

Game name	type	year	age	description
Easter Egg Hunt	Playground	1976	3	(Almost) always a favorite. One of my clearer recollections is the year I found an egg that didn't look like the others, which turned out to be because it was from the year *before*. Other easter egg memories include making Ukranian Eggs when I was 19 and in the Society for Creative Anachronism, and when I bought a PAAS coloring set while living alone and didn't use it for the next four easters I lived in that apartment, despite coming across it in my closet each Easter.
Tag	Playground	1976	3	
Firetruck playtime	Social Game	1976	3	For my third birthday I got six firetrucks, one from each friend. This is my earliest memory. My friends and I used to play with those firetrucks a lot, role playing. My favorite one cold be hooked up to the garden hose, so it spurt real water. I wish I knew where it was now. Maybe I should check eBay.
Matchbox car racing	Social Game	1976	3	
Hide and Seek	Playground	1977	4	The old standby. I found balance in this game. At first I played to win, but hiding too well was never fun, especially when you hid too far away to hear them call ollieollieoxenfree. If you did, 'hide and seek' quickly became 'sit and be bored.'
Pattycake (and variants)	Social Game	1977	4	
Pong	Arcade Video	1978	5	On the Oddyssey 300, a big banana-yellow console with three built-in games: pong, tennis, and handball. Two rheostat knobs for controlling the black and white paddles. The speaker was on-board, and it could run off a huge AC adapter or 6 C-cell batteries. I liked this machine so much that four years ago I found one on eBay and bought it for \$35, just to hook it up to my 36" TV.
Candyland	Board Game	1978	5	One of the old standard board games, I'm sure my mom bought this because she played it as a kid. Good wholesome fun!
Chutes and Ladders	Board Game	1978	5	Like Candyland, this is one of the simpler 1D6 follow the path board games that I just loved to play with friends. This is probably the first place I got the concept of 'warp' in a game, something that I'd encounter again and again in more complex games.
Go Fish	Card Game (standard deck)	1978	5	Combining memory and being able to read your opponent, and, of course, copeous luck, Go Fish was a perfect crd game for two or three, especially when we were all so small that we had difficulty holding the cards in one hand.
Pin the Tail on the Donkey	Outdoor Social	1978	5	
Tic-Tac-Toe	Paper Game	1978	5	
Pic-Up Sticks	Parlour Game	1978	5	
Simon Says	Parlour Game	1978	5	

Chasing	Playground	1978	5	"Chasing people who don't want to be caught." "Kiss the girls" is one version of the game. Girls were gross, and the only reason you wanted to grab and kiss them was because they didn't want to be kissed, because they thought *you* were gross.
Red Rover	Playground	1978	5	
"I know you are, but what am I?"	Social Game	1978	5	Whenever anyone says something critical about you, retort with "I know you are, but what am I?" Related games are "I'm rubber and you're glue" and "Am not; Are too"
Missile Command	Arcade Video	1979	6	My uncle actually had a mini-upright arcade version of this game, so my dad and I would play for hours when we were over at his house. We learned strategies through trial and error, and learned new interaction patterns to get past specific levels of difficulty. Lethargy was the true enemy here, and when things started to go wrong, they went wrong very quickly.
Checkers	Board Game	1979	6	There never seemed to be enough room for innovation on the checkers board. There weren't enough options and people got frustrated too easily. Kind of like Tic-tac-toe, but not quite as futile.
Chinese Checkers	Board Game	1979	6	I don't know if there's anything truly 'Chinese' about this checkers variant, but it brought forth one of a few strategies in most people who played: Those who tried to jump as much as possible, regardless of how open that left their own pieces for jumping, and those who would do anything to inhibit their opponents, though it usually left one or more of their own pieces stranded in their home triangle.
Klondike	Card Game (standard deck)	1979	6	Known simply as 'solitaire' to millions, I learned Klondike, along with pyramid solitaire, really early on. My family's big on games, and we always had decks of cards lying around.
War	Card Game (standard deck)	1979	6	Ahh, games a computer could play. There was enough emotion latent in this game that it didn't occur to me till later that there's absolutely no skill in place here.
"operator" math games	Parlour Game	1979	6	Part of a gifted children program, we'd sit in a circle and the teacher would tell us to start with the number 5, then add 3 to it, multiply by 2, subtract 10, divide by 2, etc. Every 7 operations or so, she'd ask us what number we had and if we were right we'd get candy.
Coyboys and Indians (Cops and Robbers, etc.)	Playground	1979	6	The earliest role-playing game. One side is good, the other side is spirited. Who will win? It's all fun and games until someone puts an eye out. Then it's just fun.
Relay Race	Playground	1979	6	
Cat's Cradle	Social Game	1979	6	Using the long string loops that used to bind the Sunday paper, we'd lace them into our fingers and teach each other the patterns of grabbing the strings just-so to create a new pattern that we'd present to the other person, so they could do the same, eventually creating complicated knot patterns like the cats cradle, chicken foot, or slip-knot bananas.
Mother May I?	Social Game	1979	6	
Soccer	Sport	1979	6	

Tempest	Arcade Video	1980	7	
Battleship	Board Game	1980	7	Whether playing with prefab plastic travel cases, paper, or computer versions, I would always think about the logical nature of this game, and whether it was better to outthink your opponent in placing ships near the edge of the board, or in one tight clump, or as random as possible.
Dominoes	Board Game	1980	7	The actual domino pieces had a fascination for me. We used to have an ivory set, and for some reason, probably brought on by too much Yahtzee as a child, the 5 and 6-pieces seemed somehow so valuable. The X and the = just felt 'right'.
Kings in the Corner	Card Game (standard deck)	1980	7	I used to play this game with my grandparents. It's like solitaire, with four piles surrounding the draw deck. Kings would start four new piles in the corners. Players would play until their options were exhausted, then the next player would draw and play. A few weeks ago I saw "Kings in the corner" shrinkwrapped in a game store. I don't know how they shrinkwrapped a regular Hoyle game, but it's pretty sad to think some people are buying a custom set, instead of just learning rules for a 52-card deck.
Hangman	Paper Game	1980	7	What a great vocabulary-builder! Long before I knew the mantra "R-S-T-L-N-E" or cared who Vanna White was, I learned hangman. I never realized how morbid the game was.
Tanks (paper)	Paper Game	1980	7	
Chinese hopscotch	Playground	1980	7	Mostly like regular hopscotch, but a 5x5 square of squares, you'd spiral in and spiral out. Our chinese hopscotch layout painted on the schoolyard had numbers in it, but we never figured out what they were supposed to mean.
Chinese Jumprope	Playground	1980	7	Like Cats Cradle, but for the feet, not the hands, Chinese Jumprope needs at least three people to play. Two end people have the chinese jumprope, effectively a long bungee band, stretched around their legs and across to the other holder. The jumper would have to jump inside the bands, outside the bands, or on the bands, and perform complex operations, pulling the bands over each other and so forth. This was more of a girls game, really.
Footraces	Playground	1980	7	Just running around, but to see who could get to the end first. Usually the end was a chain-link fence, since it's easy to tell who got there first, and you didn't have to slow down much.
Freeze Tag	Playground	1980	7	An old mainstay. It was one of the first playground games that required real control, stayin still when your every kid-impulse told you to run. Nothing quite like having your best friend risk life and limb (or being frozen) to sprint out and unfreeze you. I haven't played in years. As soon as the snow thaws I'll have to rectify that.
Grapes-in-mouth	Social Game	1980	7	Simple game: Who can stuff more grapes into their mouth at one time? The art is to take turns, until one player swallows, spits, or squishes. Even losing can be fun! Mmm... Grapes...

