jogar na mega da virada via internet

<p>"Multiplayer" redirects here. For other multiplayer games, se
e Game § Multiplayer</p>
<p>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 /F1 12 T

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.</p>
<p>History [edit]</p>
<p>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).</p>
<p>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.</p>
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v><div><div><div>As open-source software, Ghost
 is free to download and use. In addition, the Foundation offers a
paid platform for users who prefer a managed solution, as an alternative to self
-hosting.</div></div></div></div></div><div>
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t (blogging platform) - Wikipedia</div><span&