



(Nintendo Entertainment System™)

Top 10 Favorite Nintendo Entertainment System™ Video Games

For those that don't know, I love video games. Always have, and always will. Today, I'll be highlighting some of my favorite video games from the classic Nintendo Entertainment System™. The NES™ as it is nicknamed, was Nintendo's first video game console released in North America on October 18th, 1985, and is arguably considered one of the most important (and most popular) consoles of all time. Well over 715 video games were released for the NES™. I will be selecting my 10 favorites of the group and explaining why in this list. So without further ado, let us begin.

10. The Legend of Zelda (Nintendo, 1987)



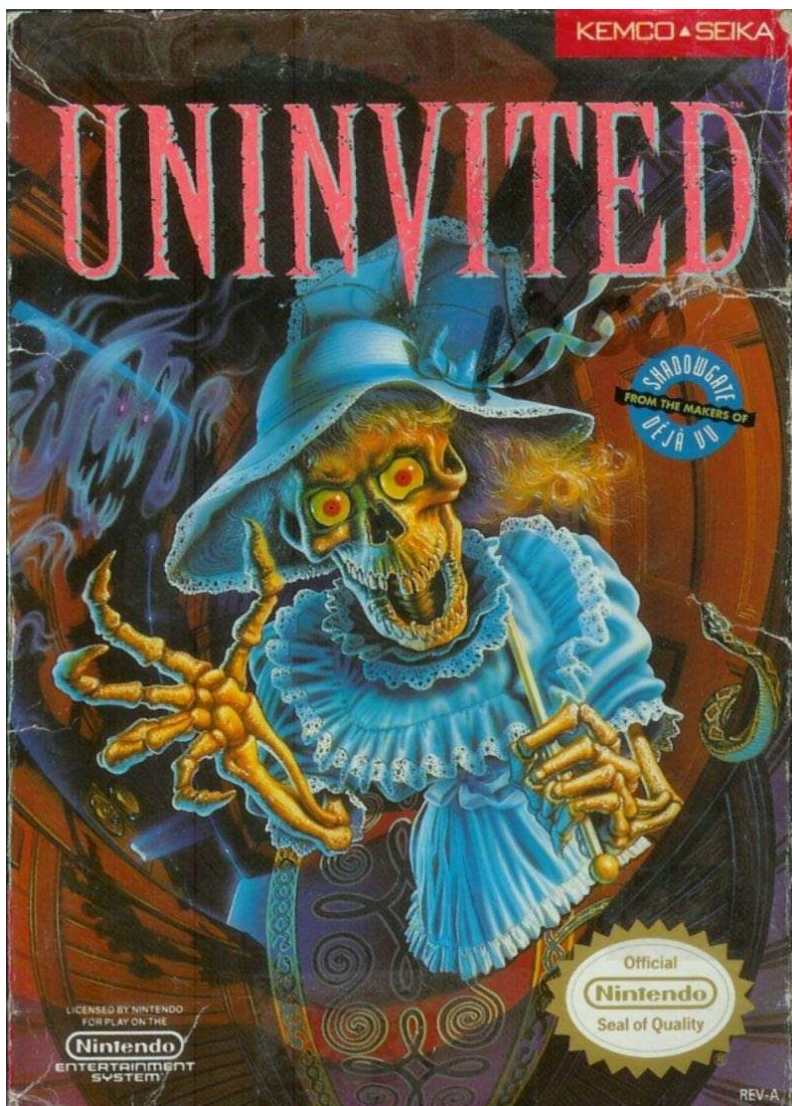
Kicking off the list is the original that started a major franchise. This is of course the “legendary” (pun intended) adventure game from Nintendo. It’s still a great game even in 2020, and has aged remarkably well all things considered. Shigeru Miyamoto had said when he was designing the game, that it was based on his childhood spent exploring nearby caves. You can feel that sense of wonder from the word go. It’s definitely worth a run or two if one is interested.

9. Mother / EarthBound: Beginnings
(Nintendo, 1989 / 2015)



“EarthBound: Beginnings” is one of the greatest missed opportunities in all of gaming. Born under the mind of Shigesato Itoi, this classic Nintendo Famicom™ game was set to be released to English audiences in 1990; it never came out however. Pressure from up top and the general lackadaisical Western sales of other role-playing games of the time (*“Final Fantasy”* and *“Dragon Warrior”* in particular) left Nintendo to pull the rug out from this release. Despite it, the cult success of its sequel *“EarthBound”* (which was a major financial and critical flop on its release, and only in the last 20 years has it become regarded as one of the greatest games ever made), left the series alive. In 2015, Nintendo and Shigesato Itoi announced the “official” North American release of *“EarthBound: Beginnings”* to the masses. I say this because despite not aging well, this game still holds a special place in my heart. The music is gorgeous in its simplicity and tone, the story is one nearly unrivaled, and it set the standard for what was to come with its sequel. There is a lot to talk about regarding *“EarthBound: Beginnings”* and one day when I share my video game reviews, perhaps we’ll get into why.

