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Tactical stealth movement works really great and I loved the gadgets, but I kind of wish it was turn-based like Invisible, Inc. Phil: Let's not revisit the real-time vs turn-based argument again—there's too much list left for us to start fighting now. We also prefer to highlight the breadth and variety of the platform, and so we've limited ourselves to one game per series. But the most important principle is that it should reflect us as a team, and who we are as PC gamers. Its vampires are vintage manipulators, as much a danger to each other as their hunters are. The process is simple: we take last year's list, propose a bunch of additions, tweaks and removals, and then hold a series of hours-long discussions going step-by-step through every suggestion. And back in Europe, you'll expand your docks into a global hub supporting your ever-expanding trade empire. Outer Wilds Released May 28, 2019 | Last position 9 (Image credit: Annapurna Interactive) Phil: A remarkable exploration game in which you've got just 22 minutes to explore a small, handcrafted solar system full of questions. It's gone from strength to strength this year, introducing exciting new cards and a brilliant solo mode, while continuing to stick to its remarkably generous take on a free-to-play business model, which still lets you easily craft the decks you want without paying a penny. It's Death Stranding without all the drama and ghost babies: just you, your truck, and the stack of pipes that need to get to the top of this mountain. An occupying force pulls your neighbours and friends up to fight their Kaiju war, and oppresses people with curfews and giant concrete walls. The main progression system is the pinnacle of ARPG character building, and one that's kept me tinkering away for the better part of a decade. OK some of that would have just been the game idling but... wow, guess I better rethink my life choices. The moment you parry a boss's final hit and counter with a deathblow you'll realize you've felt dead inside for years. James: I prefer From's RPGs, but nothing's gonna best Sekiro's take on sword combat for a long time. Morgan: Come on James, Chivalry 2 is right over there. I did that as an undead opera singer named Cylostra Direfin, who pronounces her surname with a flourish, "dear-fah", like a Warhammer version of Hyacinth Bucket. The fantasy setting makes Total War ridiculous, extravagant, extra. Robin talks a lot about its new stuff, but part of what keeps me coming back is just how wonderful the foundation it is built upon is. It's everything I didn't need in the base game. Mollie: Monster Hunter: World has been winding down for a while, with the final content update releasing in October last year and the release of Rise on the Nintendo Switch not too long ago. It really nailed the balance between the series' traditionally tough gameplay while being super friendly to newcomers. Townscaper proves that's all you need. No other game comes close to doing what Warframe does—especially now that it has ship-to-ship space combat and a Shadow of Mordor-style Nemesis System. Even if I'm not always playing it, it's usually the game I return to when I'm going through a bit of a rough patch with the hobby. Alien: Isolation Released October 6, 2014 | Last position 27 (Image credit: Sega) Andy K: In the seven years since Isolation was released, I haven't encountered a single game—horror or otherwise—with an enemy as convincingly, terrifyingly intelligent as its xenomorph. But it's the series' unflinching commitment to its character's lore and personalities that makes me love Tekken. 73. Frostpunk is a challenging apocalyptic city builder with plenty of engaging systems, but it's the high stakes and brutal consequences of your decisions that makes it special. I've finally been dragged back in, and I've fallen back in love all over again. It's just a shame that it seems like Runeterra's curse is that it will continue to be criminally overlooked by so many players. 