

Game	Year	Age	Details
1 Find the...	1986	4	I remember my mom would play this game with us in the car, so we wouldn't get bored. It was always exciting keeping a watchful eye out for ordinary things. Somehow, playing this game made looking at everyday objects more interesting.
2 Tag!	1986	4	The best part of tag is that moment when you tag someone else and realize that you have become part of a group with a common goal: run away!
3 Rock-Paper-Scissors	1986	4	This was probably the first game I played that had a solid concept of "winner" and a "loser" in addition, it was the first game where you couldn't expect to win if you kept doing the same thing.
4 Battleship	1987	5	The coolest thing about playing battleship was all the sounds that the machine made (I played the electronic version). I remember not really knowing how to play the game, but I loved plotting positions and seeing the machine beep when I pushed the button.
5 Legend of Kage	1987	5	This was the first game I owned on the NES. Mostly, the game fascinated me because I was able to run around a forest dressed like a ninja - and I love ninjas. The game allowed for a choice between slicing enemies at close range, or ninja stars to get them from afar. What I remember most about this game was how I could collect "moons" to make my character stronger - but he got weaker when he got damaged, so I was very careful to not get hit once I upgraded my character
6 Agawan base	1987	5	We used to play this game around the village, and it was the first time I played a game that involved teamwork and strategy. I distinctly remember kids gathering before the game started to discuss strategy. It felt really cool because it was like something out of the movies.
7 Super Mario Bros	1987	5	What I remember most about this game was how each level I unlocked felt so different from the last one, it made me want to explore each and every level in the game. I also remember wanting to do all the cool things (get a mushroom, stomp a goomba...) because it would mean the game would make a cool sound.
8 Monopoly	1988	6	I really liked playing Monopoly because of the prospect of having so much money. Now, I know there's supposed to be strategy in Monopoly, but I really just liked holding a lot of money. Also, I hated how once you got on a losing spiral, there was no way to bounce back, except by sheer luck.
9 Mega Man	1988	6	Mega Man was really cool because of all the different powers you could earn from all the bosses. In addition, certain bosses were weak against certain powers, so in the beginning of the game, you felt really powerless, but as you progressed, the game became easier because of the powers you earned. It was also cool how each stage was themed to the boss who was at the end of the level, and how each boss acted differently from each other.

10 Pictionary	1988	6 Pictionary was cool because I could play it with my parents and their friends. And there was always a lot of laughs to be had when someone is trying to draw something weird.
11 Super Mario Bros 3	1988	6 The best thing about SMB3 was the insane amount of suits that the player could have. In addition, each suit was useful in specific situations, like the frog suit was good for swimming, the hammer suit was good for defense, etc. This was also the first Mario game that allowed for Mario to fly and pick up shells, and throw them.
12 Tic tac toe	1988	6 Tic tac toe was really cool at first because you could easily play it as long as you had a pen and paper. It felt really cool because you had to think about what your opponent was trying to do, and then block him. IT was really cool feeling what you just outwitted your opponent. But then later on i realized that you only had to employ one strategy, and you would win for sure (that is, unless your opponent does the same, then you end up in a draw) - the game became pretty boring after that.
13 Contra	1988	6 What I loved most about Contra was all the different weapons you could pick up. That, and the fact that you could play it cooperatively with someone else. Granted, it was insanely difficult and unforgiving, but luckily, there was a cheat code that gave you thirty lives. It was also cool how certain stages were played from a different perspective.
14 Hold Your Breath (with the TV)	1988	6 Whenever someone on TV would hold their breath to go underwater, or to stay alive while they were being forcefully submerged, I would always hold my breath along with them to see if was just as skilled as they were. It always gave me a small sense of satisfaction, and made me feel just like a superspy.
15 Tetris	1989	7 "What is this? Falling blocks? The lines disappear? Huh?" I honestly didn't get why Tetris was such a good game when I first played it. It was only later when I started competing with my mom for the high score did I being to enjoy playing the game.
16 Duck Hunt	1989	7 Bang! Bang! I get to shoot things on screen - with a gun! That was probably the best part of Duck Hunt - the light gun. The game itself got tiring after a few rounds since I didn't really care much for shooting ducks.
17 Langit-Lupa	1989	7 I honestly didn't like this game because so many kids abused it by simply standing near an elevated spot, then all the "it" would do was approach someone and watch them jump up.
18 Skate or Die	1989	7 I liked Skate of Die because of the different modes that you could play. My favorite was the skate race, where you and another skater raced down a street, and you could jump over stuff if you wanted to take shortcuts. The best part, though, was jumping on the police car that was at the end of the race course!

