



This page is not fully translated, yet. Please help completing the translation.

(remove this paragraph once the translation is finished)

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 was also available as stand-alone version, to so-called retail version (at least since version 1.0). Counter-Strike can be played without Steam only 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.

Purchasing

CS is available in all variations from 1.6 on via [Steam](#). As [Half-Life](#) mod it is only available up to and including version 1.5. CS CD keys of version 1.5 and earlier can be used via Steam (they are actually Half-Life CD Keys), but are then patched to version 1.6 with automatic updates. Half-Life is also

available via [Steam](#). However, it might be worthwhile to go straight for the Anthology, which also contains [Half-Life: Blueshift](#) and [Half-Life: Opposing Force](#). That costs only 5 € more. You should be careful with sales from private sellers, because the most important thing about the whole story are valid CD keys. If such a CD-Key is already linked to a Steam account, it is practically worthless (at least for Steam). But you can't tell from the key when you buy it. So if you do, then only from retailers or if you are really 100% sure that the seller won't cheat you.

With the CD key from CS:CZ you can install and play CS 1.6.

Game Principle

There are always two teams. The terrorists and the counter-terrorists. The two teams differ mainly in the weapons they can buy and the task they have to do on a map. The winning team gets more money than the losing team. From the "earned" money you can buy weapons at the beginning of the next round (press b, then the respective keys (1-8)) whereby better weapons of course cost more money than worse ones.

[Back to the games database](#)

From:

<https://www.mobile-infanterie.de/wiki/> - [mwohlauer.d-n-s.name](#) / www.mobile-infanterie.de

Permanent link:

<https://www.mobile-infanterie.de/wiki/doku.php?id=en:games:counter-strike&rev=1587144801>

Last update: **2020-04-17-17-33**