81. Maybe on your next run you'll charge into the eye of a tornado. And if stealth isn't your bag, it's just as compelling when you step out of the shadows and sow chaos with all of your fantastical powers. Released February 4, 2016 | Last position 12 (Image credit: 2K) Robin: We've written about Firaxis' modern strategy classic more times than I've lost soldiers, but there's a good reason for that. And then you start over again. It's great to have a visual novel in the list, though. Meanwhile, your father, Hades, is doing everything in his power to keep you from her. While the combat for Hades is challenging, fun, and easy to wrap your head around, you'll spend a lot of your time chit-chatting with the denizens of the underworld, building relationships, and learning more about yourself and your dysfunctional (even for Greek gods) family. Hades is a game where you tell yourself, "Ok, this is the last run, then I'm going to bed," and before you know it, you're up at 4 am for the third night in a row and calling in sick from work. Rachel: Supergiant had no business making the gods of ancient Greece that hot. #40-3140. But even I will admit that the game is in a good position at the moment. An RPG made by people who played immersive sims, it turns you into a bloodsucker then turns you loose on the streets of LA. Next year, alongside The Witch Queen expansion, we get weapon crafting and a guaranteed schedule for raids and dungeons. The idea of basing a competitive shooter around realistic 18th century guns is absurd for so many reasons, but Crytek pulled it off spectacularly. It also rewards good teamwork and strategy, so if you've got a couple friends to play with that's absolutely the best way to experience the game. Morgan: There truly is no other FPS like Hunt: Showdown. The clean and vibrant art style is pure screenshot fodder, and the soundtrack captures the mood within individual stories and scenes with haunting accuracy. Arenas are a welcome alternative to battle royale that feels like a more accessible, Apex-flavoured spin on Valorant. This is Resident Evil doing its best A24 horror impression, moving from a frozen village overrun with lycans, through a classic game of cat and mouse in a lavish castle, and later arriving at color-drained industrial body horror—something like Hellraiser meets Saw. Hell no, but I will spend hours exploring the same old dinky caves and loading up my mouse with an unnecessary number of stolen books. 74. Its main quest is exciting and intricate, each of its premade heroes have unique stories worth experiencing, the world is crammed full of sidequests, and you can approach most problems however you want, including killing every NPC in the world like a complete psycho. Along with Disco Elysium, I think Caves of Qud is a modern reminder that good enough writing can make any game utterly captivating. Released November 11, 2011 | Last position 60 (Image credit: Bethesda) Harry: What else is left to say about Skyrim? Homeworld Remastered Collection Released February 25, 2015 | Last position 85 (Image credit: Gearbox) Nat: Homeworld's tragic space opera is timeless, but its original release is a little less so. There's still nothing quite like Kerbal. Dave: The rescue missions Kerbal's 'career mode' spits up are some of the greatest space-based experiences you can have on a PC. But what's consistent through its highs and lows is EVE Online's singular ability to spark intergalactic drama in its crucible of player-driven war. Even now, EVE Online is in the midst of its most destructive conflict of all time as two sides of the galaxy wage war on each other. The ground combat isn't much fun, the progression systems are shallow, and the handful of fun activities don't hold up to intense repetition. It's Civ reimaged as a life sim and RPG. Evan: As you said, the lineage system adds a layer of passive storytelling that I didn't know I wanted in a 4X. An anti-colonial protest wrapped in Jet Set Radio and Evangelion, handing you a wonderfully tactile camera with which to capture the end of the world. It's a fantasy adventure that manages to combine procedural stories spun from character-driven traits with procedurally generated events, the end result being a game with enough anecdotes you could write a book. Decisions you make can dramatically affect the story, like if the rogue falls in love with the archer, if the warrior will ever fulfill her lifelong dream, whether characters die on the battlefield or retreat, losing a limb in the process. It's too bad, because Original Sin 2 seemed like a great foundation for modders. It also helps that the mix of match-made activities, exotic quests and hidden missions has been refined to the point that the variance in quality from season to season is way less wild than it used to be. I'll give Bloodlines a shot one of these days. 92. Usually I'm plotting some grand scheme involving mass intrigue and espionage, but by the time I'm done playing I've lost three heirs to disease and been labelled an adulterer by my entire kingdom. Nowhere else will you run into an impromptu concert of four dragon girls performing A Cruel Angel's Thesis. 