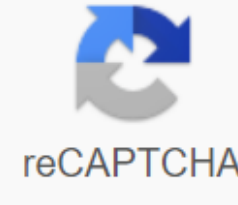




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2012 first-person shooter video game
Parts of this article (related documentation) should be updated. Update this article to reflect recent events or newly available information. (August 2019)
Counter-Strike: Global Offensive
Developer(s)ValveHidden Path EntertainmentPublisher(s)ValveComposer(s)Mike MoraskySeriesCounter-StrikeEnginePlatform(s)WindowsOS XPlayStation 3Xbox 360LinuxReleaseAugust 21, 2012Genre(s)First-person shooterMode(s)Multiplayer
Counter-Strike: Global Offensive (CS:GO) is a multiplayer first-person shooter video game developed by Valve and Hidden Path Entertainment. It is the fourth game in the Counter-Strike series and was released in August 2012 for Windows, OS X, Xbox 360 and PlayStation 3, while the Linux version was released in 2014. The game pits two teams against each other: terrorists and counter-terrorists. Each side is responsible for eliminating the other while fulfilling separate goals. Terrorists, depending on the game mode, must either plant the bomb or defend the hostages, while counter-terrorists will either prevent the bomb from being placed, defuse the bomb or rescue the hostages. There are nine game modes, each with different characteristics specific to that mode. The game also has matchmaking support that allows players to play on dedicated Valve servers, as well as allowing community members to host their own servers with custom maps and game modes. In 2018, the battle-royale game mode Danger Zone was introduced. Global Offensive received positive reviews from critics at the release, who praised gameplay and its loyalty to its predecessors, although it was criticized for some of its early features and was famous for differences between console and PC versions. Since its release, it has attracted an estimated 11 million players a month and has collected an active racing event, with many races sponsored by Valve themselves. In December 2018, Valve switched the game to a free-to-play model, focusing on revenues from cosmetic products. Gameplay
Global Offensive, like previous games in the Counter-Strike series, is an objective-based, multiplayer first-person shooter. Two opposing teams, known as terrorists and counter-terrorists, compete in the game mode to meet targets, such as securing the place to plant or defuse a bomb and rescue or guard hostages. [1] At the end of each round, players are rewarded with in-game currency based on their individual performance to spend on other weapons or usefulness in the next round, winning rounds reward more money than defeat, and and Targets like killing enemies give you cash bonuses. [1] Uncooperative actions, such as killing teammates, result in penalties. [3] An ongoing match on Dust II, in which the player uses an AK-47, has five categories of weapons to buy, four weapons, and the final is utilities: rifles, submachine guns (SG), heavy weapons, pistols and grenades. Each weapon has different characteristics and each type of grenade has different game effects. The high explosive grenade (HE) will deal damage in a small radius, the smoke grenade will temporarily place a filter of smoke, the deceiving grenade will mimic the sound of the player's primary weapon, the flash grenade will temporarily blind players, and the Molotov cocktail and incendire grenades have briefly set a small part of the map on fire. [4] In addition to all the main weapons, the Zeus x27, a Taser, is available for purchase. [1] Global Offensive has nine main game modes: Competitive, Casual, Deathmatch, Arms Race, Demolition, Wingman, Flying Scoutsman, Danger Zone, and Weapons Course. [5] The tournament mode beats players against each other in two five-man teams, about 45 minutes long. [7] Casual and Deathmatch modes are less severe than Competitive mode and do not register friendly fire or collisions with other teammates. Both are primarily used as practical tools. [8] The Arms Race is similar to other games in the series. It consists of players racing to upgrade their weapons through killing enemies. [1] The demolition is like Gun Game mode, although players are also able to defuse and defuse the bomb. Players will only receive weapon upgrades at the beginning of new rounds if an enemy has been killed in the previous round. [1] Wingman is a 2-2 bomb-disposal game that takes place in 15 rounds. This is similar to competitive in the sense that players are paired based on skill level. [6] Flying Scoutsman is a mode in which players are only equipped with an SSG 08 and a knife while playing in low gravity. The Flying Scoutsman, Demolition and Arms Race modes will be added to the War Games tab. [6] Danger Zone is a battle-royale mode in which players play against up to 16 or 18 others. Everyone starts with knives and tablets, and they have to earn weapons, ammunition, equipment and money. With the tablet, players can purchase certain weapons, ammunition, and equipment with money found around the map inside the buildings and meet targets such as returning