

UBT SUMMER SCHOOL

COUNTER STRIKE

25. JULI 2012



Scouting Game

Geländespiel

Das **Geländespiel** bezeichnet eine Kategorie von Spielen, die überwiegend außerhalb von Gebäuden stattfinden und bewusst die natürlichen und baulichen Gegebenheiten in das Spiel mit einbeziehen. Vorbilder des Geländespells sind Handlungsabläufe bei der Jagd sowie militärische und polizeiliche Manöver. Zu beachten sind bei dieser Spieldiskordie die Gewaltfreiheit und rechtliche Vorschriften für spezielle Gelände wie Wald und Gewässer und beim Umgang mit Waffen.

[Wikipedia](#)



Cops and Robbers

Räuber und Gendarm



Paintball

since 1981

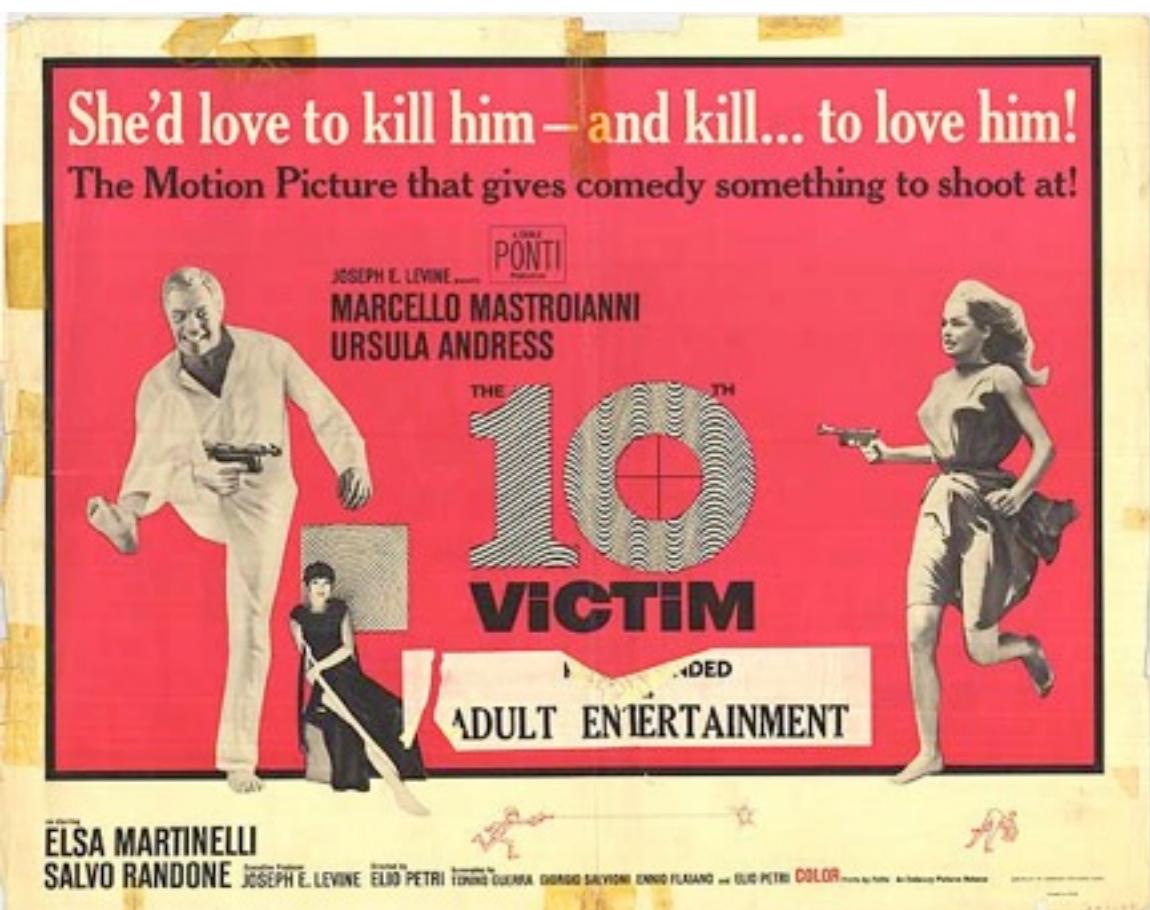




Killergames



"THE LAST OF SHEILA" A HERBERT ROSS Film Starring (In Alphabetical Order) RICHARD BENJAMIN · DYAN CANNON · JAMES COBURN · JOAN HACKETT
JAMES MASON · IAN McSHANE · RAQUEL WELCH Music by Billy Goldenberg · FRIENDS Sung by Bette Midler · Executive Producer STANLEY YOUNG PG
Written by STEPHEN SONDHEIM and ANTHONY PERKINS · Produced and Directed by HERBERT ROSS · Technicolor® Celebrating Warner Bros 50th Anniversary © A Warner Communications Company
73/244



Films

Das Millionenspiel (1970)

The Last of Sheila (1973)

The 10th Victim (1975)

Midnight Madness (1980)

Running Man (1985)

The live roleplaying game



Steve Jackson: Killer

Since 1982



Cruel 2 B Kind

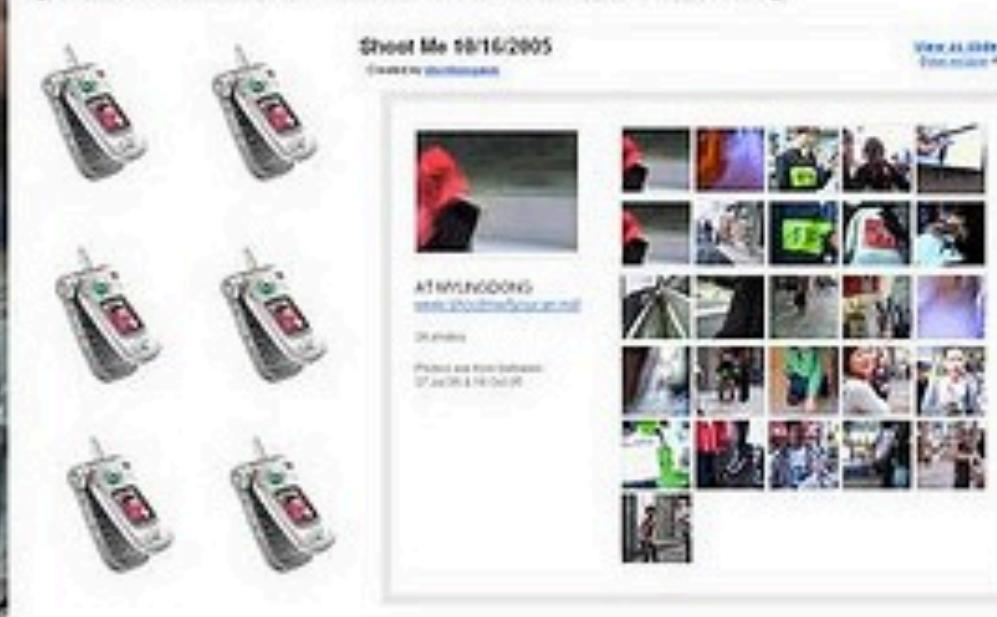


<http://www.cruelgame.com/>

Shoot me if you can (2005)



