

Mmo

Massively multiplayer online game

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A massively multiplayer online game (MMOG or more commonly MMO) is an online video game with a large number of players to interact in the same online game world. MMOs usually feature a huge, persistent open world, although there are games that differ. These games can be found for most network-capable platforms, including the personal computer, video game console, or smartphones and other mobile devices.

MMOs can enable players to cooperate and compete with each other on a large scale, and sometimes to interact meaningfully with people around the world. They include a variety of gameplay types, representing many video game genres.

Life Is Feudal: MMO

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Life is Feudal: MMO was a massively multiplayer online role-playing game in a medieval setting, developed by indie studio Bitbox Ltd. and published by Xsolla as a multiplayer expansion of the studio's earlier title, Life is Feudal: Your Own. The Open Beta release of the game occurred on November 17, 2017. The game entered Steam Early Access in January 2018. In December 2020, Bitbox announced that the game would be shut down following financial difficulties and a relationship breakdown with the game's publisher, Xsolla. On January 18, 2021, the game's servers were permanently shut down. On June 1, 2023, the game was relaunched by the new publisher, Long Tale Games, on their website, ltg.com.

Recovery of an MMO Junkie

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Recovery of an MMO Junkie (Japanese: ????????, Hepburn: Netoj? no Susume; subtitled Recommendation of the Wonderful Virtual Life) is a Japanese manga series by Rin Kokuy? released as a webtoon on the Comico app. An anime television series adaptation directed by Kazuyoshi Yaginuma and animated by Signal.MD aired from October to December 2017.

MMO (disambiguation)

up MMO in Wiktionary, the free dictionary. A massively multiplayer online game is a video game that can be played by many people simultaneously. MMO may

A massively multiplayer online game is a video game that can be played by many people simultaneously.

MMO may also refer to:

WakeOne

under the name MMO Entertainment (MMO standing for Music Makes One, the slogan of CJ ENM's flagship music channel Mnet). In September 2018, MMO and CJ ENM

WakeOne (Korean: ?????, stylised in all caps) is a South Korean entertainment company under CJ ENM's entertainment division. Their current artists include Kim Feel, Ha Hyun-sang, Jo Yu-ri, Kep1er, Zerobaseone, Izna and Yoon Ji-yoon.

Warhammer 40,000: Dark Millennium

role-playing game, Vigil Games announced that they would be dropping the MMO components of the game in order to focus on a single-player game with a more

Warhammer 40,000: Dark Millennium Online was a video game to be based on Games Workshop's Warhammer 40,000 setting. It was under development by Vigil Games until THQ's closure.

Computer Games Magazine

To Launch MMO-Themed U.S. Print Magazine” Gamasutra. Archived from the original on July 31, 2007. "Computer Games Magazine to Launch New MMO Publication"

Computer Games Magazine was a monthly computer and console gaming print magazine, founded in October 1988 as the United Kingdom publication Games International. During its history, it was known variously as Strategy Plus (October 1990, Issue 1) and Computer Games Strategy Plus, but changed its name to Computer Games Magazine after its purchase by theGlobe.com. When it closed down in April 2007, it held the record for the second-longest-running print magazine dedicated exclusively to computer games with 197 issues, behind only Computer Gaming World. In 1998 and 2000, it was the United States' third-largest magazine in this field.

Fallout Online

(MMO). At the time, MMOs were becoming popular, as evidenced by the success of EverQuest and Ultima Online. Fargo proposed the idea of a Fallout MMO to

Fallout Online was a canceled massively multiplayer online role-playing game developed by Interplay Entertainment and Masthead Studios. It was intended to be the first online game in the Fallout series before its cancellation in 2012. Little information exists about what gameplay or plot would have entailed. According to dialogue writer Mark O'Green, Fallout Online would have been set along the West Coast of the United States, in parts of Arizona, California, Nevada, Oregon, and Utah. The story would have revolved around a long series of disasters, and one storyline would have involved the player going back in time to experience moments from previous Fallout games.

The idea for an online Fallout game was envisioned by Interplay founder Brian Fargo in the late 1990s, although development would...

Mukkam Muslim Orphanage

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Mukkam Muslim Orphanage (MMO) is an educational institution established in 1956 with 22 inmates. Now 28 institutions are functioning under the MMO management. It won the central government's National Award for Child Welfare in 1982 and 2008.

MMO is set in the valley of the Western Ghats, at Mukkam about 35 km north east of Calicut city, Kerala, India.

8BitMMO

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8BitMMO is a massively multiplayer free-to-play sandbox game created by Robby Zinchak. The game launched as a browser game on June 19, 2011. In addition to the browser version, it was released as a Steam Early Access title on December 14, 2013, and left Early Access with Version 1.0 on January 26, 2015. It was created and is actively developed by Robby Zinchak. Users are encouraged to build in a shared world and undertake player versus environment and player versus player combat.

On February 14, 2014, a chiptune soundtrack was included with music from Danimal Cannon, Zef, Protodome, and Honin Myo Audio.

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