hostages to rescue zones. When a player purchases a product, it is shipped from a drone that goes into place and discards the item. The tablet can also be used to track other players. The last live person or team wins like other battle-royale games. [10] [11] The Weapons an offline practice mode designed to help new players learn how to use weapons and grenades as well as defuse and instill instill Bomb. [12] In addition to the Weapons course, all seven other game modes can be played online or offline with sticks. [5] Partner search is supported in all online game modes and can be managed through Steam software. [13] These matches are run by Anti-Cheat to prevent cheating. [14] In competitive mode, players are encouraged to be more cautious in Global Offensive than most other multiplayer games because they are unable to recreate the respawn after they are killed. [15] During Competitive, each player has a certain rank based on their skill level and is paired with other players in the same ranking. [1] A global offensive matchmaking form of fraud prevention, Prime Matchmaking provides matches that can only be played with other users with Prime. This feature also results in more equal matches, as there are fewer Smurps in these matches. [16] The PC version of Global Offensive also supports private dedicated servers that players can connect to through the social server menu through the game. These servers are heavily modified and may differ drastically from the main game modes. There have been many community made mods for the game, one of the most popular being that kz, a mod that makes players complete obstacle courses requiring advanced strafing and jumping techniques. [17] Over time, the community developed strategies for competitive gaming. When you try to pin a site, the common strategy is called rushing. Rushing when a player or group of players moves into a choke point on the map as quickly as possible. This strategy is often used when one team is running an eco. The eco is used in general when a team lacks money to buy weapons, utilities, or armor, forcing the team to stay with less efficient weapons and little utility. Eco rounds are rounds in which the team buys some or no weapons in order to save up the money for future rounds. Occasionally, if it is known that a team has little money, the opposition buys anti-eco weapons that perform well up close. This is to prevent accidents and financial bonuses for opponents. [18] The rush is also used when it is in time and the bomb must be planted or defused in desperation. [19] Another common strategy for taking the site uses predetermined smoke grenades and flash grenades to prevent the enemy from seeing. [18] Global Offensive has introduced new weapons and equipment that are not visible in previous installs, most notably individual troops (molotov on the terrorist side and an incendiation grenade on the anti-terrorist side). They temporarily set up a small fire area and harm anyone who passes through. Global Offensive has also seen the introduction of a range of new weapons, including shotguns, pistols, submachine guns, and a Taser. Two new game modes, The Arms Race and Demolition, are both iterations in the series, have been added alongside a total of eight new maps mentioned in game mode. [1] Global Offensive saw the removal of features seen in previous iterations of the series. The ability to freely examine the map when dead has been removed in many modes, although the server hosts are able to change this setting. When the game was released, the USP and MP5 were replaced by other weapons; [1] However, muted versions of both weapons have since been added. [20] The tactical shield was removed, but in 2019, the concept of sprays was not present in the game until graffiti was added. [23] The external video Counter-Strike: A Brief History, a YouTube video released by Valve on January 23, 2017, is a sequel to the popular first-person shooter Counter-Strike: Source developed by Valve. The development of Global Offensive began when Hidden Path Entertainment tried to port Counter-Strike: Source to video game consoles before the end of its lifespan. [24] Valve saw an opportunity during development to turn the port into a full game and expand its predecessor's gameplay. Global Offensive began its development in March 2010, and it was revealed that the public began the closed beta on August 12, 2011, 30 November 2011, and was initially limited to about 10,000 people who received key ones at events dedicated to presenting Global Offensive. After customers and server stability issues began to be addressed, the beta version was gradually opened to more people.[27] and E3 announced in 2012 that Global Offensive 2012.[27] Before the public beta, Valve asked professional Counter-Strike players to test the game and provide feedback. [28] Multiplayer was available on multiple platforms between Windows, OS X, Linux, Xbox 360, and PlayStation 3 players, but pc versions were eventually recorded because of differences in the frequency of updates between systems. On August

