

The Best Video Games of 2010

Written by Luke Hamilton

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Because money doesn't grow on trees – and good games sure don't, either – I'm breaking down my top-five video games of 2010 based on the 35 new ones I played.

You'll notice that all of these games are sequels, and there's a reason for that: The originals were good, too.

But it's more than that. All these sequels feel and play superior to their predecessors, and that speaks volumes about the commitment of development teams. They not only provide us with entertainment for today, but give us hope that bigger and better things are coming in the future, and for that I thank them.



5) *Super Mario Galaxy 2* (Wii)

I've made no secret that Mario's story bores me these days, but when push comes to shove against Nintendo's other titles for the year, this is the big N's premier title. Yes, *Metroid: Other M* delivered the more mature Nintendo tale I've been wanting forever and was a fun experience, but there's such an unbelievable charm about the portly plumber skyrocketing through the stars. With its top-tier pick-up-and-play action without needing to focus on a story, Mario's galactic adventures on Wii are amazing fun that only improve on the best platforming gameplay.

(Original review:

RCReader.com/y/galaxy

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4) *Castlevania: Lords of Shadow* (Xbox 360/PlayStation 3)

God of War better not let the door hit it on the way out, because *Lords of Shadow* beat it at its own mythic-adventure game. Battling darkness while being consumed by it sounds tricky to express, but

Castlevania

nails it with strong character development in Gabriel Belmont. While it's by no means perfect, the fresh and mysterious narrative combined with the fast-paced combat makes it more memorable than the third

God of War

. With a sequel in the works and upcoming downloadable content to explore beyond the shocking epilogue, Gabriel's tale is far from over, and I can only hope the old dog continues learning its new tricks. (Original review:

RCReader.com/y/shadow

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3) *Call of Duty: Black Ops* (Xbox 360/PlayStation 3/Wii/PC)

I didn't give the game a full review, but only because it would've been a repeat of last year's praise, and I'm pretty sure I don't get paid for copying and pasting previous opinions. The story is clever, and the return of Zombies Mode (in which you and friends fight off hordes of creatures) is a welcome trip into undead madness. Multiplayer once again delivers a genre-defining experience with its variety and new game modes based on what fans asked for. If you haven't tried it yet, I recommend seeing what all the fuss is about. (Original review: [RCR](http://RCReader.com/y/ops)

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