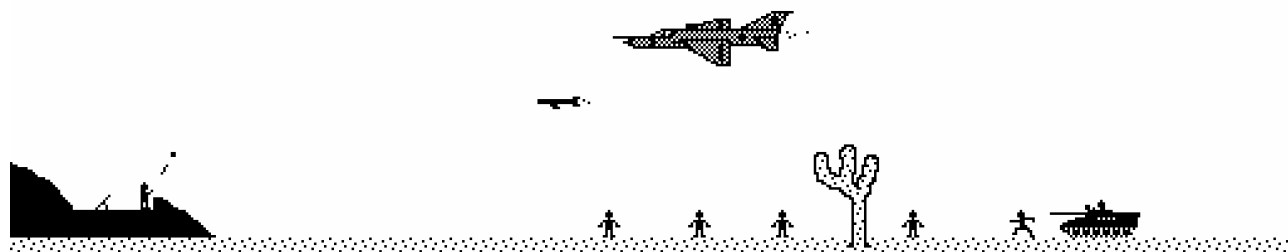


The *Macworld* Game Hall of Fame was a feature published by *Macworld* magazine recognizing the best Macintosh games of the year in various categories. The Hall of Fame was founded in 1986 by Steven Levy and was published annually from 1986 until 2009. Levy wrote or co-wrote the feature until 1997 and Peter Cohen wrote the feature from 2001 until its conclusion in 2009.

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1986

Levy, Steven (December 1986). "[The Game Hall of Fame](#)". *Macworld*. Vol. 3, no. 12. San Francisco, CA: PCW Communications, Inc. pp. 118–121.

Best Arcade Game

- [Airborne!](#)
- Runner-up: [Megaroids](#)

Best Role-Playing Game

- [Wizardry](#)
- Runner-up: [Xyphus](#)

Best Adventure Game

- [Déjà Vu](#)
- Runner-up: any [Infocom](#) Game

Best Sports Game

- [MacGolf](#)
- Runner-up: [Grand Slam Tennis](#), [Championship Boxing](#)

Best Strategy Game

- [The Ancient Art of War](#)
- Runner-up: [Balance of Power](#)

Best Brain Game

- [Life](#)
- Runner-up: [Sargon III](#)

Best Simulation Game

- [Flight Simulator](#)
- Runner-up: [Gato](#)

1987

Levy, Steven (December 1987). "[The Game Hall of Fame](#)". *Macworld*. Vol. 4, no. 12. San Francisco, CA: PCW Communications, Inc. pp. 118–123.

Arcade Game

- [Dark Castle](#)

Sports Game

- [HardBall](#)

Strategy Game

- [Go](#)

Multiplayer Wing

Online Game

[Air Warrior](#)

Network Game

[Maze Wars+](#)

Simulation Game

- [Ferrari Grand Prix](#)

Adventure Game

- [Tass Times in Tonetown](#)

Role-Playing Game

- [The Dungeon of Doom](#)

Brain-Teasing Game

- [The Fool's Errand](#)

1988

Levy, Steven (December 1988). "[The Game Hall of Fame](#)". *Macworld*. Vol. 5, no. 12. San Francisco, CA: PCW Communications, Inc. pp. 120–125.

Best Action Game

- [Crystal Quest](#)
- Honorable Mention: [Arkanoid](#)

Best Role-Playing Game

- [Trust & Betrayal: The Legacy of Siboot](#)
- Honorable Mention: [Reach for the Stars](#)

Best Arcade Game

- [Beyond Dark Castle](#)
- Honorable Mention: [Apache Strike](#)

Best Adventure Game

- [The Colony](#)
- Honorable Mention: [Beyond Zork](#), [Police Quest](#)

Best Simulation Game

- [Falcon](#)
- Honorable Mention: [Orbital Mech](#)

Best Strategy Game

- [Tetris](#)
- Honorable Mention: [Ogre](#)

Best Sports Game

- [World Class Leader Board](#)
- Honorable Mention: [Shufflepuck Café](#)

Best Multiplayer/Network Game

- [Falcon](#)
- Honorable Mention: [Smash Hit Racquetball II](#)

Best Mac II Game

- [Crystal Quest and Critter Editor](#)
- Honorable Mention: [Chuck Yeager's Advanced Flight Trainer](#)

1989

Levy, Steven; Mello, Adrian (December 1989). "[The Game Hall of Fame](#)". *Macworld*. Vol. 6, no. 12. San Francisco, CA: IDG Communications, Inc. pp. 162–167.

