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## Best commodore 64 games list

07-26-2002, 05:36 PM **#1** Ported over from this thread: 581.topic I loved my Atari 2600, but my \*absolute favorite\* system was the Commodore 64. It was a game console disguised as a computer. :-) It had enough power to \*accurately\* emulate the arcade games, and enough flexibility to create long, heavily-detailed Text/Graphic Adventures and Simulations. Anyway, the C=64 has 10,000+ games, so let's get crackin'! The rules: (1) Tell me what to delete (2) Tell me what to add To help jog your memory, here's a list of almost all C=64 games in existence: web:iscall.it/commodore64/0.html - also has downloadable disks! 1 1942 2 Adventure 1/2/3 & Construction Set 3 Airborne Ranger 4 Altered Beast 5 Arcadia 64 6 Archon 1/2 7 Arkanoid 1/2:Revenge of Doh (awesome music too! :-)) 8 Armalyte 9 Asteroids 64 10 BMX 11 Ballblazer 12 Ballistik 13 Barbarian 1 (sword fighting w/ decapitation!) 14 Bard's Tale 1/2/3 (trilogy) 15 Batman 16 Battle Chess! 17 Beachhead 1/2 18 Bionic Commando 19 Boulderdash 1 & Construction Kit 20 Bruce Lee 21 Bubble Bobble 1 22 Bubble Ghost 23 Buggy Boy 24 Car Wars (aka Autoduel) 25 Castle Wolfenstein 26 Cauldron 1/2 27 Chimera 28 Choplifter 29 Citadel 30 Commando 31 Creatures 2 32 Crystal Castles 33 Decathlon (Activision) 34 Defender 2 (aka Stargate) 35 Defender of the Crown 36 Demon Attack 37 Dig Dug 38 Dino Eggs 39 Donkey Kong 1 & Jr. (Nintendo) 40 Dragon's Lair 2: Escape from Singe's Castle 41 Dropzone 42 Elevator Action 43 Elite 44 F-15 Strike Eagle (Microprose) 45 Falcon Patrol 1 46 Food Fight 47 Frogger 2 48 Gateway to Apsai 49 Gauntlet 1/2 50 Ghosts 'N Goblins 51 Giana Sisters & Great Giana Sisters 1/2 52 Glider Rider 53 Great American Cross Contry Road Race 54 Guild of Thieves (Magnetic Scrolls) 55 Gunship (Microprose) 56 Gyruus 57 H.E.R.O. 58 Hacker 1 (Activision) 59 Hitchhiker's Guide to the Galaxy (infocom: pure text adventure) 60 Hostages 61 Impossible Mission 1 62 IK+: International Karate Plus 63 Ikari Warriors 64 Jumpman 65 Jungle Hunt 66 Last Ninja 1/2/3 67 Legacy of the Ancients 68 Lemmings 69 Lode Runner 1 70 M.U.L.E. 71 Maniac Mansion 72 Marble Madness 73 Mario Bros 1/2 74 Master of Magic 75 Mayhem in Monsterland 76 Microsoft Flight Simulator (original) 77 Montezuma's Revenge 78 Mr. Do! / Mr. Do's Castle 79 Myth (Magnetic Scrolls) 80 Neoromancer 81 Neverending Story 1/2 82 Operation: Wolf 83 Fast Tracks 84 Pac-Man/Ms. Pac-Man/Jr. Pac-Man/Super Pac-Man/ Pac-Mania (3D) 85 Paperboy 86 Paratroid 87 The Pawn (Magnetic Scrolls) 88 Phantasia 1/2 89 Pinball Construction Set 90 Pipe Dreams 91 Pirates! 92 Pitfall 2: Lost Caverns 93 Pitstop 1 94 Pole Position 2 95 PSI-5 Trading Company 96 Q-bert 97 Qix 98 R-Type 99 Rainbow Islands 100 Rambo First Blood Part 2 101 Rampage 102 Red Storm Rising (MicroProse) 103 Revs+ 104 Road Runner 105 Robotron: 2084 106 Rocket Ranger 107 Salamander 108 Satan's Hollow 109 Sentinel The 110 Skate or Die 111 Silent Service (MicroProse) 112 Sim City 113 Solomons Key 114 Space Invaders 115 Space Taxi 116 Spindizzy 117 Spy Hunter 118 Spy vs. Spy 119 Star Trek: Promethan Prophecy 120 Star Wars: The Arcade Game (Domark) 121 Stunt Car Racer 122 Summer Games/World Games 123 Super Pipeline 124 Super Hang-on 125 Sword of Fargoal 126 Temple of Apshei 1/2/3 (trilogy) 127 Terra Cresta 128 Test Drive 1/2: The Duel 129 Tetris 130 Three Stooges 131 Thrust 1 132 Times of Lore 133 Toobin' 134 Traz 135 Tron 136 Turbo Outrun 137 Turricane 2 138 Ultima 1/2/3/4 139 Ultimate Wizard 140 Up N Down 141 Wasteland 142 Way of the Exploding Fist 1 143 Wing Commander 144 Wizard of Wor 145 Wizball 146 Xenomorph 147 Xevious 148 Yie ar Kung Fu 1 149 Zoom 150 Zork 1/2/3 (infocom: pure text adventure) (1) Tell me what to delete (2) Tell me what to add 07-26-2002, 05:38 PM **#2** I've never played Turbo Outrun. How was it different from the original Outrun? Did it have the same rockin' music? :-) Troy 07-26-2002, 05:43 PM **#3** Delete Pitstop and add "The Goonies." Datasoft created one hell of an adaption of the movie for it's time... great game! 07-26-2002, 06:13 PM **#4** Delete Elite (sucks on C-64) add Space Rogue (Origin). Add the following: Portal (Activision) LCP (Activision) Alter Ego (Activision) Omega (Origin) Pool of Radiance (SSI) or the later Gold boxes SSI Wargames (too many to mention) Castles of Dr Creep Essex, Breakers, Mindwheel