

The name structure of a territory is [name][suffix]

The name of a territory based mostly outside of the server is usually based on the location of it (if acquisition, suffix is -erra; if not, suffix is -usa)

The name of a territory based inside the server is usually named after its leader or an invented word (suffix is -arc, -ark, or -arch)

An acquisition name created from the origin name can be made by...

- Removing any spaces between words
- Removing different parts of compound words (as in removing net from internet)

The name then goes through a process where the following can occur...

- Words obviously originating outside of English are transliterated into the English alphabet and Anglicized
- A *t* preceded by one vowel at the end of the word is replaced with a *d* (ex. -od becomes -ot)
- A *c*, *cc*, or *ck* preceded by one vowel at the end of the word is replaced with a *ch* (ex.
- A *sc*, *scc*, or *sck* preceded by a vowel is replaced with a *sch*
- A *ns*, or *ms* preceded by a vowel is replaced with a *sh*
- Doubled consonants (except *ss*, *zz*, *cc*, *kk*, *bb*, *nn*, *mm*, *tt*, *rr*, *pp*, *dd*, *ff*, *gg*, and *ll*) are reduced to one letter, if they are followed by another consonant, vowels are added in between
- Normal proper noun capitalization is used
- A double *u*, *a*, or *i* is reduced to one letter
- *ee* is replaced with *ea*
- *tw* is replaced with *t*
- *ia*, *ium*, or *ion* (or any location suffix is removed)