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quero CNJupinizaçãoç 157ATENÇÃOç Multiplayer" redirects here. For other mu
ltiplayer games, see Game § Multiplayerç 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 sa
me computing system (couch co-op), on different computing systems via a local ar
ea network, or via a wide area network, most commonly the Internet (e.g. World o) Tj T* BT

are a single game system or use networking technology to play together over a gr
eater 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 wit
h other individuals, they provide an element of social communication absent from
single-player games.ç History [edit]ç 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 sho
oter games such as Spacewar! (1962)[1] and early racing video games such as Astr
o Race (1973).[2] The first examples of multiplayer real-time games were develop
ed on the PLATO system about 1973. Multi-user games developed on this system inc
luded 1973's Empire and 1974's Spasim; the latter was an early first-per
son shooter. Other early video games included turn-based multiplayer modes, popu
lar 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 o
nscreen so players can see their relative standing. Danielle Bunten Berry create
d some of the first multiplayer video games, such as her debut, Wheeler Dealers
(1978) and her most notable work, M.U.L.E. (1983).ç Gauntlet (1985) and Quartet (1986) introduced co-operative 4-player gam
ing to the arcades. The games had broader consoles to allow for four sets of con
trols.ç m (Nosferatu, The Cabinet of Dr. Caligari) and Unive