

# Last Man Standing

This is a game mode used for [deathmatch](#) like games, mostly [shooters](#). In this variation a match starts with all players currently playing on the server. Once a player is eliminated, he is not allowed to continue to play again during the running match. So over time, less and less players are actually participating in the match. The match ends when there is only one player left, making him the winner of that match. This mode is used by games like the following:

- [Starcraft II](#) ([ffa](#) mode),
- [nexuiz](#),
- [unreal\\_tournament](#) and
- [unreal\\_tournament\\_2004](#).

A variation of this is the mode is the [Squad Survival](#) mode of [toxikk](#). Two teams start out opposing each other. The team that remains with players last is the winner.

[ [games\\_database](#) ] [ [game\\_related\\_terms](#) ]

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