16. Play it! 35. This is a rare game where almost every sidequest, including the really small ones, is as meaningful and interesting in some way. Rich: Rubbish combat, dunno why people like this. Andy K: Because there's more to life than fighting, Rich. Fraser: And the combat is, at its worst, still OK. As mad-science ratmen I've killed an elf queen then dragged her corpse away under arrow-fire to experiment on it, and as vampire pirates I've summoned a ghost ship to drop on the proud warriors of Ulthuan. But using my guts to grapple up to a sniper nest above the Cancer Megamall? It's just a shame the combat outstays its welcome. 54. The RTS sequel is perhaps a controversial choice, and is certainly more divisive than its predecessor, but the first game has had its time in the sun and on this list. Is it really the shooter I'd recommend to someone first right now? Sleep on it. Umurangi Generation Released May 19, 2020 | Last position New entry (Image credit: Origa Digital) Nat: Umurangi Generation is loud, raw, angry. Shifting to become an RPG with a branching narrative is just such a fun way to intimately explore a romanticized version of different historical periods, and Valhalla makes some really strong improvements in the narrative department, especially in the complex relationship between Eivor and her brother, Robin. You do just want Ubisoft to reign these games in a bit at this point, but I think it's really underappreciated just how tremendous an achievement they are. There's a workshop packed to the brim with new maps to smash up, and a wealth of toys ranging from GMod-style physics guns to miniguns akimbo. Older maps get reworked and full-on redesigned. You adjust its story for the tone, choosing a tougher, crueller campaign will be complemented with a darker story—it's pretty incredible how the game can adapt like that. Kentucky Route Zero Released January 23, 2020 | Last position 13 (Image credit: Cardboard Computer) Rachel: There have been some amazing story-led games released in the last year, which means that our old friend Kentucky Route Zero has dropped a considerable amount. Someday I will catch every fish in the sea, even if it means I'm fishing off the back of a sinking ship while my crewmates frantically steer us through a storm. Morgan: I love everything Sea of Thieves is about. I just wish there was more of it—ships, weapons, maps, quest types, I need more! Then perhaps my friends and I would stop getting bored after our second night on the sea. Phil: 'More' would help, but I don't think it's the only answer. Player housing, new territories, and a bunch of new characters—it's crazy how good this free game is. Morgan: Technically free, yea. The order you find these clues in—and the conclusions you draw from them—can totally reshape your perception of the crime and who did it, including pinning the crime on an innocent person and having to live with your shoddy detective work. 58. The mad scene is wild, too. 56. This is the co-op game to beat, even three years in. Fraser: Great rats. Your mouse hand's gonna be soaked. 17. It's a reflection of all the brilliant experiences the industry has to offer in 2021, a yearly, admittedly multi-thousand-word, snapshot. It finishes strong as well, a run of missions building to a climax where you defeat an impossibly powerful invader. Perfect game. Rich: I just love that you can have a race in transit vans. Jacob: With a decent racing wheel, this game makes you feel like you're the world rally champion and F1 drivers champion all at the same time. 63. It demands you play on its terms. It's also one of the finest Half-Life games too, and damn, is it ever creepy. And frankly I'm not sure I can really separate it from what we now know about Blizzard, and what a terrible work environment management has fostered. Phil: Thanks to magazine lead times, this list was locked down in early Summer, before the California Department of Fair Employment and Housing filed a lawsuit against Activision Blizzard alleging discrimination and sexual harassment. It's also the weirdest RPG I've ever played. Spelunky 2 Released September 29, 2020 | Last position New entry (Image credit: Mossmouth) Evan: Depth, literally and figuratively. You don't get that in Left 4 Dead. 29. A testament to good production practices, careful roadmapping, and the insane effort it takes to maintain a popular game. Tyler: Lately, I've been enjoying opportunities to blow holes in soft walls in Favela, a map that jumped into my favorites list after it was reworked. Hollow Knight Released February 24, 2017 | Last position 8 (Image credit: Team Cherry) Robin: I replayed this slick, atmospheric metroidvania only recently, and found myself utterly wowed all over again. The biggest bummer, and the reason for its steep drop this year, is how high the financial