Simulation

- [SimCity](#)

Adventure

- [Pirates](#)

Role Playing

- [Hidden Agenda](#)

Sport

- [MicroLeague Baseball II](#)

Brain Teaser

- [The Puzzle Gallery: At the Carnival](#)

Strategy

- [Halls of Montezuma](#)
- Runner-up: [Ancient Art of War at Sea](#), [Nemesis Go Master](#)

Color

- [Shanghai](#)
- Runner-up: [The Colony \(color update\)](#)

Network

- [NetTrek](#)

Interactive Storybook

- [The Manhole](#)

1990

Levy, Steven (December 1990). "[The Game Hall of Fame](#)". *Macworld*. Vol. 7, no. 12. San Francisco, CA: Macworld Communications, Inc. pp. 210–215.

Best Simulation Game

- [Bomber](#)

Best Sports Game

- [MacSki](#)

Best Arcade Game

- [Pipe Dream](#)

Best Shoot-'em-up Game

- [Sky Shadow](#)

Best Brain Teaser Game

- [Ishido: The Way of Stones](#)

Best Role-Playing Game

- [Legends of the Lost Realm](#)

Best Adventure Game

- [Where in Time is Carmen Sandiego?](#)

Best Strategy Game

- [Stratego](#)

1991

Levy, Steven (January 1992). "[The Game Hall of Fame](#)". *Macworld*. Vol. 9, no. 1. San Francisco, CA: Macworld Communications, Inc. pp. 146–151.

Best Arcade Game

- [Glider 4.0](#)

Best Strategy Game

- [Armor Alley](#)
- Runner-up: [Harpoon](#)

Best Brain Game

- [Tesseract](#)
- Runner-up: [3 in Three](#)

Best Sports Game

- [PGA Tour Golf](#)

Best Simulation Game

- [SimEarth](#)
- [Vette!](#)

Best Adventure Game

- [Loom](#)
- [Indiana Jones and the Last Crusade](#)

Best Role-playing Game

- [Sid Meier's Railroad Tycoon](#)

Best CD-Rom Game

- [Spaceship Warlock](#)

1992

Levy, Steven (December 1992). "[The Game Hall of Fame](#)". *Macworld*. Vol. 9, no. 12. San Francisco, CA: Macworld Communications, Inc. pp. 226–231.

Best Brain Game

- [Wordtris](#)

Best Arcade Game

- [Prince of Persia](#)

Best Simulation Game

- [SimAnt](#)

Best Simulation Game, Airborne Division

- [Hellcats Over the Pacific](#)

Best Network Game

- [Spectre](#)

Best Sports Game

- [Tristan](#)

Best Strategy Game

- [V for Victory: D-Day Utah Beach](#)

Best Role-Playing Game

- [Mission Thunderbolt](#)

Best Adventure Game

- [The Secret of Monkey Island](#)

1993

Levy, Steven (January 1994). "[The Game Hall of Fame](#)". *Macworld*. Vol. 11, no. 1. San Francisco, CA: Macworld Communications, Inc. pp. 96–101.

Best Arcade Game

- [Lemmings for the Macintosh](#)
- [Diamonds 2.0](#)

Best Adventure Game

- [King's Quest VI: Heir Today, Gone Tomorrow](#)

Best Role-Playing Game

- [Pathways into Darkness](#)

Best Brain Game

- [Cogito](#)
- [Oxyd](#)

Best Strategy Game

- [Pax Imperia](#)

Best Simulation Game

- [SimLife](#)

Best Simulation Game, Vehicular Division

- [Falcon MC](#)

Best CD-ROM Game

- [Lunicus](#)

Best Network Game

- [Super Maze Wars](#)

1994

Levy, Steven (January 1995). "[The Game Hall of Fame](#)". *Macworld*. Vol. 12, no. 1. San Francisco, CA: Macworld Communications, Inc. pp. 100–105.

