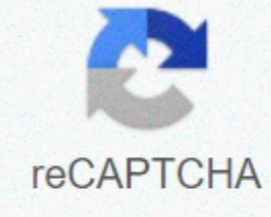




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Cs go terrorist vs counter terrorist

CS like another game is based on goals. As a multiplayer first-person shooting game, you must complete the missions and objectives of the game. The main goal is to kill enemies. However, because it's a team game, they'll punish you if you kill your teammates or take collaborative actions. In this game, you will have the opportunity to buy a weapon. You can use weapons and tools. Includes submachine guns, rifles, pistols, heavy guns and grenades. All this has properties and gives unusual effects of the game. In the game you will experience inaccuracies in the weapon. This is a regretting moment, especially if you are performing triple kills. The idea in this game is the faster your moves, the more inaccurate you can be on target. This is a necessity if you master balancing skills. If you achieve this, it will be easy for you to hit accurately and support your team. This game is about improving your reflexes. You also need to be aware of the map and accurately locate enemies. Because it's a team game, all your members should have the same goal. Cooperation is a priority. w: Pages that use duplicate arguments in template calls, gameplay pages that use duplicate arguments in the template are called Polish Gameplay Русский Türkçe Українська Community content is available under CC-BY-SA, unless otherwise noted. 2012 first-person shooter video game Parts of this article (those related to documentation) must be updated. Update this article to reflect recent events or newly available information. (August 2019) Counter-Strike: Global OffensiveDeveloper(s)ValveHidden Path EntertainmentPublisher(s)ValveComposer(s)Mike MoraskySeriesCounter-StrikeEngineSourcePlatform(s)Microsoft WindowsmacOSLinuxPlayStation 3Xbox 360ReleaseAugust 21, 2012Genre(s)First-person shooterMode(s)Multiplayer Counter-Strike: Global Offensive (CS:GO) is a multiplayer first-person shooter developed by Valve and Hidden Path Entertainment. This is the fourth game in the Counter-Strike series to be released on Windows, macOS, Xbox 360 and PlayStation 3 in August 2012, while the Linux version was released in 2014. The game downs two teams against each other: terrorists and counter-terrorists. Both sides have the task of eliminating the other, while at the same time pursuing separate objectives. Terrorists, depending on the game mode, must plant a bomb or defend hostages, while counter-terrorists must either prevent the bomb from being planted, defuse the bomb or save the hostages. There are nine game modes, all of which have different characteristics specific to this mode. The game also has matchmaking support, which allows players to play on dedicated Valve servers, and also allows community members to host their own servers with custom maps and game modes. The battle-royale mode, Danger Zone, has been In December 2018, Global Offensive received positive reviews from critics at the release who boasted about its game and fidelity to its predecessors, though it was criticized for some of its early features and was known for the differences between the console and PC versions. Since its launch, it has amassed about 11 million players per month and amassed an active competitive scene, with many tournaments sponsored by Valve itself. In December 2018, Valve switched to a free-to-play model, focusing on cosmetic item revenue. Global Offensive gameplay, like previous Counter-Strike games, is a goal-based, multiplayer first-person shooter. Two opposing teams, known as terrorists and counter-terrorists, compete in game modes to complete targets such as securing a place to plant or disarm a bomb and rescuing or capturing hostages. [1] [2] At the end of each round, players are rewarded based on the performance of each and their in-game currency teams to spend on different weapons or usability in subsequent rounds. The amount of money you enter varies depending on the game mode. Winning rounds usually rewards more money than losing, and completing goals, such as killing enemies, gives you cash bonuses. [1] Collaborative actions, such as killing teammates, result in a financial penalty. [3] During the match on Dust II, in which the player uses the AK-47 There are five categories of weapons to buy, four are pistols and the end is tools: rifles, submachine guns (SMG), heavy guns and grenades. All guns have different properties, and all types of grenades have different effects in the game. The High Explosive Grenade (HE) deals damage within a small radius, the smoke grenade temporarily places a smoke screen, the decoy grenade emulates the sound of the player's primary gun, the flashbang temporarily blinds players, and the Molotov cocktail and incendiary grenades set a small area of the map on fire for a short period of time. [4] In addition to all major weapons, you can also purchase the Zeus x27, a Taser. Global Offensive has nine main game modes: Rivalry, Casual Mode, Deathmatch, Arms Race, Demolition, Wingman, Flying Scout, Danger Zone and Weapon Course. [5] [6] Competitive mode puts players against each other in two teams of five players in about 45 minutes of matches. Casual and Deathmatch modes are less serious than competitive mode and do not record friendly fire or collisions with other teammates. Both are primarily used as a practice