1. Puzzle Games

Match-3 Games:

Examples: Candy Crush Saga, Bejeweled, and Puzzle & Dragons.

Gameplay: Players match three or more similar objects (gems, candies, etc.) to make them disappear and earn points. Matching more than three often results in special power-ups.

Sudoku:

Examples: Sudoku, KenKen, and other number-placement puzzles.

Gameplay: Fill a grid with numbers according to specific rules. The challenge lies in ensuring that each row, column, and subgrid contains all the digits without repetition.

Crossword Puzzles:

Examples: Traditional crosswords, online crossword platforms.

Gameplay: Fill in a grid with words based on given clues. The challenge is to use logic and language skills to complete the grid.

Tetris and Block-Based Puzzles:

Examples: Tetris, Dr. Mario, and Lumines.

Gameplay: Arrange falling blocks or shapes to create complete lines, which then disappear. The goal is to prevent the blocks from reaching the top.

Physics-Based Puzzle Games:

Examples: Angry Birds, Cut the Rope, and World of Goo.

Gameplay: Solve puzzles by interacting with objects in a physics-based environment. Players often need to strategize to achieve specific goals.

Escape Room Games:

Examples: The Room series, Escape Hunt: The Lost Temples.

Gameplay: Mimicking real-life escape rooms, players solve a series of puzzles within a themed environment to "escape" or progress through the story.

Jigsaw Puzzles:

Examples: Digital jigsaw puzzle apps, websites.

Gameplay: Assemble pieces of an image to create the complete picture. The challenge lies in fitting the pieces together correctly.

Maze Games:

Examples: The Witness, Monument Valley.

Gameplay: Navigate through intricate mazes or optical illusions, solving puzzles to progress through the game world.

Logic Puzzle Games:

Examples: Picross, Nonograms, and Sudoku variations.

Gameplay: Solve logic-based puzzles that require deductive reasoning to reveal an image or complete a pattern.

Trivia and Quiz Games:

Examples: Trivia Crack, HQ Trivia.

Gameplay: Answer questions on various topics, testing general knowledge and memory.

Portal:

Gameplay: Use a handheld portal device to create inter-spatial portals, solving puzzles and navigating through the game environment. Challenges involve physics and spatial reasoning.

The Witness:

Gameplay: Explore an open-world island filled with intricate puzzles that require observation, pattern recognition, and understanding of different puzzle mechanics.

Baba Is You:

Gameplay: Manipulate the rules of the game by pushing words around to change the game's logic. The objective is to reach a goal by modifying the rules dynamically.

Limbo:

Gameplay: Guide a young boy through a dark and atmospheric world filled with puzzles and challenges. The game emphasizes trial-and-error and exploration.

Fez:

Gameplay: Rotate a 2D world in 3D space to reveal hidden pathways and solve puzzles. The game combines spatial reasoning and pattern recognition.

Monument Valley:

Gameplay: Guide a character through surreal, optical illusion-inspired architecture. Manipulate the environment to create paths and solve perspective-based puzzles.

Hexcells:

Gameplay: A minimalist puzzle game involving uncovering and marking hexagonal cells based on numerical clues. It combines elements of Minesweeper and nonograms.

Zachtronics Puzzle Games (e.g., Opus Magnum, SpaceChem):

Gameplay: Design and optimize complex machinery to achieve specific goals. Players use programming-like logic to create solutions.

Papers, Please:

Gameplay: Assume the role of an immigration officer, checking documents for discrepancies. The challenge involves making decisions based on limited information and changing rules.

Threes!:

Gameplay: Combine numbered tiles to form multiples of three. The goal is to create the highest possible number while dealing with limited space on the game board.