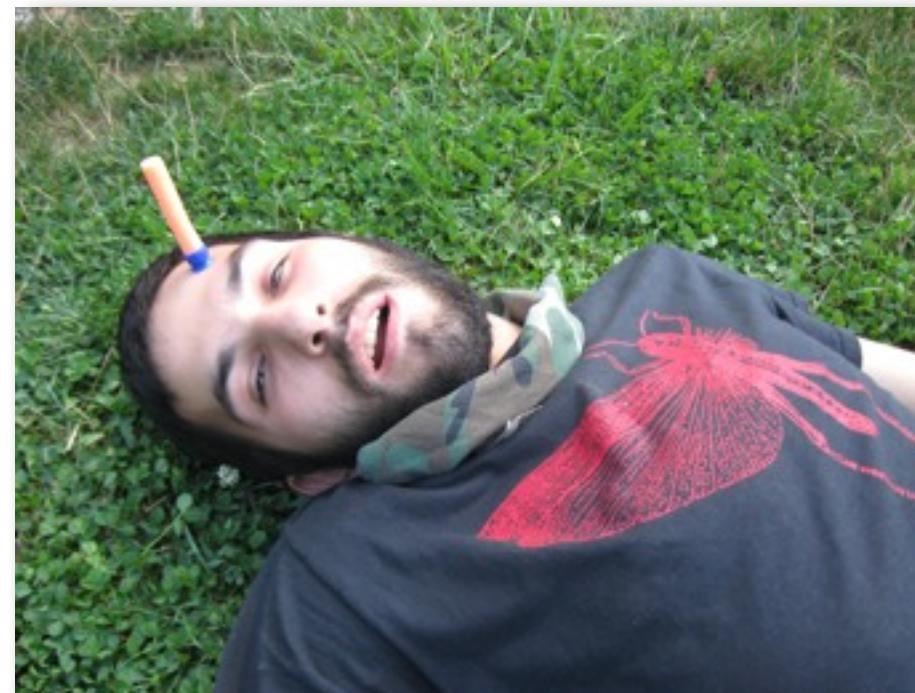
**Camera phone + First Person Shooting Game
+ MMS**
Participatory urban game
(Collaboration: INP media art team)

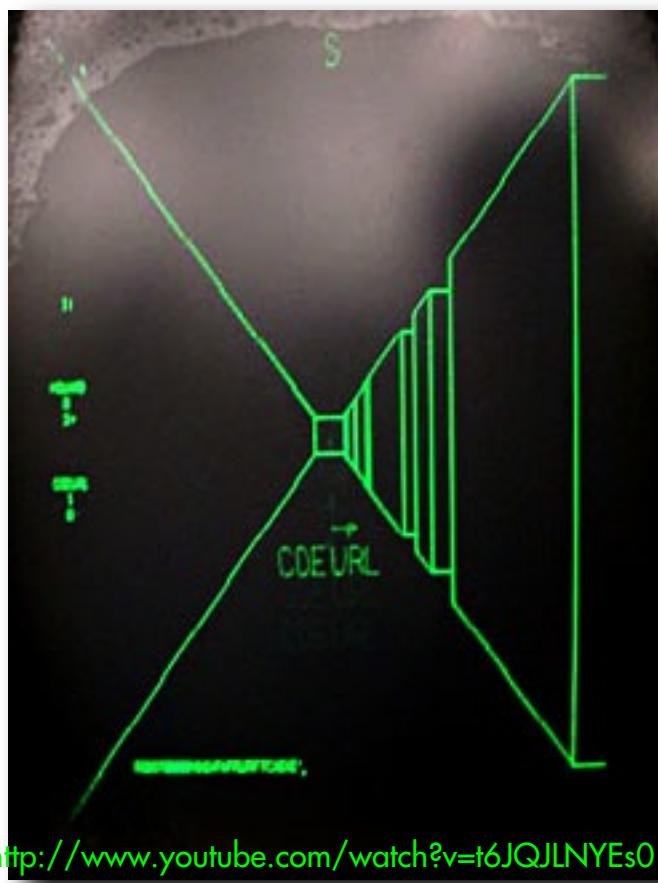


<http://www.shootmeifyoucan.net/>

Humans vs. Zombies

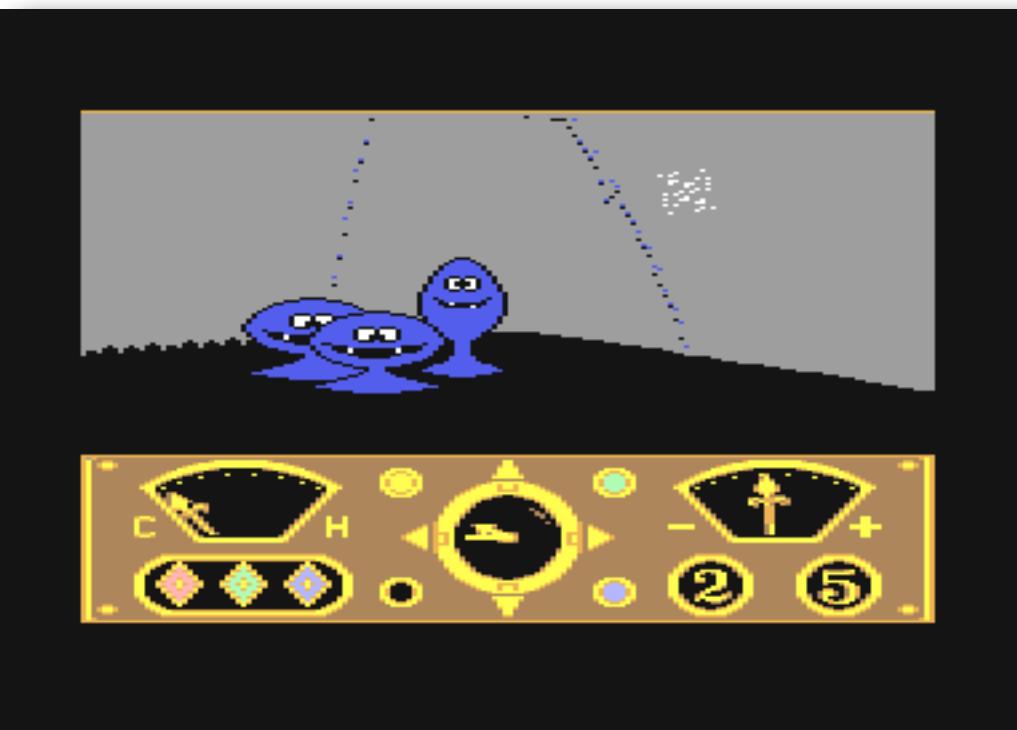
<http://humansvszombies.org>





<http://www.youtube.com/watch?v=t6JQJLNYEs0>

S. Colley: Maze War



LA: The Eidolon, 1985



HybridArts: MIDI Maze, 1987



id: HoverTank 3D, 1991



id: Catacomb 3D, 1991

First-Person-Shooter



id: Wolfenstein 3D, 1992



id: Doom, 1993



Bungie: Marathon 1994

Quake



id: Quake, 1996

Quake simply re-invented the idea of a FPS, with its online deathmatch, the "big-bang" of FPS modification community, and also starting the graphic card add-on for the PC hardware market as well.