19 Konami World	1989	7 Konami World is probably my favorite game on the NES - the thought of going into all of the Konami characters' worlds, and rescuing them is just awesome. But more than that, I enjoyed how you needed to rescue certain characters before others because you needed a special skill of theirs to get through a section of someone else's world. In addition, you could replay certain levels in order to pick up a character's ranged weapon, so you ended up playing the same level two or three times sometimes.
20 Mega Man 2	1989	7 Mega Man 2 was just like the original Mega Man - except with more characters. Also, I appreciated the addition of the password feature, which made finishing the game a not-so-impossible feat, since you didn't have to do it in one sitting anymore.
21 Lode Runner	1989	7 My dad really liked paying this game for some reason, but I hated it. The controls were really sloppy, which made it really frustrating to play.
22 Teenage Mutant Ninja Turtles	1989	7 OMG a video game about my favorite tv cartoon? Sign me up! Granted, I didn't enjoy how the game controlled terribly, or how I never really knew where to go once I got out of the sewers - but being able to play as the turtles was all the fun I really needed.
23 Patintero	1989	7 Patintero was great because it was like team "tag!" - only now teams kept score and it was always a fight to be the winning team. The added constraint of the "it" team being allowed to move in specific lines also added a level of strategy to the game, which was great for getting kids to work as a team.
24 Double Dragon	1989	7 Playing Double Dragon on the NES was awesome because I loved the feeling of being able to walk around the city beating people up. Along the way, being able to pick up different weapons became appealing because, well... who doesn't want to smash people's heads in with a baseball bat?
25 Family Feud	1989	7 The family used to play family feud along with the TV. It was always fun seeing if you could predict what other people would say, because that made you feel really smart.
26 Water gun fight	1989	7 The most fun part of having a watergun fight was getting chased by your opponents to your base, only to turn around with a hose in your hand and watch them get completely drenched.
27 Hide and Seek	1989	7 There are two things that were great about hide and seek: if you didn't know the area that you were playing in, it was a great excuse to go around and explore; and if you did know the area you were playing in, it became an exercise in your mastery of the area. Also, one of the best feelings you could get was when you were hiding, and the "it" comes really close to spotting you - but doesn't. Those moments were really intense.
28 Test drive	1989	7 This was probably the first game I played on a PC - I didn't understand the game because I thought it was a race, so I always just went as fast as I could. I guess I just liked playing the game because it was the closest I could get to driving a car at the time.

29 Hold your breath	1989	7 When we finally moved to a house with a pool, my brother and I would spend the afternoon seeing who could hold his breath the longest underwater. I think I liked it because I won most of the time.
30 Double Dragon 2	1990	8 Double Dragon 2 on the NES was great because they finally included coop play, so you and a friend could enjoy head bashing goodness together. The addition of coop special moves also made players communicate with each other more. Although, since there was no penalty to using these special coop moves, we would often just keep doing spinning kicks until we've cleared most of the enemies onscreen.
31 Mega Man 3	1990	8 Mega Man 3 saw the addition of the slide ability and Rush the Dog, which made for more interesting level designs. While these features made the game feel fresh again, the addition of being able to cheat by holding down "Dpad-left" on the second player. This meant that someone else could sit down and watch you play, and still feel sort of involved in the game.
32 Super kick	1990	8 Super kick was a game we played to practice goalie kicks for soccer, we would take turns kicking the ball to see who could kick it the highest. It was a good way to practice our kicks without getting too bored.
33 Teenage Mutant Ninja Turtles (arcade)	1990	8 This was way better than the first TMNT game that I played. It was a lot faster paced and it was all about fighting! No more stupid exploring and no more stupid swimming stages! That's what TMNT was all about anyway - good old footsoldier bashing! Also, this game allowed for two player coop play, so you could bring a friend in and bash footsoldiers together. One distinct thing I remember from this game was also the fact that a footsoldier could grab you from behind, and when he did, you had to wiggle your stick frantically to get free.
34 Bike races	1990	8 When I finally learned to ride a bike, my friends and I would race our bikes across the village. It was fun because it gave general biking a better goal. But aside from that, looking for new routes to race on was also fun in itself since it was a good excuse to explore, and you earned street cred for discovering new, cool landmarks.
35 Balance Beam	1991	9 At recess, kids would gather at the balance beam, and play a game where two kids would try to knock each other off. The game wasn't complicated, but everyone got into it because you got recognition for being able to stay on the balance beam the longest.
36 Prince of Persia	1991	9 I didn't enjoy Prince of Persia when I first played it because it wasn't as responsive as I wanted it to be. Also, some puzzles were a little complicated for me, so it very frustrating to play.
37 Speed tub	1991	9 I really liked how fast the game of Speed Tub was. There wasn't a lot of strategy, but it was fast and frenetic, which was something I had never seen before in a card game. Unfortunately, we usually played cards in big groups and this game was only for two players.

