

Nicole Epps, Game Design Toolbox

#	Game	Platform/Genre	Year	Age	Details
1	Tic Tac Toe	Paper	1988	4	This was a basic game taught in school to get 3 x's or o's in a row. It was never that exciting, however and was usually used to kill time.
2	Jigsaw Puzzle	Puzzle	1989	5	Playing with jigsaw puzzles is usually only fun when it's difficult. I later went on to play jigsaw puzzles online which was fun because you could put your own pictures on the puzzle.
3	Candyland	Board Game	1989	5	I always enjoyed Candyland for the pictures that were on the board. I got lost in the idea of an actual candy land and the beautiful princess at the end. The game was simple enough, but the story really made it a classic.
4	Simon Says	Playground	1989	5	Simon Says is pretty simple because you just do what the speaker says, but it's fun because it's so easy to get cocky and stop paying attention. You have to be on your toes constantly.
5	Tag	Playground	1989	5	Tag is fun when you have a lot of energy to waste. If you don't, it's obnoxious. At the age of 5, you usually have energy, but I played recently, and the running was a bit much. This game is much better indoors, because if you're "it" then people don't get ridiculously far.
6	Mouse Trap	Board Game	1989	5	The most exciting thing about this game was setting up the trap and watching the marble roll down. I don't even remember playing by actual rules, although I'm sure I did. The complicated cause and effect scheme made it fun even to tinker with.
7	Duck Duck Goose	Playground	1989	5	The fun part about duck duck goose is being "it" because you have to be very sly in order to tag some one and get away quickly. If you're not it however, it's all about being alert at all times.
8	Red Rover	Playground	1989	5	Two lines of kids would hold hands and try to break each others' lines by running through them. I remember always being targeted because people thought my grip wasn't as strong as someone else's, but it's more about the grip you could get on another person's hand. I liked this game because you could get so many people to play together who might not normally associate.
9	Guess Who	Board Game	1990	6	The fun part of guess who was getting the person right away. You could only ask your opponent yes or no questions. What is interesting is that you don't really need a board to play it. You could play it in a room with people. I don't remember there actually being any way to lose. You could just take a long time to win. Trying to think of clever questions makes it more interesting.
10	War	Card Game	1990	6	This card game was mainly about luck which makes your winning less significant. I once played with a guy who kept putting his ace back on the top of his deck and because I wasn't paying attention, he used the same card like 3 times. It was funny because I didn't really care about the game.
11	Hot Hands (hand game)	Playground	1990	6	I played this game when standing in line, or waiting for something else to happen. It's not much fun, because some people hit your hands too hard, but with the right partner it can be temporarily entertaining.
12	Memory	Card Game	1990	6	I've played so many different versions of Memory through the years. I think you're either good at this game, or bad or so-so. You don't really improve though. You can play with yourself or someone else. I think with someone else is the entertaining because there's competition and it's always so gut-wrenching when they find the one you were looking for.
13	Connect Four	Board Game	1990	6	Connect four is the complicated version of tic tac toe. It's not a very intense game, but the little bit of strategy and the ability to see what your opponent is trying to do is important to winning. We played it a lot after school. It wasn't a hoot, but it got the job done.
14	Hangman	Paper	1990	6	Thinking of phrases that your friends can't guess is key to winning hangman. It's a lot like wheel of fortune, which I also enjoy. We never played with any kind of consequences for not winning. I've played a computer version of hangman before, which is better because your friends phrases' will start to be obvious after a while.
15	Thumb War		1990	6	Thumb wars are fun, because you have to be tricky to maneuver around big-thumbed people. I like to tease them by laying my thumb down then quickly doing a wrap around when they go to pin me down.

16	Twister		1990	6	Twister is the kind of game that you don't want spectators to watch because you look ridiculous. Getting all twisted up on the mat and keeping your balance is just enjoyable because people try to say things to make you laugh and fall.
17	Hand Clap Game "down by the bay"	Playground	1990	6	Everyone would stand in a circle with their hand face up in the palm of the person to their right. You sing a song and pass a hand slap around the circle, but when the song ends, you don't want the slap to end up on you. The speed was fun, because the game would inevitably speed up no matter what and when it was to 2 people it was just insane.
