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Resumo:

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Video game of multiple players

"Multiplayer" redirects here. For other multiplayer games, see Game § Multiplayer

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.

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 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 a life). All players' scores are often displayed onscreen so players can see 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).

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.

Networked [edit]

Ken Wasserman and Tim Stryker identified three factors which make networked computer games appealing:[3]

Multiple humans competing with each other instead of a computer Incomplete information resulting in suspense and risk-taking Real-time play requiring quick reaction

John G. Kemeny wrote in 1972 that software running on the Dartmouth Time Sharing System (DTSS) had recently gained the ability to support multiple simultaneous users, and that games were the first use of the functionality. DTSS's popular American football game, he said, now supported head-to-head play by two humans.[4]

The first large-scale serial sessions using a single computer[citation needed] were STAR (based on Star Trek), OCEAN (a battle using ships, submarines and helicopters, with players divided between two combating cities) and 1975's CAVE (based on Dungeons & Dragons), created by Christopher Caldwell (with artwork and suggestions by Roger Long and assembly coding by Robert Kenney) on the University of New Hampshire's DECsystem-1090. The university's computer system had hundreds of terminals, connected (via serial lines) through cluster PDP-11s for student, teacher, and staff access. The games had a program running on each terminal (for each player), sharing a segment of shared memory (known as the "high segment" in the OS TOPS-10). The games became popular, and the university often banned them because of their RAM use. STAR was based on 1974's single-user, turn-oriented BASIC program STAR, written by Michael O'Shaughnessy at UNH.

Wasserman and Stryker in 1980 described in BYTE how to network two Commodore PET computers with a cable. Their article includes a type-in, two-player Hangman, and describes the authors' more-sophisticated Flash Attack.[3] Digital Equipment Corporation distributed another multi-user version of Star Trek, Decwar, without real-time screen updating; it was widely distributed to universities with DECsystem-10s. In 1981 Cliff Zimmerman wrote an homage to Star Trek in MACRO-10 for DECsystem-10s and -20s using VT100-series graphics. "VTtrek" pitted four Federation players against four Klingons in a three-dimensional universe.

Flight Simulator II, released in 1986 for the Atari ST and Commodore Amiga, allowed two players to connect via modem or serial cable and fly together in a shared environment.

MIDI Maze, an early first-person shooter released in 1987 for the Atari ST, featured network multiplay through a MIDI interface before Ethernet and Internet play became common. It is considered[by whom?] the first multiplayer 3D shooter on a mainstream system, and the first network multiplayer action-game (with support for up to 16 players). There followed ports to a number of platforms (including Game Boy and Super NES) in 1991 under the title Faceball 2000, making it one of the first handheld, multi-platform first-person shooters and an early console example of the genre.[5]

Networked multiplayer gaming modes are known as "netplay". The first popular video-game title with a Local Area Network(LAN) version, 1991's Spectre for the Apple Macintosh, featured AppleTalk support for up to eight players. Spectre's popularity was partially attributed[by whom?] to the display of a player's name above their cybertank. There followed 1993's Doom, whose first network version allowed four simultaneous players.[6]

Play-by-email multiplayer games use email to communicate between computers. Other turn-based variations not requiring players to be online simultaneously are Play-by-post gaming and Play-by-Internet. Some online games are "massively multiplayer", with many players participating simultaneously. Two massively multiplayer genres are MMORPG (such as World of Warcraft or EverQuest) and MMORTS.

First-person shooters have become popular multiplayer games; Battlefield 1942 and Counter-Strike have little (or no) single-player gameplay. Developer and gaming site OMGPOP's library included multiplayer Flash games for the casual player until it was shut down in 2013. Some networked multiplayer games, including MUDs and massively multiplayer online games (MMOs) such as RuneScape, omit a single-player mode. The largest MMO in 2008 was World of Warcraft, with over 10 million registered players worldwide. World of Warcraft would hit its peak at 12 million players two years later in 2010, and in 2024 earned the Guinness World Record for best selling MMO video game.[7] This category of games requires multiple machines to connect via the Internet; before the Internet became popular, MUDs were played on time-sharing computer systems and games like Doom were played on a LAN.