Best Adventure Game

- [Myst](#)

Best Multimedia Game

- [Gadget](#)

Best Strategy Game

- [Castles: Siege and Conquest](#)

Best Simulation Game

- [SimCity 2000](#)

Best Arcade Game

- [Prince of Persia 2: The Shadow and the Flame](#)

Best Shoot-'em-up Game

- [Crystal Crazy](#)

Best Brain Game

- [Troubled Souls](#)

Best Flight Simulator

- [F/A-18 Hornet](#)

Best Sports Game

- [Powerpoker](#)

Best Role-Playing Game

- [Quest for Glory](#)

1995

Levy, Steven (January 1996). "[The Game Hall of Fame](#)". *Macworld*. Vol. 13, no. 1. San Francisco, CA: Macworld Communications, Inc. pp. 80–85.

Best Role-Playing Game

- [Reelect JFK](#)

Best Shoot-'em-up

- [PegLeg](#)

Best Arcade Game

- [Power Pete](#)

Best Multimedia Game

- [Dust: A Tale of the Wired West](#)

Best Adventure Game

- [Dark Forces](#)

Best Network Game

- [Marathon](#)

Best Simulation Game

- [SimTower](#)

Best Brain Game

- [Strategic Leap](#)

Best Strategy Game

- [Warlords II](#)

Best Flight Simulator

- [A-10 Attack](#)

1996

Levy, Steven (January 1997). "[The Game Hall of Fame](#)". *Macworld*. Vol. 14, no. 1. San Francisco, CA: Macworld Communications, Inc. pp. 130–135.

Best Multimedia Game

- [Spycraft: The Great Game](#)

Best Party Game

- [You Don't Know Jack](#) (XL Version)

Best Role-Playing Game

- [Bad Mojo](#)

Best Adventure Game

- [AMBER: Journeys Beyond](#)

Best Simulation Game

- [Afterlife](#)

Best Arcade Game

- [Step On It](#)

Best Sports Game

- [IndyCar II](#)

Best Flight Simulator

- [Flight Unlimited](#)

Best Network Game

- [Spaceward Ho! 4.0](#)

Best Strategy Game

- [Warcraft II: Tides of Darkness](#)

1997

Levy, Steven; Cameron, Crotty (January 1998). "[The Game Hall of Fame](#)". *Macworld*. Vol. 15, no. 1. San Francisco, CA: Macworld Communications, Inc. pp. 80–84.

Adventure

- [Riven](#)

Arcade

- [Gridz](#)

Flight Simulator

- [F/A-18 Hornet](#)

Strategy

- [Creatures](#)

Action

- [Duke Nukem 3D: Atomic Edition](#)

Sports

- [Links Macintosh](#)

Kids

- [Putt-Putt Travels Through Time](#)

Network

- [Quake](#)

Role-Playing

- [The Last Express](#)

Hardware

- CH Products [F-16 Fighterstick](#)
- CH Products [Pro Throttle](#)
- Runners up: [Advanced Gravis Technology](#), [Thrustmaster](#)

1998

Crotty, Cameron (December 1998). "[The Game Hall of Fame](#)". *Macworld*. Vol. 15, no. 12. San Francisco, CA: Macworld Communications, Inc. pp. 72–77.

- [Tomb Raider II](#)
- [Myth: The Fallen Lords](#)
- [Shanghai: Dynasty](#)
- [Riven](#)
- [Myst](#)
- [SimCity 2000 Special Edition](#)
- [Civilization II](#)
- [Unreal](#)
- [Marathon Trilogy Box Set](#)
- You Don't Know Jack: Huge XXXL (compilation of [Vol. 1](#), [Vol. 2](#), [Vol. 3](#))
- [Escape Velocity: Override](#)
- [Tie Fighter](#)
- [X-Wing](#)
- [Diablo](#)
- [F/A-18 Korea](#)
- [Starcraft](#)
- [Links LS](#)

1999

Breen, Christopher (December 1999). "[The Game Hall of Fame](#)". *Macworld*. Vol. 16, no. 12. San Francisco, CA: Macworld Communications, Inc. pp. 80–88.

