# betfair palmeiras

&lt;p&gt;Video game that permits only one player&lt;/p&gt;
&lt;p&gt;A single-player video game is a video game where input from only one pl

ayer　¤， is expected throughout the course of the gaming session. A single-playe

r game is usually a game that can only be　¤， played by one person, while &quot;

single-player mode&quot; is usually a game mode designed to be played by a singl

e player,　¤，　though the game also contains multi-player modes.[1]&lt;/p&gt;
&lt;p&gt;Most modern console games and arcade games are designed so that they ca

n 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 fe

w actually require more than one player for the game to be played. The Unreal To

urnament　¤，　series is one example of such.[2]&lt;/p&gt;
&lt;p&gt;History [ edit ]&lt;/p&gt;
&lt;p&gt;The earliest video games, such as Tennis for Two (1958), Spacewar! (196) Tj T*  BT

yers. Single-player games gained popularity only after this,　¤，　with early titl

es such as Speed Race (1974)[3] and Space Invaders (1978).&lt;/p&gt;
&lt;p&gt;The reason for this, according to Raph Koster, is　¤，　down to a combina

tion of several factors: increasingly sophisticated computers and interfaces tha

t enabled asymmetric gameplay, cooperative gameplay and story　¤，　delivery withi

n a gaming framework, coupled with the fact that the majority of early games pla

yers had introverted personality types　¤，　(according to the Myers-Briggs person) Tj T*  B

&lt;p&gt;Although most modern games incorporate a single-player element either a

s the core or as　¤，　one of several game modes, single-player gaming is currentl

y viewed by the video game industry as peripheral to the future　¤，　of gaming, w

ith 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]&lt;/p&gt

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&lt;p&gt;The question of the financial viability of single-player AAA games was

raised following the closure　¤，　of Visceral Games by Electronic Arts (EA) in Oc

tober 2024. Visceral had been a studio that established itself on a　¤，　strong n

arrative single-player focus with Dead Space, and had been working on a single-p

layer, linear narrative Star Wars game at　¤，　the time of the closure; EA announ

ced following this that they would be taking the game in a different direction,

　¤，　specifically &quot;a broader experience that allows for more variety and pla

yer agency&quot;.[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 v

iable 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