I Spy	Travel Game	1980	7	"I spy with my little eye, something that starts with... C!" "Is it the cow?" "Damn." Too many miles spent with my big sister. "Can you still see it?" "yes." "Can you see it now?" "Yes." "Now?" "You'd better get your hands off my eyes, Kev." "Hah." I wonder if kids will still play I Spy when all the cars have game consoles, web browsers, and DVD players...
Caroms	Arcade Physical	1981	8	Those wooden table games, with wooden cues and little checkers as markers. There were a bucnh of these, from mazes you had to cue your marker through, to shuffleboard, to others I can't even remember. This was a precursor to billiards in my experience, and taught the subtlety that physical games can require. We had a few on that they would bring out to the playground in elementary school.
Space Invaders	Arcade Video	1981	8	
Tron	Arcade Video	1981	8	My dad and I were completely enraptured by this game. We'd talk to my cousin on the phone who would tell us the secrets of getting past the higher lightcycle rounds, and we'd each find ways to beat the high tank levels. We'd keep track of which machines were set which way, and which would let us see the really high levels more easily.
Boggle	Board Game	1981	8	One of my two 'Family Games' (the other is Cribbage), this was a game that we could all play. When I was young, they'd let the kids use two-letter words as a handicap. My fondest memory of this game was when I was 10, spectating, and I found d-i-s-n-e-y-l-a-n-d on the boggle board. I wished I'd actually been playing.
Hungry-Hungry Hippos	Board Game	1981	8	Wow this game was loud and annoying! Linda Selby, my sister, and I loved it for that. We loved the commercial and begged my mom to get the game. When we got it, it lived up to all our expectations. I mean hey, big pink hippos chomping marbles. C'mon. who doesn't love that?
Cribbage	Card Game (standard deck)	1981	8	This is my family's main game. At least twice a year we have Cribbage tournaments with 8-20 people participating. My father and I bond over this game, and my whole extended family plays and loves this game. It's one of the things that boyfriends and girlfriends have to learn when they get indoctrinated into the Fox family. Though it's usually seen as an adult game, my cousin Grace was beating grownups by the time she was six. We're always on the lookout for a more usable, travel-friendly board.
Yahtzee	Games of Chance	1981	8	
Amoeba	Playground	1981	8	A tag variant, when you get someone, you hold hands and both try to get people. Gradually more and more people are part of the 'it' amoeba until the last person is captured.
Four-square	Playground	1981	8	This game started out fun, but soon turned vicious, as we learned how to just nick the corner of a square and send the ball flying away from the court. This was as much about cliques and ganging up as actual skill.

Hopscotch	Playground	1981	8	Hopscotch was usually too easy. I always had good balance. I had big feet though, so liners were always a risk when playing with sharp-eyed opponents.
Obstacle Courses	Playground	1981	8	
Red Light-Green Light	Playground	1981	8	
Two-square	Playground	1981	8	
Tee-ball	Sport	1981	8	
Tetherball	Sport	1981	8	
Mario Bros.	Arcade Video	1982	9	
PacMan	Arcade Video	1982	9	
Tapper	Arcade Video	1982	9	
Chess	Board Game	1982	9	I learned how to play chess when I was pretty young. Sadly, I didn't learn how to play it *well*. My optimistic parents let me compete in the Los Angeles County youth chess tournament. I lost seven games and tied one. I never looked more than a move or two ahead, and was killed *twice* by the four-move checkmate, the fastest possible way to die, and one only possible if a player walks right in to it. We went to McDonalds afterwards though and all was cool with the world. I still wish I could 'see the whole board.'
Connect four	Board Game	1982	9	This was one of those post-tic-tac-toe games that made me really pay attention and think three moves ahead. It's really easy to lose if you don't look at the board from your opponent's perspective, and that's why I liked this game; objectivity pays.
Sorry	Board Game	1982	9	
Wumpus	CPU Text- based	1982	9	
Twenty Questions	Mind Game	1982	9	
Colors (swimming game)	Outdoor Social	1982	9	A swimming pool, at least three people. "It" is dogpaddling in the center of the pool, while the others are on one edge or the other. Each person thinks of a color and the person in the middle yells out color names. When your color is called you have to swim across the pool, past 'It'. 'It' has their eyes shut the whole time, and has to try and tag you. If you're quiet they don't even know you crossed, as you can go under them or next to them. Picking a hard color (like 'ecru') is frowned upon, as is yelling out 10 colors in rapid succession and flailing about. I thought my cousin invented this game, but apparently other kids in other states know about it too.
Horseshoes	Outdoor Social	1982	9	almost only counts in Horseshoes. My Uncle's house used to have a garden, but between our attempts to grow things the field would lie fallow and we'd break out the horseshoes. I never quite got the hang of hooking the horseshoe to the spike, but I got to spend time with my cousins, and that was just as good.
Marco Polo	Outdoor Social	1982	9	
M.A.S.H. (fortune-telling)	Paper	1982	9	Short for "Mansion, Apartment, Shack, House",

	Game			M.A.S.H was a paper-based fortune game.
Simon	PDA Game	1982	9	
dodgeball	Playground	1982	9	I couldn't aim worth a damn, but my dodging skillz would put Neo to shame. This was good and bad, as recess would usually end with me jumping like a bean between two teams of opponents taking fast turns trying to bean me with a small red inflatable ball until they'd finally succeed, usually at a higher velocity than those who got knocked out earlier in the game. The prospect of turning the tables by *catching* such a speet pellet, well, it wasn't going to happen.
H.O.R.S.E. (PIG, ELEPHANT)	Playground	1982	9	Toss the basketball 'granny style' or normal, it's all about making baskets. Miss and you get a letter. Spell the word and you're out!
Handball	Playground	1982	9	Really two games. There's the one with the inflatable 8" ball, with pops, slicers, americans, and cross-country shots. That one we played in elementary school. Then there's the one with the tiny blue ball and a glove. We played that one in Junior high School. It involved a lot less teasing and benaing people with the ball.
Jumprope	Playground	1982	9	Number One in hand eye coordination, I loved it. Running in and stopping, making little jumps and knowig you made it because no rope hit you. Faster they'd spin and you jump in time, impossibly fast, then you jump too high or too late, and it's rope eveywhere, and it's someone elses turn. Jumping out of the rope was always harder than running in.
Kickball	Playground	1982	9	Like T-ball for the feet, kickball is played on the diamond. The pitcher rolls you the ball and you kick and run to first. I remember how the pitcher would try to deliver the ball fast and low, but you'd hope for a freak bounce so you could get your foot under it and really give it a good whack into the otfield over everyone's head.
Bouncy-ball (Ali)	Social Game	1982	9	My best friend Ali and I would always go off on our own during the playground time after eating lunch. We'd walk around the bungalows, talking about everything, and stand between two bungalows and play bouncyball handball between them. Sometimes we'd just throw the ball hard so it would bounce around us between the buildings. Bouncy balls were magic, and the countless hours spent being antisocial with A from 2nd through 6th grade are collectively one of my fondest childhood memories.
Battlezone	Arcade Video	1983	10	With its two steering handles and monochrome vector graphics, Battlezone was incredibly immersive. With my eyes mashed up to the plastic goggle frame, the interface felt invisible, like I was really there. The controls were surprisingly intuitive, and the attention to smooth gameplay more than made up for the minimal line-based display. This game rocked.
Qix	Arcade Video	1983	10	
Tempest	Arcade Video	1983	10	
Zaxxon	Arcade	1983	10	

