TAS is an acronym meaning "Tool Assisted Superplay." In its most common form, a TAS is a log of standard inputs necessary to "play" a video game. The end goal might be different from person to person: one might want to beat the game with superhuman speed, whereas another might want to showcase interesting strategies. These inputs are usually created with an emulator that supports recording input. An ideal TASing emulator provides the TAS author with tools to correct mistakes while recording the inputs, such as savestating or rewinding (known as "re-recording" when applied to the creation of a TAS), playing the emulated console at a very low speed or even one frame at a time ("frame advance"), scripting and automation support, and monitoring values in the memory of the emulated console.

When the input log is played back with an appropriate emulator or streamed to a console via a replay device, what you see is what the game could look like if a human player had the prescience to know what the game was going to do and react to it perfectly.