



The original Counter-Strike was followed by Counter-Strike: Condition Zero, developed by Turtle Rock Studios and released in March 2004. Later, Valve released Counter-Strike: Source, a remake of the original Counter-Strike and the first in the series to run on Valve's newly created Source engine. The fourth game in the main series, Counter-Strike: Global Offensive, was released by Valve in 2012 for Windows, OS X, Xbox 360, and PlayStation 3.

Counter Strike Global Offensive (CSGO):



CSGO is a fast paced first-person multiplayer shooter game. Two opposing teams, the Terrorists and the Counter-Terrorists, compete in game modes to repeatedly complete objectives, such as securing a location to plant or defuse a bomb and rescuing or capturing hostages. At the end of each short round, players are rewarded based on individual and team performance with in-game currency to spend on other weapons or utility in subsequent rounds. Winning rounds generally rewards more money than losing does, and completing map-based objectives, including killing enemies, gives additional cash bonuses.

My Personal Experience:



I've been playing cs since I was in 6th. I was introduced to the game by my brother, he was a competitive professional player back in the days. Initially I would play the game just for fun. I switched from cs1.6 to CSGO when we got a new PC, also i was in FYJC at that time. I spent thousands of hours playing the game, trying to learn every aspect of it. This game not only develops your in game skills but also your real life skills for eg. reflexes, decision making, thought processing and it also improves your ability to work under pressure. Later I met a few guys in Junior college who played the game. We formed a team and started participating in College tournaments. I've played many tournaments including Zestech, Ojas and fests from other colleges as well. Me and the boys used to skip our lectures and practicals to have LAN matches and team practices.

I was new to the cafe gaming world, it was all very exciting. Those cafes had a very competitive atmosphere. I met some good players there and learned from them. Playing LAN matches is a whole different experience from playing alone at home. Since then I've played many College tournaments, LAN matches and LP's. This game has given me a lot in these years and it has become a part of my life now. I have learned a lot from these experiences and strive to become better each day.

You can checkout my game highlights here:

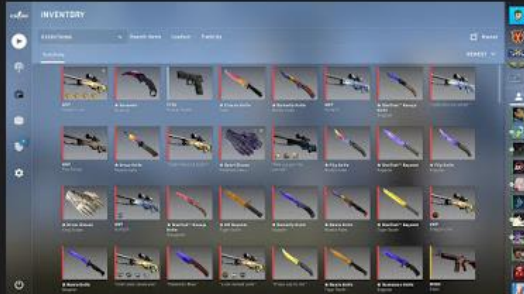
<https://www.instagram.com/p/CCs0ljbAz-w/>

<https://www.instagram.com/p/B6qtmkAZLQ/>



Inventory:

In Counter-Strike: Global Offensive, the inventory is a player's personal inventory, allowing for storage for all in-game items, including skins, containers, graffiti, etc. There is no upper limit to the amount the player can hold in their inventory.



Weapon Skins:

Skins, also referred to as finishes, are a new feature in Counter-Strike: Global Offensive, introduced in the Arms Deal update. They are weapons with different textures that can be equipped in-game. They are entirely cosmetic, holding no gameplay function.



To acquire a skin, one must either:

1. Earn them through random drops by playing in online community and official servers.
2. "Uncrate" them from opening weapon and promotional containers
3. Trade 10 skins for one of a higher rarity with a Trade Up Contract
4. Trading with other players. Buying skins from the Steam Market is considered a trade

The game also has a set of knives and gloves. Each set has different finishes and colours. They are only for cosmetic purpose. They are also known as special rare items and can be unboxed by unlocking a container, however the chances of getting a special rare item is roughly 1 IN 400.

These items can be purchased as well from the steam market. The prices depend on how rare the skin is and the final finish. Factory New skins and Stat Track ones are the most expensive.



Most Expensive Skins In game:

AK-47 | FIRE SERPENT- \$2450



M4A4 | HOWL- \$3000



M9 BAYONET | CRIMSON WEB- \$9300



STICKER | IBUYPOWER HOLO- \$12000



AWP | DRAGON LORE- \$8000 (base price) \$61000 (Souvenir)



The players can buy, sell, trade skins and in-game items like knives, gloves, stickers, graffiti, capsules, crates, agents. Many people collect rare items as an investment and sell them when the prices get high just like how people trade with stocks. Rare and souvenir items can be sold for thousands of dollars.

Major Tournaments:



Counter-Strike: Global Offensive Major Championships, commonly known as the Majors, are Counter-Strike: Global Offensive (CS:GO) esports tournaments sponsored by Valve, the game's developer. The first CS:GO Major took place in 2013 in Jönköping, Sweden and was hosted by DreamHack with a total prize pool of US\$250,000 split among 16 teams.

Since then, the Major circuit has expanded significantly, with recent tournaments advertising a US\$2,000,000 prize pool and featuring twenty-four teams from around the world. The Majors are considered to be the most important and prestigious tournaments in the Global Offensive scene.



The current defending champions are Astralis, after winning their fourth major championship at the most recent Major. This victory gave Astralis the record for the most Major titles in Global Offensive history.

Major Tournament Features:

Stickers: Stickers are virtual items in the game which players can buy or get from sticker capsules. The stickers can then be applied to in-game gun skins. Valve has released a sticker design for each team attending a Major since Katowice 2014 and a sticker for each professional player's signature. These two types of stickers come in four qualities: normal, holo, foil, and gold. These sticker capsules are unique for each tournament and can only be purchased at the time of the tournament. Because of this forced rarity, stickers from early majors tend to become more expensive over time. After initially costing less than US\$10, an iBUYPOWER holo sticker from Katowice 2014 sold on secondary markets for an average of US\$4,500 in 2017 and in 2020 the same sticker had been sold for over US\$15,000.

Souvenir packages:

Souvenir packages are virtual packages containing a gun skin that are exclusive to CS:GO Majors. These "souvenir skins" can rank among the most expensive skins in the game because of their rarity. After Cloud9 became the first ever North American CS:GO Major champion at Boston 2018, a souvenir skin with the signature of the finals MVP, Tyler "Skaddoodle" Latham, sold for US\$61,000.

Top 10 Teams Worldwide:

1. Astralis
2. Gambit
3. Team Vitality
4. Natus Vincere
5. Virtus Pro
6. Team Liquid
7. Team Spirit
8. Big
9. Furia
10. G2 Esports



The No.1 Team "Astralis":



Astralis is a Danish esports organization. Best known for their Counter-Strike: Global Offensive team.

MAJORS WON BY ASTRALIS –

ELEAGUE Majors 2017

FACEIT Major 2018

IEM Katowice 2019

Starladder Berlin Major 2019

Astralis is the first ever team to win 4 Major Titles, 3 in a row. The Danish squad has 14 Maps streak in the Major Playoffs before coming to this Berlin Major, they have never lost a map in the playoffs and 2-0'd each team that comes in their way of winning the title.

The level of CSGO they play is just sheer brilliance and dominance. Their team play & talent of the players is just exceptional.

Astralis Roster :

- dev1ce - Reedtz, Nicolai
- dupreeh - Rasmussen, Peter
- Xyp9x - Højsleth, Andreas
- gla1ve - Rossander, Lukas
- Magisk - Reif, Emil

