ga Ippai! Moegi GakuenOpen SesameBandai2005(JP)??The Suite Life of Zack & Cody: Tipton CaperArtificial Mind and MovementBuena Vista Games2006(NA)??The Sum of All Fears NA,PALLa Somme de Toutes les Peurs FRDer Anschlag DEThe Sum of All Fears (Pnico Nuclear) ESAl Vertice della
Tensione ESRed Storm EntertainmentUbisoft2002(NA)???Summon Night: Swordcraft Story NASummon Night: Craft Sword Monogatari JPFlight-PlanAtlus2004(JP)2006(NA)?YesSummon Night: Swordcraft Story 2 NASummon Night: Craft Sword Monogatari 2 JPFlight-PlanAtlus2006(NA)?NoSummon Night Craft Sword Monogatari: Hajimari no
IshiFlight-PlanBanpresto2005(JP)?YesSuper Army War NAGlory Days: The Essence of War PALCapcomCapcom2005(NA)??NoSuper Bubble PopRunecraftJaleco Entertainment2003(NA)???Super Bust-A-Move NA,PALSuper Puzzle Bobble Advance JPTaito CorporationTaito JPUbisoftNA,PAL2001(NA)???Super Chinese 1+2 AdvanceCulture BrainCulture
Brain2004(JP)??Super Collapse! IIGameHouseMajesco Entertainment2002(NA)??Super Dodge Ball Advance NA,PALBakunetsu Dodgeball Fighters JPMillion Co., Ltd.Atlus2001(NA)???Super Dropzone: Intergalactic Rescue MissionPocket StudiosIgnition Entertainment2003(PAL)2004(NA)???Super Duper SumosHandheld GamesMidway2003(NA)??
Super Ghouls 'n Ghosts NA,PALChou Makai-Mura R JPAffectCapcom2002(NA)??NoSuper Hornet F/A-18FUK MagicMajesco Entertainment2004(NA)??Super Mario AdvanceNintendoNintendo20010320010321March 21, 2001(JP)June 11, 2001(NA)June 22, 2001(PAL)?Yes (SPM)Super Mario Advance 2NintendoNintendo20011220011214December 14,
2001(NA)?Yes (SPM)Super Mario Advance 3NintendoNintendo20020920020920September 20, 2002(NA)?Yes (SPM)Super Mario Advance 4: Super Mario Bros. 3NintendoNintendo20030720030711July 11, 2003(NA)?Yes (SPM)Super Monkey Ball Jr.RealismTHQ2002(NA)??YesSuper Puzzle Fighter II NA,PALSuper Puzzle Fighter II X JPAtomic
PlanetCapcom2003(NA)???Super Real Mahjong DousoukaiA.IRocket Company2004(JP)??Super Robot Taisen: Original GenerationBanprestoBanpresto / Atlus2002(NA)???Super Robot Taisen: Original Generation 2BanprestoBanpresto / Atlus2005(NA)??Super Robot Wars AA.IBanpresto2001(JP)??Super Robot Wars DA.IBanpresto2003(JP)??Super
Robot Wars JA.IBanpresto2005(JP)??Super Robot Wars RA.IBanpresto2002(JP)??Super Street Fighter II Turbo Revival NA,PALSuper Street Fighter II X: Revival JPCapcomCapcom2001(NA)??Yes (VS)Superman: Countdown to ApokolipsMistic SoftwareInfogrames2003(NA)???Superman Returns: Fortress of Solitude NA,PALSuperman Returns: La
Forteresse de Solitude FRSuperman Returns: Festung der Einsamkeit DESuperman Returns: La Fortaleza de la Soledad ESSuperman Returns: La Fortezza della Solitudine ITEA TiburonEA Games2006(NA)???Surf's Up NA,PALLes Rois de la Glisse FRKnige Der Wellen DELocos por el Surf ESSurf's Up: I Re Delle Onde ITUbisoft
