

Why do you believe that cheating is a problem?

- Not sure how to interpret the question. Why do cheaters exist in CS2? Many reasons. With counter strike being a relatively simple game, it has a high skill ceiling which might frustrate some players. They may start cheating in order to boost their ego, seek appraisal from others. They may not having the mentality to improve at the game, looking for quick and easy way to feel better about themselves. Also, I believe some simply want to grind xp for weekly drops the easy way. Why is this problematic for us, legit players? Well, we want to be matched against players with similar skill sets, who share our competitive spirit and genuinely want to improve at the game. Why am I convinced cheaters exist in CS (or any competitive games for that matter)? Well, there are many cheaters who do it in a very obvious, even obnoxious way. If you play the game and/or watch the pro scene, you can clearly see the pattern of a clean l, genuine gameplay. On the other hand, there are plenty of closeted cheaters who have mastered hiding the fact that they use "help". There are many cheaters who also brag about using cheats and even compete with other cheaters ("who has the better cheat"). From the more technical perspective, i think it's just very difficult to detect cheaters. I don't know that much about cheat development, but it's clear as a day that cheat devs adjust their "products" very quickly if, for example, VAC starts detecting it. They find new ways to avoid detection. Many claim that a kernel anti-cheat would fix the problem, but we have evidence that even such, controversial for many, solution is still fairly easy to bypass (cheating is still a problem on faceit, PUBG also suffers from it as far as I know, etc)
- Too broad of a question, but in a nutshell... It is too easy, VAC is not kernel level (which doesn't remove cheating, just makes it harder, but also violates privacy), cheating is a cat and mouse game, people as a whole have become such that grinding to become good is not rewarding anymore, mental health issues, no fathers in the house, the position of religion (especially Christianity in the west) has fallen (Yes, this affects for many reasons), hardware and IP bans are not a thing, cs2 is f2p, cheats are apparently quite cheap, don't need to even try to hide cheating, "everyone cheats anyways". There's some and could add in more, you may ask to talk with me if you want to. I can open up any point more than gladly.
- Cheaters ruin the game at higher elo than I am at right now. Forcing legit better players to face me instead of people their skill. It also brings terrible vibes to the game as a whole, every play becomes suspicious and everyone accuses everyone, since nobody trust the anti cheat. As for chreating as a whole, it just gives an unfair advantage, and garbage bragging right
- I am generally against cheating that harms other people. We've all cheated in an exam or something similar, but I like having a fair and level playing field. Cheating takes all the fun away from other players and as a 28 years old I do not really have the time to play 10 games a day anymore, therefore it makes my experience playing CS undeniably worse
- Easy of entry and good trust factor players, the ones with experience, experience way less and down play the problem, new non prime and Prime players will have a bad time and get tons of bad lobbies. Also „passive“ anti cheat (have never seen any game beeing stopped). Obvious wall hack is just invisible to it
- The fact that it is so easy to cheat makes people very suspicious. I made some good plays and got accused instantly, whereas of course I do the same sometimes when people get a

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good shot or get lucky. If we just had more trust that the other player wasn't cheating, the game would become less tilting.

- Cheating in any competition is a huge problem for competitive integrity, however I think due to CS2's fast time to kill makes it more susceptible to cheating accusations, also think it's overblown due to people thinking CS is easier to cheat in compared to other games due to no kernel level anti cheat
- Not enough can be done against cheats that are not easily detected by a human. IE: Radar hacks or simply an intelligent player playing with wallhacks. As the generations go by, less and less young players want to put the time in to improve and therefore choose to cheat instead.
- yes i think its a problem because if there is only 1 cheater in the game its still a problem, i dont see cheaters that much because spinbot and obvious cheats are now banned but i dont bother if someone is suspicious anymore its just what it is.
- Cheating is just as it is, the survivor bias of people post about cheaters vs people who post regular games. no one cares to see a regular game yet everyone flock and cry cheater because the only thing they see online are cheater posts.
- It removes the ability to trust the people/the game. Sometimes people do have a good day. As it currently is, noone believes anyone is just having a good day/hitting some insane shots. It is always assumed ppl are cheating
- People who put in the effort to get better at the game are discouraged from playing because they cannot find matches that are a challenge, all they are met with is loss after loss and decide to stop playing the game
- It makes me less willing to queue for premier matches if i know there is a decent chance I will play with or against a cheater. Playing with or against a cheater really takes all the fun out of it for me.
- Hard to develop AI based anti-cheat solutions without affecting client performance, or be able to process all demos on current player scale server side, while keeping compatibility with community servers
- Even if there is a smaller amount of cheaters, it messes with my mind and i start questioning every death and every round. Turns out after watching demo they are just good, but it ruined my experience.
- its frustrating to play casual/competitive with f2p friends and trying to explain them why is half of the lobby voice-spamming and/or jumping and quickly killing them before a human could even react
- The unfair advantage obviously. Though you can easily see that most cheaters are partially brain damaged as their reaction time even when looking through the walls is really bad
- Very difficult to ban cheaters without extremely infiltrative anti-cheat OR letting people know what your anti-cheat is based on (So cheat makers can get ahead)