38 Captain America and the Avengers (arcade)	1991	9 I really loved the prospect of being able to play as Iron Man in a game, so when this game came out, I spent a lot of time at the arcade playing it as Iron Man. In addition, three other people could play alongside you! Imagine that, a four player game! Now it really felt like you were part of the Avengers.
39 Mega Man 4	1991	9 I was a little disappointed when Mega Man 4 came out. I was expecting a new addition similar to the silde - one that would change gameplay a lot. Instead, Mega Man 4 introduced the charge shot... which was pretty cool at first I guess, but didn't really add much to the game.
40 Pendong	1991	9 Pendong was a game we played on long trips. We would keep our eye out for VW beatles (because they looked very distinct) and then when you saw one, you have to hit someone on the head and say "PENDONG!" It was a little silly, but it was fun because it was silly, and it gave us something to do on long trips.
41 1-2-3 pass	1991	9 This was a great game to play when you had a lot of people playing. It was expecially interesting because you had to also pay attention to the table, in addition to your cards. And of course, there was always a lot of laughter when everyone realized that someone already won.
42 Sim City	1991	9 When I first played Sim City, I thought "what is this? I lay down colored squares, and then what?" But when I finally understood that I was building a city, I couldn't stop playing it. I would build multiple cities and try to see what the best way was to zone it. After that, i would show off all my cities to my friends and family.
43 Ballpen fight	1992	10 Ballpen fight was another simple classroom game that we played - all you needed were two ballpens! (or more if there were more players) it was so much fun that some students took it to the next level and started keeping ballpens that they would use spcifically to play ballpen fight.
44 Battletoads	1992	10 Battletoads distinguished itself from other beat 'em ups because of how crazy it was. In what other game could you pound your enemy into the ground with a giant fist?
45 Super Mario World	1992	10 I didn't play a lot of this game, since I never owned a SNES, but to me this game was SMB3 with way beter graphics and sounds - which isn't necessarily a bad thing.
46 Spiderman (arcade)	1992	10 I expected this game to be a little bit like the Avengers arcade game, but with Spider-man. I was disappointed. The game was a lot slower, and you couldn't move along the Z axis. One thing I do remember was that there were portions of the game where the level would zoom out a bit and turn into a playformer. That was sort of cool.
47 Minesweeper	1992	10 Minesweeper was another game that I played simply because it was there. I liked it because it was readily available and it was short, so I could play it while I waiting for something else.

48 Teenage Mutant Ninja Turtles: Turtles in Time	1992	10 My favorite part of Turtles in Time was the fact that you could throw footsoldiers INTO the camera. This was something really interesting because before this, I always saw video games as only moving on one axis only. It was an especially nice surprise when you HAD to throw footsoldiers into the camera to defeat Krang.
49 Shooting star	1992	10 Shooting Star was the game that replaced tic tac toe in the classroom in that all you needed to play it was just paper and pen. In addition, this game was a better test of skill than tic tac toe, since there was no sure fire way to win it. Also, ten year old boys love spaceships and space battles.
50 Solitaire	1992	10 Solitaire was a game that I played simply because it was there. It was a good way to pass the time while I was waiting for something that took a while - like waiting for a soap opera to finish so I could watch the cartoon that came after.
51 Street Fighter 2	1992	10 Street Fighter II. This became sort of like the electronic replacement to Balance Beam. People would form a line at a machine and wait for their turn to challenge the champion. The goal of Street Fighter wasn't simply to win - it was to make that one quarter last as long as you could. Also, this was probably one of the first arcade games that had a lot of depth to it - you had to master how to play a character if you wanted to stay alive. EGM strategy guides became insanely important to this game. And since playing each character was a different experience, the game had a lot of replayability.
52 Sonic	1992	10 The one thing I remember about this game was that it was fast - way fast. There were definitely a lot of "woooooaaahhh" moments when the level would just zip by so quickly. The only problem was that there wasn't really much to do other than run really fast and collect rings, so the novelty wore off after a while.
53 The Simpsons (arcade)	1992	10 The Simpsons was another game that I frequented at the arcades. It was a little bit silly to see Homer, Marge, Bart and Lisa in a beat 'em up, but the silliness didn't seem too weird since the rest of the game (and the series itself) was sort of silly and campy. The most memorable part of this game were the team ups, since they made you want to play it with a friend so you could see how each pair of characters worked together.
54 Flashback	1992	10 There are a number of things I liked about flashback - the fact that the first stage was set in a cyber-jungle, how fluid the animations were, and the story of the game. In fact, I think this was the first game where I actually cared about the story - probably due to the elaborate cutscenes they had in the game.
55 Battletoads & Double Dragon	1993	11 Did I hear that right? Battle Toads AND Double Dragon?? That's craaaaazy!! And that's why it was awesome. Really, it played just like any other Battletoads game (which is not bad at all), but for some reason, seeing the toads and the twins together just made that game so much more awesome.

