

Counter-Strike Global Offensive

Game Information

Multiplayer Information



- Internet play: yes
- LAN play: no
- Lobby search: yes
- Direct IP: yes
- Play via [GameRanger](#): no
- [Coop](#): yes
- Singleplayer campaign: no
- Hotseat: no

Counter-Strike Global Offensive, or CS:GO, is yet another variation of the [Counter-Strike](#) series. This title was released on 21st of August 2012 by the publisher [Valve](#), which also contributed as Developer, together with [Hidden Path Entertainment](#). It adds new game modes and new functionalities. The most important ones are distinguishing between official ladder games (so-called competitive) and so-called casual matches, the new War Games maps as well as an official Deathmatch. On the other hand, the available maps are not defined by the availability of the corresponding files at the local computer but by officially allowed maps. Other maps can be added via the Steam Workshop. But especially for competitive matches only a limited set of maps are actually available. This included famous maps such as Inferno, Nuke or Dust II, but other classic maps such as Aztec are missing altogether.

Purchasing

It is distributed via [Steam](#). The game can be added in two flavors, the free-of-charge variation (free-to-play) and the so-called Prime variation. Bot player groups can play with each other, which was criticized by many players, as it makes being discovered when cheating less of a problem for the cheater. He simply creates a new Steam account, adds the game for free and can start over with limited effort.

Workshop Mods

In the Steam Workshop you can select new modifications (mods) for adding into your CS GO. In order to do so, open the Steam Workshop. You can reach it via the menu in the upper center portion of the [Steam Website](#), via **COMMUNITY** → **WORKSHOP**. Here you can search for Counter-Strike: Global Offensive. One of the more popular selections are [Coop](#) Mods which you can filter for on the right hand side of the page. In the terminology of Steam those are called **Co-op Strike**. Tick it to see only Coop maps. Two examples would be

- [coop_mission_astro](#) and
- [Uchi \(Co-op Strike\)](#).

This can also mean, that the usual »shooting game« might not be the only important aspect of a mod. For example in the [Wild West Restaurateur](#) mod you are allowed to use weapons only during the night (primarily to rob the opposing teams safe contents) while during the day you run a restaurant. The goal here is *not* so make as many kills as possible or destroy the opponents establishment but to have the greater amount of money after a given time frame.

Network

As the game requires Steam for Multiplayer matches, it cannot really be played as a pure LAN game.

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