My 5 favorite games:

1. Diablo 3
2. Heroes of Might and Magic 3 (HoMM3)
3. Carcassonne (board game)
4. Red Alert 2
5. Bang! (card game)

There is two different kind of games in my favorite list. Those divided into turns and those which are not. Red Alert 2 and Diablo 3 are real time games and the rest are based on turns. All the games except Carcassonne the goal is to eliminate other players (In Bang! there might be other strategies too depending on your role in the game). In Carcassonne the goal is to get as much points as possible and the winner is the one with the highest score.

Betrayal pattern:

Betrayals and diplomacy has very big role in all the games except Diablo3 where the goal is to destroy all the monsters with or without other players' help. In the other games it has very big influence on the game. E.g. in Carcassonne two players may combine their resources(pieces of the game) to build a big city together to gain advantage over other players and just when it is about to get ready one player may stab the other in his back and take all the points from the city for himself.

Replayability:

All these games can be played multiple times and each time the game is more or less different. In Diablo 3 you can change the class you play with, in HoMM3 you can generate or create a new map, Carcassonne is different each time, Red Alert 2 the map is usually changed or your enemy changes and in Bang! the roles change in each game and every round is different.

Strategy:

Each of these games one can develop multiple strategies which can be almost equally good when perfected. Carcassonne may lack the strategic knowledge requirement since the player is dependent of the pieces he/she gets. Also in Bang! there can't be one good strategy for every role but it is possible to create a strategy for each different role.