A **game** is a [structured](https://en.wikipedia.org/wiki/Structure) type of [play](https://en.wikipedia.org/wiki/Play_(activity)) usually undertaken for [entertainment](https://en.wikipedia.org/wiki/Entertainment) or [fun](https://en.wikipedia.org/wiki/Fun), and sometimes used as an [educational tool](https://en.wikipedia.org/wiki/Educational_game).[[1]](https://en.wikipedia.org/wiki/Game#cite_note-merriam-webster.com-1) Many games are also considered to be [work](https://en.wikipedia.org/wiki/Work_(human_activity)) (such as professional players of [spectator sports](https://en.wikipedia.org/wiki/Spectator_sport) or [video games](https://en.wikipedia.org/wiki/Esports)) or art (such as games involving an artistic layout such as [mahjong](https://en.wikipedia.org/wiki/Mahjong), [solitaire](https://en.wikipedia.org/wiki/Solitaire_(game)), 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]](https://en.wikipedia.org/wiki/Game#cite_note-Suits-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](https://en.wikipedia.org/wiki/World_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](https://en.wikipedia.org/wiki/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](https://en.wikipedia.org/wiki/Puzzle) is not exactly a game.

Key components of games are goals, [rules](https://en.wiktionary.org/wiki/rule), [challenge](https://en.wiktionary.org/wiki/challenge), and interaction. Games generally involve mental or physical stimulation, and often both. Many games help develop practical [skills](https://en.wikipedia.org/wiki/Skills), serve as a form of exercise, or otherwise perform an educational, [simulational](https://en.wikipedia.org/wiki/Simulation" \o "Simulation), or [psychological](https://en.wikipedia.org/wiki/Psychological) role.

Attested as early as 2600 BC,[[3]](https://en.wikipedia.org/wiki/Game#cite_note-3)[[4]](https://en.wikipedia.org/wiki/Game#cite_note-4) games are a universal part of human experience and present in all cultures. The [Royal Game of Ur](https://en.wikipedia.org/wiki/Royal_Game_of_Ur), [Senet](https://en.wikipedia.org/wiki/Senet), and [Mancala](https://en.wikipedia.org/wiki/Mancala) are some of the oldest known games.[[5]](https://en.wikipedia.org/wiki/Game#cite_note-5)