

Single-Player

When a game played does not involve another human, is usually considered a single-player. It is the opposite of [multi-player](#). There are games that do not allow for any other kind of play (such as [tetr](#)is or [dungeons](#)) while other games do not even include a single-player (early on [counter-strike](#) was such a game, as it did not feature any [bots](#) in the beginning).

Single-player does not automatically mean the same as „single-player campaign“. Playing only against bots in multiplayer settings can also be considered single-player but is not referred to as 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:single-player&rev=1648849163

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

