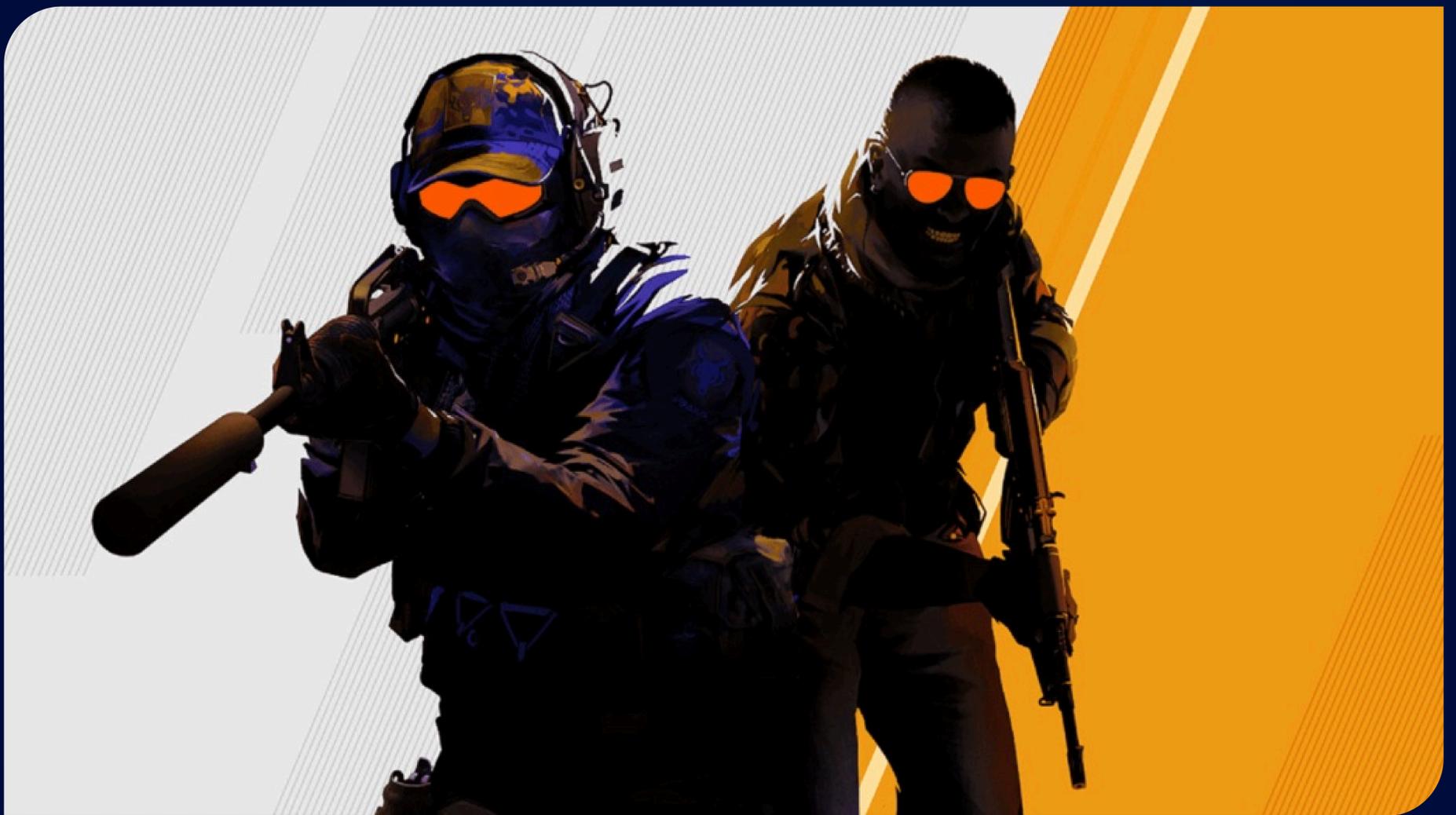


GAMER GUIDE

Counter Strike 2 Edition

The need to know you didn't know you needed



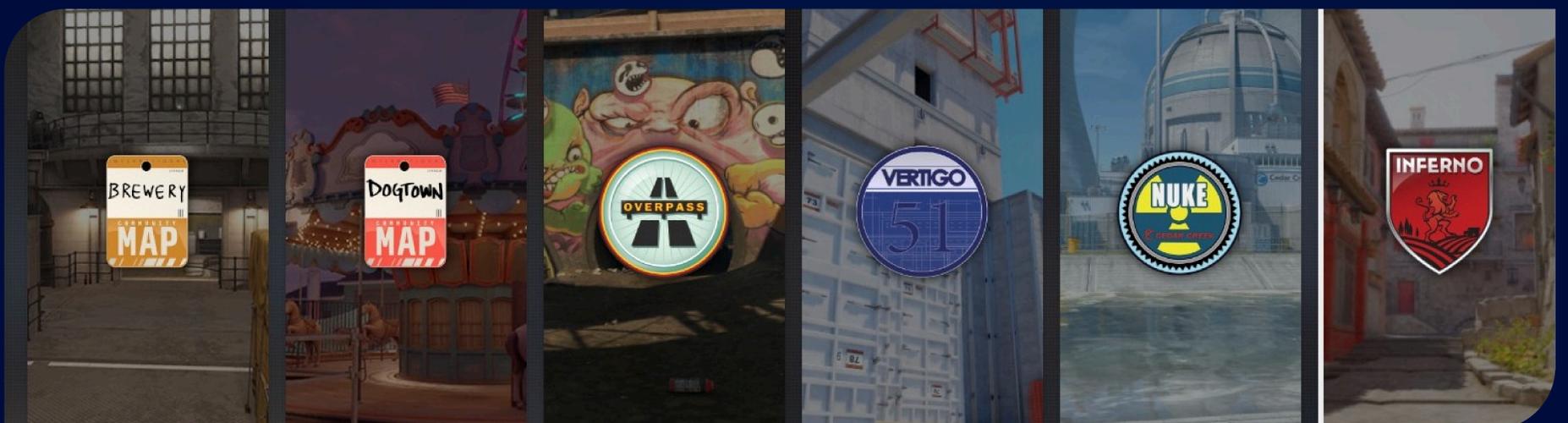
WHAT IS CS2?

Counter-Strike 2 (CS2) is the latest iteration of Valve's iconic, highly competitive first-person shooter franchise.

It all began as a MOD for the original Half-Life, with Minh Le and Jess Cliffe credited as the original creators. Valve acquired the intellectual property and partnered with the creators before the game's official release.

Counter-Strike version 1.0 was released on 9 November 2000, and since then, a handful of titles emerged, including Counter-Strike: Source and Counter-Strike: Global Offensive (CS:GO). CS2 officially replaced CS:GO on 27 September 2023—but that's enough of a history lesson!

Let's begin by first looking at the basics of the gameplay, the iconic maps, game modes, player roles, weapons/loadouts, beginner tips, esports stars to emulate, and some CS2 slang terms.



GAMEPLAY BASICS

At its core, CS2 has an addictive and straightforward gameplay loop. In regular modes, there are two sides (Terrorists and Counter-Terrorists) with five players each.

It's a 5v5 tactical, team-based first-person shooter built for esports and competitive play, boasting huge events with massive prize pools.

Terrorists must plant a bomb on either the A Site or the B Site. The job of the Counter-Terrorists is to stop the Terrorists from planting the bomb, or if that isn't possible, they must try to retake the bomb site and defuse before the timer reaches zero. Each team gets to play on both sides, switching at 12 rounds.

