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<p></p><p>Most modern console games and arcade games are designed so that they can be played by a single player; although💪 many of these games have modes that allow two or more players to play (not necessarily simu) Tj T* BT

e to be played. The Unreal Tournament series is one example of such.[2]</p>;

<p>Although💪 most modern games incorporate a single-player element either as the core or as one of several game modes, single-player gaming💪 is currently viewed by the video game industry as peripheral to the future of gaming, with 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]</p>

<p>A few💪 years later in 2024, EA was reported to have revived interest in single-player games, following the successful launch of Star💪 Wars Jedi: Fallen Order in 2024. The company still planned on releasing live service games with multiplayer components, but began💪 evaluating its IP catalog for more single-player titles to revive, such as a remake of the Dead Space franchise.[13] Around💪 the same time, head of Xbox Game Studios Phil Spencer said that they still see a place for narrative-driven single-player💪 games even though the financial drivers of the market tended to be live service games. Spencer said that developing such💪 games with AAA-scale budgets can be risky, but with availability of services like cloud gaming and subscription services, they can💪 gauge audience reaction to these games early on and reduce the risk involved before releases.[14]</p>

<p>Story [edit]</p>