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100 GAMING TERMS

EVERY GAMER
SHOULD KNOW

SLANG
CHAT
COMBAT
ONLINE

Rais Gu

The Quick Guide to Gaming Slang,
Multiplayer Language, Combat Terms,
and Online Gaming Culture

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**100 Gaming Terms Every Gamer
Should Know. The Quick Guide
to Gaming Slang, Multiplayer
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«Издательские решения»

Gu R.

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100 Gaming Terms Every Gamer Should Know is a quick, practical guide to the words and phrases used across modern gaming. From basic gameplay terms and combat language to multiplayer slang, internet expressions, and gaming culture, each term is explained in simple English with a realistic example. Whether you're new to gaming, improving your English, joining your first multiplayer match, or simply want to understand what gamers are talking about, this book gives you the vocabulary to keep up. Learn the language. Understand the game. Speak gamer.

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Содержание

100 Gaming Terms Every Gamer Should Know	6
The Quick Guide to Gaming Slang, Multiplayer Language, Combat Terms, and Online Gaming Culture	6
Table of Contents	7
Introduction	8
PART I — THE BASICS	9
1. NPC	9
2. XP / EXP	10
3. HP	11
4. MP	12
5. DPS	13
6. AoE	14
7. Cooldown	15
8. Respawn	16
9. Loot	17
10. Drop	18
QUICK CHECK — 1—10	19
11. Inventory	20
12. Loadout	21
13. Quest	22
14. Boss	23
15. Mini-boss	24
16. Grinding	25
17. Farming	26
18. Crafting	27
Конец ознакомительного фрагмента.	28

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Table of Contents

Part I — The Basics

Part II — Multiplayer Language

Part III — Combat & Strategy

Part IV — Gamer Slang

Part V — Games, Money & Industry

Final Section

20 Gaming Phrases You Should Understand

A Quick Guide to Avoiding Toxicity

Final Challenge

Conclusion

Introduction

If you've ever joined a multiplayer game and thought:

“Why is everyone speaking another language?”

You're not alone.

Gaming has developed its own vocabulary over the years. Some terms come from technical game mechanics. Others come from competitive gaming, internet culture, or old-school gaming communities.

You might hear:

“Stop feeding.”

“That's OP.”

“I'm AFK.”

“My cooldowns are down.”

“Don't engage yet.”

“GG EZ.”

If you understand ordinary English but don't understand those sentences, gaming conversations can feel surprisingly difficult.

That's what this book is here to fix.

100 Gaming Terms Every Gamer Should Know is a practical guide to the vocabulary used in modern video games and gaming communities.

The book covers:

- basic gaming terminology
- multiplayer communication
- combat and strategy
- gaming slang
- competitive gaming
- RPG vocabulary
- online community language
- game updates and patches
- monetization
- gaming culture

Each term includes a simple definition, a realistic example, and a plain-English explanation.

You'll also find a **Quick Check** after every ten terms. These short conversations are designed to test whether you can understand the vocabulary in context.

Don't worry about memorizing everything.

The goal is simple:

Understand what gamers are saying.

Let's begin.

PART I — THE BASICS

1. NPC

Stands for: Non-Player Character

What it means:

An NPC is a character controlled by the game rather than by a human player.

NPCs can give you quests, sell items, provide information, or simply make the game world feel alive.

Example:

“Talk to the NPC in the village to start the quest.”

In plain English:

A character in the game that isn’t controlled by another player.

2. XP / EXP

Stands for: Experience Points / Experience

What it means:

XP is a measure of your character's experience. You usually earn XP by completing quests, defeating enemies, discovering locations, or completing other activities.

Example:

"I need 500 more XP to level up."

In plain English:

Points you earn to become stronger or reach the next level.

3. HP

Stands for: Health Points / Hit Points

What it means:

HP represents how much health a character has.

When your HP reaches zero, your character usually dies or is knocked out.

Example:

“I’m low on HP. I need to heal.”

In plain English:

How much health you have left.

4. MP

Stands for: Mana Points / Magic Points

What it means:

MP is a resource used for abilities, spells, or other special actions in many games.

Example:

“I can’t cast the spell. I’m out of MP.”

In plain English:

A resource you spend to use certain abilities.

5. DPS

Stands for: Damage Per Second

What it means:

DPS measures how much damage is dealt over time. It can also describe a character or role focused on dealing damage.

Example:

“We need more DPS for this boss.”

In plain English:

Damage output, especially damage dealt consistently over time.

6. AoE

Stands for: Area of Effect

What it means:

AoE refers to an attack or ability that affects an area rather than just one target.

Example:

“Use your AoE when the enemies group together.”

In plain English:

An attack that hits multiple targets in an area.

7. Cooldown

What it means:

A cooldown is the period you have to wait before using an ability or item again.

Example:

“My ultimate is still on cooldown.”

In plain English:

A waiting time before you can use something again.

8. Respawn

What it means:

To respawn means to return to the game after dying or being eliminated.

The term can also describe enemies or items appearing again.

Example:

“I’ll respawn in ten seconds.”

In plain English:

Come back after being eliminated.

9. Loot

What it means:

Loot refers to items, weapons, equipment, currency, or other rewards that players obtain in a game.

Example:

“There’s some good loot inside that chest.”

In plain English:

The stuff you collect from the game.

10. Drop

What it means:

A drop is an item or reward that appears after defeating an enemy, opening a chest, completing an activity, or doing something else in a game.

Example:

“That boss can drop a legendary weapon.”

In plain English:

An item the game gives you as a reward.

QUICK CHECK — 1—10

Before moving on, see if you can understand this sentence:

“The NPC gave me a quest that rewards a ton of XP, but the boss has a rare loot drop, so I’m going to wait for my cooldowns before fighting it.”

If you understood that without checking the glossary, you’re already speaking gamer.

And we’ve only covered ten terms.

11. Inventory

What it means:

Your inventory is the place where your character stores items such as weapons, equipment, consumables, and quest items.

Example:

“My inventory is full. I need to sell something.”

In plain English:

The list or storage space for your items.

12. Loadout

What it means:

A loadout is the specific combination of weapons, equipment, abilities, or items you take into a game or match.

Example:

“I’m changing my loadout before the next match.”

In plain English:

The gear and abilities you choose to use.

13. Quest

What it means:

A quest is a task or mission given to the player.

Quests often reward players with XP, money, items, or story progress.

Example:

“I have three quests to finish before I log off.”

In plain English:

A mission or task in the game.

14. Boss

What it means:

A boss is a powerful enemy, usually stronger and more challenging than ordinary enemies. Bosses often appear at important points in a game and provide valuable rewards.

Example:

“The final boss took us three attempts.”

In plain English:

A major, powerful enemy.

15. Mini-boss

What it means:

A mini-boss is a powerful enemy that is usually stronger than normal enemies but less important or difficult than a main boss.

Example:

“We found a mini-boss guarding the entrance.”

In plain English:

A smaller version of a major boss fight.

16. Grinding

What it means:

Grinding means repeatedly performing activities to gain XP, money, items, or other progress.

Example:

“I’ve been grinding for two hours to reach the next level.”

In plain English:

Doing the same kind of activity repeatedly to make progress.

17. Farming

What it means:

Farming means repeatedly doing something to collect a specific resource, item, currency, or reward.

Example:

“I’m farming materials for the new armor set.”

In plain English:

Repeating an activity to collect something you need.

18. Crafting

What it means:

Crafting is the process of creating items using materials or resources.

Конец ознакомительного фрагмента.

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