

Valve's presentation brings news about Counter Strike

Source 2 and Next Operation

As a part of Counter-Strike:Global Offensive's launch in China Valve has released information about CS:GO's future. In this release they have confirmed that CS:GO will be ported to the Source 2 engine just as Dota 2 did a couple months ago, along with a new operation.

Valve may release the next operation for Global Offensive along with their new Source 2 engine this summer. CS:GO players have been anticipating a port to Source 2 for a while now, and may be a reality this summer. The changes this will bring for the game are things such as improve visuals and smoother gameplay. This could have some changes along with it, such as the way some things will feel during play. This could be due to Source 2 using a new phys-

ics engine called Rubikon.

When Rubikon is implemented there could be changes to existing smoke spots or have new one never before seen. The physics of the player movement will also change.

With the new engine destructible environments became possible.



But Valve will probably not use this in CS:GO as it will disrupt the flow of the game, and also have routes that were never planned for. Valve could definitely make a game based around this new feature just as Rainbow Six did with Siege.

Seeing that it has been about a year since the last Operation, we may have to wait a couple months more for the release. But as the next operation's maps have been discovered, it makes it easier to wait a bit longer.

Maps List :

- de_thrill
- cs_agency
- de_shipped
- de_lite
- de_blackgold
- de_austria
- cs_insertion



Nintendo discontinues production of NES Classic

Nintendo stops selling NES Classics officially

As Nintendo decided to discontinue the NES Classic, with no further reason then the NES Classic was not meant to be a "long-term" product. This has further started speculation of a SNES Classic in the future of Nintendo's line-up. As the NES Classic was a very popular sell, the probability of the SNES Classic being sold out will be high.

Quake Champions Closed Beta

As an avid fan of Quake, I was excited to see a new Quake game in the works. I've been playing Quake Champions' closed beta for a bit now, and I can say it seems to be a really fun game. There are issues I have noticed with the game as of right now (which may be fixed by release). Things such as the bunnyhop mechanic from the previous Quake games. Now they have an auto-bunnyhop system where holding down space and strafing will cause you to start bunnyhopping. This makes it easier for beginner players, but removes some of the skill ceiling that

came with having to practice bunnyhopping in order to get better at the game. There are minor performance issues in the form of lag spikes, making it harder to aim with the fast paced nature of the game. My last gripe with the game comes from the loading screens, when I first booted up the game, it stayed on the loading screen for a couple minutes (enough for me to read the fine print that was a couple lines long), that was probably just a first time thing since afterwards it would boot in a couple of seconds, and the multiplayer maps would take a bit of time to load, which is probably a server problem so it should be fixed by release. Other than these gripes there isn't much to complain about.