

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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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	balanced_annihilation
BAR	beyond_all_reason
BOTF	birth_of_the_federation
CS	counter-strike and also one of it's map/game types, the hostage scenario
CS:GO	counter-strike_global_offensive
CSS	counter-strike_source , sometimes also the Cascaded Style Sheet
CTF	capture_the_flag
CVAR	Console Variable
CoH	company_of_heroes
Coop	Also known as Cooperative, Co-Op or CoOp, meaning cooperative play of sorts .
DE	Demolition, a Counter-Strike map/game type
Devs	Developers, usually referring to entire Development Studios and their employees.
DLC	downloadable_content
DOM	Domination, a mode offered by nexuiz , unreal_tournament_2004 and toxikk
EF	Elite Force, usually used for Star Trek: Voyager Elite Force but may also reference Star Trek: Elite Force II
EF1	Star Trek: Voyager Elite Force
EF2	Star Trek: Elite Force II
F2P	free_to_play , at least the base game is not charged any money for.
FA	Forged Alliance , a stand-alone expansion for supreme_commander
FAF	Forged Alliance Forever, a replacement lobby system for Forged Alliance , incl. a modded version with new units and game interface.
FFA	Free for All, deathmatch
FO	Fleet Ops
FoW	fog_of_war
FPS	first_person_shooter , frames_per_second
FW	Firewall
GC	ground_control
HotS	Heart of the Swarm or heroes_of_the_storm

Abbreviation	Meaning
IP	Shortform for Internet Protocol, but usually refers to the IP address of a server or client .
IPX	Internetwork Packet Exchange , 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 modification .
MOTD	message_of_the_day
NAT	network_address_translation , 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 port_forwarding a necessity in certain situations.
LMS	last_man_standing
NPC	non-playable_character
ONS	Onslaught, a game mode offered by nexuiz and unreal_tournament_2004
P2P	peer_to_peer
PA	planetary_annihilation
PvP	Player vs. Player, in Starcraft context it may also mean Protoss vs. Protoss
PvT	Protoss vs. Terran
PvZ	Protoss vs. Zerg
RTS	real_time_strategy
RoN	rise_of_nations
SC	Starcraft
SC2	starcraft_2
SHC	stronghold_crusader
SOF2	Soldier of Fortune II: Double Helix
SuCom	supreme_commander
SupCom	supreme_commander
TA	total_annihilation
TBS	turn_based_strategy
TCP	Transmission Control Protocol , the most common protocol used on the internet. Reliable, but not as fast as udp .
TDM	team_deathmatch
TPS	third_person_shooter
TvP	Terran vs. Protoss
TvT	Terran vs. Terran
TvZ	Terran vs. Zerg
UDP	User Datagram Protocol , a very commonly used network protocol which does not use the concept of a connection, which makes it very fast but not reliable.
UT	unreal_tournament
UT2003	unreal_tournament_2003
UT2K3	unreal_tournament_2003
UT2004	unreal_tournament_2004
UT2K4	unreal_tournament_2004
UT3	unreal_tournament_3
UT99	unreal_tournament
UT4	unreal_tournament_4

Abbreviation	Meaning
WAN	Wide Area Network, in difference to LAN sometimes used for Internet play.
XCOM	Also used as X-COM, refers to x-com_ufo_defense and its predecessors
ZvP	Zerg vs. Protoss
ZvT	Zerg vs. Terran
ZvZ	Zerg vs. Zerg

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