Beginning with the Sega NetLink in 1996, Game in 1997 and Dreamcast in 2000, game consoles support network gaming over LANs and the Internet. Many mobile phones and handheld consoles

also offer wireless gaming with Bluetooth (or similar) technology. By the early 2010s online gaming had become a mainstay of console platforms such as Xbox and PlayStation.[citation needed] During the 2010s, as the number of Internet users increased, two new video game genres rapidly gained worldwide popularity – multiplayer online battle arena and battle royale game, both designed exclusively for multiplayer gameplay over the Internet.

Over time the number of people playing video games has increased. In 2024, the majority of households in the United States have an occupant that plays video games, and 65% of gamers play multiplayer games with others either online or in person.[8]

Local multiplayer [edit]

A LAN party

For some games, "multiplayer" implies that players are playing on the same gaming system or network. This applies to all arcade games, but also to a number of console, and personal computer games too. Local multiplayer games played on a singular system sometimes use split screen, so each player has an individual view of the action (important in first-person shooters and in racing video games) Nearly all multiplayer modes on beat 'em up games have a single-system option, but racing games have started to abandon split-screen in favor of a multiple-system, multiplayer mode. Turn-based games such as chess also lend themselves to single system single screen and even to a single controller.

Multiple types of games allow players to use local multiplayer. The term "local co-op" or "couch co-op" refers to local multiplayer games played in a cooperative manner on the same system; these may use split-screen or some other display method. Another option is hot-seat games. Hot-seat games are typically turn-based games with only one controller or input set – such as a single keyboard/mouse on the system. Players rotate using the input device to perform their turn such that each is taking a turn on the "hot-seat".

Not all local multiplayer games are played on the same console or personal computer. Some local multiplayer games are played over a LAN. This involves multiple devices using one local network to play together. Networked multiplayer games on LAN eliminate common problems faced when playing online such as lag and anonymity. Games played on a LAN network are the focus of LAN parties. While local co-op and LAN parties still take place, there has been a decrease in both due to an increasing number of players and games utilizing online multiplayer gaming.[9]

Online multiplayer [edit]

Online multiplayer games connect players over a wide area network (a common example being the Internet). Unlike local multiplayer, players playing online multiplayer are not restricted to the same local network. This allows players to interact with others from a much greater distance. Playing multiplayer online offers the benefits of distance, but it also comes with its own unique challenges. Gamers refer to latency using the term "ping", after a utility which measures round-trip network communication delays (by the use of ICMP packets). A player on a DSL connection with a 50-ms ping can react faster than a modem user with a 350-ms average latency. Other problems include packet loss and choke, which can prevent a player from "registering" their actions with a server. In first-person shooters, this problem appears when bullets hit the enemy without damage. The player's connection is not the only factor; some servers are slower than others.

Asymmetrical gameplay [edit]

Asymmetrical multiplayer is a type of gameplay in which players can have significantly different roles or abilities from each other – enough to provide a significantly different experience of the game.[10] In games with light asymmetry, the players share some of the same basic mechanics (such as movement and death), yet have different roles in the game; this is a common feature of the multiplayer online battle arena (MOBA) genre such as League of Legends and Dota 2, and in hero shooters such as Overwatch and Apex Legends. In games with stronger elements of asymmetry, one player/team may have one gameplay experience (or be in softly asymmetric roles) while the other player or team play in a drastically different way, with different mechanics, a different type of objective, or both. Examples of games with strong asymmetry include Dead by Daylight, Evolve, and Left 4 Dead.[10]

Asynchronous multiplayer [edit]

Asynchronous multiplayer is a form of multiplayer gameplay where players do not have to be playing at the same time.[11] This form of multiplayer game has its origins in play-by-mail games, where players would send their moves through postal mail to a game master, who then would compile and send out results for the next turn. Play-by-mail games transitioned to electronic form as play-by-email games.[12] Similar games were developed for bulletin board systems, such as Trade Wars, where the turn structure may not be as rigorous and allow players to take actions at any time in a persistence space alongside all other players, a concept known as sporadic play.[13]