Life	Video Board Game	1983	10	
Mastermind	Board Game	1983	10	
Othello	Board Game	1983	10	
Twister	Board Game	1983	10	
Uno	Card Game (custom deck)	1983	10	
Bullshit	Card Game (standard deck)	1983	10	Back when I learned this game in 5th grade during rainy-day-games, we called 'I don't believe you' since the teachers didn't go in for swearing. You'd deal out the whole deck to players, and the first player had to put down their aces in the center and say how many they were putting down. The next person had to put down 2s, etc. When you thought someone was lying you called them on it and the loser took all the cards in the pile. This game was interesting because it encouraged lying. The ambiguity was whether it was okay to put down say, 7 cards (three fours on top and 4 junk cards below) cards and say 'three fours', get called on it, show the three fours on top, and hope nobody noticed you slipped in more cards. This 'meta-cheating' was an interesting dilemma.
Rogue Poker	CPU TBS Games of Chance	1983	10	I remember playing with my grandfather on my mom's side. He died when I was about 13, but not before teaching me that three of a kind beats two pair. I was always fascinated by the feel of the chips, and the sense of *value* they had.
Chicken	Mind Game	1983	10	A thousand variations, not in my case including dueling with speeding cars, 'chicken' is all about getting someone else to do something by insinuating that if they don't do it, they're chicken, and therefore subpar. Not a very nice game, but then 10 year olds aren't the epitome of morality.
Telephone	Parlour Game	1983	10	
Doubledutch	Playground	1983	10	You need patient friends to learn to jump doubledutch, because at first it's hard as nobody's business. Once you get the hang of it though it feels like magic. When your feet know what to do faster than your brain can parse the rope positions, it feels like the ropes don't even exist. In renaissance faire, they'd play a game with three long ropes and six turners. Now there was some fun. Also, the ropes were heavy which meant that while they were slower, they were a lot heavier, and you'd know when you were hit.
Keep away	Playground	1983	10	More a 'mind game' when the person in the middle isn't there by choice. This is often not a very nice game.
Truth or Dare	Sexual	1983	10	
Archery	Sport	1983	10	Learned how to draw a bow at camp. Didn't get better at it until later. It taught me a lot about calm as a

				viaible means to success.
Ping Pong	Sport	1983	10	
Centipede	Arcade Video	1984	11	One of the arcade games my dad, sister, and I would love to play (along with Frogger, Tron, and Satan's Hollow),
Donkey Kong	Arcade Video	1984	11	For my 10th birthday I got a book "The Secrets of the Video Game Masters" that had detailed patterns to follow to defeat levels in Donkey Kong, Tron, PacMan, Ms. PacMan, and others. Try as I might, I'd only survive in Donkey Kong by going my own way eventually. I loved the quick kinetic reflexes needed for this game, though I always felt sad for Donkey, who I felt was unfairly prosecuted. *I* wanted to play as Donkey Kong, not try to defeat him. Maybe he deserved the princess more than a poseur like Mario.
Satans Hollow	Arcade Video	1984	11	
Stargate	Arcade Video	1984	11	
Risk	Board Game	1984	11	
Speed Sliding Puzzle	Board Game	1984	11	
Milles Bornes	Card Game (custom deck)	1984	11	This was the rainy-day game of choice in 6th grade. All the instructions were in French, and so we had it explained to us once and thereafter it was just passed down from class to class. A card-based racing game, all the cards were in French as well. Increvable!!! I thought I'd never see this game again until I saw Milton Bradley came out with '1000 miles' in English around 1996.
Blind Man's Bluff	Card Game (standard deck)	1984	11	I actually don't remember this game very well, but it used to be important to me. Go figure.
Pyramid Solitaire	Card Game (standard deck)	1984	11	Matching cards to make pairs of '13' to get rid of them, building to the top of the pyramid. In my family this variant was more common than klondike.
A-Maze-Ing (Mac 128K)	CPU Puzzle	1984	11	The mac equivalent to Solitaire, a-maze-ing came with the original Mac. It had varying degrees of difficulty and was pretty to watch mazes generating.
Zork	CPU Text-based	1984	11	
Croquet	Outdoor Social	1984	11	For a brief time I played this game every chance I got. Accuracy, outdoors, and the opportunity for being vengeful (knocking someone's ball out) or magnanimous (taking the extra shot) were all attractors of this game to me. I liked the feel of wood hitting wood, and playing on grass in my own small backyard.
Merlin (handheld)	PDA Game	1984	11	
Billiards	Arcade Physical	1985	12	I love billiards. Sometimes I suck at it, and sometimes I rock. There's a frame of mind, a level of concentration below consternation but above frivolity, that is best achieved after a single pint of cider. This is my billiards zone when I can sink 10 in a row,

				before it fades leaving me in the shallow end of the pool.
Dig-dug	Arcade Physical	1985	12	Blowing up dinosaurs with a bicycle pump! I *loved* this game. It didn't have to make sense. Dinosaurs had ghosts, you had a pump, and you could dig under rocks to squish monsters. This is a great example of good gameplay leading the design. The premise doesn't matter, so long as the mechanics are interesting. This kind of game would probably never have come out of an organization that said "Give us a realtime video game about killing dinosaurs."
Crystal Castles	Arcade Video	1985	12	Not all that different from Marble Madness, and bearing a strong resemblance to Crystal Quest, re its acceleration model. Crystal Castles had a great sense of level and space, and was a terrific expansion of the 'ball pusher' paradigm into three dimensions.
Tron Discs	Arcade Video	1985	12	
Mancala Beads	Board Game	1985	12	
Masterpiece	Board Game	1985	12	
Probe	Board Game	1985	12	
Trivial Pursuit (multiple sets)	Board Game	1985	12	
Bridge	Card Game (standard deck)	1985	12	I learned to play Bridge so I could spend more quality time with my grandmother. Most of my difficulty with the game was remembering the different 'signals' you're telling your partner by certain bids ("2-hearts", "4-no trump", etc.) I liked the logical and memory challenge of the game, but it felt weird that someone would always be 'the dummy' having to sit out. I stopped playing when my grandma Frieda passed away in 1990.
Rummy	Card Game (standard deck)	1985	12	
Speed	Card Game (standard deck)	1985	12	
Spit	Card Game (standard deck)	1985	12	
Spoons	Card Game (standard deck)	1985	12	
Where in the world is Carmen SanDiego	CPU Puzzle	1985	12	
Ultima III	CPU RTS	1985	12	EVO CARE!!! This was my first RTS game. I loved that you could talk to villagers, even if they were simple and repetitive. I was totally immersed in this world,

Orbiter	CPU Simulation	1985	12	2D-grid though it may have been. A space shuttle simulation, this game was practically impossible to play without gluing yourself to the technical manuals. Four years later I went to space camp and found out just how accurate this game was. Thousands of buttons and incomprehensible readouts. I don't think I ever played after Challenger.
Red Baron (snoopy)	CPU Simulation	1985	12	
Tycoon	CPU Simulation	1985	12	
Sands of Egypt (CoCo)	CPU TBS	1985	12	On a 'Coco' color computer and a tape drive in my 7th grade computer club. We also had a donated Kaypro II and an Osborne, as well as a handful of Trash-80s, including one with an 8" floppy drive.
Enchantment (Infocom)	CPU Text-based	1985	12	This was the first Infocom game I really got into. I took the game very seriously and let it eat up all my time. It was the first time I ever came across a reference to a 'red herring' and a friend had to explain what it meant. This game really taxed my mapping skills, and was great typing practice.
Hitchhikers Guide (Infocom)	CPU Text-based	1985	12	This was the hardest text-based game I'd ever played. I got stuck for days in the bedroom, unable to leave because Arthur Dent was dizzy. Finally I shoed my dad and when he read that one of the things in my pocket was a 'buffered analgesic' he typed in 'take pill'. I didn't know that was aspirin. but then, I thought a 'five pound note' was a really heavy pad of paper. Scarily enough, you can play online at <a href="http://www.douglasadams.com/creations/infocomjava.html">http://www.douglasadams.com/creations/infocomjava.html</a> May Mr. Adams rest in peace.
Scavenger Hunts	Outdoor Social	1985	12	
Capture the Flag	Playground	1985	12	I first played this at summer camp. Teamwork. "Us vs Them." Distraction and deception. It taught me the importance of simultaneous offense and defense that would later on be so important in Quake CTF and Paintball.
Heads Up, Seven Up	Social Game	1985	12	The first tool in the substitute teacher's toolbox, Heads-up Seven-up kept kids quiet and entertained. Seven people are chosen, and everyone else puts their heads down with thumbs up. The seven would walk through, each tapping one person's thumb. Then they'd say "Heads up seven up" and people would have to guess who were the chosen seven. As they were guessed they would trade places with the former 7, and the cycle would renew again. Like a lot of games with a social dimension, favorites and cliques always played an important factor.
Touch Football	Sport	1985	12	
Defender	Arcade Video	1986	13	Don't kill people. Save falling people, kill aliens. The controls on this game took some getting used to, especially the reverse button. The radar, letting you see the aliens, and the humans who were being picked up to be 'queened' into mutant ships, was really innovative, letting you speed along really really fast, using the radar as your primary info screen for

positioning and aiming. The button layout wasn't well thought out, and an up-down only joystick took getting used to, but this was a keeper. <http://play.ign.com/articles/374/374006p1.html>