56 Spiderman: Maximum Carnage	1993	11 Maximum Carnage was just your standard beat 'em up game, but what made me want to play it was the number of cameos in the game.
57 Maniac Mansion	1993	11 Playing Maniac Mansion felt a little weird to me at first, since I was so used to such fast paced games, but I soon grew to love it because of the number of interactions I could have around the house. It was also entertaining to watch and interact with the different characters in the world.
58 X-Men (arcade)	1993	11 So you remember how Captain America was awesome because it had 4 player coop? Well this game had SIX player coop!! That, and the machine itself was enormous, and it spanned two or three screens, so playing it always felt like such a big deal.
59 Dragon Ball Z (super famicom)	1993	11 The only reason I played this game was because I really liked the Dragonball Z cartoon. Unfortunately, the controls of this game were so sloppy and unintuitive that I grew frustrated of trying to play it. Granted, it was still fun to pull off the same moves that you saw them do in the TV series.
60 Game of Life	1993	11 This was another game that I enjoyed playing with the family. It was fun because you got to pretend to get a job and get married and get kids, but I grew tired of it after a while since it relied mostly on luck.
61 Trivial Pursuit	1993	11 Trivial Pursuit wasn't necessarily a fun game to play, but the fun part about playing it was how you learned something new every time you played it.
62 Clue	1994	12 Clue was another one of those games that I never got to play until I was older. I finally got to play it at my cousin's house because he just got a copy for his birthday, and I loved it! When I first saw Clue, I just wanted to play it because all the metal pieces intrigued me. I later on discovered that playing detective was so much fun! Playing Clue was like trying to solve a riddle all by yourself, by watching other people.
63 Sonic 2	1994	12 I remember watching someone play Sonic 2 from afar, and I saw that there were two characters now - Sonic and Tails! This got me really excited because I thought there was going to be a coop mode in the game. Imagine my disappointment when I found out that there was no *real* multiplayer in the game. Sure the second player could control Tails, but he always got left behind and he couldn't really help a lot. Sad.
64 Theme Park	1994	12 I was really excited to play this game because I really liked Sim City. But wait, this time I get to build my own theme park? Wow! Unfortunately, I couldn't understand why no one would go to my park, and it really frustrated me because I was sick and tired of just having bouncy castles and clowns.
65 Sorry!	1994	12 I wasn't able to play Sorry! a lot because I didn't own the game, but I distinctly remember always wanting to play it whenever I saw it around someone's house. The best part of Sorry! is how the game encourages you to be mean to other players in order to win.

