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N Wiki Guides

Player Polled Average Main Story 6 5h 41m Top + ExtraS5 23H 3

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Multiplayer" redirects here. For other mu

ltiplayer games, see Game Multiplayer

A multiplayer video game is a video game in which more than on

e 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 syst

ems 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 us

ually require players to share a single game system or use networking t

echnology 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.

History; [edit]

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 suc

h 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 la

tter was an early first-person shooter. Other early video games included

; turn-based multiplayer modes, popular in tabletop arcade machines. In such gam

es, play is alternated at some point (often after the loss of a life).

All players' scores are often displayed onscreen so players can see their re

lative standing. Daniello Bunten; Benny created some of the first multin