Lode Runner	Arcade Video	1986	13	
Millipede	Arcade Video	1986	13	
Pole Position	Arcade Video	1986	13	
Robotron	Arcade Video	1986	13	
Clue	Board Game	1986	13	This game reminds me so much of those GRE logic puzzles, where Mary is taller than Jeff, but Jeff likes green more than anyone whose name comes after his in the alphabet, yada, yada. I played this game again just a few months ago and thought that I had mastered the logic of inference, only to make an erroneous deduction (based largely on the acting skills of one of my competitors) and guessed wrong, disqualifying myself from the game. A palm-pilot app for recording not only those cards you *know* to be wrong, but also the inferences and dependencies, would be very cool.
Monopoly	Board Game	1986	13	
Rummykub	Board Game	1986	13	
Scrabble	Board Game	1986	13	
Airborne	CPU Kinetic	1986	13	A simple shooting game for the Mac, it was the first game to feature 'realsound': actual digitized sampled sound in a computer game. The sound was of a jet screeching overhead, was 8bit 22Khz mono and it sucked, but it was so cool.
Crystal Quest	CPU Kinetic	1986	13	A great 'space game' similar in vague ways to Asteroids, the kicker about Crystal Quest was that you had to collect some things by rolling over them and avoid others. The mouse control was a thruster, affecting the acceleration vector but not directly setting the velocity vector, so it was more like rolling a heavy ball than moving a cursor. This resulted in very smooth gameplay, and was somethign really different on the Mac scene.
Dark Castle	CPU Kinetic	1986	13	This game was a stunner when it came out. I'd listen to Gloria Estefan and the Miami Sound Machine all the time when playing this game, and so it always took on a romantic feel to me, even when I was lobbing rocks at crows and dodging black and white flaming eyeballs.
Fools Errand	CPU Puzzle	1986	13	One of the best puzzle games I've come across, Fools Errand had literally over a hundred different logic puzzles. Each one was lovingly hand-coded, and the story held together so well that it was a joy to play each game, which fit perfectly in the context.
Millionaire	CPU Simulation	1986	13	
Wizardry	CPU TBS	1986	13	

HitchHikers Memory game (Josh)	Mind Game	1986	13	My best friend Josh Levenberg and I knew the book backwards and forwards. We used to play this game on the bus, where one of us would find and read two consecutive paragraphs, even if they were just "Which couple of guys? The couple of guys we picked up." or "What? Yes." Then we'd hand the book to the other person and start our stopwatch. the other person had 30 seconds to find those passages in the 250 page book. We could almost always do it. We were freaks.
Who Am I? (like 20 questions)	Mind Game	1986	13	
Pitching Pennies	Outdoor Social	1986	13	
Charades	Parlour Game	1986	13	I like the vocabulary implicit in this game. This isn't a regular game in my repertoire, and I play it with a broad range of people, often strangers, but everyone knows the symbols for 'words' 'syllables' 'movie' 'book' 'song' and so forth. I played for 5 hours with 6 complete strangers last Thanksgiving, and I was amazed at how quickly we 'got' each others quirks, and were soon doing words like "Anomalous dichromat" and "Seskatchewan."
Volleyball	Sport	1986	13	
Joust	Arcade Video	1987	14	I loved this game when it first came out. The flapping control for height was so alien to me, but I got the hang of it soon enough. I still remember the adrenaline rush in my belly I felt when I'd taken too long and the buzzard was on its way with it's fast wings and frightful screech.
Lunar Lander	Arcade Video	1987	14	Damn. I wrote a long rant about how great the single weighted level and two rotational buttons were on this game, and how well they worked with the minimal vector graphics to create a compelling gameplay that you can't get nowadays because arcade operators won't buy an upright that can't be repurposed with a new game by flipping in a few mod chips next year. Okay, so I guess I just wrote another rant. At least this one's shorter.
Paperboy	Arcade Video	1987	14	
Cathedrals	Board Game	1987	14	This game hit it big in the renaissance faire crowd. You'd have a 14x14 square board grid, and buildings of fixed sizes and shapes. The object was to place your buildings to 'capture' parts of the resulting town, while blocking your opponent (with buildings of another color) from doing the same. Before the game went mainstream, all the sets had real glued wooden pieces. It had a real feeling of quality that I think made people think harder about the game. The best games were played on the wooden board.
Shanghai	Board Game	1987	14	
Blackjack	Card Game (standard deck)	1987	14	When I was 17, in AP Calculus, I had a teacher, Jeff Hannock, who taught us all how to count cards in Blackjack. In the month after the AP test we all memorized the hit/stay tables for standard play and for card-counting. Mr. Hannock would spend school

				vacations in Tahoe or Reno or Vegas, playing for hours at the tables to supplement his teachers salary. He was blacklisted at a handful of casinos.
Cosmic Ozmo	CPU Puzzle	1987	14	One of the few great hypercard-based games. You're on a spaceship and have to solve puzzles to survive.
Super Aqua Blooper	CPU Puzzle	1987	14	
Ancient Art of War	CPU TBS	1987	14	War simulator where you control archers, sword warriors, and other types, forming them into phalanxes, retreating, etc. Fighting against the computer.
Daleks	CPU TBS	1987	14	Barely a 'TBS' game, Daleks is pretty standard from platform to platform: Teleport, Sonic Screwdriver, making piles of other robots. Like Minesweeper, this is one of those games you can keep playing until you get careless or unlucky. Simple yet repeatable.
Knights of Diamonds	CPU TBS	1987	14	This was the sequel to Wizardry. It was along the same vein, but was a lot harder. You'd take characters you brought up to high levels in Wizardry and introduce them into this new, much harder world. I liked it because it gave you credit for the equity you had already built up in the last game. I can't recall what you were supposed to do if you'd never played Wizardry, as this world was too hard to bring new characters in to.
Strategic Conquest	CPU TBS	1987	14	The highest praise a game can earn is when you accidentally stay up all night playing it. I spent whole weekends in front of this game, whether playing against a friend or the computer.
Slots	Games of Chance	1987	14	
Sardines	Playground	1987	14	Sardines is like hide and go seek, except one person hides and everyone looks. If you find the person, you quietly hide with them. Soon you're packed like sardines, hiding from the few people who haven't found the huddled group yet.
Radio Call-in Games (Dead or Canadian, etc.)	Social Game	1987	14	I had crazy luck with these. Trivia based or otherwise. I won tickets to movie openings, Lisa-lisa and the Cult Jam, and Smokey Robinson (I took my Mom).
Basketball	Sport	1987	14	Started playing in 7th grade, but never played verfy seriously or well. I've always been around Basketball, whether it's pick-up games at the gym at work, or the park, or friends' driveways. I always liked taking shots, but didn't care so much for the aggressive play. I'd often shoot baskets alone, thinking that with the next shot I'd suddenly figure it out and never miss a shot again.
Bowling	Sport	1987	14	I joined a league when in Jr High. As in Billiards, I always thought there was a 'zen state' when I'd do really well. Most of my time Bowling was spent trying to reach that state. I used to bowl with a walkman on to help me concentrate. My average was around 114, and though I only bowl once a year or so now, my scores are all over the map. I usually break 100, and the last time I went (Yahoo teambuilding offsite, 2002) I bowled 178, 189, and 201. Each score was higher than I'd ever bowled before. I was not wearing headphones. I'm afraid to bowl again.