18	Telephone	Playground	1990	6	Telephone is about seeing how a message changes as you pass it down the line. When we played, we didn't really change it on purpose, but recently when I played, that was the whole purpose.
19	Go Fish	Card Game	1990	6	Go fish was a game that I could never really get into because it wasn't that involved. You try to get rid of your cards before the other person, but it's all about luck which never is a good thing for the game to be complete based on.
20	Red Light Green Light	Playground	1990	6	Red light green light is about having good reflexes and the ability to start and stop on a dime. You advance when the person has their back turned. I never got really motivated to reach the front, because of extra zealous players who push you out of their way.
21	Mancala	Board Game	1991	7	We always played this game in our after school program. You tried to clear your side of marbles. It was cool, because it's the kind of game that you can play and still have a conversation, but it wasn't so dull that you couldn't simply focus on it.
22	Four Square	Playground	1991	7	This game was fun although we didn't play it that much. You got to make up your own rules and rotate in the squares. The best part was that your role in the game was dynamic.
23	House	Pretend	1991	7	I used to play this game either with friends at school, or by myself at home. When I was by myself I would just imagine the other people, or use stuffed animals. I was usually the mom. Sometimes I'd play in my back yard and "make dinner" composed of dirt, berries and leaves.
24	School	Pretend	1991	7	Similar to playing house, playing school was a "mostly" imagination based game where I would pretend to be the teacher of a class. The students were usually composed of my classmates at school, only they weren't really there so I would fill in with my stuffed animals. I would make assignments, and read to the class and take attendance. This was fun because I used to want to be a teacher so it was partly preparation.
25	Uno	Card Game	1991	7	Uno is partly chance, but it's still fun, because if you catch someone doing something wrong you can make them pick up cards. Also, there's just as much chance against you as for you. I always remember Uno cards being all over my house as a kid, because the deck was so huge that it was easy to lose them.
26	Mastermind	Board Game	1991	7	This game is like battleship in that you have to guess what pattern your opponent picked. I made a computer version a couple years ago because it was simple enough to code and I was trying to learn OpenGL. Two player versions are better though, because people will always try to dupe each other.
27	Donkey Kong	Game Boy	1992	8	Donkey Kong is one of the few games that I finished. Each level was a little different from the last, but not so different that it was foreign. I like this game better than most Mario games for some reason.
28	Dr. Mario	Game Boy	1992	8	Dr. Mario is my favorite Gameboy games. I love playing with the viruses all the way up at the top, because it's almost impossible so when you clear it, it's glorious. You have to get over the fact that you'll lose 1/20 times because usually it's at the beginning when it's easy to start over again.
29	Tetris	Game Boy	1992	8	Tetris was fun because I would try to beat my dad's score. My favorite piece was the long one, because I'd always save a spot for it, and it would never come. And when it did come, it was always a lot shorter than you'd imagined.
30	Skee-ball	Carnival	1992	8	This game was usually played at Chuck-E-Cheese type establishments. The only real motivation for a good score was the tickets you would get. Just the game by itself is a little lackluster. It is a challenge to get the ball in the small hole, but nothing really makes me want to.

31	Tetherball	Playground	1992	8	Tether ball was a game you had to play with people your size, because taller players could easily dominate. Each player tried to wrap the ball on a string around the large pole to which it was affixed. It actually hurt your hands sometimes depending how you hit the ball. You really needed technique for this game.
32	Dodgeball	Playground/Gym	1992	8	The best time playing Dodge ball was when I mocked this really big dude in my class (who always messed with everyone) while we were playing and he threw a ball so hard at my face, but he missed! It was like my triumph over him.
33	Sorry	Board Game	1992	8	Sorry was fun because you got to send other people's pieces back to the starting line. The game was pretty long although because everyone had 4 game pieces instead of 1 like most games.
34	Sonic the Hedgehog 2	Sega Genesis	1992	8	I really didn't like any of the characters in the Sonic series--especially Tails. He usually just got in my way and made me loose my coins. For some reason I was always really afraid of the water portions of this game where Sonic had to swim because drowning was such a big risk.