These types of asynchronous multiplayer games waned with the widespread availability of the Internet which allowed players to play against each other simultaneously, but remains an option in many strategy-related games, such as the Civilization series. Coordination of turns are subsequently managed by one computer or a centralized server. Further, many mobile games are based on sporadic play and use social interactions with other players, lacking direct player versus player game modes but allowing players to influence other players' games, coordinated through central game servers, another facet of asynchronous play.[13]

Online cheating [edit]

Online cheating (in gaming) usually refers to modifying the game experience to give one player an advantage over others, such as using an "aimbot" – a program which automatically locks the player's crosshairs onto a target – in shooting games.[14][15][16] This is also known as "hacking" or "glitching" ("glitching" refers to using a glitch, or a mistake in the code of a game, whereas "hacking" is manipulating the code of a game). Cheating in video games is often done via a third-party program that modifies the game's code at runtime to give one or more players an advantage. In other situations, it is frequently done by changing the game's files to change the game's mechanics.[17]

See also [edit]

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Uma Mercado de Toros de Crypto que Pode Durar?

Alguns especialistas prevêem que o novo mercado alcista pode durar pelo menos dois anos, com Bitcoin liderando a carga. A redução a metade do Bitcoin, que está programada para acontecer red bulls vs bethesda 2008s 2024, parece estar acelerando a próxima corrida de toros.

Mas o que é a redução a metade do Bitcoin? Em resumo, a redução a metade do Bitcoin é um evento planificado que reduz red bulls vs bethesda 2008s metade a recompensa de bloco pelos mineiros (criadores de novos bitcoins) a cada 210.000 blocos adicionados à blockchain do Bitcoin. Essa diminuição drástica da oferta de novos bitcoins disponíveis faz com que a moeda se torne mais escassa e, assim, mais valiosa.

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Asia aumenta su representación en la Copa Mundial de la FIFA 2026: una oportunidad para nombres menos conocidos

Por algún tiempo, los representantes asiáticos en la Copa Mundial de la FIFA han consistido en cuatro de los cinco países de Corea del Sur, Japón, Australia, Irán y Arabia Saudita. A veces todos cinco llegan – como en 2024 y 2024 – y ocasionalmente hay un intruso, como Corea del Norte en 2010. Para 2026, sin embargo, habrá ocho lugares automáticos disponibles para los 18 equipos que comienzan la tercera ronda de clasificación el jueves, y algunos nombres menos conocidos para las audiencias globales.

Por ejemplo, dos de los seis equipos del Grupo B se clasificarán para el próximo junio, lo que significa que, incluso asumiendo que Corea del Sur se clasifique para una undécima vez consecutiva, al menos uno de Omán, Palestina, Jordania, Kuwait e Iraq se unirá a los asiáticos del este en América del Norte.

Irak está especialmente ansioso. La única aparición en 1986 se produjo en un momento en que el hijo de Saddam Hussein, Uday, estaba a cargo de la asociación de fútbol del país, entregando palizas regulares a los jugadores que aumentaron con las tres derrotas por un gol en México. Desde entonces, un regreso a la escena mundial ha sido esquivo para una nación que siempre ha tenido talento, como lo mostró la victoria en la Copa Asiática de 2007, pero Zico, Bora Milutinovic, Srecko Katanec, Dick Advocaat y Zeljko Petrovic son algunos de los muchos entrenadores que lucharon por hacer que el equipo cumpliera su potencial.

La falta de ventaja en casa no ha ayudado

No se ha jugado ningún clasificatorio de la Copa Mundial en Bagdad desde antes de la invasión liderada por EE. UU. en 2003. La capital aún puede estar fuera de los límites para la FIFA, pero Basora podría ser el trampolín para el éxito. Más de 150.000 vieron a los Leones de Mesopotamia ganar los tres partidos en la ciudad portuaria del sur en la ronda anterior – ningún equipo en Asia querrá ir allí con la Copa Mundial en juego.

