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;div><div>Multiplayer games are video games that enable multiple player
s to interact with each other in a shared game world. T
hese interactions can take various forms, including cooperative play, competitiv
e matches, and online social experiences.</div></div></div>&lt
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n><div>How To Develop Multiplayer Games: A Detailed Guide -
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: pulse : how-develop-multiplayer-games-detailed-gui...</div></span&gt
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t;</div></div></div><div class="hwc kCrYT" style=
"padding-bottom:12px;padding-top:0px"><div><div><div
><div><div><div><div>The main two server models are:
Client-hosted: A model where one player in the game acts as the host, and their
device is the authority on the game state. Dedicated game server: A model where
the game simulation is run on a separate device.</div></div></div
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<div>An Introduction to multiplayer network and se
rver models - Unity</div><div>
unity : how-to : intro-to-network-server-models</div></div></div></div><div><div><div><spa
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