-Johnny Oh, Electronic Arts



id: Quake II, 1997

Id Software's Quake brought true three dimensional polygons into the development realm and explored the online play space above and beyond any other game available, even according to today's standards.

-Christopher James, EA Montreal



id: Quake III Arena, 1999

Wolfenstein may have started the FPS genre but Quake defined it and made it the intense perspective driven experience that it is today.

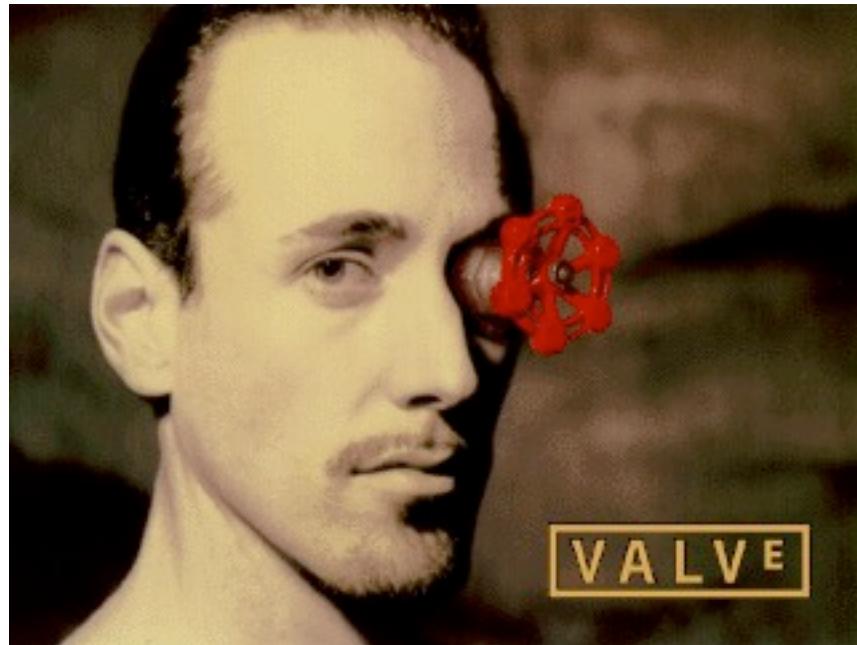
-Michael Neth, NeXT

Half-Life



Making a quantum leap in a genre is a pretty hard thing to do. The FPS genre has been full of significant technological accomplishments, but these have come to be expected by each iteration of the game. Either you build on top of a game engine or you develop technology. With that being said, I think the game that supplied the biggest leap forward in the genre is without question, Half-Life. While still built with existing tech, the gameplay and more importantly the story set the game apart from any other like it before it. Half life utilized the first person perspective to drive it forward from just mindless killing and allowed it to become mindless killing with a story context. Given the lineage of FPS games before it, I'd say that's a pretty big push forward.

-Dustin Clingman, Zeitgeist Games, Inc.



1998 Half-Life

1999 Team Fortress Classic

2001 Half-Life Deathmatch Classic

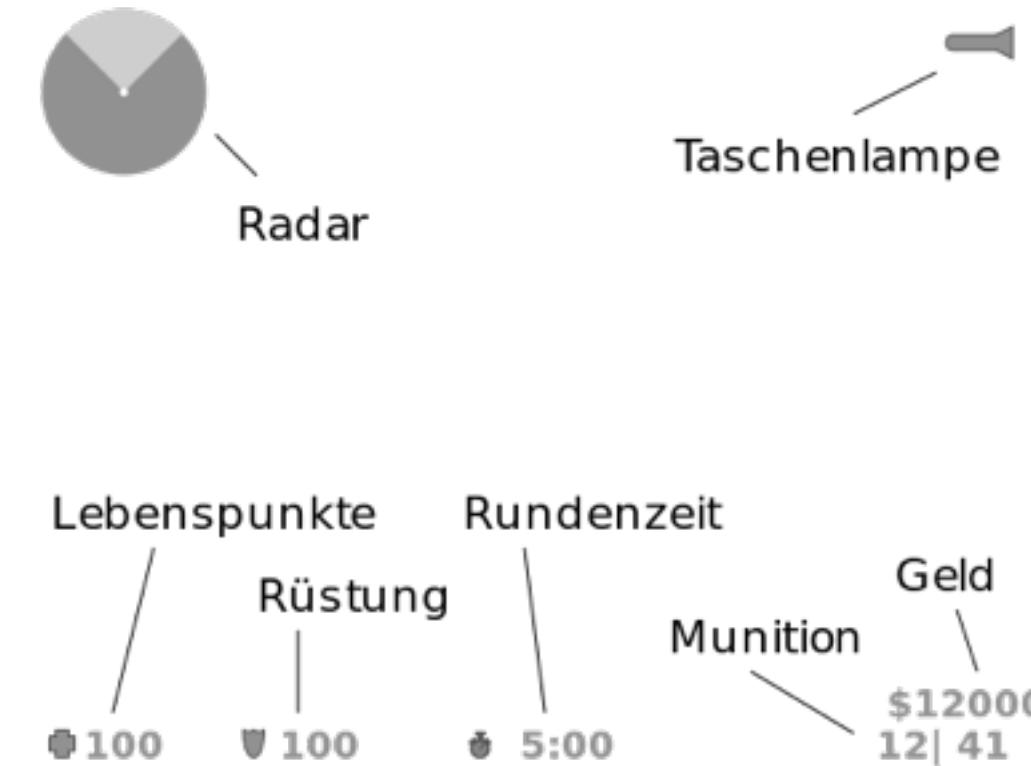
2001 Counter Strike

2004 Half-Life Source

2007 Portal



Counter Strike



Counter Strike was developed in 1999 as a modification of the game Half-Life by Minh Le and Jess Cliffe.

While technically still a modification it is playable without the original game Half-Life.

What is Counterstrike?

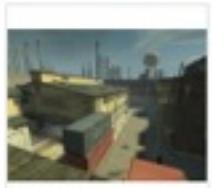
<http://www.youtube.com/watch?v=R0ZM9bxqFo>



Image:
Counter Strike Source

<http://www.youtube.com/watch?v=-kkEj4rl2t8>

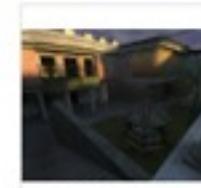
	Terrorists	Counter-terrorists
Bombsite blast	Reach one of the bombsites in the map, plant the bomb and hold the position until the bomb explodes	Prevent the terrorists reaching the bombsite or defuse the bomb before it explodes
Hostages rescue	Prevent the counter-terrorists from reaching the hostages, or prevent them escaping with the hostages	Reach the hostages and bring them back to the rescue point
VIP rescue	Kill the VIP	Open a path for the VIP to reach the extraction point