feat of wonder while cranking up the simulationist detail. Surely we're past time for an XCOM 3 now? By the end you feel so much ownership of your Shepard, you'll get confused by screenshots because the wrong character is in them.Phill: I've worked at PC Gamer for almost a decade now, which means my overriding memory of Mass Effect is us arguing which one would be included in the Top 100 each year. There is a modern classic "easy to learn, hard to master" strategy game, with tons of clever interplay between the differing types of birds. At least WoW Classic is trucking along just fine (assuming you're not into PvP).Fraser: I've finally managed to get WoW out of my system. From creating the rescue craft, intercepting the stranded craft, and finally getting everyone home safe... there are few more satisfying feelings in PC gaming.48. The equipment system still kinda feels like fluff, but I love that each character has three classes that play differently, and styles of weapons that add even more granularity. You can build your mech dream team—axe-wielding behemoths with jetpacks, gargantuan mobile weapon platforms, precious wee scouts—and then fling them into tricky battles where you have to worry about heat, terrain and limbs getting blown off. ValheimReleased February 2, 2021 | Last position New entry(Image credit: Iron Gate Studio)Chris: There are no quests in Valheim, no characters, no main storyline. Teardown is that, but pushed to its best extreme. And while I've heard some awful stuff on team chat, I've also made a lot of good buddies over the years: when you have a little 'crew' that's on regularly, this game goes to another level.Evan: It's the most popular FPS in the world, an almost decade-old giant that stands on the shoulder of arguably the most successful mod of all time (sorry, DOTA). A decade on The Elder Scrolls V is a fixture in the PC gaming consciousness despite looking janky and dated, even with a choice selection of mods.Skyrim slips down the Top 100 again this year, but don't expect it to be forgotten anytime soon. Hitman 3 is tighter and more focused, but builds on the previous games for a personally finale full of memorable scenarios. And thanks to the DLC, you can also see what life was like just before the big freeze. After all these years, I'm a little surprised that I'm not being made to think about walls, and how they might be improved with holes, in more games.Mollie: I'll level with you right now, I absolutely suck ass at Siege. Perfectionist, though, that uncompromising vision is exactly why I love it so much. A perfect game was and has been since launch: once the controls and rhythm get their hooks in, you'll never look back. It's brilliantly accessible—anyone who can work a smartphone can join in—and adapts wonderfully to the sense of humour of whatever group you've assembled. A game that was well worth the wait.Released May 7, 2021 | Last position New enty(Image credit: Capcom)James: Resident Evil Village is so much more than the tall vampire woman. Super chill. Sure, most games are still swallowed up by Fragment, but at least you know you're only ever a couple of hours away from a return to Olympus.3. Crusader Kings 3Released September 1, 2020 | Last position New entry(Image credit: Paradox Interactive)Fraser: Crusader Kings 3 is simply the best strategy game around. Part trading sim, RPG and exploration romp, it's all weird, and elevated by the best videogame writing around. Given that, New Vegas will probably continue to be the best game in the series for a long time, unless Bethesda gives up the reins again. 86. What Remains of Edith FinchReleased April 25, 2017 | Last position 26(Image credit: Annapuram Interactive)Rachel: It may have fallen a fair way down in our top 100 list, but What Remains of Edith Finch is still a powerhouse of storytelling. Balance isn't the point. Doom EternalReleased March 20, 2020 | Last position 14(Image credit: Bethesda)James: Doom Eternal was already the most intense shooter ever made, but The Ancient Gods expansions complicate the swirling demon chessboard even further. And in the time since its launch, Genshin Impact has rapidly grown in a way that no MMO ever could. In some ways it does still feel like a game that's growing and finding its feet - but considering it's already so good, that potential is nothing but hugely exciting.Steven: Frankly, I'm shocked that it's 2021 and one of my favorite games is a card game. You'd think after so many games there'd be no room for a new one to swoop in and innovate, but Legends of Runeterra continues to be brilliant. Seriously—I want to take this