21, 2012, the game was released on all platforms except Linux,[30] which was only released on September 23. [31] Since the first release of Global Offensive, Valve has continued to update the game with the introduction of new maps and weapons, game modes and weapon balancing changes. One of the main additions to the game after the release was the Arms Deal update. It was released on August 13, 2013, and added to the game a coating with a cosmetic weapon called leather. These items can be obtained by unpacking using in-game buttons, of which they are only available through in-game microtransactions. [32] Skins can be acquired similarly to team fortress 2 and dota 2 in the sense that Randomly. During tournaments, spectators have the opportunity to reward the case from which they can open and receive certain surfaces. [24] Global Offensive provides steam workshop support that allows users to upload user-generated content such as maps, weapon shells, and custom game modes. Some popular user-created skins are added to the game and can be obtained by unboxing them in cases. [33] Leather creators are paid when the object is added to a case. [34] These skins helped create a virtual economy for Global Offensive, leading to the creation of gambling, betting and trading sites. [35] Operations events are held occasionally and can be accessed through optional packages in the form of operational passes. These passes provide access to various game modes, such as the Arms Race and Deathmatch,[36] or the operational goals shown in Operation Hydra game mode released in May 2017. [37] Meeting these challenges rewards the player with XP and is able to update the action coin. Maps of operations are community-made, which means that some of the revenue goes to map designers. [36] [38] An October 2014 update added a music kit that replaced default in-game music with music from soundtrack artists ordered by Valve. If a player who has a kit equipped to become the round most valuable player, the music will play for others at the end of the round. There is a function that allows the rental of stocks and stocks can be sold and exchanged through the Community market. [39] In 2016, the game created two original Counter-Strike maps, as well as introducing prime matchmaking and additional elements. As part of the Operation Wildfire promotion, Nuke was re-created and re-released in February, with the primary goal being to balance the map and make it aesthetically pleasing. [40] In April, Prime's matchmaking was added to the game. To participate in this mode, the user had to connect a verified phone number to their account. It was introduced to prevent legitimate players from playing with fraudsters or highly skilled players in alternative, lower-ranking accounts, a practice commonly referred to as dwarfing. [16] Inferno, another original map, was re-released in October. Valve said there are three reasons for the remake: improving visibility; facilitating movement in groups; and player feedback. [41] Consumables, also known as graffiti, were added to the game in October. These elements are part of the previous series called sprays. function has been replaced. Previously, players could customize sprays. Graffiti ideas can be uploaded to Steam Workshop in a similar way as gun skins and players can buy and trade existing graffiti in the game. [23] A month later, glove shells were in September 2017. Valve Company collaborated with Perfect World to release Global Offensive in China. Chinese nationals, with their identification verified, can get the game for free and earn Prime matchmaking status immediately. [43] The game is played by perfect world's launcher and includes a number of exclusive changes to the game, including censorship of skulls and other symbols. [44] Some other changes to cosmetics have been made to certain maps, such as cache and train's hammer and sickle being removed. [46] In preparation for the release, several Chinese cities celebrated and strongly supported its next release. [45] Users who played the game during the release prayer received free promotional cosmetics. [46] In accordance with Chinese law, Valve also had to disclose the chances of gambling in the loot box. [48] In November 2017, an update to competitive partner search was announced. Called the Trust Factor, this meant that the Player Trust Factor would be counted on both the game and Steam-wide actions. Factors such as playing time on Global Offensive, when a user has reported fraud, game time in other Steam games and other behaviors hidden by Valve, are taken into account when developing the user's Reliability Factor. This was done to let the community bond again together with the matchmaking, the Prime matchmaking weaned Prime and non-Prime players apart. Valve does not allow users to view their Trust Factor or reveal all the factors that decide Reliability. [49] [50] [51] In August 2018, an offline version of the game was released that allows players to play with bots offline. [52] On December 6, 2018, an update was released