66 Jenga	1994	12 My mom picked this game up for the family, and I thought it looked really dumb. Oh man, how wrong I was. You see, that's what Jenga makes you think. At first, everything's easy because the tower is really stable, so you think that it's going to be easy all the way. But later on, when the pieces start to stack up and you start to lose the ones at the bottom, the game becomes really intense! My favorite part is when you start to pull from a wobbly tower and it's like "oh... slowly...is... it... going... to... whew!"
67 Mean Streets	1994	12 So one day I walked into my friend's room and saw him playing this game - it looked like Maniac Mansion, only the graphics looked so real! It totally blew me away. In addition, the game involved having to get in a speeder and drive to various places across California. The game played a lot like Maniac Mansion, so it was familiar, but it felt different because I was playing a detective searching for clues.
68 Dragon Ball Z II (super famicom)	1994	12 So the original DBZ completely failed me. Therefore I didn't have very high expectations for this game. But it was a nice surprise. The control was still a little sloppy, although more bearable this time, but what impressed me was the addition of a lot of signature moves from the series, like multi-kicks and behind the back attacks. The best addition to the game, though, was the ability for two players to have battling energy attacks.
69 Streets of Rage 2	1994	12 Streets of Rage was probably the one beat 'em up game that I owned where each character was distinctly different from the other. I remember my brother and I would play and we would talk about which characters to use, because some characters were stronger and some were faster.
70 Pusoy dos	1994	12 When I was a kid, I always looked at the adults and saw them playing this game that was incredibly complex. When I first saw it, I couldn't wrap my head around it. And then, on one of those long trips, my mom said she would teach me a new card game. Turns out Pusoy Dos was the game that I used to watch them play. That was the big appeal of wanting to play this game for me - it made me feel like an adult. Of course, I still play the game until now, since I feel it has a good mix of strategy and luck, and almost everyone my age knows how to play it.
71 Doom	1995	13 Doom was, in one word - bloody. That's how I remember it. So bloody. So awesome. First person perspective? Yeah it was pretty cool..... But look at that blood! What's this, a chainsaw? Yeah! Blood!!! What? Rocket Launcher? Yeah! Look at that monster explode!! Wow!
72 Day of the Tentacle	1995	13 I remember Day of the Tentacle was the first game I ever played when I got a CD-ROM drive. And oh man, was it amazing! I loved the stylistic drawings of all the characters and all the places, and all the weird situations they got it. In addition to that, the script was just hilarious! I especially loved how you had to think in a silly way to solve certain puzzles.

73 Mario Teaches Typing	1995	13 I remember having to learn touch typing in school. That was a pain. I don't think I would have learned to type as well if Mario hadn't been there for me. I mean, it had the same mechanics as other typing tutors did, but for some reason, seeing Mario run and hop along to me typing made me want to get better.
74 Dune 2	1995	13 I remember playing Dune 2 because my friend lent it to me and told me it was a good game. I didn't know anything about it, and I started playing it, and I started laying down tiles just like the tutorial told me... and the next thing I know, I'm commanding all these units to mow down my opponent's base. It felt like Sim City, only this time i got to control the cars - or in this case, tanks - too. It was pretty special.
75 Leisure Suit Larry	1995	13 Oh what's this? A game about sex? Oh my... Yeah, not really. But that's the reason why I wanted to play it. There's some satisfaction you get from playing something you're not supposed to. "Oh look! I'm buying lubbers! Teehee."
76 Sam and Max Hit the Road	1995	13 Sam and Max was another one of those games that made me laugh really hard! I got this game right after I finished Day of the Tentacle, because I needed my adventure game fix. I loved driving across the country and seeing all the weird sights.
77 Sonic 3	1995	13 Sonic 3 was special for me because that was the only time I discovered that Sonic could become Super Sonic! I remember playing the game over and over as Super Sonic and just trying to blaze through each level. There's some satisfaction with being able to just run past all your opponents and having them die just as you pass them - like getting the star in Mario, only you're going REALLY FAST.
78 X--Men: Children of the Atom	1995	13 X-Men COTA was the first fast paced fighting game that I saw. I remember standing in the arcade, watching this game run and comparing it to Dragonball Z battles. I even remember saying that DBZ games should be more like COTA. I loved how everything was so kinetic and over the top, and how the super moves really felt like they were super.
79 Duke Nukem 3D	1996	14 "It's time to kick ass and chew bubblegum, and I'm all out of gum!" was the first thing that Duke Nukem would say, and that's what I loved most about this game - the total, over-the-top, take-no-prisoners, chauvanistic-rambo feel of the game. That, and the cool weapons like the freeze ray and the shrink ray!
80 Double Dragon (vs fighting)	1996	14 So I saw this game in the arcade one day and thought, "A double dragon fighting game? I guess that would make sense" So I tried the game, and while I wasn't totally blown away by it, I thought the ability to "level up" your character mid-fight was interesting.