**8. Uninvited
(Kemco, 1991)**



At #8 is another “horror” title, this time a point-and-click adventure game! “*Uninvited*” was the third of the MacVenture games ported to the NES™ and might be one of the more underrated games on the system. It blends a good mix of humor and horror, with some horrific (for the time) imagery. That scene with the Scarlet O’Hara is iconic, to say the least.

7. Maniac Mansion (LucasArts, 1990)



Good old “*Maniac Mansion*”. This port of the 1987 LucasArts classic is fondly remembered for being a slightly watered down and censored recreation of the original game; but it is still a good game to play through. The basic premise is that a meteor has taken control of the Edison family and now they have kidnapped Sandy Patz; it is now up to Dave and his friends to save the day before it is too late. With a simple premise like that you’d imagine not much mileage, eh? You’d be wrong. “*Maniac Mansion*” is perhaps the crowning jewel of point-and-click adventure games, and heavily influenced future games such as “*Loom*”, “*Secret of Monkey Island*”, and its very own sequel “*Day of the Tentacle*”.

6. Gargoyle’s Quest II: The Demon Darkness (Capcom, 1992)



Gargoyle's Quest II came out late in the NES™'s lifespan, but boy did it deliver the goods. Not only is it a stellar action-platformer adventure game, it's probably one of the best games on the entire system. While Capcom was heavily focused on the Super Nintendo Entertainment System™ and their arcade games, the company still managed to release this game for the 8-bit masses. It is such a good game that should not be missing from anyone's library.

5. Super Mario Bros. 3 (Nintendo, 1990)



Mamma mia! It's-a him, Mario™! The trilogy of NES™ classics finished off with arguably its best and most polished game. While the original "Super Mario Bros." is classic and defined a generation of gamers, "SMB 3" proved that games were here to stay forever. More worlds, more levels, more enemies, and more bosses galore. It's gonna be a tricky one for Mario™ and Luigi™! There's not much else I can really say about the game; not for lack of trying, but because it's "Super Mario Bros. 3". It's one of the greatest games of all time.

4. Shadowgate (Kemco, 1989)



Coming in at #4 is the second of the MacVenture games ported to the NES™: “*Shadowgate*”. This point-and-click adventure game oozes atmosphere and charm. The story is simple, you’re a knight sent by the King and Wizard Lakmir to stop the evil Warlock Lord from raising the Behemoth and ending the world. What the game does however is subvert expectations by bringing in riddles, tricks, and traps for the player to escape from. It’s a wonderful game that I think is deserving of being in anyone's library.

3. Mike Tyson’s Punch Out!! (Nintendo, 1987)



#3, #3, what have we? Of course, the powerful punch of Mike Tyson and his cronies in "*Mike Tyson's Punch Out!!*". The game is fondly remembered for its rich cast of characters and its fabulous gameplay style, which acts as a half rhythm game, and half action game. The entire game puts you in the shoes of Little Mac™, who is facing off against foes from the weak Glass Joe™ all the way to mighty Tyson himself. A reminder that Mike Tyson is straight up unfair and he sucks to fight, every time.

2.

CastleVania III: Dracula's Curse
(Konami, 1989/1990)



Rounding out #2 is the third entry in the beloved “*CastleVania*” franchise. This game in the series is in my opinion the best of the original trilogy of games and has some of the best level design and atmosphere throughout. I can be heard constantly jamming out to the soundtrack from time to time. If I were to prefer a version of this game to recommend to everyone, I would personally choose the 1989 Japanese version of the game, “*Akumajou Densetsu*”. It’s generally easier, has much more refined music, and has better gameplay mechanics.

1.
Sweet Home
(Capcom, 1989)



My absolute favorite NES™ game technically never came out on the system. It was a Japanese exclusive for the Nintendo Famicom™, and was never released outside of Japan for explicitly good reasons. For one, it was a horror game unlike anything ever seen before. “*Sweet Home*” is a survival horror role-playing game based off of the movie of the same name. It is considered revolutionary for its theme and was the basis for Capcom’s best-selling series “*Resident Evil*”. The game places five members of a documentary crew and locks them in a haunted mansion, where they must find a way to escape while putting the spirits of the damned to rest. The game itself carries an extremely dark tone and has some very horrific imagery for an 8-bit game.

So that concludes my “Top 10 Favorite NES™ Games”! Some time in the near future I’ll be doing something like a “Top 10 SNES™ Games”, but for now, enjoy!