Ultimate Frisbee	Sport	1987	14	
Labyrinth	Arcade Physical	1988	15	The tabletop game, a flatened cube with a knob on one side and on an adjacent side, that tilted the surface so you could guide a marble through the wooden maze on the top, dodging holes that would plummet the marble to the dispenser at the bottom so you could try again. Each hole had a nubmer so you could rate your progress until you were able to finish the maze in one go.
Dragons Lair	Arcade Video	1988	15	The first laserdisc-based game, this was finely crafted to cause you to lose all your money. Each turn you'd find out just a little more about the *right* way to play, and would plunk in more money to utilize that knowledge. With slow load times and this incremental learning so loosly based on skill I hated this game, but watched as it made many arcade owners very rich.
Shinobi	Arcade Video	1988	15	
Track and Field (video game)	Arcade Video	1988	15	
Parchesi	Board Game	1988	15	
Tri-ominoes	Board Game	1988	15	
Clock Solitaire	Card Game (standard deck)	1988	15	A kind of solitaire involving counting around 12 piles of cards and drawing the card from that pile, progressing onto another round of counting, I never took to this game because as far as I could tell it was causally static: A robot could play the game and come out with the same outcome. This is also my problem with WAR, by the way.
Apache	CPU Kinetic	1988	15	Black and white on the mac, you control a helicopter flying between vector-drawn buildings, shooting down computer helicpoters.
Crystal Crazy	CPU Kinetic	1988	15	Crystal Crazy was a game editor-enabled version fo Crystal Quest. It allowed for colorized versions with their own animated sprites and high quality sounds. People could create themed games (Simpsons, I Robot, Heaven and Hell, what have you) asnd distribute the game packs so other Crystal Crazy players could use the theme packs. Before the internet, this was one of the ost creative ways to share and incorporate sound and animation into a medium that could be shared with others.
Tetris	CPU Kinetic	1988	15	
3 in three	CPU Puzzle	1988	15	A strategy game for the Mac, 3 in three was composed of dozens of different logic games, strung together with the plot line of an anthropomorphosed, misplaced number '3' that was lost in the inner workings of a computer.
Pipedream	CPU Puzzle	1988	15	
Snake	CPU Puzzle	1988	15	
Microsoft Flight Simulator	CPU Simulation	1988	15	
Aerobee (Dad and Karen)	Outdoor	1988	15	Dad and I would play frisbee with aerobees, getting to

	Social			the point where we could regularly throw and catch a hundred yards.
Stunt-kite flying	Outdoor	1988	15	
Baseball	Social Sport	1988	15	Played in Jr. High. Before that I played Tee-ball, and later at Ren Faire I was on a Rounders league. The game has been around in various forms for a very long time.
Racquetball	Sport	1988	15	
Wallyball	Sport	1988	15	Wallyball, a real game (though maybe only in Los Angeles?), is played on a specially-fitted raquetball court. The net goes up and it's regualr volleyball, but ther's no out of bounds, only walls you can use when giving or receiving. The ball was bright blue like a raquetball (probably for contrast reasons), but otherwise similar to a volleyball.
Frogger	Arcade Video	1989	16	Dad would kidnap my sister and I and we'd drive to this one liquor store 10 miles away, the only place we knew that had Frogger. We were enraptured by this game. We'd practice traffic-dodging techniques, watch our close calls, and dare each other to jump on to alligators backs. This was one of teh few arcade video games where I really enjoyed watching other people play.
Ms. PacMan	Arcade Video	1989	16	I played this game far more from 1995-1999 than I ever did in the 80s. I even tried to buy a cocktail installation for Ammy, who loves this game almost as much as Air Hockey.
Rampage	Arcade Video	1989	16	
Continuum	CPU Kinetic	1989	16	One of the smoothest B/W Mac games, Continuum us part maze, part lunar lander, and large part asteroids in a black-on-white world. My personal soundtrack to this game was ABC's "Who wants to be a millionaire?" and I still associate the two.
Falcon	CPU Kinetic	1989	16	An F-16 flight simulator, Falcon was really realistic (compared to other games I'd played). In practical terms, this meant I crashed a lot at first. I learned the difference between AIM-7 and AIM-9 sidewinders, learned how to use cannons with a HUD, and discovered how effective an Immelman manouver was before I came across it in the tactics book. The controls on this game were overwhelming (far more so than on Gato, but not as bad as Orbiter), but luckily once you got the hang of a core set, a lot of the rest were just icing. The key commands were pretty arcane though. It was the game's main drawback.
Solarian	CPU Kinetic	1989	16	
Minotaur (World Builder)	CPU RTS	1989	16	Minotaur is a game I made myself, using the "World Builder" adventure game engine on the Mac. Building worlds was hard, and I found that building compelling plotlines and goals was much, *much* harder. Nobody ever saw the games I made except for me, and now I have no idea if the bits still sit, gradually degaussing into oblivion on some floppy in a drawer or a landfill.

Gato	CPU Simulation	1989	16	Gato was a WWII submarine sim for the Mac. With only Diesel engines (requiring a snorkel to run underwater, limiting depth to 30 feet) and limited batteries, playing Gato was a real game of cat and mouse. Like some of my othe favorite sims, most of the action was really in your imagination, watching the track of a torpedo after launch, and *feeling* the tension as you tried to dodge or hide from enemy torpedos or depth charges.
SimCity	CPU Simulation	1989	16	
Spacequest (World Builder)	CPU TBS	1989	16	
VirtualBoy Tennis	PDA Game	1989	16	
Spin the Bottle	Sexual	1989	16	
D'n'D	Social Game	1989	16	Sparked no doubt from envy while reading my friend's Monster Manual on the school bus, I got roped into a few Dungeons and Dragons games. Maybe I didn't have good DMs, maybe it wasn't my bag, but it seemed far too arbitrary to me. The DM was god, and often wouldn't even play by his own rules, souring me on RPGs later in life. Now, as fascinated asmy friends are about their Amber Chronicles or Vampire: the Masquerade campaigns, I usually sit on the sidelines and play with their Gamecubes and X-boxen instead.
Picnic on Mars	Social Game	1989	16	
Wheel of Fortune	Social Game	1989	16	
Tennis	Sport	1989	16	
Galaga	Arcade Video	1990	17	In the summer between 11th and 12th grade I took Intensive Spanish at the local community college. In the middle of the day we'd get a 45 minute break. Every day I'd play one game of Galaga and by the end of the summer that one game would last me the full 45 minutes. I still have a strong sense-memory of the game, and know when to dodge left or right during the opening fly-in sequences. things got harder when I'd control two ships at once, and I'd try to stick to one. I'd usually play until I got careless and lost a ship, then got nervous and would lose the rest in short order.
Illuminati	Board Game	1990	17	Masons vs Aliens vs Conspiracy Theorists vs the all-powerful Illuminati. My friend Ben Cerveny introduced me to this game (and Diplomacy) and he had some friends who were frightfully good at it. I had the vague idea that Ben and his high school friends were involved in at least a fwee secret societies of their own. I still do, except I know what some of them are now.
Jenga	Board Game	1990	17	This game made it onto my list surprisingly late. Owing a lot to 'pick-up sticks', Jenga was a real meme for a few years. Like Trivial Pursuit, it was one of those games that just everyone had. Don't play on glass tables, or tabletops that might crash. Real wooden pieces meant they were great to play at

