

# roulette 1

&quot;Multiplayer&quot; redirects here. For other multiplayer games, see Game &#167; Multiplayer&lt;/p&gt;&lt;p&gt;A multiplayer video game is a video game in which&#129334; more than one person can play in the same game environment at the same time, either locally on the same&#129334; computing system (couch co-op), on different computing systems via a local area network, or via a wide area network, most&#129334; commonly the Internet (e.g. World of Warcraft, Call of Duty, DayZ). Multiplayer games usually require players to share a single&#129334; game system or use networking technology to play together over a greater distance; players may compete against one or more&#129334; human contestants, work cooperatively with a human partner to achieve a common goal, or supervise other players&#39; activity. Due to&#129334; multiplayer games allowing players to interact with other individuals, they provide an element of social communication absent from single-player games.&lt;/p&gt;

&lt;p&gt;History&#129334; [ edit ]&lt;/p&gt;&lt;p&gt;Some of the earliest video games were two-player games, including early sports games (such as 1958&#39;s Tennis For&#129334; Two and 1972&#39;s Pong), early shooter games such as Spacewar! (1962)[1] and early racing video games such as Astro Race&#129334; (1973).[2] The first examples of multiplayer real-time games were developed on the PLATO system about 1973. Multi-user games developed on&#129334; this system included 1973&#39;s Empire and 1974&#39;s Spasim; the latter was an early first-person shooter. Other early video games included&#129334; turn-based multiplayer modes, popular in tabletop arcade machines. In such games, play is alternated at some point (often after the&#129334; loss of a life).

All players&#39; scores are often displayed onscreen so players can see their relative standing. Danielle Bunten&#129334; Berry created some of the first multiplayer video games, such as her debut, Wheeler Dealers (1978) and her most notable&#129334; work, M.U.L.E. (1983).&lt;/p&gt;&lt;p&gt;Gauntlet (1985) and Quartet (1986) introduced co-operative 4-player gaming to the arcades. The games had broader consoles to&#129334; allow for four sets of controls.&lt;/p&gt;

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