I'm a map developer for CSGO, my map has just been mass down voted by a bot army.

The map was doing very well. In 6 days on the workshop it had 10,756 visitors, and 21,394 subscribers.

The map was even featured in the most popular csgo maps this week, on the front of the CSGO workshop page.

All this stopped about a few hours ago, the map received a mass down vote of 613 negative ratings from bots.

The map is now pretty much dead, no new subscribers nothing.

The map allows a player to configure there crosshair without having to use any console commands, the map will execute the commands automatically allowing the player to adjust any crosshair setting such as the thickness or size for example just by hitting and – and + buttons ingame. A huge amount of programming was involved in the making of this map, I spent over a week just writing the Vscript code for example, a file that’s 456 lines of code long.

Its just really upsetting for me to know that all of the time I put into making the map has just be throw away by a bot network.

Here is the map:

https://steamcommunity.com/sharedfiles/filedetails/?id=1890519597

I have attached a screenshot of the views and ratings over time, as the graph shows the white line indicates the mass increase of down votes on the 21st of October (yesterday).

Is there anything that can be done about these mass down votes?