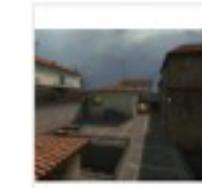
cs_assault.png



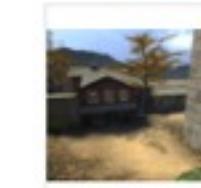
cs_compound.png



cs_havana.png



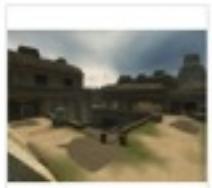
cs_italy.png



cs_militia.png



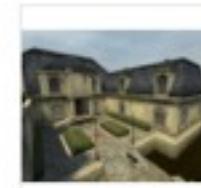
cs_office.png



de_aztec.png



de_cbble.png



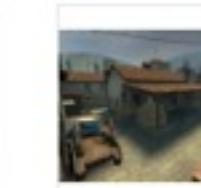
de_chateau.png



de_dust2.png



de_dust.png



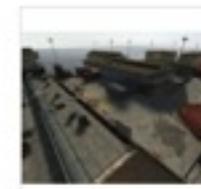
de_inferno.png



de_nuke.png



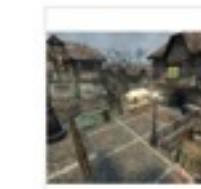
de_piranesi.png



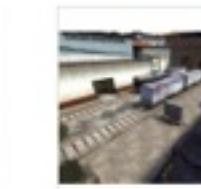
de_port.png



de_prodigy.png



de_tides.png



de_train.png

Scenarios

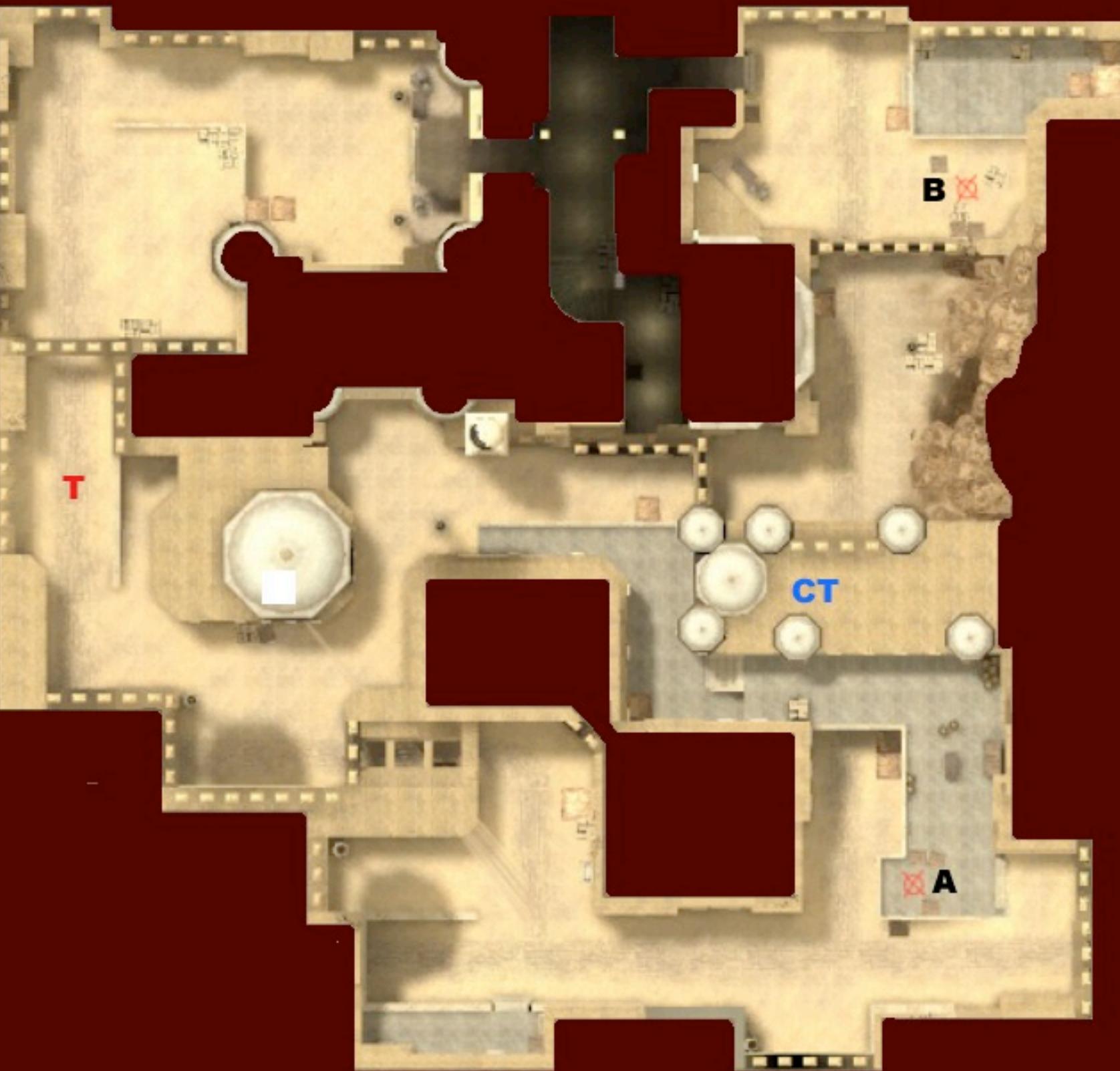
Hostage Rescue (cs_map)

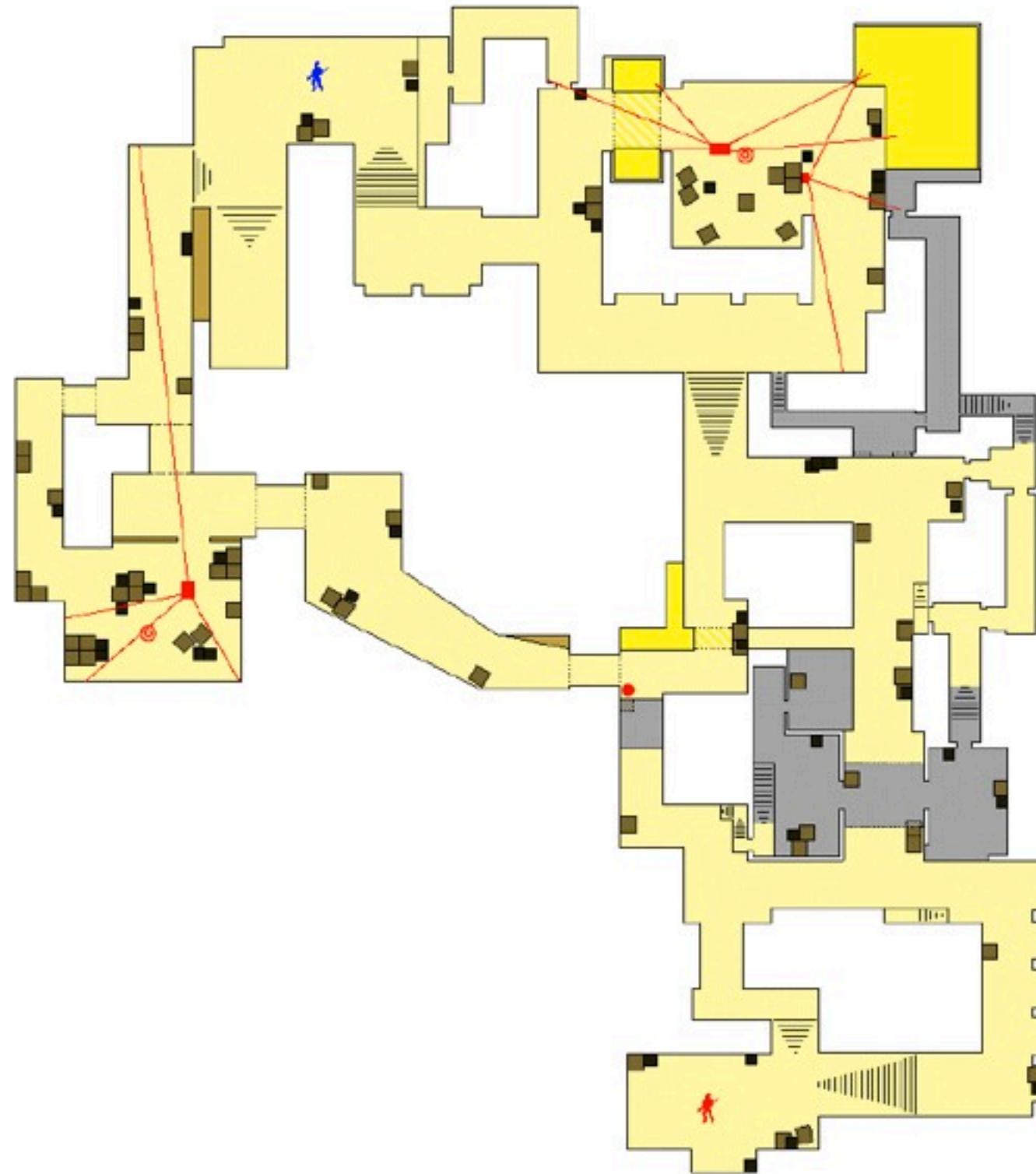
Defusion (de_map)