81 Magic: the Gathering	1996	14 The best thing about Magic was the fact that you could build a deck in so many different ways, and have it play completely different. This added to the replayability of the game since you could just create new and interesting decks whenever you got tired of the current one you had. Unfortunately, i hated playing with people who were super competitive because they would spend so much money on their decks and i didn't really want to spend too much on a game.
82 Command and Conquer	1996	14 This was one of those games that my friends made me pick up so we could play multiplayer together. I really liked the game because it felt like Dune 2, only a lot faster paced, and with units that I recognized immediately.
83 Descent	1996	14 This was the first truly 3D game I played! AND it was the first time I played a game with a badass joystick - the MS Sidewinder! I loved how the game had such a flight sim feel, but since you were travelling through hallways, it felt a lot faster than a flight sim
84 Street Fighter Alpha 2	1997	15 I first played this game because I was really drawn in by the art style they used, but I found that I actually enjoyed the slower pace of the game (slower compared to COTA, which was my favorite fighting game at the time). The game felt a little more strategic than COTA, but still had an element of quickness at times, especially with the addition of custom combos.
85 Twisted Metal 2	1997	15 So I just played Twisted Metal, and I look at EGM and what do I find? They just released Twisted Metal 2! So what do I do? I go out and get it! Was it worth it? Yeah it was! Twisted Metal II had the same fast paced driving as Twisted Metal, but it had really diverse levels that often included rooftops and tunnels so it felt a lot more epic than the first. The inclusions of split-screen coop also made this game so much better because i could play it with my brother.
86 Twisted Metal	1997	15 The first game I played on my own Sony Playstation was Twisted Metal. At first I thought it was some crazy racing game because of the cover art - but I soon found that car combat was insanely satisfying. And why wouldn't it be? Driving fast is awesome, Shooting rockets is awesome, so the two together should be awesome! It felt like being able to drive one of James Bond's cars, only with a lot more ammo!
87 Command and Conquer: Red Alert	1997	15 This was pretty much the same games as the first C&C, but the addition of water vehicles made it so much better. Although - this was the first time I played a game over LAN, and it was AWESOME. Playing a game with a lot of other people was so much more interesting than playing it with the computer since you couldn't predict what they were going to do - oh and because you can trash talk people when your forces are mowing down their base.

88 Driver	1998	16 Driver was the first game I played where all the game did was drop you in an open world, and let you explore it on your own. It was amazing. Going on missions and getting chased by cops and having to outrun them was so intense and satisfying. Setting you in a persistent city also meant that the more you played the game, the more you learned about the little nooks and crannies of the city, which made you feel like you were really becoming an inhabitant of that city.
89 X-Men vs. Street Fighter	1998	16 I honestly thought that X-Men vs. Street Fighter was going to be a dumb game. I mean, it sounded like some marketing just pulled it out of their asses. Boy, was I wrong! This game retained all the fast paced gameplay from the previous Marvel Games, and added in our favorite Street Fighter characters, AND introduced a tag team system so you could play as two characters at once! I think my favorite part of this game was the tag team system. I remember seeing the crossover supers moves and being blown away.
90 Final Fantasy 7	1998	16 Okay, so I may not have played a lot of RPGs before, but when I popped FF7 in my PlayStation, I was just amazed by the graphics. The game had such a cinematic quality to it that I couldn't help but keep playing. Also, the Materia System was simple enough for anyone to understand, but the customization you could achieve with it was so deep. The game also weaved such a captivating story about all these characters, and about Cloud that I kept pushing myself to find out more about them.
91 Synchronic Filter	1998	16 Synchronic Filter was the game that brought back all my James Bond fantasies. Sneaking around and tasering people was fun to begin with, but the game pulled out a lot of other surprises along the way - like sneaking through a party and breaking in to a museum. This was also the first time I saw a regenerating health bar, and I thought that was really clever.
92 Tony Hawk Pro Skater	1999	17 I didn't really expect much from a skating game when I popped this game in the console. I had completely forgotten about Skate or Die already, so when I got to play this game, I was really impressed with the fluidity of the moveset that was available.
93 Indian poker	1999	17 Indian poker was a good game to get people introduced to the concept of 'bluffing.' For some reason, I was really into espionage around this time so I enjoyed games where you had to bluff, like poker - but I had only played poker on the computer and I was itching to play it with real people. Indian poker was a good way to get people to play poker with me, because the game was so simple.
94 Guitar Freaks	1999	17 When I first saw Guitar Freaks in the arcade, I really wanted it to be good. And when I picked it up and tried it, oh man it was so good. For some reason, pushing buttons and hearing music really does make you feel like you're a rock star. Unfortunately, the game ramped up by making you strum really really fast, so I grew tired and frustrated.