tool. [8] The arms race is similar to Gun Game mode for other games in the series. It consists of racing players to upgrade their guns by killing enemies. [1] Demolition is also like in Gun Game mode, although players are also able to plant and defuse the bomb. Players receive weapon upgrades only at the beginning of new rounds if opponent in the previous round. Wingman is a bomb defused mode that happens over fifteen rounds. It is similar to rivalry in the sense that players are paired based on their skill level. Flying Scout is a mode in which players are equipped only with SSG 08 and a knife while they play in low gravity. Flying Scoutsman, Demolition and Arms Race game modes are listed in the War Games tab. [6] Danger Zone is a battle-royale mode where players play with up to 16 or 18 other players. Everyone starts with a knife and tablet and has to look for weapons, ammunition, equipment and money. Through the tablet, players can buy certain types of weapons, ammunition and equipment with money found on the map inside buildings and in achieving targets such as returning hostages to rescue zones. When a player buys an item, it is delivered from a drone that goes to their location and drops the item. The tablet is also used to track other players. The last person or team wins, as do other battle-royale games. [10] [11] The Weapon Course is an offline exercise mode designed to help new players learn how to use weapons and grenades, as well as disarm and plant a bomb. In addition to the weapon course, all seven other game modes can be played online or offline using bots. Matchmaking is supported in all online game modes and is managed through Steam. [13] These matches run Valve Anti-Cheat to prevent cheating. In competitive mode, players are encouraged to act cautiously on the Global Offensive than most other multiplayer games due to their inability to respawn after killing. When playing competitively, each player has a certain rank based on their skill level and is paired with other players in the same ranking. [1] One of the forms of matchmaking in the Global Offensive to prevent cheating, Prime Matchmaking, organizes matches that can only be played with other Prime users. This feature also results in more even matches because there are fewer smurfs in these matches. The Global Offensive PC version also supports private dedicated servers that players can connect to via the in-game social server menu. These servers can be heavily modified and may differ significantly from the basic game modes. There have been many communities made mods for the game, one of the popular is kz, a mod that makes players complete obstacle tracks requiring advanced strafing and jumping techniques. Over time, the community developed competitive strategies. When you try to capture a site, the common strategy used is called haste. Haste is when a player or group of players moves in choking on the map as fast as possible. This strategy is widely used when one of the teams runs an eco. Eco is used when the team has no money to buy tool, or armor, forcing the team to leave less effective weapons and little utility. Eco rounds are rounds in which a team buys several guns or there will be no shortage of them to save money for subsequent rounds. From time to time, when it is known that the team has little money, the opposition will buy antique ecological weapons that work well from close range. This is to prevent casualties and financial bonuses for opponents. [18] Rushing is also used if time is running out on the clock and the bomb must be planted or disarmed in an act of desperation. Another common strategy for making space is to use predetermined smoke grenades and flashes to make enemies' eyes more difficult. The global offensive introduced new weapons and equipment that have not been seen in previous versions, in particular a fire bomb for each team (referred to as Molotov on the terrorist side and an incendiary grenade on the anti-terrorist side). They temporarily cover a small area on fire, dealing damage to anyone passing by. A number of new weapons have also been introduced as part of the global offensive, including shotguns, pistols, submachine guns and taser. Two new game modes, Arms Race and Demolition, both based on mods for previous iterations in the series, have been added along with a total of eight new maps for these game modes. As part of the Global Offensive, remove features that were visible in previous iterations of the series. The ability to freely explore the map after removing the dead from multiple modes, although server hosts are able to change this setting. After the game was released, USP and MP5 were replaced by other guns; However, muted versions of both guns have since been added. [20] The Tactical Shield was removed but re-added to the game on May 7, 2019 as a Ballistic Shield. The concept of aerosols was not present in the game until consumables called graffiti were added. The development and release of the external video Counter-Strike: A Brief History, a YouTube video published by Valve on January 23, 2017 Counter-Strike: Global Offensive is a continuation of the popular first-person shooter Counter-Strike: Source, developed by Valve. The development of Global Offensive began when Hidden Path Entertainment tried to transfer Counter-Strike: Source to video game consoles before the end of its lifespan. [24] During