Escape (es_map)

Assassination (as_map)

Maps





Tactical Map

Professionelle E-Sportler werden häufig *Progamer* oder *Pro-Gamer* (kurz für *professional gamer*, zu Deutsch *Berufsspieler*) genannt.

Das **Können** (auch *Skill* genannt) der professionellen Spieler hebt sich von dem der durchschnittlichen Spieler auf den Gebieten der Hand-Augen-Koordination, des Spielverständnisses, des taktischen Verständnisses und der Fähigkeit zum Teamplay (bei teamorientierten Spielen) ab.

Awards

<http://www.valvesoftware.com/awards.html>

COUNTER-STRIKE HAS WON THE FOLLOWING AWARDS:

- Action Game of the Year 2000 – Gamepen.com
- Action Game of the Year 2000 – Actiontrip.com
- Online Game of the Year 2000 – GameSpot UK and US
- Special Award for Multiplayer Gaming 2000 – Gamespy.com
- Action Game of the Year 2000 – Gamespot US, Readers Choice
- Game of the Year 2000 – VoodooExtreme Readers Choice
- Best Multiplayer 2000 – Electronic Playground
- Revolutionary PC Game 2000 – Game Revolution
- Best Online Game 2000 – Game Revolution
- Best Multiplayer Game – Game Developer 2001 Spotlight Awards
- Special Achievement in Gaming – Game Developer 2001 Spotlight Awards
- Online Game of the Year 2000 – Computer Games
- Game of the Year 2000 – Gamers.com

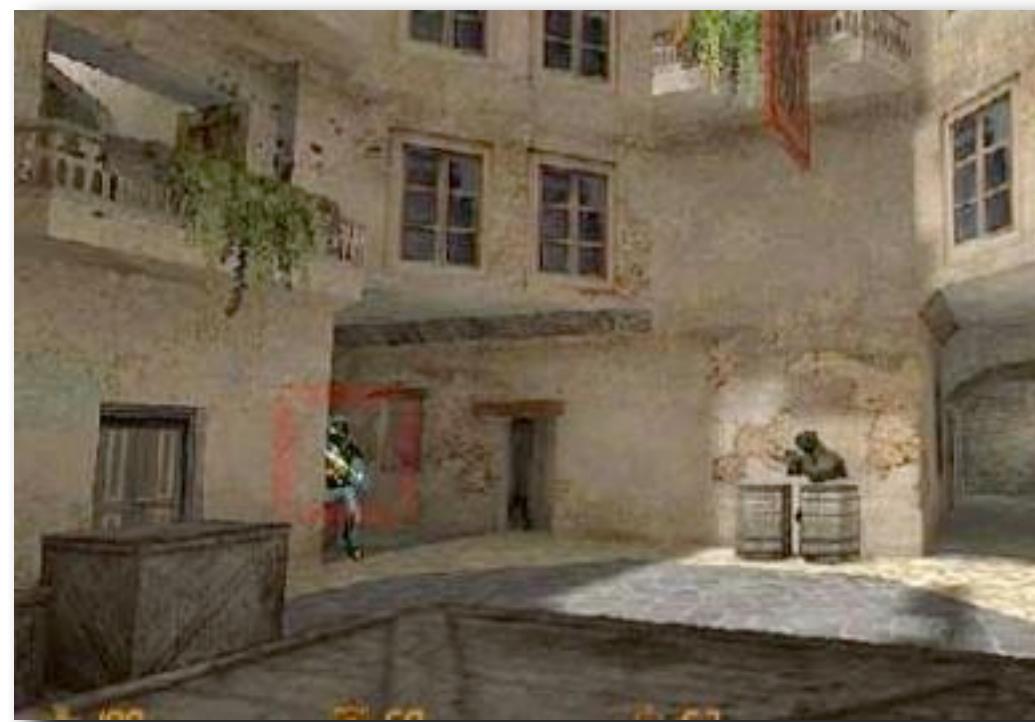
Counter Strike Clans



	Name	Clanleader	Ort	Clan-Profil
	[=HTH=]	Hope This Helps	Fabian	ebg
	!The !	!The Gamers Z	Fraz3r	Versmold
	-# dsb *	-# mydsb.de	s3riouZ	Essen
	mo	-A;C;A;B-	Bl@ckn0v@	München
	-[S.E.B]-	-[Sondereinhe...	Tatu	Berlin
	д.т.с	Against the E...	д.м...	Berlin
	bling	bling.eSports...	SUSL1K and wes...	kp^,-
	cHoc\`sKY#	cHoLaTe-sKY	Rotherfort	Semi-Profi-Clan
	-=[DoC]=-	DeStRuCtIoN o...	-=[DoC]=- ^Cn...	Wilhelmshaven
	E-S-N	ELECTRONIC SP...	CHAOS / Wallki...	Beckum
	-=EoW=-	Elite of Warrior	pitbull	Wiesbanden
	{F.o.t.D} & {K.o.G}	Fighters Of t...	Dragon	Kiel [S-H]
	[fsG]	fsG-Clan	[fsG]king slau...	Bamberg
	high-gamerZ ::	High Performa...	high-gamerZ ::...	Wahlstedt
	m.Stylez'	MoerserStylez	F_1n	Moers
	nc.	Nordcore-Funa...	nc.crout	Norden
	>RGF<	Russian Germa...	Cyber shot	Burgstädt
	[TP]	Teamparasite	Riddick	NRW
	#tEaM.UgD	Ultimate Germ...	Fighttowin	München
	xB	xB Gaming	eXe'	BaWü

Seiten (364): [1] 2 3 4 nächste » ... letzte »

