

futebol bet - Sinta a Pulsante Energia: Apostas ao Vivo de Futebol para uma Experiência Contagiante

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Resumo:

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Video game that permits only one player

A single-player video game is a video game where input from only one player is expected throughout the course of the gaming session. A single-player game is usually a game that can only be played by one person, while "single-player mode" is usually a game mode designed to be played by a single player, though the game also contains multi-player modes.[1]

Most modern console games and arcade games are designed so that they can be played by a single player; although many of these games have modes that allow two or more players to play (not necessarily simultaneously), very few actually require more than one player for the game to be played. The Unreal Tournament series is one example of such.[2]

History [edit]

The earliest video games, such as Tennis for Two (1958), Spacewar! (1962), and Pong (1972), were symmetrical games designed to be played by two players. Single-player games gained popularity only after this, with early titles such as Speed Race (1974)[3] and Space Invaders (1978).

The reason for this, according to Raph Koster, is down to a combination of several factors: increasingly sophisticated computers and interfaces that enabled asymmetric gameplay, cooperative gameplay and story delivery within a gaming framework, coupled with the fact that the majority of early games players had introverted personality types (according to the Myers-Briggs personality type indicator).[4]

Although most modern games incorporate a single-player element either as the core or as one of several game modes, single-player gaming is currently viewed by the video game industry as

peripheral to the future of gaming, with Electronic Arts vice president Frank Gibeau stating in 2012 that he had not approved one game to be developed as a single-player experience.[5] The question of the financial viability of single-player AAA games was raised following the closure of Visceral Games by Electronic Arts (EA) in October 2024. Visceral had been a studio that established itself on a strong narrative single-player focus with *Dead Space*, and had been working on a single-player, linear narrative *Star Wars* game at the time of the closure; EA announced following this that they would be taking the game in a different direction, specifically "a broader experience that allows for more variety and player agency".[6] Many commentators felt that EA made the change as they did not have confidence that a studio with an AAA-scale budget could produce a viable single-player game based on the popular *Star Wars* franchise. Alongside this, as well as relatively poor sales of games in the year prior that were principally AAA single-player games (*Resident Evil 7*, *Prey*, *Dishonored 2*, and *Deus Ex: Mankind Divided*) against financially successful multiplayer games and those offer a games-as-a-service model (*Overwatch*, *Destiny 2*, and *Star Wars Battlefront 2*), were indicators to many that the single-player model for AAA was waning.[7][8][9][10] Manveer Heir, who had left EA after finishing his gameplay design work for *Mass Effect Andromeda*, acknowledged that the culture within EA was against the development of single-player games, and with Visceral's closure, "that the linear single-player triple-A game at EA is dead for the time being".[11] Bethesda on December 7, 2024, decided to collaborate with Lynda Carter to launch a Public Safety Announcement to save single-player gaming.[12]

A few years later in 2024, EA was reported to have revived interest in single-player games, following the successful launch of *Star Wars Jedi: Fallen Order* in 2024. The company still planned on releasing live service games with multiplayer components, but began evaluating its IP catalog for more single-player titles to revive, such as a remake of the *Dead Space* franchise.[13] Around the same time, head of Xbox Game Studios Phil Spencer said that they still see a place for narrative-driven single-player games even though the financial drivers of the market tended to be live service games. Spencer said that developing such games with AAA-scale budgets can be risky, but with availability of services like cloud gaming and subscription services, they can gauge audience reaction to these games early on and reduce the risk involved before releases.[14]

Game elements [edit]

As the narrative and conflict in single-player gameplay is created by a computer rather than a human opponent, single-player games are able to deliver certain gaming experiences that are typically absent—or de-emphasised—in multiplayer games.[15]

Story [edit]

Single-player games rely more heavily on compelling stories to draw the player into the experience and to create a sense of investment. Humans are unpredictable, so human players - allies or enemies - cannot be relied upon to carry a narrative in a particular direction, and so multiplayer games tend not to focus heavily on a linear narrative. By contrast, many single-player games are built around a compelling story.[16]

Characters [edit]

While a multi-player game relies upon human-human interaction for its conflict, and often for its sense of camaraderie, a single-player game must build these things artificially. As such, single-player games require deeper characterisation of their non-player characters in order to create connections between the player and the sympathetic characters and to develop deeper antipathy towards the game's antagonists. This is typically true of role-playing games (RPGs), such as *Dragon Quest* and the *Final Fantasy*, which are primarily character-driven and have a different setting.