its development, Valve saw an opportunity to turn the port into a full game and expand its predecessor's gameplay. Global Offensive began developing in March 2010, and was disclosed to the public on August 12, 2011. The closed beta began on November 30, 2011, and was initially limited to about ten thousand people who received the key at events aimed at presenting the Global Offensive. After 300% client and server stability issues were 2010, the beta was opened to an increasing number of [27] and at the E3 2012, 2012, announced that Global Offensive would be released on August 21, 2012, and the open beta would begin about a month earlier. Prior to the public beta, Valve invited professional Counter-Strike players to test the game and express their opinions. The plans were cross-platform cross-platform gameplay between Players running Windows, OS X, Linux, Xbox 360, and PlayStation 3, but ultimately limited to the PC version due to the difference in update frequency between systems. On August 21, 2012, the game was released to the public on all platforms except Linux,[30] which will not be released until September 23, 2014. One of the main additions to the game after launch was the Arms Deal update. Released on August 13, 2013, he added a cosmetic weapon finish, called skins, to the game. These items can be obtained by unpacking cases using in-game keys, of which they are only available through in-game microtransactions. Skins can also be obtained in a similar way to items in Team Fortress 2 and Dota 2 in the sense that they are dropped randomly. During tournaments, spectators have a chance to win a reward for a case where they can open and receive certain skins. Global Offensive has Steam Workshop support that allows users to upload user-created content such as maps, weapon skins, and custom game modes. Some popular user-created skins are added to the game and can be obtained by unpacking them in cases. Skin creators are rewarded when they add their item to a case. These skins helped create a virtual economy for Global Offensive, leading to the creation of gambling sites, betting and trading. [35] Events called Operations occur sporadically and are available through available add-ons in the form of operational runs. These passes provide access to operational objectives that are spread across different game modes, such as Arms Race and Deathmatch,[36] or in operation-specific game modes first seen in Operation Hydra, released in May 2017. [37] Completing these challenges rewards the player with XP and the ability to upgrade coin operations. Maps in operations are made by the community, which means that some of the revenue made goes to map designers. [36] In October 2014, music sets were added to replace the game's default music with music from soundtrack artists commissioned by Valve. If a player with an equipped music set becomes the most valuable player in the round, their music will be played to others at the end of the round. There is a feature that allows you to rent sets, and sets can be exchanged through the Community market. In 2016, the game features two remakes of the original Counter-Strike maps, as well as prime players and additional items. As part of the Operation Wildfire promotion, Nuke was reworked and re-released in February, and the main goal is to balance the map and make it more aesthetically pleasing. In April, prime matchmaking was added to the game. [40] To participate in this mode, the user must have a verified phone number connected to their account. It was introduced to prevent legitimate players from playing with cheaters or highly skilled players playing on alternative, lower-ranked accounts, a practice colloquially known as smurfing. Inferno, another original map, was re-released in October. [Valve said they have three reasons for the remake: to improve visibility; to make it easier to move around in groups; and to tune it to player feedback. Also in October, consumables called graffiti were added to the game. Previously, players were able to customize their sprays. Graffiti ideas can be uploaded to the Steam Workshop in a similar way to weapon skins, and players can purchase and exchange existing graffiti in-game. A month later, glove skins were added. In September 2017, Valve worked with publisher Perfect World to release Global Offensive in mainland China. Chinese citizens, after verifying their identification, can receive the game for free and immediately gain prime matchmaking status. The game is played by the Perfect World launcher and contains many exclusive in-game changes, including censorship of skulls and other symbols. [44] Some other changes were made to cosmetics on some maps, for example the hammer and sickle in the cache and train were removed. In preparation for its launch, many cities in China celebrated and strongly promoted its upcoming release. [44] Users who played the game during the month of release received free promotional cosmetics. [46] Under Chinese law, Valve also had to disclose its loot box gambling odds. In November 2017, a competitive matchmaking update was announced. Called Trust Factor, this meant that the Trust Factor player would be calculated both in-game and on Steam. Factors such as global offensive play time, times when a user has been reported for cheating, playing time in other Steam games, and other behaviors hidden by Valve are