Hearts	Card Game (standard deck)	1990	17	renaissance efares. In fact, one game merchant had built his own -life sized- Jenga set, with towers 4 feet tall to start, and could only grow higher. After mastering blackjack in AP Calculus, we moved on to Hearts. There were always a few (myself included) who were overconfident and would try to shoot the moon too often. We played with the two common variants: the Jack of Diamonds was worth - 10 points, and the queen of spades was worth 13 points. I need to scrounge up 3 other people and play a round or two.
Spades	Card Game (standard deck)	1990	17	
Super Mario Bros.	CPU Puzzle	1990	17	
Diplomacy	Mind Game	1990	17	Okay, so it's a board game, but in my head, this game screams mindfuck more than any other. Likke Risk, but without the dice, you take turns talking in private with other players, making real backroom deals, then screwing over your fellow players, breaking your word to them the next turn for your benefit, then turning back to them and asking them to trust you again. Of course, they'd hate you if they weren't doing exactly the same thing. This game teaches young people more about life than they should ever know.
RC car racing	Outdoor Social	1990	17	
Jeopardy	Social Game	1990	17	With my sister away at college, my mom and I fell into patterns, and our favorite daily ritual was to watch Jeopardy, and play along. I have no idea where I got my cultural knowledge, and admittedly there were areas I knew nothing about, but playing out loud with my mom, I learned to trust my intuition even when I had no reason to believe it was right. When I remember I still catch a game now and then on TiVo.
Go	Board Game	1991	18	It looked so much sipler than Chess, but I quickly learned how wrong I was. Go was big at Berkeley, and there was a mysterious doorway that led to a basement in Downtonw Berkeley. A Go parlour where smoke and hooka pipes wouldn't seem out of place. Well, not as out of place as I was...
Maelstrom	CPU Kinetic	1991	18	A great refresh of Asteroids, the folks at Ambrosia Software are absolute wizards at smooth rendered sprites and this game is just beautiful with sound to match. It's no wonder they're the most successful shareware house out there for the mac. I mean, they pay salaries and exhibit at expos and everything!
Minesweeper	CPU Puzzle	1991	18	
NetTrek	CPU RTS	1991	18	
Fame Name Game	Mind Game	1991	18	A game I learned in the dorms, this is the one where someone starts with someone famous whose name starts with 'A', then the next person has to name someone whose first name starts with the last letter of the previous person's last name. If they can't think of one, they can challenge the previous player to

come up with one. "Michael J Fox usually resulted in "Xerxes" the Medieval English king, but after that, an X would get someone punched in the arm. This game was immortalized (if that's the right word) in the movie "Go." Variants included animals or countries.

Strip Poker (and variants)	Sexual	1991	18	
Galaxian	Arcade Video	1992	19	A whole lot like Galaga, with a few advanced features. I always preferred Galaga though, since I really felt like I could get inside the computer's head.
Virtua Fighter	Arcade Video	1992	19	
Nine Mans Morris	Board Game	1992	19	
Pictionary	Board Game	1992	19	
Myst	CPU Puzzle	1992	19	
"Honey if you love me, why won't you smile?"	Parlour Game	1992	19	I first played this game in an intro Drama class. The point was to get your partner to break character and smile. You'd say, in whatever fashion you wanted to: "Honey, if you love me, why won't you smile?" and the partner had to say, with a straight face. "Honey, I love you, but I just can't smile." Play it with a stranger.
Out of State License Plate	Travel Game	1992	19	
Street Fighter	Arcade Video	1993	20	
Set	Card Game (custom deck)	1993	20	
Glider Pro	CPU Kinetic	1993	20	Written by my friend John Calhoun (though I didn't meet him until years later), Glider was a scrolling 2D paper airplane simulator for the Mac. Pro included a house editor and was later ported to Windows.
MOOs and MUDs	CPU RTS	1993	20	
The Word Game	Mind Game	1993	20	This game was a lot harder than it sounded. You and an opponent would draw a scrabble letter out of a hat (or a friend would choose a letter at random). Then you'd take turns saying a word that started with that letter. The game would end when one person either repeated a word that had already been said, or took more than three seconds to think of a word. The game sounds easy, but very soon all your near-term memory is filled with the previous words that you can't use and it becomes *very* hard to think of a new word with that letter.
Paintball	Outdoor Social	1993	20	
Tossing Football (Karen)	Outdoor Social	1993	20	
Alphabet in the Round	Parlour Game	1993	20	18 drama students in a circle with their eyes closed. One person says "A" and someone else says "B", working through the whole alphabet. If two people talk at once, you start over. It took us 3 hours to get through it the first time, but we could regularly get

Blind Kiss	Sexual	1993	20	through it in under 2 minutes after that. It taught the importance of silence, and pacing.
Punch buggy	Travel Game	1993	20	An SCA or after-hours Faire game, one person would be blindfolded and then be kissed on the lips by 3-8 people, then the blindfold would be removed and they had to match the kiss to the person. Variants on this game are not printable here.
Kinesis	Board Game	1994	21	See a volkwagon bug before anyone else, yell out the color and punch someone in the arm. Ahh, college. I also learned about peddles there, but that's another story.
Scattergories	Board Game	1994	21	The guys who make Kinesis had a 'Kinesis fair' at Berkeley in '94. They were both Berkeley Math grads who designed the game while avoiding studying for finals. The game is kind of like chess, but with only one kind of piece. Perhaps more like checkers, but with more strategy. I haven't played in almost a decade, but I remember how players would learn a strategy of attack, then learn a counter, and so on, so they'd routinely beat someone who was only slightly less experienced. In this way the game resembled Nine Mans Morris.
Taboo	Board Game	1994	21	
Magic: The Gathering	Card Game (custom deck)	1994	21	This game is like a form of crack that I'm immune to. I'm around it all the time, yet it never compelled me. The first 15 minutes just didn't cut it for me.
Super Mario World	CPU Puzzle	1994	21	
Sim Tower	CPU Simulation	1994	21	
Keno	Games of Chance	1994	21	Like lotto with instant gratification, the casinos make sure that you can still gamble money, even when you're waiting for your food or noshing on the al-you-can-eat buffet. Keno has a lot of material factors that give it a unique 'feel' no matter where you play: The call board that looks a lot like the table board in busy restaurants, the cheap pulpy paper grids and black crayons, and the brushstroke 'chinese chop' marks that indicate an authorized and entered play board. I've probably played dozens of times, though I don't know that I've ever actually won anything.
Roulette	Games of Chance	1994	21	
Movie Game (Karen)	Mind Game	1994	21	"The Movie Game" is all we used to call it. Karen and I devised this game before we'd ever heard of "Six Degrees of Kevin Bacon" (though seeing John Guare's play "Six Degrees of Seperation" in 1992 in London probably helped me invent the game). We'd each think of a movie and find links by common actors and other movies. After a while we got very good at it, mostly through a familiar network of ensemble movies like Soapdish, The Breakfast Club, and The Big Chill. It still helps pass the time waiting for food at a restaurant or waiting for previews to start.

Frisbee Golf	Sport	1994	21	My dad turned me on to this one. With our penchant for all disc games, he get really in to frisbee golf and took me to a course in LA several times. In the end, I started playing with my Aerobee on the Berkeley campus, rather than with the silly discus-style discs, and we'd play crazy-long-distance games. Some trees gained aerobees those days...
Malibu Gran Prix	Arcade Physical	1995	22	Real racing, real cars, real small, against the clock. I learned how to race these and a few years later took about 10 times around the track, then spent a few months playing Gran Turismo, and came back. My skills, confidence, and times were markedly improved. It was frightening because I realized these skills could really be applied to the Civic I drove to the track.
Gimmie the Brain	Board Game	1995	22	One of the classic Cheapass games, the catchphrases from this Fast Food Establishment simulator haunt my friends and me to this day. "Gimmie the brain! I have to count the meat!" "Gimmie the brain! This man has a gun!" Like most cheapass games, you have to supply your own dice, and your own whacked out friends.
Lord of the Fries	Board Game	1995	22	Cheapass game, sequel to 'Gimmie the Brain'. This time you're working the counter, and are filling orders. Fun in a different way than Brain, and getting into the spirit is one of the most important ingredients for a good game.
You Don't Know Jack	CPU Puzzle	1995	22	
Liars Dice	Games of Chance	1995	22	A sort of sibling to 'dollar bill poker,' each player would have five dice under their cup, and you would make a challenge like 'six 3s', betting that there are at least six threes in the combined dice of all the players. The turns would go around the circle, with each player having to raise the bid, either by picking a higher pip number (six fours, or six sixes, for example), or taking it to the next level and saying 'seven aces' or 'seven threes' etc. At any time any player can challenge the current bid, and all the players would raise their cups, revealing their dice. The loser of the challenge, whichever way it went, would lose one die, lessening their total knowledge of the aggregated dice. When you lose your last die, you're out. Last one in wins. I *love* this game, and I haven't played it in years.
Tiajuana	Games of Chance	1995	22	
Lawn Bowling	Outdoor Social	1995	22	I started playing this when my grandfather took to it after Grandma died. There's a whole lawn bowling community of senior citizens in Pasadena. He taught us the art of playing, but the real unique aspect was the rich traditions that surrounded the group. On the walls of the clubhouse were portraits of the club presidents, all over sixty years old, for the last eighty years. You could feel the kinship in competition.
Deadwood	Board Game	1996	23	The setting: A hollywood back lot. Your mission: Create an awful 'B' movie. Deadwood was one of the stranger Cheapass Games games. I only played it a