that made the game completely free from this point on. Users who purchased the game at this point were granted a special Prime status that gives them access to better partner search and ways to throw cosmetic items, while new users have the option to buy that status. In addition, the new version introduced a battle royale mode called Danger Zone. [54] Operation Shattered Web was released in November 2019. It works similarly to previous operations and introduces new character models and battle pass system. [55] In April 2020, the source code for Counter-Strike: Global Offensive and Team Fortress 2 for 2018 was leaked to the Internet. This has raised fears that malicious users will exploit the code to develop potential remote code execution software and attack game servers or players' own computers. More Fans of projects temporarily halted development in the wake of this news until better confirmation of the impact of the leak can be determined. [56] Valve confirmed the legitimacy of the code leaks, but stated that they did not believe it would affect the servers and customers who run the latest official architecture of any game. [57] [57] SteelSeries Rival 300 Fade, a promotional element of Global Offensive since the game's release, has been released as a global offensive influenced add-on. An official store is also available that sells collectible products, including a real-life version of the Five-Year Veteran Coin. [58] Companies such as SteelSeries collaborated with Valve to promote real-world peripherals, including headsets, mice and mouse pads. [59] Gambling and third-party betting Main article: Skin Gambling Following the introduction of the Arms Deal Update in August 2013, Skins has developed a virtual economy due to its rarity and other high-value factors affecting their desirability. As a result, a number of leather trading sites licensed by the Steamworks API have been created. Some of these sites began to offer gambling features that allow users to bet on the outcome of professional matches skins. In June and July 2016, two formal lawsuits were filed against these gambling sites and Valve, stating that they encourage underage gambling and undisclosed promotion of some tapes. Valve, on the other hand, began taking steps to prevent these sites from using Steamworks for gambling purposes, and as a result, several of these sites were discontinued. [32] In July 2018, Valve blocked the opening of containers in Belgium and the Netherlands after their loot boxes appeared to be in breach of Dutch and Belgian gambling laws. [60] Professional Competition Counter-Strike: Global Offensive Major Championships Last season or competition:StarLadder Major: Berlin 2019SportEsportsFounded2013No. teams16 teams (2013-2017)24 teams (2018-present)Venues(s)VariousContinentsInternationalMost recentchampion(s)Astralis (4 titles)Most titlesAstralis (4 titles)TV partner(s)Twitch, Steam.tv, YouTube, GOTVSponsor (k)Valve Luminosity Gaming competes against Natus Vincere in the main articles of MLG Columbus 2016: Counter-Strike in eSports and Counter-Strike: Global Major Offensive Championships The Global Offensive professional scene consists of third-party organisations and valve-organized or co-sponsored competitions, hereinafter referred to as Majors. Majors have bigger prize funds; originally set at \$250,000, majors' winnings have increased, MLG Columbus has the first \$1,000,000 fund in 2016. [61] In 2014, the first major match-fixing scandal took place[62] in the Global Offensive community, where the iBuyPower team deliberately lost a game NetCodeGuides.com team. The team was later banned by Valve, although ESL banned the team from their competitions in 2017. [63] They are still not allowed to play in the majors. [64] In October 2015, a number of professional eSports teams with Counter-Strike announced the creation of a trade union that made a number of demands for participation in competitions. The announcement was a publicly posted email written by Natus Ceo Alexander Kokhanovsky that was sent to the organizers of major esports events. Among these claims was noting that the teams part of the union did not participate in the tournament with a prize pool of less than \$75,000 for Counter-Strike: Global Offensive and \$100,000 for Dota 2. The announced teams included Natus Vincere, Team Liquid, Counter Logic Gaming, Cloud9, Virtus.pro, Team SoloMid, Fnatic, Ninjas in Pyjamas, Titan and Team EnVyUs. [65] In 2016, the World eSports Association (WESA) was founded by ESL and was founded by several esports teams, including Fnatic, Natus Vincere, Team EnVyUs and FaZe Clan,[66] although the latter left shortly after its formation. [67] In the statement, WESA said that eSports would be further professionalized with elements of player representation, standardized regulations, and team revenue sharing. At the same time, they plan to help fans and organizers by wanting to create predictable schedules. [66] ESports organizations Cloud9 and Dignitas announced, among other things, in February 2020 that they would launch