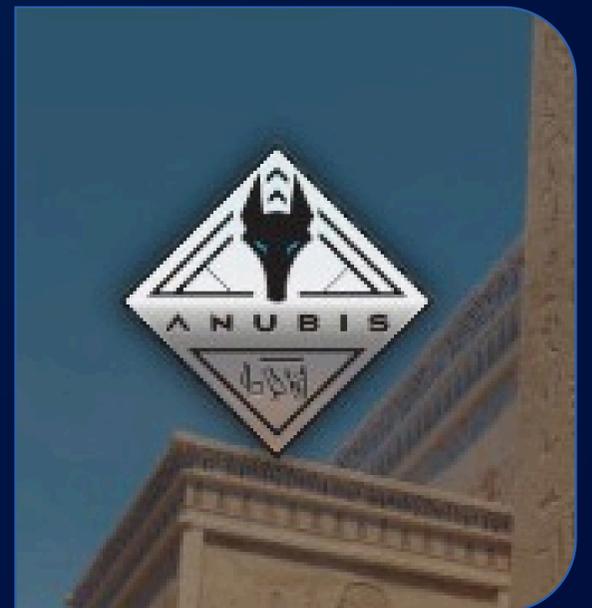
While competing, players can only view the virtual environment in a first-person perspective. They compete on virtual battlegrounds—unique maps that have stood the test of time thanks to their brilliant and mostly balanced design.

In regular CS2 matches, players earn in-game cash at the start of each round to purchase weapons, grenades, and armour.

There are dozens of guns, each with its own bullet spray patterns, sounds, and feedback to master.



ACTIVE DUTY MAPS



There are only seven Active Duty Maps at a time, used in esports and Premier Mode matches.

However, many others are available for players in Competitive and other game modes.

Some are tailor-made for a specific mode, such as Pool Day, Shoots and Baggage for Arms Race.

GAME MODES

DEATHMATCH

If you want to practice your aim, Deathmatch is the perfect place to start. This mode features all maps, and players instantly respawn at a random location when killed. A match lasts 10 minutes, and the player with the highest kill score wins. There's no economy to worry about, so you can play with any gun.

CASUAL

Most players first hone their skills in Casual. The mode offers round-based gameplay (12 rounds per half) just like Competitive, but without the intensity of overtime or the ability to climb through the ranks. Play with bots on this mode to get a feel for basic gameplay elements and map layouts.

CLASSIC COMPETITIVE

This mode is your bread-and-butter experience. Players follow the same round-based bomb defusal rules as Casual, but team damage and collision are enabled, overtime is possible, and after ten games, you'll start earning ranks.

PREMIER MODE

The cream of the crop for highly competitive players, Premier Mode follows the same rules as Classic Competitive, but teams and players can climb global and regional leaderboards. A map veto system is added to the start of a match to replicate the same system used in esports tournaments.

ARMS RACE

CS2's version of the classic Gun Game. It features instant respawns and a gun-progression system. Players swap weapons automatically after they score two kills. The first player to make their way through the entire arsenal and get one last kill with a knife wins the match.

WINGMAN

A 2v2 round-based game mode where players can climb the competitive ranks on smaller maps, specifically designed for this mode or versions of popular maps that have been reduced in size. Teams switch sides at eight rounds played instead of 12, and rounds are shorter, resulting in intense gameplay.



PLAYER ROLES

Unlike many other competitive shooters, CS2 does not have specific heroes to take up roles such as a “tank” or “healer.”

Instead, CS2’s roles are more loosely defined, as players can pick up any weapon in a round.

Keeping this in mind, we’ve got five player roles to discuss!

AWPer

The most defined role in an esports team and most competitive matches is the AWPer—the player who uses the “Big Green” sniper rifle. There’s generally just one AWPer in a team, unless a specific surprise tactic calls for a second player to pick up the iconic sniper rifle.

IN-GAME LEADER

The In-Game Leader (IGL) is generally a rifle user but can be an AWPer in rare cases. The IGL calls the shots on the server, developing tactics, ordering others into positions, asking for rotations, and setting up plays for a bomb site attack or defence.

ENTRY FRAGGER

As the name might suggest, these players are willing and able to go in first. They must have nerves of steel, running around corners and straight into danger, setting up plays and providing others with opportunities to trade frags efficiently.

SUPPORT

In this role, players will sacrifice themselves for others on their team. If an AWPer needs you to peek around a dangerous corner, or your star rifler needs an AK-47, it’s up to you to provide them with whatever they require. Many support players also take on the IGL role.