				few times, as the time required didn't meet the payoff, unless you had a group of *really* fun people, and those people usually preferred other games. Also, as with most cheapass games, the production value of the physical components was really low (xeroxed manila cutouts), which didn't help much. But hey, it was cheap.
Kill Dr. Lucky	Board Game	1996	23	More Cheapass. My friends think Kill Dr. Lucky and the sequel, 'Save Dr. Lucky' are two of Cheapass's strongest games, but I have to be reminded of how to play each time I play. I guess I just don't find it too engaging.
Doom	CPU FPS	1996	23	"The" FPS. I became close friends with my PC-friends to play this game. The faster the processor, the better.
Quake III	CPU FPS	1996	23	
Myth	CPU RTS	1996	23	
Warcraft	CPU RTS	1996	23	
Bondage	Sexual	1996	23	I've known a few very good players of this game (names withheld to protect, well, me). Yes, it's the game you're thinking of, and if you don't think it's a game then you're not doing it right. It's actually one of my favorites. :-)
10 women (Mr. Bad)	Social Game	1996	23	A morally ambiguous game, Mr. Bad and I would sit on the sidewalk and watch women go by. From 'start' each woman would increment a counter, and we would say 'next' or 'keep her'. When you 'chose' one, that was the one you got, and then saw who the rest of the women were, to see if you chose the most attractive one. If you had gone to 9 or 10 without 'choosing' one, you ran the risk of getting stuck with the last one. When we played this game outside of work, just outside of The Gap's corporate headquarters, there was no point, since every other woman walking by was a bombshell.
Air Hockey	Arcade Physical	1997	24	Though I played air hockey earlier than 1997, that was the year that Ammy and I started getting seriously competitive. Every now and then she or I will come across other people who consider themselves air hockey experts, and we regularly trounce them.
Fluxx	Card Game (custom deck)	1997	24	I'm a big fan of LoonyLabs, and Fluxx is my favorite game. The rules are really well balanced (though I have yet to see the changes they made for version 3.0) and I have a few friends with whom I'll regularly play whenever we have spare time. It's a conversational lubricant. I've been planning my own extensions to the standard Fluxx deck (user-created cards are encouraged) but I haven't gotten around to playtesting them yet.
Marathon	CPU FPS	1997	24	
Quake II	CPU FPS	1997	24	
Riven	CPU Puzzle	1997	24	
CivNet	CPU TBS	1997	24	My friends all raved about Civilization and Civ Net. Maybe it was the unengaging graphics, or going down a path my friends had already become adept at, but I found the game play to be clunky and unengaging. I was sad that I couldn't find the joy in this game that everyone else loved so much, but maybe turn-based

General Post	Parlour Game	1997	24	strategy just wasn't for me... One of the Fezziwig games (Dickens Christmas Faire), General Post involved upwards of 20 people sitting in chairs with letters in their hands addressed to different cities. When the postmaster called your city, you had to race across to a chair on the othre side, while dodging the mail thief, blindfolded and wandering the center of the circle. This game is very similar to 'colors', but played in a completely different context. If you're caught, you become the new thief.
Heat.Net	Social Game	1997	24	This was a whole game culture that I was contracted to build. Along with a ahnadful of other designers and developers, Heat.Net was essentially and anteroom for all the network games that could be played. Heat.net had its own commerce model, where people could trade money, buy better weapons, get real-world discounts on games and peripherals. Sadly, Heat.Net went under after about 6 years up, but not before it was redeployed in Europe. the logo was a peace sign in crosshairs and its slogan was 'Peace Through Cyperdiversion.' In short, 'kill online, not off.'
Cranium	Board Game	1998	25	Thank you oh Lord Starbucks for marketing a game that would otherwise have died away in obscurity. I like Cranium because it melds so many social games with common themes into a single framework. Funniest Cranium moment was when my friends Ammy and Rick were playing against my girlfriend and me, and we got a Charades 'All Play'. Ammy and I stepped up to square off against each other, get the card with the word and read it: "Missionary." We both just looked at each other and burst out laughing, thinking of the obvious tactic. In front of our respective Significant Others, we laid down and went at it (with clothes on; this is a family show). They didn't get it.
Outburst	Board Game	1998	25	
Pente	Board Game	1998	25	
Speed Cribbage (Dad)	Card Game (standard deck)	1998	25	
Dark Forces	CPU FPS	1998	25	One of the first FPS games I really got in to, and before they had networked FPS on the Mac. I played this a lot and was really impressed by how stormtrooperish the stormtroopers felt. This was my first FPS where the world was supposed to be one I'd recognize from somewhere else (the Star Wars universe).
Half-life	CPU FPS	1998	25	The first FPS I actually finished. I don't know that I ever played any network HL games, but I did finish the full solo campaign, after a week or two of gameplay. It's a beautiful game. Alluring enough to make me ditch my Dual Boot Linux's 200-day uptime to boot into Windows to play.
Diablo	CPU	1998	25	Grr. I hate having to wait for game parity on my Mac.

	Kinetic			I didn't play Diablo much, since by the time I got it my PC friends were level 14 masters, but the melding of gameplay with graphics was terrific.
Starcraft	CPU RTS	1998	25	
Warcraft II	CPU RTS	1998	25	
Gran Turismo 2	CPU Simulation	1998	25	This was the only racing game that actually made me a better driver. Its kinematics engine and tutorials on how to take turns at high speed were so real that I actually found myself driving differently on the road. I try not to play this for long hours before hitting the highway for real. It's that good. I want to get a PS2 so I can get GT3...
The Sims	CPU Simulation	1998	25	
Bejeweled	PDA Game	1998	25	A Tetris-ConnectFour child, you have to swap crystals on a 2d grid to make lines of three like crystals, which will then disappear, and let others fall. This game is on the PC too, but I only played it on my Palm. It was pretty brainless, but an easy way to pass the time. It's all about visual pattern matching.
Dance Dance Revolution	Arcade Physical	1999	26	What can I say? There was a DDR machine a few blocks from my house on campus and after a few days of dropping by and playing 3 and 4-foot dances I got the hang of reading the arrows subconsciously. After that it was all about practice. I'd do it instead of going to the gym and I'd love a challenging three-dance set of 6 and 7 foot dances. I still eschew the home versions for lack of a trustable tactile interface, but I love playing a game or two, when I can find a good cheap 3rd mix machine. I don't even care that I'm almost 30 years old and probably look stupid. It makes me feel brilliant.
War	Arcade Video	1999	26	This was the last arcade game (other than DDR) that I would regularly pump quarters into. I got pretty good at it, largely because it was so predictable.
Bitin' Off Heads	Board Game	1999	26	A Cheapass game, players start at the beginning of a long path, moving towards the finish, but there are many things that can cause you to die and start at the beginning. This game can go on for a very long time before someone wins. This is good for parties because players can join or leave the game at any time without being at a disadvantage.
Nurtz	Card Game (standard deck)	1999	26	
Myth II	CPU RTS	1999	26	
Final Fantasy VII	CPU TBS	1999	26	Amazingly, this is the only FF game I ever played. I had it for the Playstation, and it took so goddamn long to cast the special spells (think 30-second interstitial animation, two second move, then another interstitial animation, ad sominum) that the game became unbearable. Apparently it was a shame this is the one I started with...
Craps	Games of Chance	1999	26	I've learned Craps a few times (from Teli Sevallis on the Hotel Casino Channel, then later from my uncle) before it really stuck with me. I love this game, because it's the most spirited social casino game I