35	Battleship	Board Game	1993	9	Battleship was never a first choice to play, because all it really was was guessing. It was more based on luck and who got a hit first.
36	Jenga	Board Game	1993	9	My most memorable Jenga moment is when I pulled out an impossible piece, but knocked the tower down when I accidentally bumped the table after the fact. It's cool because you can play it at all ages and with people of all ages and it doesn't take long to explain to newcomers.
37	Monopoly (board game)	Board Game	1993	9	We rarely used strategy when playing Monopoly, but I remember getting all 4 railroads and demanding my due money, but my friend wouldn't give it to me because she didn't believe me that it was a rule. That was a downer. I think monopoly is more of an adult game. I would take the money and play pretend with it, so it was never in the box when we wanted to play the game.
38	Ecco the Dolphin (Genesis)	Sega Genesis	1993	9	This game didn't have saving, which I hated, but it didn't matter because my game always froze at a certain point and I could never get past it. I liked that the environment was different that most games which take place on land of some sort.
39	Kirby's Dreamland (GB)	Game Boy	1993	9	This game also didn't allow saving. I could only play for so long before wanting to put it down for a couple hours, but I didn't want to leave my Gameboy on. So I always got to the same point and had to stop. I'm still curious as to what is past that stage.
40	7-up	Playground/School	1994	10	In school, we would always play 7-up when we had substitute teachers come. 7 people go to the front of the room and everyone closes their eyes and they all tap someone. You guess who tapped you. The fun part was psyching people out, like by not tapping any of your friends.
41	Fort (pretend)	Pretend	1994	10	We played fort in the winter by making forts out of snow and defending ourselves against others. Finding a fort left over from yesterday or that someone else made earlier was always great because you could get right to the snowball fights.
42	Sonic and Knuckles (Genesis)	Sega Genesis	1994	10	This game was a little better than Sonic the Hedgehog, because Knuckles could climb on walls as well. The game had this feature where you could plug one cassette into another one and play Sonic 2, but with knuckles. So you could play the game in a whole new way.
43	Soccer	Playground/Gym	1994	10	I was never on a soccer team, but I loved playing offense during gym when we would play. I got a rush from it, even though to this day I have a scar from a soccer injury. I always felt to shy to play soccer with kids at recess because many of them were on actual teams outside of school.
44	Ping Pong	Table Game	1995	11	Ping pong is most fun when you get an intense volley going back and forth. If one person dominates, it's an indication that you're not a good match for each other.
45	Kickball	Playground/Gym	1995	11	We played kickball in gym class. I never really appreciated it because it was too much like baseball. In those games, the teams are a little to big for me to really care or feel like I have a big contribution.
46	Concentration	Hand Game	1995	11	Concentration was a spoken game that we first played in Girl Scout camp. Everyone has a number and you have to call out your number and someone else's while staying on beat. It was tricky to remember everyone's number especially when people started to get out.

47	Mah Jongg (PC)	PC	1995	11	I started playing this because it used to be included on computers called Taipei. The only downside was that I couldn't always read what was written on the pieces because it was a different language and sometimes the characters looked similar to the untrained eye.
48	Army Men (GB)	Game Boy	1996	12	I really liked the concept of army men, but it always made my thumbs sore so I couldn't play for too long. It's important for developers to think how repeated actions are going to affect your body.
49	Sim City 2000 (PC)	PC	1996	12	I love Sim City because it allows you to do the city design. I liked that this version had the futuristic pod-homes. The newer versions took that part away, but if you're playing in the future, I think it makes sense that housing and roads change too.
50	Chess (PC/board)	PC/Board Game	1996	12	I taught myself to play chess because there was a computer program we had with it on it. I learned the basics, but playing against others is difficult. Chess requires a lot of thinking ahead, which I never really do. When play with someone else I enjoy being able to talk with them instead of spending all my time strategizing.
51	Spoons (card/spoons)	Card Game	1997	13	Spoons was a card game me and my friends played at parties. It was fun because it's one of the few card games with multiple ways to play. You could just wait for someone else to get a match, or you could actively look for one, either way, you keep your eyes on the spoons.
