

My favourite game is Europa Universalis IV. This is a Real Time Strategy game developed by Paradox Interactive studio. The main goal of the gameplay is to manage a chosen country and lead it to grow, develop and enrich. Players are asked to choose from a variety of kingdoms, duchies or empires. In my opinion EU4 is such a challenging game as well as entertaining. It has a big start point, but there are many tutorials and videos on how to start learning properly. I chose it because it offers thousands of hours in the game. Gameplay is pretty well-balanced as all things should be. Player has to decide what nation will play. Into the game there are three main resources to manage. They are officially called points, but people say they are mana. Administrative, diplomatic and military aspects are controlled by them. In addition, other assets like money or manpower are very important. There are a lot of modifiers as well as events, disasters and many more. This makes the game hard for new players as there are too many things to manage at one time. I was introduced to the game by my high school friends. They were very helpful with explaining the basics of the gameplay. This drove me to much joy and to learn on my own. My thoughts were very enthusiastic as it can be played in the multiplayer mode with up to 255 players! Another great mechanic for me is well-developed Artificial Intelligence. Every decision, troops movement, sending gifts is made by so many other AIs at the same time. The main target of the game is probably a group of history lovers. What is more, people who love challenges are also appearing. This is a great way to learn about historical events, monarchs, or art of war. The game is played on a map divided to land and water provinces. The map presents the whole world, but each nation can see only a small part around itself at the beginning. You can move troops and fleet, build forts and other buildings, develop provinces, and improve centres of trade. Nations may offer and dissolve alliances, spy on one another, send gifts, threaten, warn and of course attack others. Europa Universalis is not the most popular game in the world, but it has probably sold several hundred thousand copies. The all-time players peak on Steam is almost 50 thousand. It is still improved, and new features are developed so after every update or DLC release more people are in the game. In my opinion this game is so entertaining due to the fact that every gameplay is different. Yes, they may be similar, but

there is practically no chance to have two exact save games. So many factors influence the game that it is impossible to receive the same effect in the long term. Another advantage is the social aspect as it is way more funny playing with friends. You can cooperate, compete or just play far away from one another. Greatness of the game is divided into two aspects for me. First is objective and second based on gamer individual preference. In my honest opinion my favourite real time strategy game is great because it is objectively in a good shape as the performance has been improved, animations are smooth, many ways of playing are available. What is more I consider this game a masterpiece because I like challenges, thinking and managing many things. This is a great way to learn fast decision-making skills as well as facing not only good outcomes of the situation and fixing various problems. My second-best game is League of Legends. This is a MOBA creation released by Riot Games. It is constantly developed just like EU4, but it is focusing mostly on balance and bug fixing. This is a 5v5 online game so gameplay depends not only on individuals but also team play and cooperation. Another thing is having a grand scene of esports in this production. People around the whole world are enjoying watching the best players compete in official professional matches.