Best Flight Simulation

- [Falcon 4.0](#)

Best Real-Time Strategy Game

- [Myth II: Soulblighter](#)

Best Shoot-'em-up

- [Quake II](#)

Best World-Building Simulation

- [Caesar III](#)

Best Network Game

- [Quake III: Arena](#)
- [Unreal Tournament](#)

Best Arcade Game

- [Bugdom](#)

Best Sports Game

- [Madden NFL 2000](#)

Best Traditional Game

- [Deathground](#)

Best Add-On

- [Starcraft: Brood War](#)

Special Awards

Best Mac Game Supporter

Apple Computer

Best Hardware Achievement

[ATI Technologies](#)

Best Nonhardware Hardware Achievement

[3dfx](#)

Best Internet Gaming Achievement

[GameRanger](#)

Best Porting House

[Westlake Interactive](#)

2000

Ihnatko, Andy; Breen, Christopher (2000-12-20). "[The Macworld 2000 Game Hall of Fame](#)". *Macworld*. IDG Communications, Inc.

- [The Sims](#)
- [Scrabble](#)
- [Asteroids](#)
- [Diablo II](#)
- [Deus Ex](#)
- [Baldur's Gate](#)
- [Fly! 2K](#)
- [Star Wars: Episode 1 Racer](#)
- [Sid Meier's Alpha Centauri](#)

2001

Cohen, Peter (2001-12-31). "[2001 Game Hall of Fame](#)". *Macworld*. IDG Communications, Inc.

Best Online Game

- [Tom Clancy's Rainbow Six: Rogue Spear](#)

Best Third-Person Action Game

- [Oni](#)

Best God Game

- [Tropico](#)

Best Adventure Game

- [Escape from Monkey Island](#)

Best Extreme-Sports Game

- [Tony Hawk's Pro Skater 2](#)

Best Old-School Arcade Game

- [Airburst](#)

Best Retro Game with a Twist

- [Space Tripper](#)

Best Strategy Game

- [Age of Empires II Gold Edition](#)

Best Expansion Pack

- [Diablo II: Lord of Destruction](#)

Best First-Person Action Game

- [Aliens Versus Predator Gold](#)

2002

Cohen, Peter (2002-12-31). "[2002 Game Hall of Fame](#)". *Macworld*. IDG Communications, Inc.

Best Casual Game

- [Jinni Zeala Pinball](#)

Best Strategy Game

- [Stronghold](#)

Best Sequel

- [Warcraft III: Reign of Chaos](#)

Best Kids' Game

- [Moop and Dreadly in the Treasure on Bing Bong Island](#)

Best Old-School Arcade Game

- [WingNuts: Temporal Navigator](#)

Best First-Person Shooter

- [Medal of Honor: Allied Assault](#)

Best Retro Game with a Twist

- [pop-pop](#)

Best Games Rescued from Oblivion

- [Fallout](#)
- [Fallout 2](#)

Best Third-Person Shooter

- [Max Payne](#)

Best Adult Game in Kids' Clothing

- [Otto Matic](#)

2003

Cohen, Peter (2003-12-31). "[2003 Game Hall of Fame](#)". *Macworld*. IDG Communications, Inc.

Best Use of Animal Husbandry

- [Zoo Tycoon](#)

Best Way to Kick PC Gamers' Butts

- [Unreal Tournament 2003](#)

Best Celebrity Endorsement

- [Tiger Woods PGA Tour 2003](#)

Best Difficult-to-Pronounce Game

- [Noiz2sa](#)

Best Use of the Force

- [Jedi Knight II: Jedi Outcast](#)

Best Military Training

- [Tom Clancy's Ghost Recon: Desert Siege](#)

Best Hacking and Slashing

- [Dungeon Siege](#)

Best Recycled Idea

- [ThinkTanks](#)

Best Great Game Made Greater

- [Warcraft III: The Frozen Throne](#)

Best Sense of Humor

- [The Operative: No One Lives Forever](#)

Best Place to Get Classic Games

- [StarROMs](#)

Best Gaming Twosome

- [NASCAR Racing 2003 Season](#) and Logitech Momo Racing Wheel

2004

Cohen, Peter (2004-11-22). "[2004 Game Hall of Fame](#)". *Macworld*. IDG Communications, Inc.