52	Solitaire (cards/PC)	PC/Card Game	1997	13	I played this game on Friday nights once I got sick of watching TGIF, when I had nothing else to do. Once you master it, there's no real fun in playing anymore. Solitaire is really a game for when there's nothing better to do.
53	Space Invaders (PC)	PC	1997	13	Space Invaders is pretty fun if you remember when it was made, but aside from that it's rather dull. There's no variety in game play. Every time the goal is the same, only the speed changes.
54	Minesweeper (PC)	PC	1997	13	I like minesweeper because it takes careful consideration. Starting the game off however is rather random which I find disconcerting because it's so easy to lose by no fault of your own.
55	Taboo	Card/Social	1998	14	I love playing taboo even now because if you know the people you're playing with you have even more experiences to tap into when trying to explain a word.
56	Pong (PC)	PC	1998	14	I like pong, because I like ping pong. I got a version for Gameboy where there were many variants on the game, like multiple balls and multiple paddles for each side. I really liked having 2 paddles because it had extra possibility to ricochet in the wrong direction, but if you played it right, it would ricochet in your favor.
57	Speed (card)	Card Game	1998	14	Speed is a race to put all of your cards down before your opponent in ascending or descending order. It's a little bit luck, but it's more about speed and taking opportunity.
58	Golden Eye (N64)	N64	1998	14	I didn't own this game, but me and my friends would play it at sleepovers. It has the same appeal that Halo does for me, but with Halo, I always play with guys, and with Golden Eye I only played with my girl friends. We usually played on teams so you had some support instead of fending for yourself.
59	Snood (PC)	PC	1999	15	I really liked the game play in snood, but I hated the graphics. Plus, the little faces seemed like they were taunting me. I found a similar game that has a sleek design and penguins which I enjoy a lot more.
60	Mortal Kombat (Genesis)	Sega Genesis	1999	15	This game is most fun to play against real people instead of the computer (like most fighting games). I always tried played with Sonya and tried to learn all her moves. I like best to pick a few characters and master them when I play games like these.
61	Oregon Trail (PC)	PC	1999	15	I liked putting my friends' names into my wagon so that I could relate a little bit more. Hunting was really fun, especially since if you weren't careful you could make a species extinct. Little details like that make games fun and submersive.
62	Bowling		1999	15	My friends and I used to go bowling all the time, but I really never liked it. I would never get a good score which was depressing especially when you're paying money each time. I found that the ball was always too heavy for me or the holes weren't big enough, or too big. Customization was the biggest problem for me with bowling.

63	Squares (paper)	Paper	2000	16	This is a game that me and my friends played during class or when bored. You draw horizontal and vertical lines. The first person to make a complete square puts their initial inside. It's not really exciting and you don't even brag if you happen to win, because it's just too simple.
64	Bullshit (cards)	Cards	2000	16	This is a card game where if you don't have the correct cards, you lie. If you think someone's lying though you call out "bullshit" and if you're right they take the entire pile in their hand. It's fun because you there's so much lying going on, but there's a lot of risk if you falsely accuse someone.
65	Spider Solitaire (PC)	PC	2000	16	I started playing spider solitaire, because it came on the computer, but it was more complicated than regular solitaire. It takes more management of cards and predictions for the future. I usually play with two suits.
66	Break Out (PC)	PC	2001	17	I didn't play this until long after it was released and there are many different versions that I have played since. I played one early version that was so hard to control because the paddle didn't move smoothly. It wasn't fun, because it didn't allow you to do what you know you could. A version with a stylus was much better.
67	Black and White (PC)	PC	2001	17	I never really go far into black and white because I found managing my "pet" to be troublesome. The controls only worked some of the times which got to be frustrating enough for me to put the entire game down.
68	The Sims (PC)	PC	2001	17	The Sims is one of my favorite games because it allows you to make the story up yourself. I love when your Sims get abducted and come back pregnant with alien babies that are green when they're born.
69	Spades (cards)	Card Game	2002	18	I like playing spades because you have a partner, which is rare for games. It's usually a team, or just one person. Having to estimate the number of books makes the game exciting. There are so many unknowns so strategy is vitally important.