Flashpoint, the Franchise-based Counter-Strike league, to counter concerns about the state of the current promotional/regulatory leagues and to own the league over teams, not a single organization like the Overwatch League. [68] As the popularity of The Game and the scene increased, companies including WME/IMG and Turner Broadcasting began broadcasting Global Offensive pro games, the first being ELEAGUE Major 2017, which was held at Fox Theatre and aired on US cable tv channel TBS in 2016. On August 22, 2018, Turner announced additional programming for Global Offensive with the DOCU series ELEAGUE Esports 101: CSGO and ELEAGUE CS:GO Premier 2018 on the TBS network. [70] Total ScoreAggregatorScoreMetacriticPC: 83/100[71]PS3: 80/100[72]X360: 79/100[73]Review scoresPublicationScoreDestructoidPC: 9.5/10[1]EurogamerPC: 9/10 [74]GameSpotPC/PS3/X360: 8.5/10[75]GameSpyPC: [76]IGNPC: 8/10[77]PC Gamer (US)PC: 84%[78] Counter-Strike: Global Offensive received a generally positive reception from critics according to review aggregator Metacritic. [71] [73] Since the release of the game, Global Offensive has consistently topped the Steam charts with most simultaneous players. [79] At the 2015 The Game Awards won fans the eSports Game of the Year award. [81] Critics praised Global Offensive's loyalty to the previous game, Counter-Strike: Source, as Allistair Pinsof of Destructoid rated the game very highly and said global offensive was a polished and better-looking version of the game. [1] GameSpot writer Eric Neigher said in the review that this game remains true to its predecessors that it adds a lot of content, but refines and retains its best features in small quantities. [82] Critics are reviewers GamesTM wrote in the review that the game stood as a glowing reminder that quality game design is rewarded with longevity and variety. [15] Valve continued to be congratulated for not only updating the popular game, but completely outperforming its peers. [15] Martin Gaston VideoGamer.com wrote that although he was too old to really enjoy the game, he thought it was a great installment of one of the best games ever made, and that some people would experience what would be the definitive moments of the game's life. [83] Xav de Matos wrote to Engadget that global offensive is a great extension of this heritage for the price. [8] Mitch Dyer of IGN said that Global Offensive is definitely a Counter-Strike sequel – it looks and is familiar with minor tweaks here and there to help balance old issues and surprise old players. [7] Some of the game's early releases have been criticized by critics. GameSpy's Mike Sharkey didn't think the new content he added was good, or that there wasn't much, and he said that the Elo rating system seemed ineffective for many players with different skill levels for each game at once throughout the first days of release. [76] Evan Lahti of PC Gamer noted that most of global offensive's new official maps were only designed for arms races or demolition games, while Classic maps were only smartly set for minor details. [78] Pinsof believed that this would not be the final version of the game in its release state. [1] Paul Goodman said that for the show's longfame fans, Global Offensive is starting to show the age of the game, expressing that it couldn't help but feel like I've been there, and I've done so a dozen times. [84] Although critics liked the console versions of the game, they believed that there were obvious differences between pc and console versions. Neigher thought that because he was playing with thumbs and shoulder buttons, he definitely wouldn't get the ultimate CS:GO experience. [82] Ron Vorstermans of Gamer.nl said the PC version could play at a higher competitive level, although he added that console versions were no worse because the PC was better at racing. [85] Dyer wrote that the PlayStation 3 version was an advantage for Xbox because it connected the keyboard and mouse to the system. He went on to say that the user interface on both consoles was as good as the PC one. [77] Mark Langshaw of Digital Spy said that although the game supports PlayStation Move, the use of the game is only more challenging than it already is. [86] The game was nominated for best viewership at the 2017 Best of 2017 Awards,[87] the eSports Game of the Year award for 2017, 2018 and 2019's Golden Joystick for Best of The Year at the 2017, 2018 and 2019 Golden Joystick Awards. [88] [89] [91] [91] [91] Best of the Year at the 2017, 2018 and 2019 Golden Joystick Awards. [88] [88] [99] [91] [91] Best Best 2017 at The Game Awards and The Game Awards 2019,[92][93] and Game, [94] In 2018, the game was nominated for fan favorite eSports game and fan favorite eSports league format with majors at the Gamers' Choice Awards,[95] and eSports Title of the Year at the Australian Games Awards. [96] References ^ a b c d e f i j k Pinsof, Allistair (August 24, 2012). Review: Counter-Strike: Global Offensive. It's a destructoid. Archived on January 1, 2017. 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