QuebecUbisoft2007(NA)???Sweet Cookie PieCulture BrainCulture Brain2001(JP)??Sword of ManaNA,PALShinyaku Seiken DensetsuJPBrownie BrownSquare Enix (Japan), Nintendo (overseas)2003(NA)??NoSylvanian Families: Fashion Designer ni Naritai! Kurumi Risu no Onna no KoEpoch2004(JP)??Sylvanian Families 4: Meguru Kisetsu no
TapestryEpoch2002(JP)??Sylvanian Families: Yosei no Stick to Fushigi no Ki - Maron Inu no Onna no KoEpoch2003(JP)??Tactics Ogre: The Knight of Lodis NATactics Ogre Gaiden: The Knight of Lodis JPQuestAtlus2001(NA)??NoTaiketsu! Ultra HeroJorudan2004(JP)??Tak and the Power of Juju NA,PALTak & Le Pouvoir de Juju FRTak und die Macht des
Juju DETak y el Poder Juju ESTak e la Magia Juju ITAvalanche SoftwareTHQ2003(NA)??NoTak 2: The Staff of Dreams NA,PALTak 2: Le Sceptre des Rves FRTak 2: Der Stab der Trume DETak 2: Lo Scettro dei Sogni ITAvalanche SoftwareTHQ2004(NA)???Tak: The Great Juju Challenge NA,PALTak: Die Groe Juju-Jagd DETak: La Grande Sfida
ITWayForwardTHQ2005(NA)??Yes (COOP)Tales of PhantasiaWolf TeamNamco JPNintendo NA,PAL,AU2003(JP)2006(NA/PAL)??Tales of the World: Narikiri Dungeon 2Alfa SystemNamco2002(JP)??Tales of the World: Narikiri Dungeon 3Alfa SystemNamco2005(JP)??Tales of the World: Summoner's LineageMagical CompanyNamco2003(JP)??Tanbi Mus:
Meine LiebeMobile21Konami2001(JP)??Tang TangGameVision CorporationTake-Two Interactive2001(NA)???Tantei Gakuen Q: Kyuukyoku no Trick ni Idome!Konami2004(JP)??Tantei Gakuen Q: Meitantei Hakimida!Konami2003(JP)??Tantei Jingji Sabur: Shiroi Kage no ShjoWorkJamMarvelous Entertainment2005(JP)??Taxi 3Visual
ImpactUbisoft2003(PAL)???Teen TitansArtificial Mind and MovementMajesco Entertainment2005(NA)??Teen Titans 2: The Brotherhood's RevengeArtificial Mind and MovementMajesco Entertainment2006[5](NA)??Teenage Mutant Ninja TurtlesKonamiKonami2003(NA)???Teenage Mutant Ninja Turtles 2: Battle NexusKonamiKonami2004(NA)???
Tekken AdvanceNamcoNamco2001(JP)2002(NA/PAL)??YesTen Pin Alley 2Pronto GamesXS Games2004(NA)??Tennis Masters Series 2003KaolinkMicrods2002(PAL)???Tennis no Oji-Sama: Aim at the Victory!KCEJKonami2002(JP)??Tennis no Oji-Sama: Genius Boys AcademyKCEJKonami2002(JP)??Tennis no Oji-Sama 2003: Cool
BlueKCEJKonami2003(JP)??Tennis no Oji-Sama 2003: Passion RedKCEJKonami2003(JP)??Tennis no Oji-Sama 2004: Glorious GoldKCEJKonami2004(JP)??Tennis no Oji-Sama 2004: Stylish SilverKCEJKonami2004(JP)??Terminator 3: Rise of the MachinesTanikoAtari2003(NA)???Tetris WorldsRadical EntertainmentTHQ2001(NA)???Texas Hold 'Em
PokerSkyworks TechnologiesMajesco Entertainment2004(NA)??That's So RavenVicarious VisionsBuena Vista Games2004(NA)??That's So Raven 2: Supernatural StyleArtificial Mind and MovementBuena Vista Games2005(NA)??The Three StoogesCinemawareMetro3D2002(NA)??Thunder AlleyPronto GamesXS Games2004(NA)??