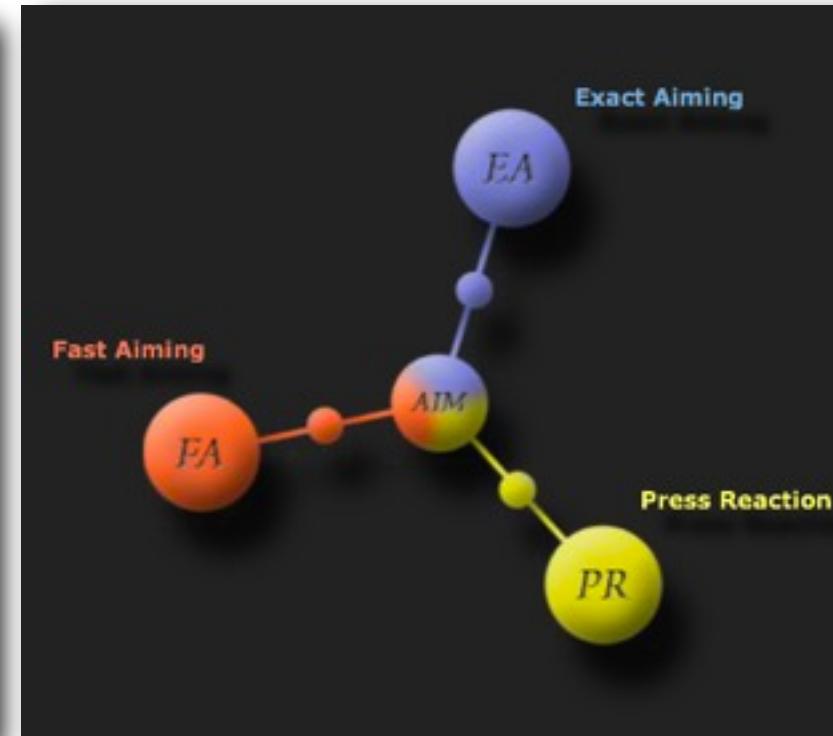
CS Training: Aiming Hand-eye-coordination



<http://flashgames.de/onlinespiel/counterstrike-training-area/play>



<http://www.blogjoy.de/2007/10/25/counterstrike-training-onlinespiel/>



<http://aim400kg.ru/en/>

CS Training : Tactics

If your attack fails, you have two choices: Continue your attack or recycle yourself and attack somewhere else.

After failing to take A (because I peeked the corner too soon and flashed myself), I decide to fall back to middle. If I stay here, the CTs in A site know where I am and can easily rain down nades and flashes on me.

<http://www.youtube.com/watch?v=A13tyNFHJpo>

MAP 01

ATTACKER'S LOCATION, DE_TRAIN



Tactical Analysis Heatmaps

<http://blog.counter-strike.net/science/maps.html>

Strategy Guides

Alpha	Bravo	Charlie	Delta	Echo	Foxtrot	Golf	Hotel	India	Juliet
LEGEND / LEGENDE C4 Bomb Target Areas / C4 Bombenplatz Incline or Stairs / Schräge oder Stufen Level 1 Level 2 Crate Types / Histen Use as steps, minimal cover / Können als Stufen benutzt werden, geringer Schutz Full Cover if crouched / Komplett geschützt wenn geduckt Full Cover / Komplett geschützt Counter-Terrorists / Counter-Terroristen Terrorists / Terroristen									
1	COUNTER - STRIKE 2D DE_DUST 1.3 English/German Designed by: Half-Pint Translated by: [IB] Dechande Revision Date: September 7th, 2001. Questions?, Comments, e-mail me at: halfpoint@counter-strike.net http://csnation.counter-strike.net/cs2d								
2									
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7									
http://www.tournand.com/guillaume/project_cs_guide/counter-strike_strategy_guide.pdf									

FIELD MANUAL NO. 7-8

INFANTRY RIFLE PLATOON AND SQUAD

*FM 7-8
HEADQUARTERS
DEPARTMENT OF THE ARMY
Washington, DC, 22 April 1992

<http://www.counter-strike.de/content/general/strategie/>
http://arotc.gmu.edu/Pubs/fm3_21x8.pdf

Tournaments

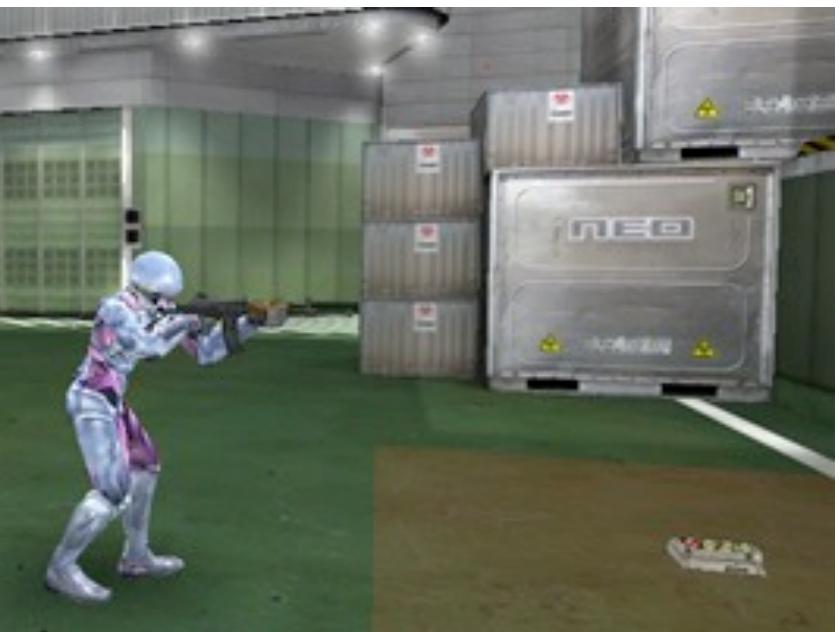
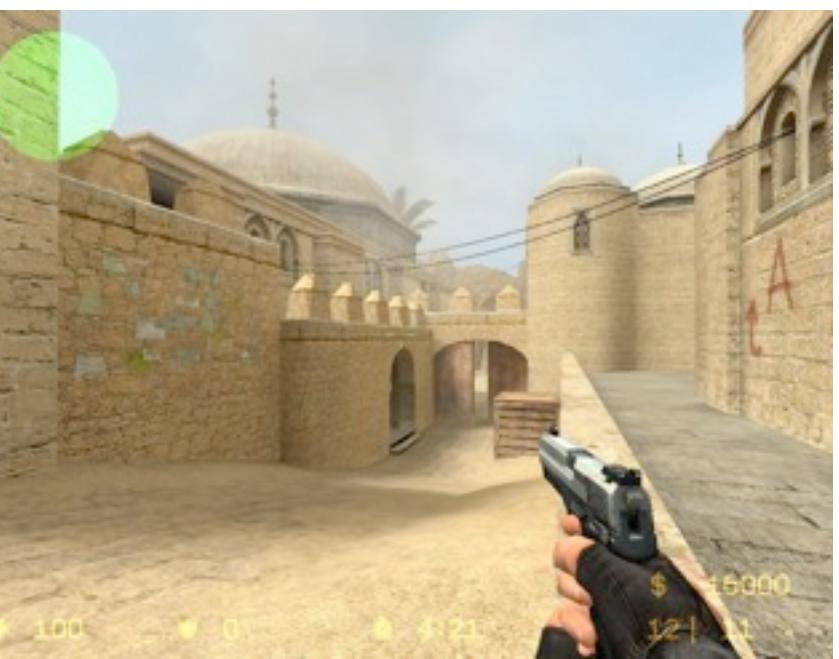