70	Tony Hawk Underground (XB)	Xbox	2002	18	This game appeals to me because I like skateboard culture so it's almost like role-playing. The different difficulty levels make it so it's never too impossible. Being able to do elaborate tricks that I can't actually pull off is rewarding.
71	Bounce Out (PC)	PC	2002	18	I love bounce out because it's easy to get into (because it has no story) and it's addictive because the task is seemingly so easy (match 3 colors). These types of games are great when you want to take a break from homework or when you have a short break.
72	Halo (XB)	Xbox	2002	18	Halo is the entire reason that I bought an Xbox. I loved playing it with my friends, because they were so intense about everything. When I bought it, however, I didn't have anyone to play it with which was disappointing, because the multi-player is the best part. I tried to train my sister, but she gave up, however I did get my roommate hooked.
73	Text Twist (PC/Flash)	PC/Flash	2002	18	Text twist is slightly educational which makes you feel good for playing it. The shuffle button is the best part because it let's you get a fresh view of things, without actually helping you. I think designers need to remember not to work against the player like they sometimes do.
74	JezzBall (PC)	PC	2003	19	This game is about drawing lines to trap a ball in a small area. It's all about timing. This game teaches you to be patient and wait for the best opportunity. It could use better coloring and maybe some sound effects, although.
75	Civilization III (PC)	PC	2003	19	I got this game to play with my sister because we enjoyed playing other games such as the Sims together. This game is fun, however I tend to get mad because the only way to win seems to be by brute force. If you try to play the docile method, then bigger countries come and take you over. It's discouraging after a while because it forces you to play a certain way.
76	Kung Fu Chaos (XB)	Xbox	2003	19	I liked this game because it was cute and funny. The story is that you're an actor in a kung fu movie. There's a lot of fun mini-games and tons of things to unlock which is helpful because there's several ways to play and there's always something new to learn.
77	XIII (XB)	Xbox	2004	20	I really enjoy the style of XIII. It's a toon shaded shooter with a comic book feel. The only reason I stopped playing this game was because there was one part where I had to climb a mountain and I couldn't figure it out how to use some tool; I didn't have the book that came with the game.

78	Metal Arms (XB)	Xbox	2004	20	I saw the ad for this game and wanted it immediately, but I waited a long time to finally get it. When, I did, it was the most disappointing game buy ever. The story wasn't gripping and the controls and missions were pretty unrefined. I like the concept behind the game, and the multi-player (that includes bots!), but there was nothing else there
79	Hitman: Contracts (XB)	Xbox	2004	20	I don't really have a problem with shooting violence in games, but hitman contracts was just scary. They start you off in an insane asylum with blood everywhere, and then you're in some butcher factory. It was just gruesome and I couldn't be comfortable while playing.
80	Soul Caliber (XB)	Xbox	2004	20	I love soul caliber because you can go up against your friends much like mortal kombat, but much more modern. I always like being the girls in fighting games because 1) I can relate and 2) to prove that they're better..even if they're not. I used to train myself on this game during the summer so that I could dominate in the game.
81	Atari Anthology (XB)	Xbox	2005	21	This was a series of classic arcade games. While they're usually pretty fun, the interface really messed up this game. It wouldn't let you play the game full screen, which besides being hard to see, was just obnoxious.
82	Need for Speed Underground 2 (XB)	Xbox	2005	21	I love driving fast in real life, so this game let me get a lot of aggression out that I can't normally. I also like improving my car, but the story line is a little weak. If you can't relate to underground racing culture, it all seems kinda exaggerated.
83	Beer Pong (Tabletop/Drinking)	Drinking	2005	21	Because I don't like the taste of beer, beer pong isn't as appealing to me as other drinking games. In addition, I'm not that good at making "baskets", in the cups. It is pretty fun to watch, although.
84	Bubble Gunz (PC)	PC	2005	21	BubbleGunz is a game I designed for a graphics class. My favorite part was that the main character was a little black girl which you never see in video games. Plus, it's easy to pick up and the backgrounds are fun and colorful.
85	Monkey Bizness (PC)	PC	2005	21	This is another game that I designed where monkeys drop bananas on lumberjacks. I was in charge of most of the art which was hard when it came to the sprites. Trying to make a lumberjack and a monkey that looked really good took many tries, and the lumberjack still looks bad. We were supposed to be designing for kids, but one of the kids who played it was scared to hurt the lumberjacks.