ThunderbirdsSaffireVivendi Universal Games2004(NA)???Thunderbirds: International RescuePukka GamesSCi2001(PAL)???Tiger Woods PGA Tour 2004Electronic ArtsElectronic Arts2003(NA)???Tiger Woods PGA Tour GolfRebellion DevelopmentsDestination Software2002(NA)???Tim Burton's The Nightmare Before Christmas: The Pumpkin King
NA,JP,PALL'Etrange Nol de Monsieur Jack: Le Roi des Citrouilles FRPesadilla antes de Navidad de Tim Burton: El Rey Calabaza ESTOSEBuena Vista Interactive2005(NA)???Tiny Toon Adventures: Scary Dreams NATiny Toon Adventures: Buster's Bad Dream PALTreasure Co. LtdSwing! Entertainment2002(NA)???Tiny Toon Adventures: Wacky
StackersWarthogConspiracy Games2001(NA)???Tir et But: Edition Champions du MondeTitus Interactive2002(PAL)???Titeuf: Ze Gag Machine3D LightsInfogrames2002(PAL)???Titeuf: Mga CompetDREAM ON STUDIOAtari Europe2004(PAL)???TMNT NA,PALTMNT: Les Tortues Ninja FRTMNT: Tortugas Ninja Jvenes Mutantes ESTMNT: Tartarughe
Ninja ITUbisoft MontrealUbisoft20070320070320March 20, 2007(NA)??TOCA World Touring CarsCodemastersUbisoft2003(PAL)???Tokimeki Dream Series 1: Ohanaya-san ni Narou!MTO2002(JP)??Tokyo Majin Gakuen: Fuju HourokuMarvelous Entertainment2004(JP)??Tokyo Xtreme Racer AdvanceDavid A. Palmer ProductionsCrave2005(JP)??Tom
and Jerry TalesSensory SweepWarner Bros. Interactive Entertainment2006(NA)???Tom and Jerry in Infurnal EscapeCinGroupeNewKidCo2003(NA)???Tom and Jerry: The Magic Ring NA,PALTom und Jerry: Der Magische Ring DETom e Jerry: l'Anello Incantato ITCave Barn StudiosNewKidCo2001(NA)??NoTom Clancy's Rainbow Six: Rogue
SpearUbisoft MilanUbisoft2002(NA)??YesTom Clancy's Splinter CellUbisoft MontrealUbisoft2003(NA)??NoTom Clancy's Splinter Cell: Pandora TomorrowUbisoftUbisoft2004(NA)??NoTomato AdventureGraphic ResearchNintendo2002(JP)??Lara Croft: Tomb Raider: LegendHumanSoftEidos Interactive2006(NA)?NoLara Croft: Tomb Raider: The
ProphecyUbisoft MilanUbisoft2002(NA)??NoTonka: On The JobWebfoot TechnologiesTHQ2006(NA)??Tony Hawk's American Sk8landVicarious VisionsActivision2005(NA)???Tony Hawk's Downhill JamVicarious VisionsActivision2006(NA)??Tony Hawk's Pro Skater 2 NA,PALSK8: Tony Hawk no Pro Skater 2 JPVicarious
VisionsActivision20010620010611June 11, 2001(NA)June 22, 2001(PAL)???Tony Hawk's Pro Skater 3Vicarious VisionsActivision2002(NA)??YesTony Hawk's Pro Skater 4Vicarious VisionsActivision2002(NA)???Tony Hawk's UndergroundVicarious VisionsActivision2003(NA)???Tony Hawk's Underground 2Vicarious VisionsActivision2004(NA)??Top Gear
GT Championship NA,PALZen Nihon GT Senshuken JPVision WorksKemco2001(NA)???Top Gear Rally NA,PALTop Gear Rally SP JPTantalusNintendo2003(NA)??Top Gun: Combat ZonesTitus InteractiveTitus Interactive2004(NA)??Top Gun Firestorm AdvanceTitus InteractiveTitus Interactive2002(NA)??Top Spin 2Magic Pockets2K Sports2006(NA)???