Most Worth the Wait

- [Halo: Combat Evolved](#)

Best Way to Get Silly

- [ToySight](#)

Best Use of the Force

- [Star Wars: Knights of the Old Republic](#)

Best Stealth Learning Tool

- [Didi & Ditto Kindergarten](#)

Best Invocation of Ancient Gods

- [Age of Mythology](#)

Most Attractive Game

- [Homeworld 2](#)

Best New Twist on an Old Favorite

- [Starbase Defender](#)

Best Use of a Steering Wheel

- [Total Immersion Racing](#)

Best Role Reversal

- [Ghost Master](#)

Best Tension Reliever

- [Unreal Tournament 2004](#)

Best Use of Biofeedback

- [The Journey to Wild Divine](#)

Best Use of History

- [Railroad Tycoon 3](#)

2005

- Cohen, Peter (2005-11-28). "[2005 Game Hall of Fame: Part One](#)". *Macworld*. IDG Communications, Inc.
- Cohen, Peter (2005-11-29). "[2005 Game Hall of Fame: Part Two](#)". *Macworld*. IDG Communications, Inc.

Best game for nongamers

- [Chessmaster 9000](#)

Most-realistic combat

- [Close Combat: First to Fight](#)

Best value for your buck

- [Cosmo Bots](#)

Most likely to cause nightmares

- [Doom 3](#)

Best use of a steering wheel

- [Jammin' Racer](#)

Best end to a series

- [Myst V: End of Ages](#)

Best use of the Force

- [Star Wars Battlefront](#)

Best example of art imitating life

- [The Sims 2](#)

Best long-term investment

- [World of Warcraft](#)

Best absurdly enormous trackball

- X-Arcade Trackball

2006

Cohen, Peter (2006-12-3). "[2006 Game Hall of Fame](#)". *Macworld*. IDG Communications, Inc.

Best bang for the buck

- [Avernum 4](#)

Best trip back in time

- [Call of Duty 2](#)

Best way to play console games on the Mac

- [EyeTV EZ](#)

Best guilty pleasure

- [Jets'n'Guns](#)

Best motivation for upgrading your video card

- [Quake 4](#)

Best reason to load up on AA batteries

- PC Con Wireless game pad

Best Return from the Dead

- [Quinn](#)

Best Excuse for Eating Brains

- [Stubbs the Zombie](#)

Best Brain-Busting Puzzle

- TubeTwist

Best Game Worth Waiting for

- [WingNuts 2: Raina's Revenge](#)

2007

Cohen, Peter (2007-12-2). "[2007 Game Hall of Fame](#)". *Macworld*. IDG Communications, Inc.

Best Reason to Brush Up on Your History

- [Age of Empires III](#)

Best Way to Flex Your Sudoku Skills

- [Big Bang Brain Games](#)

Best Hookup Between Your Mac and Your Game Console

- [Connect360](#)

Best Reason to Break Out the Gamepad

- [Lego Star Wars II](#)

Best Way to Feel like an Outlaw from the Safety of Your Armchair

- Need for Speed Carbon

Best Reason to Get That Second Job to Pay for Your Gaming Jones

- [World of Warcraft: The Burning Crusade](#)

Most Gratuitous Use of Acid-Spewing Alien Sphincters

- [Prey](#)

Best Throwback to Junior High School

- [SketchFighter 4000 Alpha](#)

Best Way to Emulate Minnesota Fats

- [The Sims Pool](#)

Best Floor's-Eye View of Your Games

- [Trey Chair](#)

2008

Cohen, Peter (2008-12-24). "[2008 Game Hall of Fame](#)". *Macworld*. IDG Communications, Inc.

iPhone Wing

Best way to get your wrist and fingers cramped

Tap Tap Revenge

Best Mac retread

[Enigmo](#)

Best mix of creativity and gameplay

[Aqua Forest](#)

Best way to warm up for a Vegas weekend

[Texas Hold'em](#)

Best update to an old classic

Tetris (EA Mobile)

Best sequel from a long-running franchise

- Call of Duty 4: Modern Warfare

Best online gaming experience

- [Eve Online](#)

Best way to fulfill your need for speed

- [FlatOut 2](#)

Best way to party like a rock star

- [Guitar Hero III: Legends of Rock](#)

2009

Cohen, Peter (2009-12-29). "[2009 Game Hall of Fame](#)". *Macworld*. IDG Communications, Inc.

Mac Games

- [Warhammer Online: Age of Reckoning](#)
- [Plants vs. Zombies](#)
- [Braid](#)
- [EVE Online: Apocrypha](#)
- [Bioshock](#)

Mobile Games

- [Flight Control](#)
- Ramp Champ
- [Dungeon Hunter](#)
- LED Football 2
- [Peggle](#)