

The Potential Problems of Playing GameCube Games on the Wii

The Nintendo GameCube is the successor to the Nintendo 64 and the predecessor of the Wii with compact system and is least expensive. Shaped roughly like a cube, the console is available in a variety of colors, such as indigo, platinum, and black.

With the introduction of the Nintendo Wii many gamers were enjoying themselves t the thought of playing Nintendo GameCube games too but unfortunately there were some potential playing Nintendo GameCube on the Nintendo Wii. The Nintendo GameCube does not have DVD or audio CD support and the reason cited is to reduce copyright infringement, provide faster loading times due to a smaller disc size, make the system cheaper by avoiding DVD-licensing fees, and a more compact console. This is one of the great disadvantage due to which many turned to the PlayStation 2 and Xbox due to their built-in DVD support.

One of the main disadvantages that come with playing GameCube games on the Wii is that you cannot always save your game, which is a big problem with adventure style games, which take quite a long time to complete. In order to save the game the player needs to purchase a Nintendo GameCube memory card that will enable the player to save any GameCube game on Wii. In order to play GameCube games on your Nintendo Wii then the player needs to purchase a GameCube controller if you do not have one. Since the controllers for the two consoles are completely different therefore the problem still remains unsolved because if you attempted to play a GameCube game with a Nintendo Wii controller, it simply would not work. Therefore it is wise for any GameCube game players to ensure they have some of the GameCube accessories before they use the games on their Wii console.

Though there is an advantage to get connected Game Boy Advance as well as an e-Reader from the Nintendo Wii having GameCube ports but still you will need accessories to be able to use this and for the Game Boy Advance you will need a Game Boy Advance Cable. Besides there are other problems for the incompatibility of the console with the GameCube Action Replay feature and that is because the firmware has been updated to 3.0. Wii is also incompatible with GameCube composite video, component video cables and S-Video due to it using a proprietary port. It is definitely an advantage to play GameCube games on the console for those who have previously bought a GameCube before the Wii and it is an added benefit to an already excellent gaming system.

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