Los fanáticos están listos una vez más. El entrenador Jesús Casas también lo está. El español ha estado en el cargo durante casi dos años, un largo tiempo en un país que ha visto 30 cambios de entrenador en jefe este siglo solo. En agosto, el ex asistente de España y Watford firmó una extensión de contrato hasta 2027, una reflexión del tipo de fútbol que tiene al equipo jugando y el hecho de que estaba en la lista corta de Corea del Sur – aunque dado el caos involucrado en esa búsqueda, eso puede no ser un gran elogio.

Hoy en día, el equipo tiene más experiencia extranjera que nunca antes. Los jugadores informan para el deber de los Países Bajos, Polonia, Arabia Saudita, Italia y Inglaterra. Además del emocionante delantero Ali Jasim que se mudó a Como en la Serie A, Ali al-Hamadi, nacido en el último año completo de reinado de Saddam no lejos de Basra antes de mudarse a Toxteth a la edad de uno, se convirtió en el primer iraquí en aparecer en la Premier League cuando entró en la cancha por Ipswich contra Liverpool en el primer día. Este es un equipo iraquí cosmopolita y confiado que comienza contra Omán esperando obtener los tres puntos para establecerse en su camino hacia un acabado entre los dos primeros que garantice una segunda aparición en la Copa Mundial.

Ali al-Hamadi es el primer futbolista iraquí en jugar en la Premier League.

Irak y Corea del Sur no solo comparten una apreciación de Casas, sino que ambos estarán felices de que los otros cuatro equipos en su grupo podrían haber sido más duros. Son Heung-min y sus colegas tienen un primer juego contra Palestina el jueves y deberían llevarse los tres puntos en Seúl. Los visitantes estarían encantados con el cuarto lugar – mientras que los dos

primeros de cada uno de los tres grupos de seis se clasifican automáticamente, los terceros y cuartos puestos avanzan a una etapa adicional para competir por los últimos dos lugares.

También estarían contentos Kuwait, quien se coló en los últimos 18 por delante de la India. Jordania derrotó tanto a Irak como a Corea en el camino a la final de la Copa Asiática de este año y son los mayores peligros para los dos favoritos. La pérdida de su entrenador marroquí Hussein Ammouta con Al Jazira en la liga de los EAU es un golpe importante, aunque los viajes a Amán nunca son fáciles. Omán terminó a un punto de Australia en el camino a Catar y les encantaría hacerlo un poco mejor. Las naciones occidentales parecen estar seguras de tomar puntos entre sí, lo que beneficiará aún más a Corea del Sur.

El Grupo C, más duro sobre el papel, comienza con Japón recibiendo a China. Este partido puede ser altamente cargado, pero eso parece poco probable esta vez dado que el Samurai Blue, Japón, debería derrotar cómodamente al Dragón de China. China, con solo 2002 para mirar hacia atrás en términos de la Copa Mundial, solo llegó hasta aquí gracias a un mejor récord cara a cara con Tailandia en la ronda anterior.

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Da inicio a tus noches con el análisis de Guardian sobre el mundo del fútbol

después de la promoción de boletines

Por tercera vez consecutiva, Japón tiene a Australia y Arabia Saudita para enfrentar y, por tercera vez consecutiva, debería terminar en primer lugar. Los sauditas, aún por asentarse bajo Roberto Mancini, son probablemente los que lucharán por el segundo lugar con los socceroos. Indonesia, el equipo asiático que más ha mejorado y lleno de jugadores nacidos y criados en Europa, podría colarse en cuarto lugar por encima de China y Baréin.

El Grupo A carece un poco de la calidad del C y las narrativas del B, pero se ve sólido. Irán nunca obtiene la atención que merece y debería avanzar a América del Norte. Catar ganó su segunda Copa Asiática consecutiva en febrero, pero probablemente intercambiaría una por una clasificación a la Copa Mundial por primera vez.

A pesar de los enormes cambios en la clasificación asiática para 2026, algunas cosas siguen siendo las mismas.

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