Totally Spies!Mistic SoftwareAtari2005(NA)???Totally Spies! 2: UndercoverMistic SoftwareAtari2006(NA)???Toukon HeatPacific Century Cyber Works2002(JP)??The Tower SPVivariumNintendo2005(NA)??Toy Robo ForceGlobal AGlobal A2001(JP)??Trick StarTantalusLiquid Games2006(PAL)??NoTringoCraveCrave2006(NA)??Yes (SPM)Trollz: Hair
Affair!Powerhead GamesUbisoft2005[6](NA)???Tron 2.0: Killer AppDigital EclipseBuena Vista Games2004(NA)???Turbo Turtle AdventureIridon Interactive ABMajesco Entertainment2002(NA)???Turok: EvolutionRFX InteractiveAcclaim Entertainment2002(NA)???Tweety & the Magic Gems NA,PALTweety no Hearty Party JPTiti et les Bijoux Magiques
FRKemcoKemco2001(NA)???Twin Series Vol. 1: Mezase Debut! Fashion Designer Monogatari + Kawaii Pet Game Gallery 2Culture BrainCulture Brain2004(JP)??Twin Series Vol. 2: Oshare Princess 4 + Renai Uranai DaisakusenCulture BrainCulture Brain2004(JP)??Twin Series Vol. 3: Konchuu Monster: Ouja Ketteisen + Super Chinese
LabyrinthCulture BrainCulture Brain2004(JP)??Twin Series Vol. 4: Ham Ham Monster EX/Fantasy Puzzle Hamster MonogatariCulture BrainCulture Brain2004(JP)??Twin Series Vol. 5: Wan Wan Meitantei EX/Mahou no Kuni no Keaki-Okusan MonogatariCulture BrainCulture Brain2004(JP)??Twin Series Vol. 6: Wan Nyon Idol Gakuen/Koinu Toissho
SpecialCulture BrainCulture Brain2004(JP)??Twin Series Vol. 7: Twin Puzzle: Kisekae Wanko EX + Nyaa to Chuu no Rainbow Magic 2Culture BrainCulture Brain2004(JP)??Ty the Tasmanian Tiger 2: Bush Rescue NA,PALTy le Tigre de Tasmanie 2: Opration Sauvetage FRKrome StudiosElectronic Arts2004(NA)??NoTy the Tasmanian Tiger 3: Night of
the QuinkanKrome StudiosActivision Value2005(NA)??Uchuu no StellviaKing RecordsKing Records2004(JP)??Uchuu Daisakusen Chocovader: Uchuu kara no ShinryakushaNamcoNamco2002(JP)??Ueki no Hsoku: Jingi Sakuretsu! Nryokusha BattleBanprestoBanpresto2006(JP)??Ultimate Arcade GamesNocturnal EntertainmentTelegames,
Inc.2005(NA)??Ultimate Beach Soccer NAPro Beach Soccer PALMagic PocketsDreamCatcher Interactive NA / Wanadoo PAL2003(NA)???Ultimate Brain GamesCosmigoTelegames, Inc.2003(NA)?Yes (SPM)Ultimate Card GamesCosmigoTelegames, Inc.2004(NA)?Yes (SPM)Ultimate Muscle: The Path of the Superhero NAKinnikuman II Sei: Seigi Choujin
e no Michi JPBanprestoBandai NA / Banpresto JP2002(JP)2003(NA)??Ultimate Puzzle GamesTelegames, Inc.Telegames, Inc.2005(NA)??Ultimate Spider-ManVicarious VisionsActivision2005(NA)???Ultimate Winter GamesSproingTelegames, Inc.2004(NA)?Yes (SPM)Ultra Keibitai: Monster AttackRocket CompanyRocket Company2004(JP)??
UnfabulousWayForwardTHQ2006(NA)??Uno / Skip-Bo NAUno & Skip-Bo PALBlack Lantern StudiosDSI Games NA / Jack of All Games PAL2006(NA)??Uno 52Black Lantern StudiosDSI Games NA / Zoo Digital Publishing PAL2006(NA)2007(PAL)???Uno Free FallBlack Lantern StudiosDSI Games NA / Zoo Digital Publishing PAL2007(NA)???Urban
Yeti!Cave BarnTelegames, Inc.2002(NA)??NoThe Urbz: Sims in the City NA,PALLes Urbz: Les Sims in the City FRDie Urbz: Sims in the City DELos Urbz: Sims en la Ciudad ESDe Urbz: Sims in the City NLGriptonite GamesEA Games2004(NA)???V.I.P.Planet InteractiveUbisoft2002(PAL)???Van HelsingSaffireVivendi Universal Games2004(NA)???
