

Gaming Theory

Technological Aspects

- Bot
- CD Key
- Downloadable Content
- Master Server
- Match Making
- Modification (Mod)
- Server types

Economical Concepts

- Demo
- Downloadable Content
- Free to Play
- Pay to Win

Game Genres, Mechanics, Elements and Modes

- Action Hero
- Assault
- Campaign
- Capture the Flag
- Deathmatch
- Domination
- First Person Shooter
- Fog of War
- High Score
- Hotseat
- Instagib
- Last Man Standing
- Multi-Player
- Non-Playable Character
- Real Time Strategy
- Shooter
- Single-Player
- Split-Screen
- Strategy Game
- Team Deathmatch
- Third Person Shooter
- Tournament
- Turn Based Strategy

Play Styles and Concepts

- [Camping](#)
- [Casual](#)
- [Competitive](#)
- [Coop](#)
- [Hotseat](#)
- [Rush](#)
- [Speed-Running](#)
- [Split-Screen](#)
- [Turtling](#)

See Also

- [Game Play Theory Articles](#)

[[Games Database](#)]

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