

# Game Related Terms

There are many game related abbreviations and terms, that have a special meaning for gamers or are used often in context of computer games. Here is a selection of some of them:

## Game Related Terms

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- [strategy\\_game](#)
- [Texture](#)
- [third\\_person\\_shooter](#)
- [Tier](#)
- [turn\\_based\\_strategy](#)
- [turtling](#)

## Abbreviations

Here is a list of abbreviations, that have a special meaning in the gaming context. Some may have other meanings in relation to other topics, but here the meaning is to be considered explicitly for computer games related meanings.

Abbreviation	Meaning
1on1	One player against one other player, usually used in context of games which allow for more than one participant in a match.
BA	<a href="#">Balanced Annihilation</a>
BAR	<a href="#">Beyond All Reason</a>
BOTF	<a href="#">Birth of the Federation</a>
CS	<a href="#">Counter-Strike</a> and also one of it's map/game types, the hostage scenario
CS:GO	<a href="#">Counter-Strike Global Offensive</a>
CSS	<a href="#">Counter-Strike Source</a> , sometimes also the Cascaded Style Sheet
CTF	<a href="#">capture_the_flag</a>
CVAR	<a href="#">Console Variable</a>
CoH	<a href="#">Company of Heroes</a>
Coop	Also known as Cooperative, Co-Op or CoOp, meaning <a href="#">cooperative play of sorts</a> .
DE	Demolition, a Counter-Strike map/game type
Devs	Developers, usually referring to entire <a href="#">Development Studios</a> and their employees.
DLC	<a href="#">downloadable_content</a>
DOM	Domination, a mode offered by <a href="#">Nexuiz</a> , <a href="#">Unreal Tournament 2004</a> and <a href="#">Toxikk</a>
EF	Elite Force, usually used for <a href="#">Star Trek: Voyager Elite Force</a> but may also reference <a href="#">Star Trek: Elite Force II</a>
EF1	<a href="#">Star Trek: Voyager Elite Force</a>
EF2	<a href="#">Star Trek: Elite Force II</a>
F2P	<a href="#">free_to_play</a> , at least the base game is not charged any money for.
FA	<a href="#">Forged Alliance</a> , a stand-alone expansion for <a href="#">Supreme Commander</a>
FAF	Forged Alliance Forever, a replacement lobby system for <a href="#">Forged Alliance</a> , incl. a modded version with new units and game interface.
FFA	Free for All, <a href="#">deathmatch</a>
FO	<a href="#">Fleet Ops</a>
FoW	<a href="#">fog_of_war</a>
FPS	<a href="#">first_person_shooter</a> , <a href="#">Frames Per Second</a>
FW	Firewall
GC	<a href="#">Ground Control</a>
HotS	<a href="#">Heart of the Swarm</a> or <a href="#">Heroes of the Storm</a>

Abbreviation	Meaning
IP	Shortform for Internet Protocol, but usually refers to the IP <a href="#">address</a> of a <a href="#">server</a> or <a href="#">client</a> .
IPX	<a href="#">Internetwork Packet Exchange</a> , one of the predecessors of TCP/IP, which was used mostly during the 1990 years.
LAN	Local Area Network, usually the network at home or work. In the gaming community it may also refer to a LAN party.
Mod	Short for <a href="#">modification</a> .
MOTD	<a href="#">Message of the day</a>
NAT	<a href="#">network_address_translation</a> , a technique that allows multiple computers with different IPv4 addresses to share on IPv4 address on the internet while working behind a router. This also makes <a href="#">port_forwarding</a> a necessity in certain situations.
LMS	<a href="#">last_man_standing</a>
NPC	<a href="#">non-playable_character</a>
ONS	Onslaught, a game mode offered by <a href="#">Nexuiz</a> and <a href="#">Unreal Tournament 2004</a>
P2P	<a href="#">peer_to_peer</a>
PA	<a href="#">Planetary Annihilation</a>
PvP	Player vs. Player, in <a href="#">Starcraft</a> context it may also mean Protoss vs. Protoss
PvT	Protoss vs. Terran
PvZ	Protoss vs. Zerg
RTS	<a href="#">real_time_strategy</a>
RoN	<a href="#">Rise of Nations</a>
SC	<a href="#">Starcraft</a>
SC2	<a href="#">Starcraft 2</a>
SHC	<a href="#">Stronghold Crusader</a>
SOF2	<a href="#">Soldier of Fortune II: Double Helix</a>
SuCom	<a href="#">Supreme Commander</a>
SupCom	<a href="#">Supreme Commander</a>
TA	<a href="#">Total Annihilation</a>
TBS	<a href="#">turn_based_strategy</a>
TCP	<a href="#">Transmission Control Protocol</a> , the most common protocol used on the internet. Reliable, but not as fast as <a href="#">udp</a> .
TDM	<a href="#">team_deathmatch</a>
TPS	<a href="#">third_person_shooter</a>
TvP	Terran vs. Protoss
TvT	Terran vs. Terran
TvZ	Terran vs. Zerg
UDP	<a href="#">User Datagram Protocol</a> , a very commonly used network protocol which does not use the concept of a connection, which makes it very fast but not reliable.
UT	<a href="#">Unreal Tournament</a>
UT2003	<a href="#">Unreal Tournament 2003</a>
UT2K3	<a href="#">Unreal Tournament 2003</a>
UT2004	<a href="#">Unreal Tournament 2004</a>
UT2K4	<a href="#">Unreal Tournament 2004</a>
UT3	<a href="#">Unreal Tournament 3</a>
UT99	<a href="#">Unreal Tournament</a>
UT4	<a href="#">Unreal Tournament 4</a>

Abbreviation	Meaning
WAN	Wide Area Network, in difference to LAN sometimes used for Internet play.
XCOM	Also used as X-COM, refers to <a href="#">X-COM UFO Defense</a> and <a href="#">its predecessors</a>
ZvP	Zerg vs. Protoss
ZvT	Zerg vs. Terran
ZvZ	Zerg vs. Zerg

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