	Platform(s)	Genre	Released	Notable For	Best For	Community		Scale for In Game Community	
Aardwolf	Telnet	MUD	1996	Long life, large playerbase, top-rated on MUD sites	Adherence to Bartle model, community	5		Community does not help new players, chat is almost dead except for new players, can't find very many people in game	2
Backyard Monsters	Facebook	Simulation, RTS	March 2010	Combines components of social and tower defense games	Innovative game play in which you have to defend your base and attack others	2		Community does not help/hurt new players, people play in tight knit communities, not super active chat	3
Battle for Wesnoth	PC	Turn-based Startegy	October 2005	One of Linux's most popular attractions	Massive UGC capability and community	5		Community helps new players, people talk of the game, happy to play with others	4
Castleville	Facebook	Simulation, RPG	November 2011	Continued Zynga's dominance in the genre	Social game with an intricate crafting system	3		Community is very helpful to new players, many people talking about the game and life in general, very happy populace in game	5
City of Heroes	PC	MMORPG	April 2004	Letting players be their own superheroes	User Generated Missions that level up characters, using all in game assets	3		Community is dead, horrible to new players, or does not exist	1
Codecademy	Browser-based	Edutainment	August 2010	New and innovative way to learn programming	Quickly learning basic Javascript, HTML, and CSS	4			
Coderwall	Browser-based	Edutainment	July 2011	Pitting programmers against each other to code the most	Having a great system to "game" programmer to code more	5			
Diablo 3	PC	Action RPG, Hack and Slash, Dungeon Crawling	May 2012	Massive loot drops. First major Real Money AH	Loot grinding and dungeon crawling	4			
Eve Online	PC	Space Simulation, MMORPG	May 2003	Infiltration and Thefts/Assassinations, Large Wars	Player driven gameplay	5			
Farmville	Facebook	Simulation, RPG	June 2009	Being the biggest and most popular Facebook game for some time	Farming simulation game in which players grow plants to progress	3			
Foursquare	Mobile	Geosocial Service	March 2009	Users notifying friends exactly where they are	Notifying friends of two users' common location	4			
Kingdom of Loathing	Browser-based	Text-based web game	February 2003	Massive success, satire, great developers	Adherance to Bartle model, economy, community, content and depth	5			
Linux Tycoon	PC	Linux distro-building Simulation	2011	Giving players the chance to make their own linux distribution	Making a sim game based around linux distribution funny!	2			
Mafia Wars 2	Facebook	Casual, RPG	October 2011	Continued Zynga's dominance in the genre	Simulating virtual crime world	4			
Nethack	PC + ports	Roguelike	July 1987	The most popular Roguelike, massive depth, no one has reached 100% completion	Incredible depth of content, universiality, inclusion of many sources of lore	5			
Ohloh	Browser-based	Web application	January 2006	Giving open source programmers a way to rate and give kudos to each other	Ranking programmers and projects	5			
Ravenwood Fair	Facebook	Business Simulation, RPG	October 2010	John Romero design	Tight business simulation, cute characters, creative dialogue, intersting design elements	3			
RuneScape	Java-based	Fantasy MMORPG	January 2001	One of the world's most popular adventures	Adherence to Bartle model, accessibility, depth, economy	4			
Sims Social	Facebook	Dating Simulation, Life Simulation	August 2011	Sims' first foray into Social Games	Interacting with other friends' avatars and virtual lives	4			
Spiral Knights	Java-based	MMORPG	November 2009	Combining social gaming with dungeon crawling and loot whoring	Quick bursts of dungeon crawling and loot grinding with friends/strangers	4			
Starforge	PC	FPS	Pre-Beta	Incorporating world editing components in a FPS	An innovative and different FPS game	3			
Stronghold Kingdoms	Browser-based	MMORTS	May 2009	Firefly Studios' first entry into the MMO genre	Implements RTS components in a MMO game effectively	4			
Syrnia	Browser-based	Text-based web game	2007	Dedicated fanbase, timer mechanic	Economy, community, ability to play "in the background"	4			
The Pioneer Trail	Facebook	Simulation, RPG	June 2010	Continued Zynga's dominance in the genre	Simulating virtual frontier	4			

	Platform(s)	Genre	Released	Notable For	Best For	Community		Scale for In Game Community
World of Warcraft	PC	MMORPG	November 2004	Largest subscription-based MMORPG	Large scale world in which players socialize, progress, and develop a character	4		
Wurm Online	Java Web Start	MMORPG	June 2006	Fully-moldable world, Linux fanbase	Fully-moldable world in an MMORPG, playing with groups of friends	2		
Zuma Blitz	Facebook	Puzzle	December 2010	Bringing one of PopCap's most popular games to Facebook	Addictive puzzle game with twist on standard "snood-like" puzzle blasting	3		