<http://www.esl.eu/alpen/wcg2011/news/136621/>

[2010 GF] Counter-Strike: Final/Set1 - Denmark2(DK) vs. NaVi(UA) /English

http://www.wcg.com/renew/tv/tv_main.asp?s_game=G0002&s_event=2010

- World Cyber Games
- Electronic Sports World Cup
- ESL Intel Extreme Masters
- KODE5
- Cyberathlete Professional League
- ESL Pro Series



Counter Strike Variants

2004 CS: Condition Zero (Single Player)

2004 CS: Source

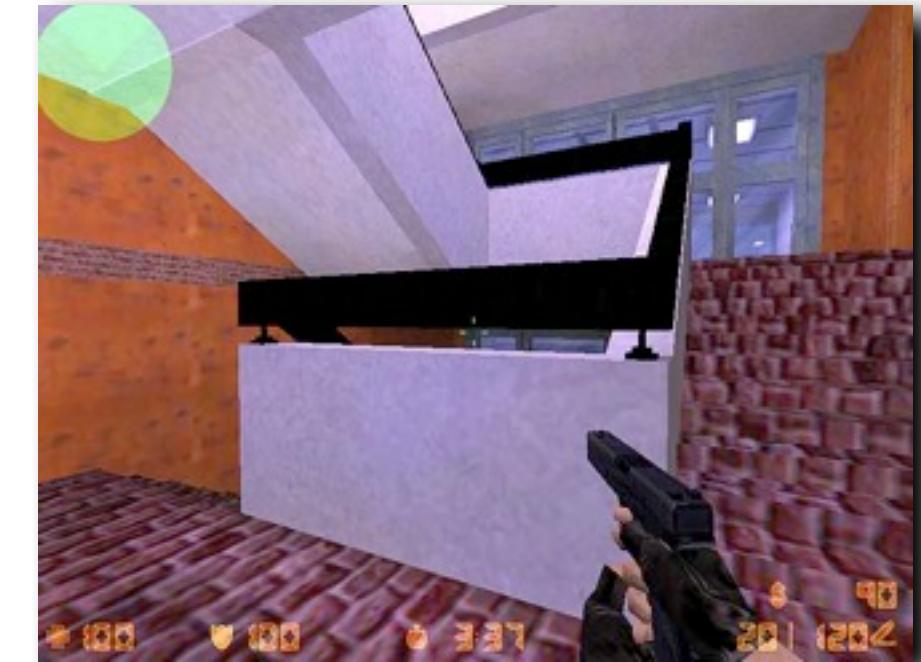
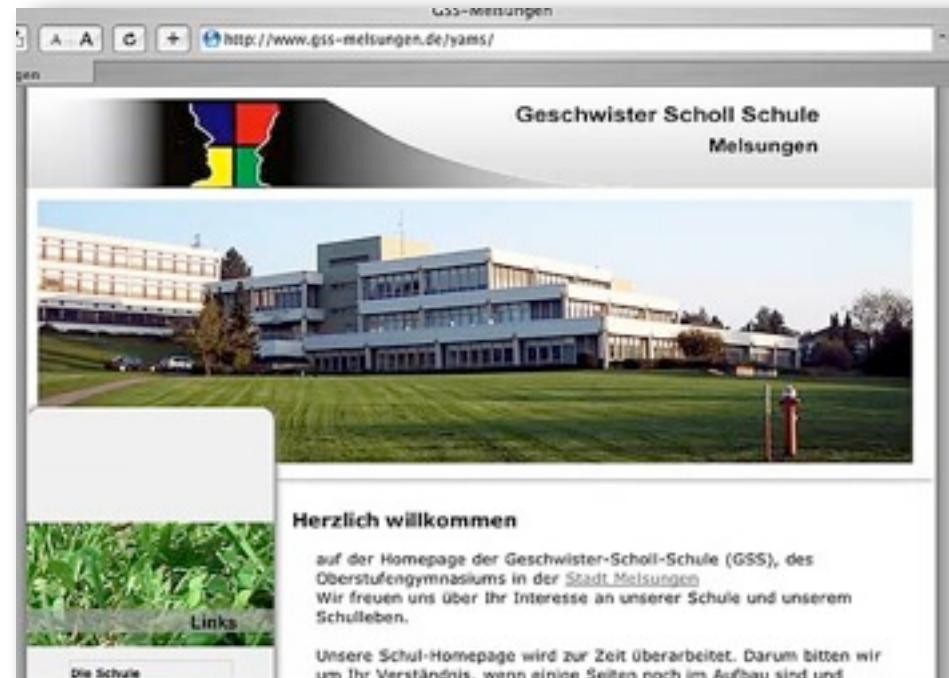
2004 CS: Neo (Arcade, Japanese)

2008 CS Online

2012 CS: Global Offensive

CS Fanmaps

<http://www.spiegel.de/netzwelt/tech/hysterie-und-wahrheit-die-maeer-von-der-emsdettener-ballspiel-arena-a-449857.html>



