

A **game** is a [structured](#) type of [play](#) usually undertaken for [entertainment](#) or [fun](#), and sometimes used as an [educational tool](#).^[1] Many games are also considered to be [work](#) (such as professional players of [spectator sports](#) or [video games](#)) or art (such as games involving an artistic layout such as [mahjong](#), [solitaire](#), or some video games).

Games have a wide range of occasions, reflecting both the generality of its concept and the variety of its play.^[2] Games are sometimes played purely for enjoyment, sometimes for achievement or reward as well. They can be played alone, in teams, or online; by amateurs or by professionals. The players may have an audience of non-players, such as when people are entertained by watching a [chess championship](#). On the other hand, players in a game may constitute their own audience as they take their turn to play. Often, part of the entertainment for children playing a game is deciding who is part of their audience and who participates as a player. A [toy](#) and a game are not the same. Toys generally allow for unrestricted play, whereas games present rules for the player to follow. Similarly, a [puzzle](#) is not exactly a game.

Key components of games are goals, [rules](#), [challenge](#), and interaction. Games generally involve mental or physical stimulation, and often both. Many games help develop practical [skills](#), serve as a form of exercise, or otherwise perform an educational, [simulational](#), or [psychological](#) role.

Attested as early as 2600 BC,^{[3][4]} games are a universal part of human experience and present in all cultures. The [Royal Game of Ur](#), [Senet](#), and [Mancala](#) are some of the oldest known games.^[5]