86	Fable (XB)	Xbox	2005	21	This is one of the few games that I finished. You get to choose whether to be good or bad in this RPG. Even when I set out to be bad, I always end up doing the right thing, however. The story is pretty engaging. I really liked the visuals (like when using magic) and changing my character's appearance.
87	Black Widow (XB/arcade/PC)	Xbox/Arcade/PC	2005	21	This is probably my favorite game. It was difficult for me to get the maneuvering down, because your shooting direction was independent of your moving direction. Once you get it down it's really fun. There are a lot of differently behaving enemies and the speed ramps up pretty quickly.
88	Ring of Fire (drinking/card)	Drinking	2005	21	I like this drinking/card game because 1) you can make up your own rules and 2) because it lets you be sneaky. One of the cards is the thumb master where anytime you put your thumb on the table, everyone else has to do it too. The best time to do it is when people get in a argument about something else.
89	Sigma Star Saga (GBA)	Game Boy Advance	2005	21	This game has two parts, one is a adventure game where you go around looking for items and solving puzzles and fighting enemies, but the second part is that you get randomly beamed up into a ship in space and you have to fight up there too. I didn't like this aspect, because you couldn't get anything done on the ground because you're always being beamed into your ship and when you get back you don't even remember what you were doing.
90	Super Mario Bros 3 (GBA)	Game Boy Advance	2005	21	I realized after playing Super Princess Peach why I don't like normal Super Mario Bro. games. There's so much hidden content, but you're rushed through every round by the timer. Also, any little bump means you have to start over which can be aggravating after about 10 times. This game is cute, but I don't think it matches my play style.
91	Mr. Driller 2 (GBA)	Game Boy Advance	2005	21	In Mr. Driller you drill down to help "under-grounders" from the blocks. You don't have to play for speed, although sometimes it will help you get further. The downside of this game is that I always get to the same point and then die. Because it's easy to pick up and put down, however, it's not that annoying, it rather gives me something to strive for.

92	Sudoku (paper/PC/DS)	Paper/PC/DS	2005	21	Sudoku is fun because it challenges your intellect. Thus, when you do better, you feel that you're getting smarter as well. Sometimes my friend and I would try to make these puzzles for each other. I mostly do them to keep my self occupied during moments of boredom.
93	Full Auto (XB)	Xbox	2006	22	This is a racing game with guns on your car. I like shooting and I like racing, but the lack of someone to play with made it not very fun. The graphics were very nice although, and you could destroy a lot of the scenery which made it attractive initially.
94	Hapland (PC/Flash)	PC/Flash	2006	22	This game was absolutely addictive for the week or so that it took me to solve it. It's an online flash game which requires a strict order of actions to solve a puzzle. These stick figures would die horrible deaths if you did anything wrong. It was fun because it was so imaginative.
95	Puzzle League (GBA)	Game Boy Advance	2006	22	This game is a simple match the patterns of blocks so at least 3 are in a row and they disappear. It's not that fun, but it was packaged with Dr. Mario which I love. Nothing about the game makes me really care to complete the task.
96	Mario v. Donkey Kong: March of the Minis (DS)	Nintendo DS	2006	22	This game is fun, but not really challenging enough to keep you coming back. User created content has more promise, but the goal of each level is rather weak and you can't do any really special moves just standard walking and stopping. It's like playing with wind-up lemmings.
97	Elite Beat Agents (DS)	Nintendo DS	2006	22	I love this rhythm game because of the ridiculous plot lines in each song. Rhythm games in general are very fun to me. I like that it's easy to pick it up and put it down because each song is separate from the last. I hate getting really far in a song and then losing though, because you have to hear the entire song again which sucks if you don't love the song
98	Meteos (DS)	Nintendo DS	2006	22	Every different planet behaves a little different in meteos which makes it dynamic and un-repetitive. Making the blocks lift off depends on which elements you combine and the planet's "gravity". The ability to combine two lift offs gives you extra options as well. Unlike Puzzle League, it actually requires some thinking.