taken into account when developing the User Trust Factor. This was to allow the community to reunite in matchmaking, as prime matchmaking separated Prime and non-Prime players from each other. Valve will not allow users to see their Trust Factor or disclose all factors that determine their trust. [49] [50] In August 2018, an offline version of the game was released that allows players to play offline with An update released on December 6, 2018 made the game completely free. Users who purchased the game before this point have been granted special Prime status, which gives them access to improved matchmaking and modes that can drop cosmetic items, while new users have the option to purchase that status. In addition, the new version introduces a battle royale mode called Danger Zone. Operation Shattered Web was released in November 2019. It works similarly to previous operations and introduces new character models and a battle pass system. In April 2020, the source code for Counter-Strike: Global Offensive and Team Fortress 2 was leaked online. This has raised concerns that malicious users will use the code to create potential software to remotely execute code and attack game servers or players' own computers. Several ongoing fan projects have temporarily halted development in connection with this news until better confirmation of the impact of the leak is established. Valve confirmed the legitimacy of the code leaks, but said it did not believe it would affect the servers and customers running the latest official builds of both games. Operation Broken Fang was released in December 2020. It worked very similarly to the previous operation with 16 weeks of star-earning missions that unlock cosmetics and in-game rewards. Two new game modes, new cosmetic weapon finishes, new maps and in-game stats reviewer have also been introduced. Rewards and one of the game modes are only available to those who purchase the Operating Pass. [58] SteelSeries Rival 300 Fade Promotions, a promotional item for Global Offensive Since the game's release, global offensive affected accessories have been released. There is an official shop where you can buy collectibles, including the real version of Five Year Veteran Coin. Companies such as SteelSeries have partnered with Valve to promote real peripherals, including headsets, mice and mouse pads. [60] Gambling and outdoor betting Main article: Gambling on the skin After the introduction of the arms contract update in August 2013, skins formed a virtual economy due to their rarity and other high-value factors that influenced their desirability[61]. As a result, many skin trading sites have been created that have been enabled by the Steamworks API. Some of these sites have started offering gambling features, allowing users to bet on the outcome of professional matches with skins. In June and July 2016, two official lawsuits were filed against these gambling sites and Valve, stating that they encourage underage gambling and undisclosed promotions by some streamers. Valve, in turn, has begun to take steps to prevent these sites from using Steamworks for as a result, several of these sites have stopped working. [32] In July 2018, excluded the opening of containers in Belgium and the Netherlands after their loot boxes appeared to be in breach of Dutch and Belgian gambling rules. [61] Professional Competition Counter-Strike: Global Offensive Major ChampionshipsThe biggest season or competition:StarLadder Major: Berlin

2019SportEsportsFounded2013No. teams16 (2013-2017)24 teams (from 2018)Place(s)VariousContinentsInternationalThe most recent championship(s)Astralis (4. title)Most titlesAstralis (4 titles)partner tv(s)Twitch, Steam.tv, YouTube, GOTV Sponsors(s)Valve Luminosity Gaming competes with Natus Vincere at MLG Columbus 2016 main main articles: Counter-Strikes in e-sports and Counter-Strikes: Global Offensive Major Championships Global Offensive professional scene consists of tournament organizations and tournaments organized by Valve or co-financed , called Majors. Majors have larger prize pools; originally set at \$250,000, prize pools for majors increased, with MLG Columbus 2016 with a first pot of \$1 million. In 2014, there was the first big match-setting scandal, 63, in the Global Offensive community, where iBuyPower intentionally lost a match against NetCodeGuides.com. The team was later banned by Valve, although ESL disconnected the team from its tournaments in 2017. They still can't play in the Majors. In October 2015, a number of professional esports organizations with Counter-Strike teams announced the creation of a trade union that made several demands for a future presence in tournaments. The announcement was a publicly posted email written by Natus Vincere CEO Alexander Kokhanovsky, which was sent to the organizers of major esports events. Among those requests was that union teams would not participate in a tournament with a prize pool of less than \$75,000 for Counter-Strike: Global Offensive and \$100,000 for Dota 2. Among the teams that were announced were Natus Vincere, Team Liquid, Counter Logic Gaming, Cloud9, Virtus.pro, Team SoloMid, Fnatic, Ninjas in Pajamas, Titan and Team EnVyUs. In 2016, the World eSports Association (WESA) was founded by ESL and a number of esports teams, including Fnatic, Natus Vincere, Team EnVyUs and faze clan,[67] although the latter left shortly