Battletech I (Infocom) more Infocom (Stationfall, Lurking Horror, Plundered Hearts) Commodore Clowns Commodore International Soccer Katakis (Rainbow Arts) Rock 'n' Roll (Rainbow Arts) Wizardry series Bristles Trivial Pursuit Game Over II Barbarian 2 Universe 1 Might and Magic 1 and 2 Rock star ate my Hamster (Codemasters) 07-26-2002, 10:56 PM **#5** I don't really have a list of games to take off, I haven't played about half of these...but I will give a few of my favorites for people to consider while looking at this list... 10th Frame, great bowling simulator Leaderboard Golf / World Class Leader Board Caveman Games, best version on C64 Club House Sports Mini Putt Accolade Comics, always thought it was such an original game Gee Bee Air Rally Kik-start Hardball Mikie the classic, Lemonade Stand Eliminator my favorite C64 game, although I don't think many others liked it, Skate Rock and one more dark horse you should check out. Quasimodo 07-27-2002, 07:09 AM **#6** Originally Posted by tom Delete Elite (sucks on C-64) Just curious... which version of Elite is better? I've never seen any classic version other than the C=64 one? Troy 07-27-2002, 10:40 AM **#7** Elite works best on the computer it was written for the BBC (english class-room computer) 09-25-2004, 07:53 PM **#8** Gamers throw in your two cents, because I would love to hear what disk and tape games are really good, that way I can go out and pick some up when I get around to it. The one that got me interested was Spindizzy, as I didn't know it was a prequel to Spindizzy worlds. I just plain love that game. If they made a movie out of your top five worst sins, what would it be rated? Check out my list of trades on GameTZ Link 09-25-2004, 08:04 PM **#9** Whoa where'd this thread come from? The "official" C64 Favorites thread can be found HERE: Like this one, it was created by the much-maligned "theaveng" but it has been cleaned up, corrected, and made presentable over time. Please join in there! It's incredibly hard choosing just ten premium games for Commodore's 8-bit machine, mainly because it has so many incredible gems on it. We're worked hard to narrow the list down though, so take a look at it and tell us if we've got things right or wrong (we've got it right). The Sentinel Released: 1986 Geoff Crammond's name may be synonymous with racing games, but when he wasn't pouring his heart and soul into his latest Grand Prix title, he was adept at turning his hand to all sorts of different genres, with The Sentinel being a perfect example of his handiwork. Haunting and with a meticulously designed game engine that gives a tremendous sense of scale and depth, Crammond's Sentinel was one of the best strategy games on the C64 - although to be fair, it initially appeared on the BBC Micro - and even today offers a worryingly addictive challenge. Best of all, emulation means you no longer have to endure those lengthy screen loads. Lovely! IK+ Released: 1987 There had been previous games involving the slammimg of bodily appendages against each other, in a sweaty contest of stamina and skill, but it was Archer Maclean's IK+ which was first to ménage-à-trois with the concept - metaphorically speaking. It revolutionised the mechanics of games like Way Of The Exploding Fist and Karate Champ, and also incredibly well on the humble C64. Music was by Rob Hubbard and while there was only one background, it was filled with many clever Easter Eggs (those joyous bonuses you could spend months discovering). 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Mayhem In Monster Land Released: 1993 There was no question of this not making the Top 10, what with it being regarded by many as the C64's last great release both in terms of gameplay and sheer technical achievement. As most already know, it infamously used a "bug" in the graphics chip, which allowed entire screen scrolling and therefore much smoother and faster gameplay. Despite being a C64 title it has all the speed and tactile control you'd expect from an early 1990s platformer, which not only guarantees it a place here but also means it's still great to play even today. Being a dinosaur and returning colour to the land has never been such fun. Turrican Released: 1990 There's an unwritten law in videogames that states: all C64 lists must feature at least one Manfred Trenz game. 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