

# ca&#231;a n&#237;quel jogo de ca&#231;a n&#237;

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&lt;p&gt;&lt;/p&gt;&lt;p&gt;&quot;Multiplayer&quot; redirects here. For other mu ltiplayer games, see Game &#167; Multiplayer&lt;/p&gt;  
&lt;p&gt;A multiplayer video game is a video game in which&#127752; more than on e person can play in the same game environment at the same time, either locally on the same&#127752; computing system (couch co-op), on different computing syst ems via a local area network, or via a wide area network, most&#127752; commonly the Internet (e.g. World of Warcraft, Call of Duty, DayZ). Multiplayer games us ually require players to share a single&#127752; game system or use networking t echnology to play together over a greater distance; players may compete against one or more&#127752; human contestants, work cooperatively with a human partner to achieve a common&lt; goal, or supervise other players&#39; activity. Due to&#1277 52; 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&#127752; [ 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&#127752; Two and 1972&#39;s Pong), early shooter games such as Spacewar! (1962)[1] and early racing video games suc h as Astro Race&#127752; (1973).[2] The first examples of multiplayer real-time games were developed on the PLATO system about 1973. Multi-user games developed on&#127752; this system included 1973&#39;s Empire and 1974&#39;s Spasim; the la tter was an early first-person shooter. Other early video games included&#127752 ; turn-based multiplayer modes, popular in tabletop arcade machines. In such gam