casa de apostas bulldog

<p>Video game of multiple players</p>
<p>"Multiplayer" redirects here. For other multiplayer games, se
e Game § Multiplayer</p>
<p>A multiplayer video game is a 🌈 video game in which more than
one person can play in the same game environment at the same time, either &#1277
52; locally on the same computing system (couch co-op), on different computing
systems via a local area network, or via a 🌈 wide area network, most co
mmonly the Internet (e.g. World of Warcraft, Call of Duty, DayZ). Multiplayer ga
mes usually require players 🌈 to share a single game system or use netw
orking technology to play together over a greater distance; players may compete
🌈 against one or more human contestants, work cooperatively with a huma
n partner to achieve a common goal, or supervise other 🌈 players' a
ctivity. Due to multiplayer games allowing players to interact with other indivi
duals, they provide an element of social communication 🌈 absent from si
ngle-player games.</p>
<p>History [edit]</p>
<p>Some of the earliest video games were two-player games, including early
 sports games (such 🌈 as 1958's Tennis For Two and 1972's Pong)
, early shooter games such as Spacewar! (1962)[1] and early racing video games &
#127752; such as Astro Race (1973).[2] The first examples of multiplayer real-t
ime games were developed on the PLATO system about 1973. 🌈 Multi-user g
ames developed on this system included 1973's Empire and 1974's Spasim;
the latter was an early first-person shooter. Other 🌈 early video games
 included turn-based multiplayer modes, popular in tabletop arcade machines. In
such games, play is alternated at some 🌈 point (often after the loss of) Tj T* BT /

e their 🌈 relative standing. Danielle Bunten Berry created some of the
first multiplayer video games, such as her debut, Wheeler Dealers (1978) &#12775
2; and her most notable work, M.U.L.E. (1983).</p>
<p>Gauntlet (1985) and Quartet (1986) introduced co-operative 4-player gam
ing to the arcades. The games 🌈 had broader consoles to allow for four
sets of controls.</p>
<p>Networked [edit]</p>
<p>Ken Wasserman and Tim Stryker identified three factors 🌈 which
 make networked computer games appealing:[3]</p>
<p>Multiple humans competing with each other instead of a computer Incompl
ete information resulting in suspense 🌈 and risk-taking Real-time play
requiring quick reaction</p>
<p>John G. Kemeny wrote in 1972 that software running on the Dartmouth Tim