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Counter-Strike

Versions

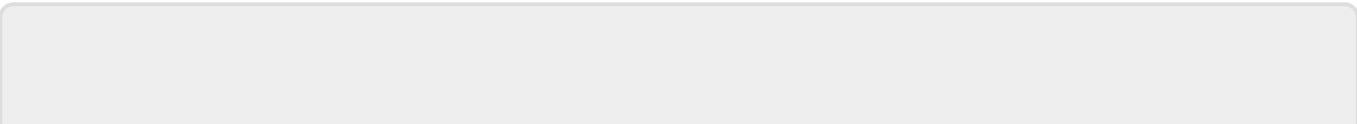
CS or spelled out Counter-Strike was originally a mod for [Half-Life](#). Today there are a lot of variations of it, as the game has been developed further and further. The (most) played ones are CS 1.6, CS: Source (CSS) and CS Global Offensive (CS:GO).

Version	Release Date	Short Description
1.5 and earlier	12. Juni 2002	This is the original mod version of CS. Up to this version, the game was actually a mod for Half-Life, but this was also the first version to be available as stand-alone version, to so-called retail version. Counter-Strike could only be played without Steam up to this version. This is why many players distinguish this version from its successor, 1.6.
1.6	15. September 2003	This is the first version only available via Steam. This is one point of critics from many hard-core players from that time, that the game was not that free as it used to be as a mod. From a game play point of view it is not all to different from 1.5
Xbox-Version	5. Dezember 2003	
Condition Zero (CS:CZ)	23. März 2004	Another incarnation of CS based on the HL 1 engine.
Source (CSS)	7. Oktober 2004	This version is based on the Half-Life 2 engine, changing the movement and graphics/physics capabilities of the game a lot.
Global Offensive (CS:GO)	21. August 2012	This is the latest variation of CS and the gold standard of CS gaming. Although there are still ladders for the other versions since 1.6, this is usually what games today mean, when they say, they are going to play CS.

Source

Between the 1.X versions there are bigger and smaller differences (e.g. Aiming, Movement and Graphics). You can only find out which one you like best by trying it out. There are bigger differences of the movement between CS 1.X, CSS and CS:GO. CSS is perceived a bit slower paced than 1.X and CS:GO. The newer versions are characterized by all kinds of additional game modes, or new graphics and maps. But classic Counter-Strike is at the core always the same game.

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Last update: **2020-04-17-16-12**

