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<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 🧾 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 commonly the Internet (e.g. World of Warcraft, Call of Duty, DayZ). Multiplayer games usually require players 🧾 to share a single game system or use networking technology to play together over a greater distance; players may compete 🧾 against one or more human contestants, work cooperatively with a human partner to achieve a common goal, or supervise other 🧾 players' activity. Due to multiplayer games allowing players to interact with other individuals, they provide an element of social communication 🧾 absent from single-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 🧾 such as Astro Race (1973).[2] The first examples of multiplayer real-time games were developed on the PLATO system about 1973. 🧾 Multi-user games 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) 🧾 and her most notable work, M.U.L.E. (1983).</p>

<p>Gauntlet (1985) and Quartet (1986) introduced co-operative 4-player gaming 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 Incomplete 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