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- The amount of cheaters has caused people to automatically assume everyone is cheating, so often times teammates will give up on a match after losing one round.
- If Valve wants a competitive game with a premier leaderboard cheats ruin it. I shouldn't have to play on a 3rd party site like faceit to not face cheaters
- It ruins the time commitment of 9 other people looking for a competitive experience for no reason other than a false sense of accomplishment.
- The frequency of finding cheaters escalates pretty quickly on the upper ranks, ruining the gameplay experience for higher rated people.
- People always accuse each other while playing because there is no way in which you can be sure that your opponent isn't cheating
- I love gaining rank on competitive office or Italy but whenever there's a cheater I have a high chance of losing and it sucks
- Off putting. Want to play some games with mates and then there's one person playing "too well" ruining the sportsmanship
- There is no anti-cheat to even stop the easiest to detect cheats that is why the cheaters have the balls to continue
- Imo even one cheater is too much. Tho I myself don't encounter too many and I think some do over exaggerate the issue
- It ruins the integrity of the game. It ruins the fun of the game. It's a huge waste of time when someone is cheating.
- It ruins both the fun and the competitive integrity of the game, effectively leaving it a joyless experience
- It happens so often and so blatant, cheaters do not have to fear consequences. You can't trust anyone anymore
- part of the fun is the game to be skilled balanced, skill based and fair. Cheaters break those 3 things.
- 30-40% of games have cheaters, usually closet using non-blatant cheats making it very hard to play legit
- Legit players won't want to play if they experience cheaters too often with seemingly no repercussions.
- Because of a decent amount of cheaters in the game, although the number is exaggerated by the community
- Cheating is a problem because Valve simply does not care, CS is their passive money making machine.
- Why is this even a question bruh?? Because they obviously ruin the game for everyone, 0 enjoyment
- I don't have much time to play and when there are cheaters in my game it's just a waste of time
- The anti-cheat does not work properly and it seems Valve does not care about the problem.
- Because you don't know whether you died because of skill difference or something else.
- Unfair game, low skill players using cheats as a crutch while us legit players suffer.
- At higher elos the number of cheaters is too high, making the game nearly unplayable.
- It contributes to antisocial behavior in other people and the community more broadly.
- It makes the game not fun because of unwinnable situations outside your own control
- It ruins the experience for everyone else. Personally for me it's very demotivating
- Because VAC is not working and allows to use for free any not obviously cheat
- Unfair playing field. Low bar means everyone is perceived as suspicious.
- because cheaters ruin the fun for the normal players in counter strike

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- Because it s a competitive 5V2 FPS game, cheat gives unfair advantage
- They are in the majority of matches and impact competitive integrity
- Because Valve doesn't care. They make a billion \$ a year from cases.
- It kills the urge to play the game. For players this is a problem.
- It ruins the experience for people like me who like to tryhard
- It sees like a free for all and causes weird play styles
- Top ladder is filled with cheaters and is pointless
- Harmful to game integrity. Harmful to game image.
- Happens too often, ruining the experience.
- because its unfair for the normal players
- Ruins games, ruins trust in good players
- Mistrust between players, demotivation.
- Poor anticheat. Poor player mentality
- Cheaters don't get banned fast enough
- Unfair, not fun to play with/against
- Ruins the fun for clean players.
- It ruins the game for everyone
- Ruins the game for others
- legit players can't win
- It ruins the experience
- No actual anti cheat
- makes the game unfun
- It ruins the game
- It's unfair duh
- Feels unfair
- competition
- It ducks
- Really?
- Unfair
- Hacks