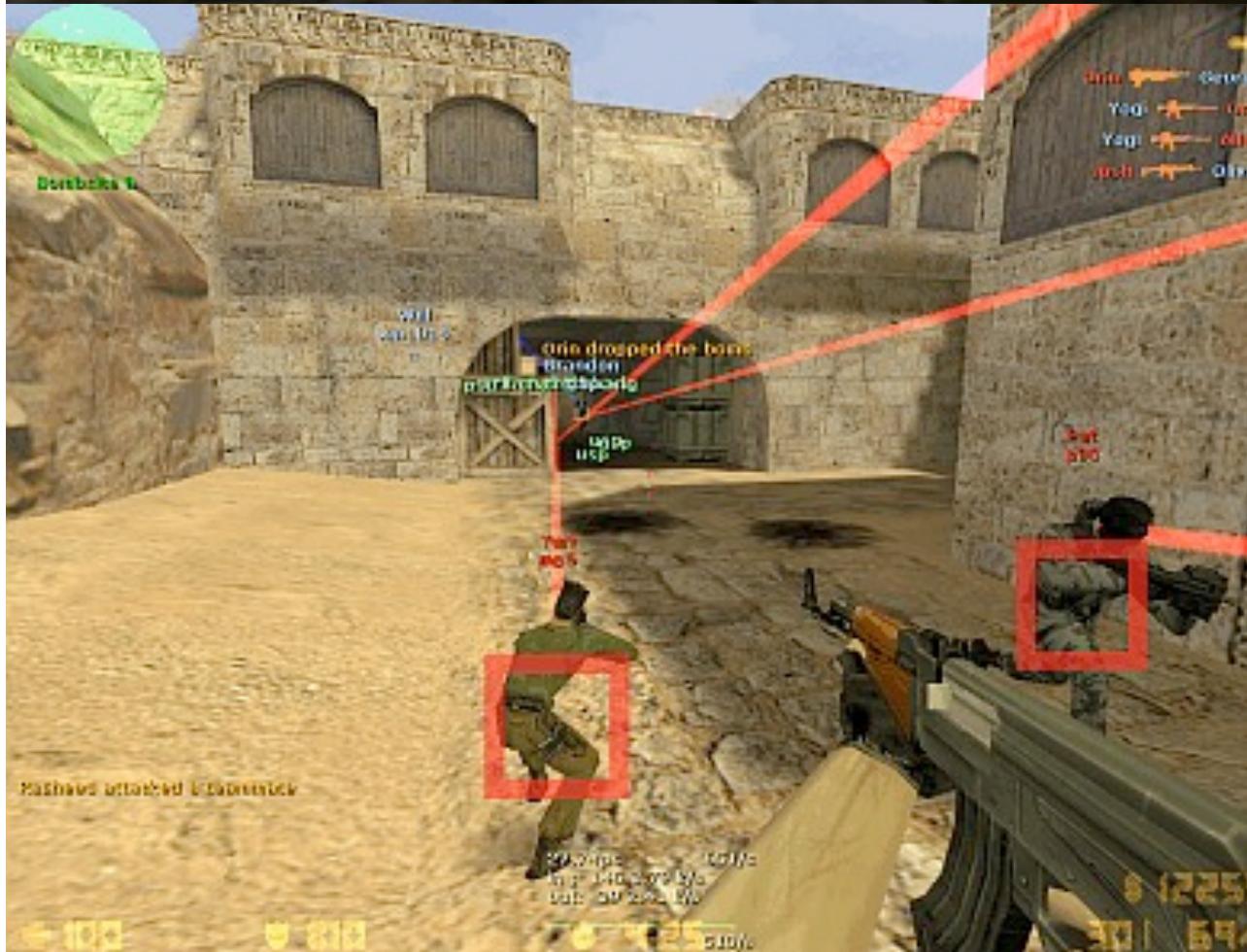
CS Mods



<http://www.youtube.com/watch?v=JJhFfXJXqZE>



www.jsclan.com



CS Cheats

- **Wallhacks** allows players to see through walls. These work by displaying objects that are normally obscured or by replacing opaque game textures with translucent ones. As the engine only renders the immediate area around the player, this does not allow a player to see the entire level at once.
- **Speedhacks** give the player increased foot speed. These work by sending false synchronization data to the server.
- **Recoil hack** removes any recoil (and thus improves accuracy) from a player's firearm.
- **No spread** is used to remove the random deviation normally experienced when the player shoots. This is similar to the recoil hack.
- **Aimbots** help the player aim at enemies, by auto-targeting other players. These work by using the game client library to calculate an enemy player's 2D coordinates from 3D space and automatically moving the player's mouse to the enemy target.
- **ESP** shows textual information about the enemy; such as health, name and distance; also information about weapons lying around the map, which could be missed without the hack. Most ESP cheats show info through walls.
- **Barrel hack** depicts an enemy's gaze as a visible line, this is also visible in the killcam.
- **Anti-flash** and **anti-smoke** remove the effects of the flashbang and smoke grenade. Implementation is derived from the wall hack.
- **AmmoHacks** gives the player unlimited ammo or the players ammo regenerates.

CSM - Online Manager Game

Members: 10061 Online: 1 320

Login

Username/Email:

Passwort:

[Login](#) Passwort vergessen?

Erstelle deinen Clan

Erstelle deinen eigenen
Clan!

Top 10 Clans

1. MASSIVE » саунд монж
2. MASSIVE » Prodigy
3. vindicate.echoes in ater
4. #Supreme • ! Charlie*
5. cr · outlaws
6. Unity » Para Bellum
7. newbies.Nerds for life
8. Unity » #13
9. OMG it's bet at your ov
10. viriathus.GotDemo?Ur

CSM - Online Manager Game

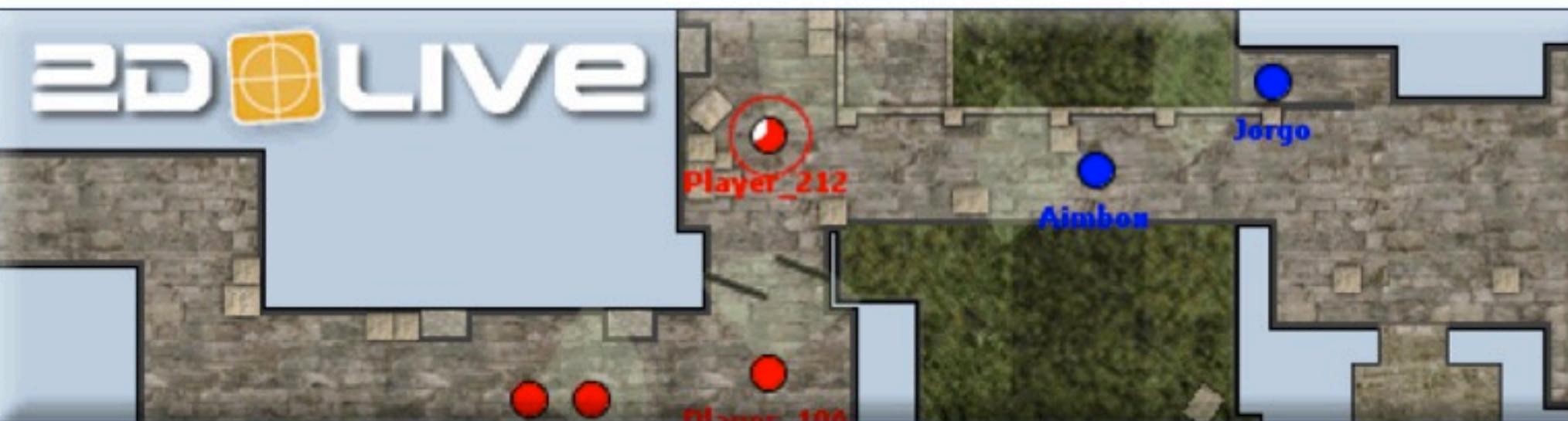
CSM ist ein Counter-Strike Manager Spiel, in dem du für einen ganzen CS-Clan (Spieler, Taktik, Personal, Finanzen, ...) verantwortlich bist.

Deine Aufgabe ist es, den perfekten Konsens in deinem Clan zu finden und gezielt nach Schwachstellen zu suchen, die noch ausgemerzt werden müssen. In verschiedenen Sektionen kannst du deine Spieler, deine Finanzen, dein Personal, deine Taktiken, deine Spiele und noch Vieles mehr managen!

Wirst du auch einmal an der Spitze des Spiels stehen und in höhere Divisionen aufsteigen oder sind die anderen Clans zu stark für dich und zwingen dich in eine niedrigere Division abzusteigen, von der aus du dich wieder hinaufarbeiten musst?

Das alles hängt von dir ab, als ein Manager deines eigenen professionellen CS-Teams und allem, was damit einhergeht!

www.cs-manager.com ::: #csmanager @ QuakeNet



Sponsor



Partner

Spiele

ReviewRoot



[Signup](#)



Urban Terror

<http://www.urbanterror.info/home/>

CS Clone

Discourse and media coverage



<http://www.youtube.com/watch?v=zvidPUXp1R8>



"We have a nation of Manchurian Candidate video gamers out there who are ready, willing, and able to massacre, and some of them will."

Jack Thompson, 2008

<http://www.msnbc.msn.com/id/23204875>

Killerspiele



Wirkforschung



<http://www.youtube.com/watch?v=Y5z89UYJG8E>

Next Step: LAN-Party



Thank You