Worms

This game series it personally a favourite of mine. For this particular game you required skill to get a correct trajectory and power to fire your bazooka at the enemy worms or units. With lots of different physics type weapons and tactics to choose from this makes for an exciting where decions matter quite a bit.

Angry Birds

This game is very entertaining as you have a focal point that you fire your units from into a building structure containing enemy units. You score points for as much carnage you cause in a turn. We could use this maybe and have two players build structures for 2 minutes and place characters in them and see who has the best defensive structure.

Donkey Kong Crash course.

You guide a mini little vehicle down slopes, ramps and jumps and other mechanisms. If you crash, you lose lives and you may not finish the course. This could be something we could look into a physics based racing game which could be something enjoyable to a player