battered old handheld into every game I've played since, a photo mode built directly into the player's arsenal.Umurangi doesn't sport Hitman 3's complex AI routines, but every level feels gritty and lived-in. It's an engine-building card game where you play as bird enthusiasts trying to attract birds to your wildlife preserve. Until you roll your rig down the side of a mountain, of course.Morgan: Snowrunner is the mud trucking sim of my dreams. It's the best cowboy simulator ever made. The only reason Destiny 2 isn't even higher here is that the PvP side of the game has been neglected to the point of abandonment.Phil: As a Destiny player, I spend a lot of time complaining about Destiny. World of WarcraftReleased November 23, 2004 | Last position 43(Image credit: Blizzard Entertainment)Sarah: I'll always love World of Warcraft but I've struggled with motivation to log in since the launch of Shadowlands. PreyReleased May 5, 2017 | Last position 56(Image credit: Arkane Studios)James: I bounced off Prey a couple of times, but once I accepted that you're always on the back foot it clicked. After the disappointing Season of the Hunt, which launched alongside Beyond Light, subsequent seasons have been a triumph—helped along by a handful of showcase activities, from Presage to the returning Vault of Glass. There's a guy who's been on fire so long everyone's used to it and he's become a local bar's mascot, a zombie called The Post whose body is used as a billboard, a hivemind of several thousand psychic rats, and a part-demon thief voiced by Sheena Easton. One of the main reasons I've been fighting for the swap is the fantastic Ardennes Assault expansion, which features a dynamic turn-based campaign—something Relic is taking even further in the upcoming Company of Heroes 3. Dave: Still think the original is better, but that's probably because I got proper obsessed with the Command units from the Opposing Fronts expandalone.64. A stoic, taciturn bloke is hardly a groundbreaking protagonist, but Geralt is so much more than that. I mean, Lady Dimitrescu certainly makes a lasting impression, but she's just one chapter of this excellent cosmic horror anthology. We went from being ridiculously overpowered in BFA to power systems that feel like they were tacked on as an afterthought. WarframeReleased March 25, 2013 | Last position 68(Image credit: Digital Extremes)Steven: Warframe has had some ups and downs over the last year, but it's still an innovative, strange, and absorbing MMO shooter unlike anything else on the PC. A couple million ranges in the western halves, Idaho panhandle too. Narrativizing the endless loop of rougelikes is one of TIB's fine touches.Phil: Into the Breach gets a lot of mileage from an 8x8 grid. When it's just me and my horse on the open road, riding between villages, exploring ruins, picking up random quests, and getting tangled up in peoples' lives, I'm never happier. That campaign is still an all-time (even if I probably don't rate it as highly as others), but the game really shone in multiplayer—and while there are complaints about Destiny. World of WarcraftReleased November 23, 2004 | Last position 43(Image credit: Blizzard Entertainment)Sarah: I'll always love World of Warcraft but I've struggled with motivation to log in since the launch of Shadowlands. Multiplayer problems will soon pass, since Titanfall 2 on Steam gives it a real shot at maintaining an active multiplayer community for the next few years. This quest still looks stunning, plays amazingly well, and is simply packed with Bat-stuff to find. It's a great excuse to revisit Sapientia for the hundredth time.Phil: Hitman 3 alone probably wouldn't be as high on this list. Battlegrounds are ridiculous, the weekly Tavern Branks can be fantastically broken. Duels can be great (when not awash with over-tuned Quest decks), and Arena is just as random as it ever was.98. Everything that made its predecessor so great for nearly a decade is here, but better integrated, more refined, and improved by a whole bunch of new systems that make this sequel feel like more than a repeat. It's huge and dense, but even after just a few hours with the game you'll walk away with enough stories to fill a book—like the time you walked into your bedroom and found a courtier having sex with your shoe, or when you "accidentally" lost a child in the woods when you realised they were about to cause a succession crisis. It's never felt like Bethesda really gets Fallout, and while 3 was really good, it still felt like an adaptation or spin-off rather than the main course. Challenges that'd be trivial in THPS become hour-long battles as you try to nail a little heelflip into a lipslide off the sidewalk.Admittedly, Session is still extremely work-in-progress. But I view Genshin Impact like a monthly MMO subscription—a little bit of money each month for some currency or extra goodies is no more than what I'd pay to play Final Fantasy 14. I hadn't actually played Genshin for a few months when we made this list, but I recently got back into it with the release of 2.0 and hoo boy, it's got me hooked straight back in. What's so impressive is that you can take him in some very different directions and leave the world in a very different place depending on your decisions, but through all that, Geralt is still Geralt. It's