Vattroller XGanbarionBandai2004(JP)??VeggieTales: LarryBoy and the Bad AppleCraveCrave2006(NA)??V Master CrossSuccessSuccess2002(JP)??V-Rally 3Velez & DubailInfogrames2002(NA)???Virtua TennisAltronTHQ NA / Sega PAL2002(NA)2003(PAL)??YesVirtual KasparovTitus InteractiveTitus Interactive2002(NA)??Yes
(SPM)W.I.T.C.H.ClimaxBuena Vista Games2005(PAL)???Wade Hixton's Counter PunchInferno GamesDestination Software NA / Zoo Digital Publishing PAL2004(NA)???Wagamama * Fairy: Mirumo de Pon! DokiDoki Memorial PanicKonami2005(JP)??Wagamama * Fairy: Mirumo de Pon! Hachinin no Toki no YouseiJupiter MultimediaKonami2003(JP)??
Wagamama * Fairy: Mirumo de Pon! Nazo no Kagi to Shinjitsu no TobiraJupiter MultimediaKonami2004(JP)??Wagamama * Fairy: Mirumo de Pon! Ougon Maracas no DensetsuJupiter MultimediaKonami2002(JP)??Wagamama * Fairy: Mirumo de Pon! Taisen MahoudamaKonami2003(JP)??Wagamama * Fairy: Mirumo de Pon! Yume no
KakeraKonami2004(JP)??Wakeboarding Unleashed Featuring Shaun MurraySmall RocketsAspyr2003(NA)??Wan Wan MeitanteiCulture BrainCulture Brain2003(JP)??Wanko de Kururin! WankuruMTO2004(JP)??Wanko Mix: Chiwanko WorldTDK Core2004(JP)??Wan Nyan Doubutsu ByouinTDK Core2003(JP)??Wario Land 4 NA,PALWario Land Advance
JPNintendo R&D1Nintendo20010820010821August 21, 2001(NA)?NoWarioWare, Inc.: Mega Microgame$! NAMade in Wario JPWario Ware, Inc: Minigame Mania PALWario Ware, Inc.: Minigame Mania - Mega Mini-Jeux FRNintendo R&D1Nintendo20030320030321March 21, 2003(NA)?YesWarioWare: Twisted!Mawaru Made in Wario JPIntelligent
Systems / Nintendo SPDNintendo20041020041014October 14, 2004(NA)?NoWatashi no MakeSalonLudic2002(JP)??Whac-A-MoleDC StudiosActivision Value2005(NA)???Whistle! Dai 37-kai Tokyo-to Chuugakkou Sougou Taiiku Soccer TaikaiIntenseKonami2003(JP)??Who Wants to Be a Millionaire? NA,PALQui Veut Gagner des Millions FRWer Wird
Millionar DEQuien Quiere Ser Millonario ESQuiere ser millonario? 50 por 15 ESChi Vuol Essere Milionario ITWeekend Miljonairs NLHothouse CreationsZoo Digital Publishing2002(PAL)???Who Wants to Be a Millionaire? 2nd EditionHothouse CreationsZoo Digital Publishing2004(PAL)???Who Wants to Be a Millionaire Junior EditionHothouse
CreationsZoo Digital Publishing2005(PAL)???The Wild Thornberrys: Chimp Chase NA,PALLa Famille Delajungle: A la Poursuite de Darwin FRExpedition der Stachelbeeren: Zoff im Zoo! DEHelixeTHQ2001(NA)???The Wild Thornberrys Movie NA,PALLa Famille Delajungle: Le Film FRHumanSoftTHQ2002(NA)??The Wild NA,PALTierisch Wild
DESalvaje (The Wild) ESClimaxBuena Vista Games2006(NA)???Die Wilden Fussball Kerle: Entscheidung im Teufelstopf DEMorgen StudiosKiddinx2006(PAL)?Die Wilden Fussball Kerle: Gefahr im Wilde Kerle Land DEKiddinx2007(PAL)?Wing Commander: ProphecyRaylight StudiosDestination Software2003(NA)??YesWingsRaylight
GamesCinemaware2002(NA)???Winnie the Pooh's Rumbly Tumbly AdventurePhoenix StudioUbisoft2005(NA)??NoWinning Post for Game Boy AdvanceKoeiKoei20010320010321March 21, 2001(JP)??Winter Sports PALWinter Spiele DEIndependent ArtsEast Entertainment Media2006(PAL)???WinX ClubRainbow StudiosKonami2005(NA)???WinX Club:
Quest for the CodexPowerhead GamesKonami2006(NA)???Wizardry SummonerFupacMedia Rings2001(JP)??Wolfenstein 3Did SoftwareBAM! Entertainment2002(NA)??NoWoody Woodpecker in Crazy Castle 5NAWoody Woodpecker: Crazy Castle 5 PALTantalusKemco2002(JP/PAL)2003(NA)??Yes (SPM)Word Safari: The Friendship TotemsGXB
InteractiveTomy Corporation2007(NA)??World Advance Soccer: Road to WinTOSEHands-On Entertainment2001(JP)??World Championship PokerSensory SweepCrave2004(NA)??Yes (SPM)World Poker TourBackbone Emeryville2K Sports2005(NA)???Wi-El: World Soccer Winning ElevenKCETKonami2002(JP)??World Tennis StarsAwesome
DevelopmentsIgnition Entertainment2004(NA)???Worms BlastFluid StudiosUbisoft2002(PAL)???Worms World PartyFluid StudiosUbisoft2002(NA)??YesWTA Tour Tennis NAWTA Tour Tennis Pocket JPPro Tennis WTA Tour PALNow ProductionKonami2002(NA)???WWE Road to WrestleMania X8Natsume Co., Ltd.THQ2002(NA)???WWE Survivor
SeriesNatsume Co., Ltd.THQ2004(NA)???WWF Road to WrestleManiaNatsume Co., Ltd.THQ2001(NA)??X2: Wolverine's Revenge NAX-Men 2: Wolverine's Revenge PALX-Men 2: La Vengeance de Wolverine FRVicarious VisionsActivision2003(NA)???X-Bladez: Inline SkaterThe Code MonkeysCrave2002(NA)???X-Men: Reign of ApocalypseDigital
EclipseActivision2001(NA)???X-Men: The Official Game NA,PALX-Men: Le Jeu Officiel FRX-Men: El Videojuego Oficial ESX-Men: Il Gioco Ufficiale ITWayForwardActivision2006(NA)???XS MotoDC StudiosXS Games2004(NA)??XXXDigital EclipseActivision2002(NA)???Yakyutuku Advance(Pro Yakyuu Team o Tsukurou! Advance)SmilebitSEGA2002(JP)??
Yggdra Union: We'll Never Fight AloneSting EntertainmentAtlus2006(NA)??NoYoshi Topsy-Turvy NAYoshi no Banyuu Inryoku JPYoshi's Universal Gravitation PALArtoonNintendo20041220041209December 9, 2004(NA)??NoYoukaidouFuuki Co., Ltd.Fuuki Co., Ltd.2002(JP)??Yu Yu Hakusho: Spirit DetectiveSensory SweepAtari2003(NA)???Yu Yu
Hakusho: Tournament TacticsSensory SweepAtari2005(NA)???Yu-Gi-Oh! 7 Trials to Glory: World Championship Tournament 2005 NAYu-Gi-Oh! Duel Monsters International 2 JPYu-Gi-Oh! Day of the Duelist: World Championship Tournament 2005 PALYu-Gi-Oh! Le Jour du Duelliste: World Championship Tournament 2005 FRYu-Gi-Oh! Der Tag des
Duellanten: World Championship Tournament 2005 DEYu-Gi-Oh! El Da del Duelo: World Championship Tournament 2005 ESYu-Gi-Oh! Il Giorno del Duello: World Championship Tournament 2005 ITKonamiKonami2004(JP)2005(NA/PAL)??NoYu-Gi-Oh! Destiny Board Traveler NA,PALYu-Gi-Oh! Sugoroku no Sugoroku JPKonami Computer
Entertainment JapanKonami2004(NA)???Yu-Gi-Oh! Duel Monsters 6: Expert 2KonamiKonami2001(JP)??Yu-Gi-Oh! Dungeon Dice MonstersKonamiKonami2001(JP)2003(NA/PAL)??YesYu-Gi-Oh! GX: Duel Academy NA,PALYu-Gi-Oh! Duel Monsters GX: Mezase Duel King! JPKonamiKonami2006(NA)???Yu-Gi-Oh! Reshef of Destruction NA,PALYu-Gi-Oh!