after its creation. In a statement, WESA said it would further professionalise eSports by introducing elements of player representation, standardized regulations and revenue sharing for teams. In addition, they also plan to help fans and organizers by creating predictable schedules. ESports organizations Cloud9 and Dignitas announced plans in February 2020 to launch Flashpoint, a counter-strike franchise league, to address concerns about the status of current promotion and regulation leagues, with the league expected to be owned and not one as in the Overwatch League. In the media, as the game and the stage grew, companies including WME/IMG and Turner Broadcasting began broadcasting professional Global Offensive games, the first of which was ELEAGUE Major 2017, which took place at the Fox Theatre and was broadcast on US cable TV TBS in 2016. On August 22, 2018, Turner announced further programming of Global Offensive with esports 101 ELEAGUE: CSGO and ELEAGUE CS:GO Premier 2018 on the TBS network. [71] Reception ReceptionAggregation ScoreAggregatorScoreMetacriticPC: 83/100[72]PS3: 80/100[73]X360: 79/100[74]Review ResultsPublicationScoreDestructoidPC: 9.5/10[1]EurogamerPC: 9/1 74 10[75]GameSpotPC/PS3/X360: 8.5/10[76]GameSpyPC: [77]GNPC: 8/10[78]PC Gamer (USA)PC: 84%[79] Counter-Strike: Global Offensive received a generally positive reception from critics, according to Metacritic reviews. [72] [74] Since its release, Global Offensive has consistently topped the Steam charts for most simultaneous players. [80] The game won the eSports Game of the Year award at The Game Awards 2015. [82] Reviewers praised Global Offensive's fidelity in the previous game, Counter-Strike: Source, and Allistair Pinsof of Destructoid rated the game very highly and said that Global Offensive is a polished and better-looking version of the game. Eric Neigher, a GameSpot writer, said in his review that this game remains true to its predecessors, adding a lot of content, but tweaking small amounts and retaining its best features. [83] GameTM reviewers wrote in their review that the game has become a glowing reminder that high-quality game design is rewarded for longevity and diversity. They continued to congratulate Valve for not only updating the popular game, but completely outclassing its contemporaries. Martin Gaston of VideoGamer.com wrote that while he was too old to really enjoy the game, he believed it was a good scene for one of the best games ever, and that some people would experience what would become the ultimate moment of their gaming life. Xav de Matos for Engadget wrote that at the price of Global Offensive is a great extension of this heritage. IGN's Mitch Dyer said Global Offensive is definitely a sequel to Counter-Strike- looks and feels good, with minor fixes here and there to help balance old problems and surprise longtime players. Some of the features in the early releases of the game were criticized by reviewers. GameSpy's Mike Sharkey didn't believe that the new content added was good or that there was a lot of it, and said the Elo rating system seemed ineffective, and many players with different skill levels played simultaneously during the first days of release. PC Gamer's Evan Lahti noted that most of the new official maps in the Global Offensive only involved arms race or demolition modes, while classic maps received only intelligent adjustments to small details. Pinsof thought it wouldn't be the final version of the game[Paul Goodman said that for longtime fans of the series, Global Offensive would start showing the age of the game, expressing that he couldn't help but feel like I've been there and done it a dozen times before. Although reviewers liked console versions of the game, they believed that there were obvious differences between pc and console versions. Neither believed that due to playing with sticks and buttons on your shoulder you certainly won't get the best CS:GO experience. Ron Vorstermans for Gamer.nl said the PC version is there to play at a higher level of competition, although he added that console versions are not inferior due to pc superiority in competition. Dyer wrote that the PlayStation 3 version was beneficial to the Xbox version because of the ability to connect a keyboard and mouse to the system. He went on to say that the user interface on both consoles was as good as the pc. Mark Langshaw of Digital Spy said that although the game has support for PlayStation Move, using it only makes the already merciless game even more difficult. The game was nominated for Best Spectator Game for Best of 2017 IGN Awards[88] for eSports Game of the Year at 2017, 2018 and 2019 Golden Joystick Awards[89][90][91][92] for Best Esports Game at The Game Awards 2017 and The Game Awards 2019,[93][94] and for The Game, eSports at 17. In 2018, the game was nominated for Fan Favorite eSports Game and Fan Favorite eSports League Format from Majors at the Gamers' Choice Awards[96] and for eSports Title of the Year at the Australian Games Awards. [97] References ^ a b c d e f g h i j k Pinsof, Allistair (August 24, 2012). Review: Counter-Strike: Global Offensive. Destructoid. Archived from the original on January 1, 2017. Accessed April 7, 2014. ^ Owen, Phil (August 31, 2012). GAME BYTES: 'Counter-Strike' Lackluster. Tuscaloos News. New Media Investment Group. 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