a hard FPS to learn, but endlessly fun once you "get" it.27. Disco Elysium gives your skills a voice, and the game has been neglected to the point of abandonment.Phil: As a Destiny player, I spend a lot of time complaining about Destiny. World of WarcraftReleased November 23, 2004 | Last position 43(Image credit: Blizzard Entertainment)Sarah: I'll always love World of Warcraft but I've struggled with motivation to log in since the launch of Shadowlands. PC gaming still feels very stuck in nostalgia for the tabletop games of the 80s and 90s to me — D&D, World of Darkness, Cyberpunk — while ignoring so many clever new approaches to the genre. Disco Elysium is the first big exception. And if you'd rather not pay at all, there's still an incredibly robust game here to play entirely for free, including endgame content such as the Vault of Glass raid. Your heroes become bruised and scarred as the campaign progresses, reminders of mistakes you've made on the battlefield. Characters can have children who can then join the party, and you can even bring old retired characters back for a new campaign. It doesn't draw from any one specific tabletop game, but it's absolutely pickled in the ideas and attitude of the modern scene. This is impressive, since Red Dead Online is not very good. By showing you what your enemies are about to do each turn—and, more specifically, what they're about to destroy—you're challenged to unwork their plans, hopefully coming out the other end without too many losses.24. True galaxy brain stuff.62. It makes you look around and think "There is no way in hell I'll ever be able to solve this," and then a little while later leaves you saying "I've solved this and I'm a genius." Super satisfying.Rich: I could honestly argue for this being number one, it's simply stunning. But as soon as it got fully into the bloated, ridiculous exposition it immediately pulled me out of the game world and that has meant I can't face going back ever again.#70-6170. Deep Rock GalacticReleased May 30, 2020 | Last position New entry(Image credit: Coffee Stain Publishing)Robin: I think this is quietly the most exciting co-op shooter in years. What a guy.25. The build mode is genuinely fantastic, and I feel like Maxis is finally getting the hang of making consistently excellent expansion packs. It's both haunting and beautiful.Nat: I didn't follow KRZ along its ten-year journey, instead playing the whole thing with my partner across a few nights last winter. In one match I'll use the first ever pump action shotgun (that I probably don't rate it as highly as others), but the game really shone in multiplayer—and while there are complaints about Destiny. World of WarcraftReleased November 23, 2004 | Last position 43(Image credit: Blizzard Entertainment)Sarah: I'll always love World of Warcraft but I've struggled with motivation to log in since the launch of Shadowlands. It's a horror tale that actually carries its characters, and together with artful sequences and spine-chilling moments, it's truly one of the best horror stories of all time. The gameplay is still a little vapid compared to earlier entries, but it's a hell of a lot better than it used to be. Sunless Skies makes you brave the dangers of space while inside a train full of troubled crewmates, usually starving and being driven round the bend. Those are the moments I treasure most, when something grabs my eye and I find myself just stopping to appreciate the unique, ephemeral landscape we're burrowing through. Creator Derek Yu calls it "spiky", a label that describes many of the things you can impale yourself upon as well as the emotional highs and lows that its teeming, subterranean lunar universe produces in players. Mohawk Games has taken all the best parts of the venerable series, but focused on antiquity rather than all of human history. Final Fantasy XIVReleased August 24, 2013 | Last position 21(Image credit: Square Enix)Steven: FF14 takes so much of what is good about WoW and couples it