Duel Monsters 8: Hametsu no Dai Jashin JPYu-Gi-Oh! Reshef le Destructeur FRYu-Gi-Oh! Reshef der Zerstrer DEYu-Gi-Oh! Reshef el Destructor ESYu-Gi-Oh! Reshef el Distruttore ITKonamiKonami2003(NA)???Yu-Gi-Oh! The Eternal Duelist Soul NAYu-Gi-Oh! Duel Monsters 5: Expert 1 JPKonami Computer Entertainment
JapanKonami2001(JP)2002(NA)?YesYu-Gi-Oh! The Sacred Cards NA,PALYu-Gi-Oh! Duel Monsters 7: Kettou Toshi Densetsu JPYu-Gi-Oh! Dungeon Les Cartes Sacres FRYu-Gi-Oh! Die Heiligen Karten DEYu-Gi-Oh! Las Cartas Sagradas ESYu-Gi-Oh! Le Carte Leggendarie ITYu-Gi-Oh! The Sacred Cards NEKonamiKonami2002(NA)???Yu-Gi-Oh! Ultimate
Masters: World Championship Tournament 2006 NAYu-Gi-Oh! Ultimate Masters Edition - World Championship Tournament 2006 PALYu-Gi-Oh! Duel Monsters Expert 2006 JPKonamiKonami2006(NA)???Yu-Gi-Oh! World Championship Tournament 2004 NA,PALYu-Gi-Oh! Duel Monsters Expert 3 JPKonamiKonami2004(NA)???Yu-Gi-Oh! Worldwide
Edition: Stairway to the Destined DuelKCEJKonami2003(NA)???Yuushun RhapsodyTOSECapcom2001(JP)??Yuujou no Victory Goal 4v4 Arashi: Get the Goal!Konami2001(JP)??Yuurei Yashiki No Nijuuyon JikanGlobal AGlobal A2002(JP)??Zapper: One Wicked CricketAtomic PlanetInfogrames2002(NA)??Yes (SPM)Zen-Nippon Shounen Soccer Taikai 2:
Mezase Nippon Ichi!BoomSuccess2002(JP)??Zero OneFuuki Co., Ltd.Fuuki Co., Ltd.2003(JP)??Zero One SPFuuki Co., Ltd.Fuuki Co., Ltd.2004(JP)??Zettai Zetsumei Dangerous Jiisan: Shijou Saikyou no DogezaRokumendoKids Station2003(JP)??Zettai Zetsumei Dangerous Jiisan 2: Naki no IkkaiRokumendoKids Station2004(JP)??Zettai Zetsumei
Dangerous Jiisan 3: Hateshinaki MamonogatariRokumendoKids Station2004(JP)??Zettai Zetsumei Dangerous Jiisan Tsuu: Ikari no Oshioki BluesRokumendoKids Station2004(JP)??Zidane: Football Generation 2002Aqua PacificCryo Interactive2002(PAL)???Zoey 101Barking LizardsTHQ2007(NA)??YesZoids Legacy NAZoids Saga II JPAmedioAtari
SA2004(NA)??Zoids SagaAmedioTomy Corporation2001(JP)??Zoids Saga: FuzorsAmedioTomy Corporation2004(JP)??Zone of the Enders: The Fist of Mars NA,PALZone of the Enders: 2173 Testament JPSunrise InteractiveKonami2001(NA)???ZooCubePuzzleKings, Graphic StateAcclaim Entertainment2002(JP)??YesZooo: Action Puzzle Game PALMinna
no Soft Series: Zooo JPBuddiez, Inc.Success JPIgnition Entertainment PAL2003(JP)2005(PAL)???List of Game Boy Advance gamesTitle(s)Developer(s)Publisher(s)Release date(s)Region(s) releasedMultiplayerKien[7]AgeOfGamesIncube8June 14, 2024NA?Night Trap[8]Screaming VillainsLimited Run GamesJune 2024NANoShantae Advance: Risky
Revolution[9]WayForwardLimited Run GamesApril 21, 2025NAYesGame Boy AdvanceGame Boy Advance SPGame Boy MicroNintendo DSList of best-selling Game Boy Advance gamesList of cancelled Game Boy Advance games^ "Pixeline I Pixieland Gameboy - Krea (GBOY) (2007) - imusic.dk". www.imusic.dk (in Danish). Retrieved August 21, 2018.^
