

# Deathmatch

This is a game mode mostly used in [Shooters](#) and is also known as »free for all« (FFA). The primary goal is to eliminate as many opponents as possible while avoiding being eliminated yourself. Usually there are two kinds of goals implemented: Reaching a pre-defined number of frags first (no time limit) or getting as many frags as possible within a certain time limit. For [strategy\\_games](#) the goal usually is to defeat an opponent permanently. Usually everybody plays against everyone else. A variation of that rule is the [team deathmatch](#). There are also variations known to alter the scores you get, like the [Action Hero](#) mode of Star Trek: Voyager Elite Force.

This mode centers strongly on each player for himself. This is the reason why it is very popular for players trying to play [competitive](#), as the results strongly depend on the abilities of every player for himself. (Much in contrast to other game modes such as [Capture the Flag](#) or team deathmatch.)

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