with an emotionally-charged story, gorgeous visuals, and some of the best goddamn music ever scored for a game. I can't remember the last time I was so completely consumed by a game's setting and atmosphere either. What a gift. For a game about the history of a family it's endlessly inventive; you're not just looking around a musty old house and getting some voiceover about the objects you see. SnowrunnerReleased April 28, 2020 | Last position New entry(Image credit: Saber Interactive)Dave: It's zen trucking. BattleTechReleased April 24, 2018 | Last position 29(Image credit: Paradox Interactive)Fraser: One of my favourite tactics games of all time. BattleTech is an exciting romp through a galaxy full of intrigue, ambitious nobles and giant mechs. Years into its lifespan, the franchise's contradiction is potent: onboarding someone into the game means handing them a list of mods they 'absolutely' need to get started and a longer list of unusual keybinds (double tap left Alt to freely swing your neck independently of your weapon, duh). For example, we're always clear that this isn't a ranking of the greatest—or most important—PC games of all time, but rather the best PC games to play right now. Cleverness, invention, and laughs win over graphics any day. Or spend most of your time hiding from gargantuan, spaceship-eating fish. PC gaming still feels very stuck in nostalgia for the tabletop games of the 80s and 90s to me — D&D, World of Darkness, Cyberpunk — while ignoring so many clever new approaches to the genre. Disco Elysium is the first big exception. And if you'd rather not pay at all, there's still an incredibly robust game here to play entirely for free, including endgame content such as the Vault of Glass raid. Your heroes become bruised and scarred as the campaign progresses, reminders of mistakes you've made on the battlefield. Characters can have children who can then join the party, and you can even bring old retired characters back for a new campaign. It doesn't draw from any one specific tabletop game, but it's absolutely pickled in the ideas and attitude of the modern scene. This is impressive, since Red Dead Online is not very good. 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Creator Derek Yu calls it "spiky", a label that describes many of the things you can impale yourself upon as well as the emotional highs and lows that its teeming, subterranean lunar universe produces in players. Mohawk Games has taken all the best parts of the venerable series, but focused on antiquity rather than all of human history. Final Fantasy XIVReleased August 24, 2013 | Last position 21(Image credit: Square Enix)Steven: FF14 takes so much of what is good about WoW and couples it with an emotionally-charged story, gorgeous visuals, and some of the best goddamn music ever scored for a game. I can't remember the last time I was so completely consumed by a game's setting and atmosphere either. What a gift. For a game about the history of a family it's endlessly inventive; you're not just looking around a musty old house and getting some voiceover about the objects you see. SnowrunnerReleased April 28, 2020 | Last position New entry(Image credit: Saber Interactive)Dave: It's zen trucking. BattleTechReleased April 24, 2018 | Last position 29(Image credit: Paradox Interactive)Fraser: One of my favourite tactics games of all time. BattleTech is an exciting romp through a galaxy full of intrigue, ambitious nobles and giant mechs. Years into its lifespan, the franchise's contradiction is potent: onboarding someone into the game means handing them a list of mods they 'absolutely' need to get started and a longer list of unusual keybinds (double tap left Alt to freely swing your neck independently of your weapon, duh). For example, we're always clear that this isn't a ranking of the greatest—or most important—PC games of all time, but rather the best PC games to play right now. Cleverness, invention, and laughs win over graphics any day. Or spend most of your time hiding from gargantuan, spaceship-eating fish. PC gaming still feels very stuck in nostalgia for the tabletop games of the 80s and 90s to me — D&D, World of Darkness, Cyberpunk — while ignoring so many clever new approaches to the genre. Disco Elysium is the first big exception. And if you'd rather not pay at all, there's still an incredibly robust game here to play entirely for free, including endgame content such as the Vault of Glass raid. Your heroes become bruised and scarred as the campaign progresses, reminders of mistakes you've made on the battlefield. Characters can have children who

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