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Romano, Sal (July 12, 2023). "Shantae Advance: Risky Revolution announced for Game Boy Advance". Gematsu. Retrieved July 12, 2023.Retrieved from " 2This is a list of games for the OS/2 operating system.This list is incomplete; you can help by adding missing items. (August 2008)AngbandAVARICE: The Final SagaB.U.G.S [1]Battle for
WesnothCrown of MightDoomEntrepreneurFreecivGalactic CivilizationsHopkins FBILemmings/Oh No! More Lemmings/Christmas LemmingsLinksMaster of EmpireOS/2 ChessRocks'n'DiamondsSemtexSimCitySimCity 2000Stellar FrontierSuper Star TrekTrials of Battle^ "B.U.G.S. For OS/2 Warp".This article needs additional citations for verification.
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project's importance scale.Summary of Video games WikiProject open tasks:Summary of Video games WikiProject open tasksviewwatchedithistoryshellvg talkalertspurgeAfDsCOWCAT Games (1 participant)Digital Eel (1 participant)Doublesix (1 participant)Blueside (1 participant)BattleGoat Studios (1 participant)Aggro Crab (2 participants)Keith
(gamer) (1 participant)Five Nights at Freddy's: Help Wanted 2 (1 participant)Dan Bull (2 participants)Freebird Games (1 participant)BIG SHOT (5 participants)WinZO (11 participants)Airlines Manager 2 (4 participants; relisted)Fishstick (Fortnite) (12 participants; relisted)Lilly Contino (20 participants; relisted)List of Pokmon characters (17
participants; relisted)Wraith Games (3 participants; relisted)Gustavinho em o Enigma da Esfinge (5 participants; relisted)List of Uma Musume Pretty Derby characters (11 participants; relisted)Merge discussionsGears of War: Reloaded (discussion)Development of Deus Ex (discussion)Femc Reloaded Project (discussion)Marvelous Entertainment
(discussion)3D mousepad (discussion)Pokmon Essentials (discussion)Other discussionsNo major discussionsFeatured content candidates No featured content candidatesGood article nominations Ayane (Dead or Alive) (nom)Donkey Kong (character) (nom)F1 24 (nom)Isaac Clarke (nom)PlayStation 2 (start)Pixel Privateers (nom)Amstrad GX4000
(start)Rika (Pokmon) (nom)Crash Bandicoot: On the Run! (start)Captain Commando (character) (nom)Miiverse (nom)Crash Bandicoot Purple and Spyro Orange (start)DYK nominations Golden LapReviews and reassessments Rain World (rev)BioShock (nom)Tigger's Honey Hunt (rev)New Super Mario Bros. (nom)StarCraft (nom)Animal Crossing: New
Horizons (rev)Tetris (rev)Kyo Kusanagi (rev)Space Invaders (nom)Miiverse (rev)Articles that need...assessment (35) (0)reassessment (0)cleanup (9)infoboxes (14)cover art (265)screenshots (9,249)photos (77)translation from japan (182)creationmergingHello fellow Wikipedians,I have just modified 2 external links on List of OS/2 games. Please take a
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