

Campaign

When a game has a set of scenarios, that differ from the general play elements (generic maps, player vs. player), it is very often referred to as a game's campaign. Not all games do feature such a thing. For instance, early [Counter-Strike](#) did not have any form of campaign.

Games that only feature a campaign may still be played in [multi-player](#) in form of a [coop](#), if they have one. Some games do not feature that and are single-player strictly ([Dungeons](#)). On the other hand, there are [single-player](#) games, that feature no campaign but only a play against [bots](#) ([Warlords 1](#)). So a game having a [single-player](#) does not automatically mean, a campaign is available.

There are forms of pseudo-campaigns (such as [Unreal Tournament 2004](#), where you basically only play multi-player maps against bots). Such games can be referred to as having a single-player but not really as having a campaign.

[[Games Database](#)] [[Game Related Terms](#)]

From:

<https://mwohlauer.d-n-s.name/wiki/> - [mwohlauer.d-n-s.name](#) / [www.mobile-infanterie.de](#)

Permanent link:

https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:gaming_theory:campaign&rev=1648849146

Last update: **2022-04-01-21-39**

