Top 14 Favorite Games of All Time

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#	Title	Release	Genre
1	*Don't Starve (Together)*	2013 (2016)	survival action-adventure
	Excellent both in single-player (especially Adventure Mode) and multiplayer, in particular with *Reign of Giants* enabled. It's fun to explore the Caves and Ruins, and occasionally enable Lights Out. Eats time.		
2	*The Battle for Wesnoth*	2005	turn-based strategy
	Some of the wave-based multiplayer add-ons that have been created using the modding features of this free software are very entertaining.		
3	*NetHack*	1987	roguelike
	Challenging and addictive free software.		
4	*Everybody Edits*	2010	sandbox platform
	As of today, still a Flash game. I used to run this a *lot*, both to create and to play levels.		
5	*Portal 2*	2011	first-person puzzle platform
	Solid base game, with many excellent community created maps.		
6	*The Binding of Isaac: Rebirth*	2014	roguelike action
	Both *Afterbirth* and *Afterbirth+* made this great game even better. Including daily runs, I've played this game for way more than a thousand hours, on both GNU/Linux and my smartphone+gamepad combo.		
7	*Day of the Tentacle (Remastered)*	1993 (2016)	point-and-click adventure
	With the exception of *Gemini Rue*, all my favorite adventure games were created in the 1990s.		
8	*Sid Meier's Civilization*	1991	turn-based strategy
	I've enjoyed *Civilization V*'s multiplayer, but the original has everything that I want from a 4X game.		
9	*The Talos Principle*	2014	first-person puzzle
	This game and my Vive are the only things I've ever pre-ordered. Its philosophical storyline means little to me, but the puzzles of the base game and of *Road to Gehenna* provided just the right challenge for me.		
10	*Indiana Jones and the Fate of Atlantis*	1992	point-and-click adventure
	Great color palettes and atmosphere in the underground ruins of Atlantis. Will *Fountain of Youth* be released in my lifetime?		
11	*Woodruff and the Schnibble of Azimuth*	1994	point-and-click adventure
	Unique, hidden gem. I hope they'll sort out the ownership issues and re-release this for modern platforms.		
12	*Quake(World)*	1996	first-person shooter
	Watch a professional *QuakeWorld* deathmatch and you'll understand why the gameplay of FPS games like *CS:GO*, while entertaining, is just too slow for me. Mostly free software.		
13	*Prince of Persia*	1989	platform action
	On this list because community made modding tools - including FOSS remakes - have increased its replay value. Also, admittedly, nostalgia.		
14	*Pinball Fantasies*	1992	pinball
	I always carry this game (and an accompanying DOSBox .conf) with me on a USB flash drive. My go-to table is *Stones 'n' Bones*. Too bad it has no multiball.		