Exceptions [edit]

These game elements are not firm, fixed rules; single-player puzzle games such as *Tetris* or racing games focus squarely on gameplay.

See also [edit]

References [edit]

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Tropas norte-coreanas sofreram "múltiplas baixas" de explosões futebol bet minas terrestres enquanto lançavam explosivos ao longo da fronteira fortemente armada do país com o Sul nos últimos meses, disseram militares sul coreano na terça.

Desde janeiro, soldados norte-coreanos têm colocado minas e instalado estruturas que parecem ser barreiras antitanques futebol bet vários locais ao longo da zona desmilitarizada (DMZ) do país. Vários soldados norte-coreanos foram mortos ou feridos por explosões de minas terrestres, disse a JCS futebol bet um comunicado sem fornecer mais detalhes sobre as vítimas.

O exército sul-coreano está monitorando de perto as atividades militares do Norte na fronteira, acrescentou.

O relatório surge futebol bet meio a tensões elevadas na península coreana, onde o líder norte-coreano Kim Jong Un aumentou futebol bet retórica de fogo e derrubou uma política antiga para buscar reunificação pacífica com Coreia do Sul.

Nas últimas semanas, centenas de balões cheios do lixo lançados a partir da Coreia Central desembarcaram no sul enquanto o governo futebol bet Seul retomou as transmissões dos alto-falantes através das fronteiras.

Na semana passada, a irmã de Kim e porta-voz Pyongyang Jong advertiu que o reinício das transmissões era "um prelúdio para uma situação muito perigosa", dizendo Coreia do Sul estaria sujeito a um não especificado 'nova contraposição' da Norte se continuasse com as ações.

A DMZ de 160 milhas foi criada no final da Guerra Coreana futebol bet 1953, cortando a península coreana aproximadamente duas vezes sob um acordo entre Coreia do Norte e China por uma parte.

Mas um tratado formal de paz nunca foi assinado, deixando as duas Coreias tecnicamente futebol estado da guerra. E a DMZ tornou-se desde então uma das fronteiras mais fortificadas do mundo cercada por quilômetros e minas terrestres farpadas - patrulado pelos soldados dos dois lados durante décadas!

Em comunicado divulgado na terça-feira, o JCS disse que as tropas norte coreanas também estão removendo trilhos ferroviário e poste de luz ao longo das estradas próximas à fronteira sob ordens do líder Kim Jong Un.

A análise é necessária para determinar se as medidas visam solidificar a Linha de Demarcação Militar (MDL) que percorre o centro da DMZ como uma fronteira oficial entre os dois países, segundo dados do JCS.

As medidas também são um esforço da Coreia do Norte para fortalecer os controles internos, como o bloqueio de residentes e tropas norte-coreanas que desertam na Coreia.

Separadamente, as tropas sul-coreanas dispararam tiros de advertência depois que soldados norte coreanos trabalhando na DMZ cruzaram brevemente para o Sul nesta terça no segundo incidente futebol bet menos do dobro das semanas.

Cerca de 20 a 30 soldados norte-coreanos carregando ferramentas para trabalho cruzaram o MDL dentro da DMZ por volta das 8h30, horário local.

Eles voltaram para o Norte depois que a Coreia do Sul disparou tiros de aviso e transmitiu avisos via alto-falantes, disse um porta voz da JCS.

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