



Counter-Strike Global Offensive (CS GO) is an online first-person shooter developed by Valve Corporation and Hidden Path Entertainment, who also maintained Counter-Strike: Source after its release. It is the fourth game in the Counter-Strike franchise, excluding Counter-Strike Neo and Counter-Strike Online. It features classic content, such as old maps, as well as brand new maps, characters and game modes. It supports matchmaking and leaderboards. An Elo rating system prioritizes matching players by skill. Cross-platform multiplayer was planned between Microsoft Windows, Mac OS X and PlayStation 3 players, but was ultimately limited to PC and Mac due to the differences in update frequency between the systems.

Gameplay

Like the previous games in the series, Global Offensive is an objective based multiplayer first person shooter. Each player joins either the Terrorist or Counter-Terrorist team and attempts to complete objectives or eliminate the enemy team. The game operates in short rounds that end when all players on one side are dead or an objective is completed. Once a player dies they must wait until the round ends to respawn in most game modes. Players purchase weapons and equipment at the beginning of every round with money awarded based on their performance. Completing objectives or killing enemies earns the player money while negative actions, like killing a teammate or hostage, takes money away from the player. In addition, when a round ends all players receive some amount of money, with players on the winning team receiving substantially more.

Game modes

Global Offensive features Bomb Defusal, Hostage Rescue, and two new game modes called Arms Race and Demolition. These new modes are collectively referred to as "Arsenal mode" and are based on the popular gungame mod for Counter-Strike and Counter-Strike: Source. Unlike other game modes Arms Race is a deathmatch-based mode where each player is rewarded for each kill with a new weapon, with the first player to get a kill with every weapon in a predetermined set winning the game. Demolition is a round based mode that removes weapon and equipment purchasing, instead challenging players by giving a set of progressively weaker weapons for each kill.

Weapons

Global Offensive adds new weapons and equipment not seen in previous installments, most notably the Molotov cocktail which temporarily covers a small area in fire, making it impossible to pass through without taking damage.

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