Instagib

This is a game mode mostly used by shooters, where every hit frags instantly. It is a mode introduced by Quake II. Its name is a trunk word from *instant* and *gibblet*. It is also known as *Disintegration* in Star Trek: Voyager Elite Force. There are the following modification to otherwise normal game rules/mechanics:

- All weapons have infinite ammo.
- Every weapon frags instantly, no time delay, no second hits required.
- No weapon ammo placed on the map.
- Very often all players are handed the very same weapon as they all do the same anyways in this mode.

This mode can be combined with other modes, such as capture the flag, team deathmatch or deathmatch. It has strong implications on the game play:

- The aiming and movement become even more important than usual, as the slightest mistake in movement or missing the target can mean being fragged. On the other hand, the most minor hit can mean scoring. Being fast and accurate when aiming and being nimble when moving are the most important aspects.
- Knowing the map and certain important spots on it gets very important, especially on maps that can be overseen from certain positions.
- The game is fast paced, as every hit immediately frags. No long skirmishes.
- Blocking a player by barrages is not really feasible.
- All players start off with even chances, as there are not power ups and other helpers. No spawning with a weak weapon and being hopelessly outgunned right after it. No *guy with super weapon and all powerups goes on a rampage* situation.

As many of these aspects are a challenge for new players, this mode is not particularly popular among beginners of a game, but can be very popular among veterans. Especially the fast pace and placing players in a fair, equal situation can be enjoyable for a player who knows a game very well. Also the need of proper aiming can be an enrichment for advanced players as they are in a situations, that helps them improve their aiming even further.

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