Dopewars	PDA Game	1999	26	<p>know of. A lot of my friends can't take the pressure of rolling when the outcome affects hundreds or thousands of dollars of other people's money on the table.</p> <p>Buy 6 doses of Cocaine in Manhattan, and flip it for 40 hits of LSD in Harlem. The interface on the PDA version was terrible and brilliant, with a 'buy' button that only brought up a dialog that says "To buy, click on the name of the drug, not this button." Still, on the palm it had lightning-fast gameplay for an experienced user. I never played or cared about the more advanced versions on the PC. Dopewars was a nice salt for my brain when I was burnt out on bejeweled or yahtzee on the Palm Pilot. And I loved making 8 million dollars in 25 days and retiring in the Carribean. Now if only it weren't all about drugs.</p>
Lord of the Rings	Board Game	2000	27	
Aquarius	Card Game (custom deck)	2000	27	Domino-like card game, placing cards on a table layout, matching the patterns on other sides. The object is to make a layout with five or more cards in your 'suit' of fire, water, air, earth, or stars.
Chez Geek	Card Game (custom deck)	2000	27	Played by the very people the game is about, Chez Geek is a geek life simulator, where the objective, to garner 'cool points' can only be achieved by accumulating slack, money, and above all, nookie.
Quake	CPU FPS	2000	27	
Need for Speed II	CPU Simulation	2000	27	
Geocaching	Outdoor Social	2000	27	Armed with long. And lat. coordinates, a brief description or list of clues, and a handheld GPS, you try to find the Geocache box someone left weeks, months, or years earlier. When (if) you find it, you sign the book inside, take something from it, and put something in it (A pez dispenser, CLIF bar, pair of sunglasses, water pistol, or what have you. It's a great way to explore someplace new. We used to play on the California coastline around the Golden Gate Bridge.
Poor Pussy	Parlour Game	2000	27	
SurvivorBlog	Writing Game	2000	27	
Foosball	Arcade Physical	2001	28	I didn't seriously start playing this game until I started working at Yahoo. Some of the Yahoo folk are really serious about their foosball, and they have an annual tournament (along with many smaller mini-tournaments). After playing 6 times a week for over a year, I consider myself above average, but not by much. I'm better at offense than defense, and have a killer 5-man shot. Too bad some places call 5-man goals illegal. Wussies.
Beatmix	Arcade Video	2001	28	A child of Dance Dance Revolution, Beatmix required you to press keys and spin a record in time with falling notes, helping compose a song. I like this game, and it has a huge following, but it would have been incredibly improved by having a real 5-8 key keyboard, instead of rectangular plastic buttons for

Icetowers	Board Game	2001	28	the white and black keys. Really engaging songs that taught you about counterpoint and breakbeats instead of just throwing you curves would also have made this a stellar game.
Chrononauts	Card Game (custom deck)	2001	28	One of only a few board/piece games I know of that are played head-to-head and aren't turn based or based on dexterity. The goal is to 'capture' towers of pieces by putting a piece of your color on top. Through 'splitting' and 'mining' other players can get some of thier pieces out from your owned stacks and reclaim them. The game is over when you're both stuck or satisfied, and the winner is the one who 'own's the most piece-points, based on the sizes of the pieces they own. One of several games that can be played with an Icehouse set.
Guillotine	Card Game (custom deck)	2001	28	A LoonyLabs card game, my friend Ammy and I playtested this game from conception and through several beta iterations. It involves time travel and multiple timelines. Though Ammy loves it, I found the game play a little clunky and overly encumbered with plot, inhibiting the actual gameplay. Still, I got my name on the 'Special Thanks' credits, and it's not the worst LoonyLabs game out there. At about 85 cards, the deck is also pretty hefty.
Need For Speed III: Hot Pursuit	CPU Simulation	2001	28	Noone expects the Spanish Inquisition, but the French Revolution had them lining up in the streets to decapitate the Borgoise. You're a headsman, vieing for the most prestigous heads for your collection. A gory game, but with a good rule base beneath it. Lots of fun, and a very nicely crafted game.
Photo Game (underground)	Arcade Video	2002	29	
Speed Scrabble (x-mas 2002)	Board Game	2002	29	
Gother Than Thou	Card Game (custom deck)	2002	29	Another Peter Jackson game, Gother Than Thou owes a lot to Chez Geek. Social commentary layered on a relatively simple gameset, it's fun if your imagination is turned on, but can be boring once you get past the scene-setting goth veneer.
Nanofictionary	Card Game (custom deck)	2002	29	Beta tested this card/performance game. The first stage is a card game where you collect plot elements, and the second is where you perform the impromptu story for your fellow players, and they vote the best performance. Practice helps a lot in this game.
Collapse	CPU Kinetic	2002	29	Originally a Flash game, and now with a PC counterpart, Collapse is another 'falling puzzle', where you have to click on colored pieces that are touching two or more of their own color. Pieces grow from the bottom, and when any touch the top, you're dead. Brainless and addictive.
Game Neverending	CPU RTS	2002	29	Game Neverending ( <a href="http://gameneverending.com">gameneverending.com</a> ) is a web/flash/javascript/dhtml game I'm playtesting for Stewart Butterfield. The game is all about interactivity, making things, and goodwill. It's really

Warcraft III Zendo	CPU RTS Mind Game	2002 2002	29 29	like a graphical MOO on steroids. It should be in general release in late 2003. It's really cool, but has finickey browser restrictions. Played with the LoonyLabs "Icehouse" set, this is a game that can be *very* difficult, depending on the skill and cruelty of the Zen Master. Without delving into the ruleset too much, this game is like Mastermind, but completely freeform. It's one of my five favorite games, and really relies on having smart people playing.
BlindDateBlog	Writing Game	2002	29	A crazy weblogging game that went on for two months and was viewed by tens of thousands, sixteen of us maintained a communal weblog where two people would get voted off each week until there were only two people left, and they would finally meet face to face, for a blind date. In total we probably wrote 300 pages of content over the course of the game. I came in second.
Lunch Money	Card Game (custom deck)	2003	30	This game is cold and vicious. You're a 5-8 year old girl who will kick, punch, headbut, or stab other 5-8 year old girls to get their lunch money. The cards are simple and very dark and gothic, though this is at the expense of clear rules of play. The rulebook has to be referred back to often to understand specific cards special capabilities or limitations, unlike Fluxx's contextual instruction.
Phase 10	Card Game (custom deck)	2003	30	My new girlfriend Rachel introduced me to this game in the second week of this year. She carries it with her all the time in her bag. I don't think she knows, as I carry my deck of Fluxx in my backpack 24/7, how much that endeared her to me.
Snood	CPU Kinetic	2003	30	Snood has been around for nearly a decade but I only just discovered it after Slashdot said it was listed as one of the 10 most pervasive computer games of the year. It's a wonder I'd never heard of it before...
Movie Game (Ammy and Rick)	Mind Game	2003	30	You and a friend agree on a movie you both know backwards and forwards, and go back and forth asking each other difficult trivia questions. Scoring is like in volleyball: only the person serving (asking) can get a point. The other person is working to get the serve. The first person to a predetermined number of points (3, 5, 7) wins. Princess Bride is a natural movie for this game.
fitaly jumpboard hopscotch Playground		2003	30	This really cool game I invented for gradeschoolers. We'll have to see if it takes off. Once the snow clears I'll have to hone my game. Two friends think I should apply for a patent and start selling full-sized Fitaly Jumpboard pads with USB connectors so people can go to the gym to work out and answer email at the same time.

**Areas to examine more closely:**

\*\*colecovision

\*\*current (gamecube/  
playstation/etc)

\*\*gameboy games

\*\*GBA

\*\*Intellivision

\*\*odyssey

\*\*pinball games

\*\*single-game handhelds

\*Card games

\*console games

\*Dart games

\*Drama games

\*other computer games

\*SCA games