95 "Hello friend"	2000	18 "Hello Friend" was a game that we played to get each other to talk to girls that we just met. For some reason, making a game out of talking to girls made it a whole lot less intimidating.
96 Beatmania	2000	18 I didn't enjoy Beatmania quite as much as I did Guitar Freaks. I guess I was expecting a lot more scratching, and a lot less keyboard playing but really it was the other way around.
97 Quake 3	2000	18 Quake 3 was one of those games that I really enjoyed playing, but no one else seemed to. Maybe it was because of the popularity of Counterstrike. But I enjoyed the fast paced shooting of Quake 3, and I saw it as a good contrast to Counterstrike, which was a lot slower and a bit more tactical.
98 Counterstrike	2000	18 When this game came out, everyone was playing it. And I mean EVERYONE. You couldn't go into an internet café without seeing it filled with people playing Counterstrike. I enjoyed the game for what it was, and I thought that it had a good selection of weapons, but i got turned off by the amount of people that took the game way too seriously.
99 Mahjong	2001	19 My friends and i used to hang out every week and play Mahjong in someone's house. It wasn't an especialy great game, but I enjoyed being able to sit around and talk while playing a game.
100 Alien vs. Predator 2	2001	19 This was one of those little gems that I found while looking for a new game to play. I really enjoyed how playing the three races was really different from each other. This was especially fun in multipler, where we could relive moments from the movies, and have a group of aliens hunt down a group of marines. I also liked the addition of character classes because i thought that it was an interesting choice to have to decide what weapons and bonuses you really wanted to use, instead of having to run around and use any weapon you could pick up.
101 NFL Blitz	2001	19 To tell you the truth, NFL Blitz got me into football. Before playing this game, all I knew was that touchdowns were good. And really, that's all you needed to know to have fun in this game. This game was football stripped down to the fun parts - making touchdowns and tackling people.
102 Bejewelled	2002	20 I first was Bejewelled being played in my friend's Palm Pilot. I thought it was pretty cool, in that you could have a game with a decent framrate in your PDA. But what amazed me was how addictive it was. I just couldn't get enough of the exploding jewels. This was when i first realized that small games could be fun too.
103 Title of the song	2002	20 We used to play this game during rehearsals, it was cool because you didn't really have to gather for it. All you had to do was think about what song you wanted to try. And of course, there is immense satisfaction in making someone go "Oooohhhh!!! I know that song!!! Oh man, i can't remember the title!" And you know it'll haunt them.

104 Max Payne	2002	20	When someone told me about Bullet Time in Max Payne I was skeptical: I mean, come on, that would make the game way too easy! I borrowed the game anyway, just to see what all the fuss is about. You know what? The bullet time did make the game easy, but the developer did a good job making the game sufficiently difficult to play without bullet time. The slowdown mechanic isn't what made Max Payne great, though. I personally enjoyed the overall feel of the game, and how it felt like a John Woo film, with Max diving around corners and behind cover.
105 Alien Hominid	2003	21	Alien Hominid was one of those games that made me go "Wait, they can do that??" Who knew that you could make such good-looking games in flash? And the game was fun too! It was a throwback to the old days of Contra, very nostalgic. Nostalgic gameplay works. Later on, when this game got published for the PS2, it became my inspiration for pursuing a career in video games.
106 GTA: Vice City	2003	21	I first picked up Vice City thinking it would be one of those games that was going to be good purely on the basis of its quirkyness. And while the quirkiness certainly helped, the game really stood on its own. There was so much do and explore in the game, that i would sometimes just drive around watching the sights. And then when i got bored i would just walk down the street and mow down pedestrians for no good reason. Oh, and jacking cars was so much fun. I guess this was why I really liked this game - it was the first game i played where the game didn't punish you for being a bad person. (technically, GTA3 did that first, but i wasn't able to play that game)
107 Devil May Cry	2003	21	So I finally picked up a PS2 after my summer internship, and Devil May Cry was one of the games that I was really looking forward to. And man, did it deliver. I really loved how the action was fast and stylish, and how you could slash people into the air and then juggle them with your dual pistols.
108 Spiderman 2	2004	22	I had high hopes for Spiderman 2, and while it wasn't a stellar game, I loved the swinging. I would spent hours and hours just swinging around the city. It felt so natural, and it was almost scary how at one I felt with the swing mechanic.
109 Inaniquarium	2004	22	Insaniquarium is one of those games that is so weird and so out there that you just wonder what people were thinking when they came up with it. It tricks you too - you think that the game is going to be about feeding fish, but it becomes so complex and deep later on, when you eventually build entire ecosystems of money!
110 Viewtiful Joe	2004	22	Style + substance: this is what tis game was all about. I really enjoyed the cel-shaded look and the campy style of the game, which helped it justify all the over the top moves and effects it had. But more than that, I really liked how this game wasn't a button masher. You really had to think about what special moves you used, because each special move had a specific purpose.