99	Advance Wars 2 (GBA)	Game Boy Advance	2006	22	Advance Wars is one of the only turn based strategy games that I really like. There are a lot of different rules for each kind of troop so it's hard to pick up the game at first. The downside is that each battle can last a long time, but in the harder ones, there are fewer ways to win, so combine that and you spend a lot of time on battles where you were doomed after your first couple moves.
100	Metal Slug Advance (GBA)	Game Boy Advance	2006	22	I love the style of the Metal Slug series and the little bits of humor they put into their characters and enemies. You can only save once you've finished a level. Levels aren't that long, but they're tricky at times which can be frustrating.
101	Bill's Bad Day (PC/Beyond Remote)	PC/ Beyond Remote	2006	22	This game was made for BVW. The only times I played it was for testing purposes so I thought it was very easy, but other players found it hard. It's the kind of thing that's easier the more you play it, but I'm one of the only ones who did.
102	Big Brain Academy (DS)	Nintendo DS	2006	22	BBA gives you mini games that strengthen your mental skills. While it's not super fun, I keep playing because I feel a sense of achievement and I can usually see my day to day progress more than in other games.
103	Final Fantasy III (DS)	Nintendo DS	2006	22	In this game, you wander around doing missions, but you get attacked all the time. I feel like it's a little bit too much, in fact. I like that there are so many jobs to choose from, but it's not obvious what their abilities are. The overarching goal isn't good enough to keep me motivated, but for about 2 weeks I was hardcore playing FF3.
104	Cooking Mama (DS)	Nintendo DS	2006	22	Cooking Mama is a bunch of mini-games, but they're all very very easy. And whether or not you do good, you still unlock the new recipe each time. There's little incentive to do well. It's very cute but that only satisfies you for a short time.
105	Tamagotchi (handheld)	Handheld	2006	22	I always wanted one of these as a child, but playing as a 22 year old, was difficult. My pet always died while I was in class. The downside was there was no backlight, so you really couldn't look at it in a dark room. The games you played with your pet had no instructions and very limited space which made them hard to learn or not fun.

106	Mario Kart (Gamecube/DS)	GameCube/DS	2006	22	This racing game is fun because you're playing against your friends and talking smack to each other. The randomness of the power ups makes it more fair to new players as well. The best part is that you can play over the DS's network, so my friends always start up games anywhere we go.
107	Flip Cup (Drinking)	Drinking	2006	22	This is a drinking game with two teams; every player must flip a cup completely over and drink a beer before the other team. It's fun because 1) you're drinking/drunken and 2) because it's a race.
108	Animal Crossing (DS)	Nintendo DS	2007	23	This game is like the Sims only for smaller kids. There's lots of things to do that are hidden at first which gives you a sense of discovery. I don't like the limited choice in how my character gets to look. They choose the look for you, but none of the choices represent me.
109	Nintendogs (DS)	Nintendo DS	2007	23	Nintendogs is a more advanced game of a Dogz game I used to play. Sometimes I feel too obligated to keep visiting my dog everyday; the game makes me feel guilty for having a real life to live. I feel it could have more features to keep me wanting to come.
110	Viva Pinata (XB)	Xbox	2007	23	This game is all about micro-managing a garden in hopes of attracting pinatas to live there. It's way more complicated than it seems which is what draws you in. It also teaches you to sacrifice some pinatas in order to get bigger and better ones. There are a lot of hidden features.
111	Rayman Raving Rabbits (Wii)	Wii	2007	23	The use of the Wii-mote is so innovative and cute which is what attracts me to this game. I like the assortment of mini-games because I have a short attention span. The rhythm games (Bunnies love disco dancing) are my favorite! The games are so random and goofy that you can't help but laugh when you play them.
112	Square DS	Nintendo DS	2007	23	Square DS is a home brew DS game that's so simple, yet really addictive. You collect all the squares that are your color with the stylus and avoid the others, but the speed and intensity that you develop makes it insanely fun.
113	Word Up (DS)	Nintendo DS	2007	23	This game is about connecting words in a box full of letters. It's seeing how long I can make the words. I also feel better about playing it than other games because I feel like it strengthens my vocabulary.