111 Burnout 3	2004	22 The first time I played Burnout 3, it amazed me how fast it was. It was fast.... really fast thanks to all the motion blur. Other than that, the controls were really simple and responsive that everything felt really good. The game made it really easy for you to pull off over the top skids and jumps. And of course - the best part was forcing your opponents into a crash, especially because they had the crash cam, which made sure you caught the spectacle in clear view.
112 James Bond: Everything or Nothing	2005	23 Everything or Nothing was the first James Bond game I played that actually felt like a James Bond movie. Right from the get-go they had you ducking behind cover, rappelling down buildings, chasing down trains... everything that you would see Bond do in the movies. The level design in the game was also great because they made sure that there was always a "Bond way" to get through a fight, like in one level, instead of shooting each and every thug, all you had to do was shoot the chandelier above them.
113 kill.switch	2005	23 If James Bond was the first time I saw a cover system, kill.switch took that cover system I saw, and fleshed it out so much more. This was the first game where taking cover was important. And it was great too. There's something about killing an enemy with blindfire that is immensely satisfying.
114 Metal Gear Solid 3	2005	23 This game was great because it was so tense, and yet so slow. It was like playing hide and seek all over again. There's something about crawling on the ground, hoping that no one would see you. The camouflage system really added a lot, since you didn't hide behind walls anymore, and most of the time you were in plain sight, you just had to hope that enemies wouldn't notice you - that was intense.
115 Flip Cup	2006	24 Flip Cup was the first drinking game I played that had a concept of "teams" and "winners" and "losers" (although now that I think about it, really, everyone wins in that game). I liked it because it was an actual game that simply involved drinking, rather than a game centered around getting people drunk (or at least it disguised that intent really well)
116 Rise of Nations	2006	24 Rise of Nations was one of the few RTS games that I really liked because I felt that I didn't have to master the tech tree. Everything in the game felt really familiar, so there was less pressure to have to play the game a lot.
117 Guitar Hero	2006	24 There are a couple of things that I really enjoyed about Guitar Hero. It captured the same "I am playing the guitar" feel of Guitar Freaks perfectly, but it had a way better soundtrack. Playing guitar really feels a lot better when you're playing songs that are familiar. In addition, having five buttons instead of three made it so that the game ramped up in different ways, not just by making the songs faster.

118 Call of Duty 4

2007

25 Call of Duty 4... why did I like this game... well, it was set in modern combat, so a lot of the weapons were familiar to me, I think that was key in getting me to enjoy my game. In Cod2, I always had to think about what gun I wanted to use and it was a bit of a pain. Here, all the weapons are instantly recognizable to me. The single player campaign is well paced, and there are so many good surprises that keep you on your toes. The story doesn't try to be overly complex, but it's told so well using the first person perspective that even playing through it the second time, I still notice a lot of little details that I didn't see before. The multiplayer is fast, and the levels are built such that you don't have to walk too far before you run into a firefight. And it's highly addictive because of all the rewards and achievements that you can earn. On top of that, achievements actually affect your gameplay by giving you new guns or new abilities which can help you in battle.

119 Rock Band

2007

25 I honestly wondered why this game wasn't made sooner... I had already seen Guitar Freaks and Drum Mania machines linked in arcades, so the idea of multiple instrument games wasn't that new to me. I've always loved the concept of playing together, which was why Guitar Hero's coop mode got me really excited. And now, you can get four people together and play the same song! But this time it feels a lot better, there's something about knowing that all the instruments are being played by your bandmates, it brings in a kind of togetherness that I only used to experience when I was doing theater... it wasn't just experiencing something together, it was creating something together (even if you didn't *technically* create music, it still felt like it)

120 Halo 3

2007

25 I remember playing Halo 3 at the Microsoft party on the day right before it was released. I had low expectations for the game, as I was not really a fan of it. I was very surprised by how fun it was to play even just small, 3-4 player deathmatch games! The action was fast, and the weapons were very interesting. One thing that I didn't like was how overpowered certain weapons were (mostly turrets). The best thing, though, was being able to yell at the person beside you after you've killed them. It was a great bonding experience.