LURKER

The Lurker is a popular position, perfect for loners who love to go out on their own, taking the path less travelled. Lurkers often run into trouble, but when their explorations pay off, they can catch the enemy with their back turned and score a multi-kill if their aim is true.



BEST WEAPONS AND LOADOUTS

Developer Valve rarely makes significant balance changes, which means the best weapons in CS2 should remain the AWP for snipers, the AK-47 and M4A1-S for rifles, and the Desert Eagle as the secondary weapon of choice in pistol rounds.

In CS2, you can set specific loadouts to pistol (or economy) rounds, mid-tier buys, and full buy rounds. We've outlined some excellent loadout settings for both the CT and the T-side, so you can have the most effective options in-game.

In CS2, every weapon is deadly in the right hands. You can kill an opponent in the blink of an eye with a pistol, one-shot them with the AWP or with headshots from most rifles.

BEST TERRORIST LOADOUTS

PISTOL OR ECO	MID-TIER BUY	FULL BUY
Glock-18	MAC-10	AK-47
Desert Eagle	UMP-45	Galil AR
P250	P90	SG 553
Tec-9	MP7	SSG 08
Dual Berettas	XM1014	AWP



BEST WEAPONS AND LOADOUTS

BEST COUNTER-TERRORIST LOADOUTS

PISTOL OR ECO	MID-TIER BUY	FULL BUY
USP-S	MP9	M4A1-S
Desert Eagle	UMP-45	M4A1
P250	P90	FAMAS
Five-SeveN	MP7	AUG
CZ75-Auto	XM1014	AWP



Success or failure in CS2 depends primarily on player skill.

Use our tips to click heads with vigour!



TIPS TO WIN AT COUNTER STRIKE 2

Now that you understand the available game modes, the competitive maps, roles and best weapons to use, it's time to play! To help you get started in CS2, we've included five essential tips for beginners. Strap in, soldiers—you'll need quite a bit of practice

LEARN MAP CALLOUTS

Each competitive map has dozens of callouts, indicating specific portions of a map. For example, the iconic Banana callout on Inferno, or Pop Dog on Train. We highly recommend you learn the callouts on each Active Duty map in CS2 to communicate with teammates effectively.

PRACTICE CLICKING HEADS

Success in CS2 largely depends on hitting those perfect headshots, dealing devastating damage in a split second. As a general tip, practising your aim is of the utmost importance. Use a clear crosshair, practice in Deathmatch Mode or on Workshop maps, and focus on aiming, spray control, and crosshair placement to hone your skills.

TEAMWORK IS A PRIORITY

To climb the ranks in Competitive or Premier, you must work well with teammates. Whether they are random players you've matched with or close friends doesn't matter—always communicate what you are doing, where you've spotted an enemy, and assist when required.

MANAGE YOUR ECONOMY

Every kill, every round win (and loss), and every bomb plant sees players earn in-game cash. You can use cash to purchase weapons in the buy phase of each round. With enough practice, you'll be able to manage your economy, learning what you can afford and considering how much money you'll have to purchase weapons or equipment in the next round, both in the scenario where you win the current round and in one where you lose.

MASTER UTILITY USAGE

Effective utility use can make or break a team's chances of success. Each CS2 map has fantastic setups to learn, throwing utility, such as Smoke Grenades and Molotovs, at precise angles to block off certain pathways or force enemy players out of specific spots.

Follow our tips and keep practising. Soon, you'll click heads with the best of them and light up the server!

ESPORTS STARS TO EMULATE

Mathieu "ZywOo" Herbaut

The French superstar AWPPer is considered by many to be the best CS2 player in the world. Born on 9 November 2000, the same day as the release of the original Counter-Strike 1.0, ZywOo is often referred to as "The Chosen One."

Nikola "NiKo" Kovač

In annual top 10 player lists, NiKo has stood out as one of the only riflers in a sea of AWPers, and rightly so! The Bosnian star wears his heart on his sleeve, and clicks heads with absolute precision.

Oleksandr "s1mple" Kostyljev

Ukrainian legend s1mple is widely considered the GOAT of the CS:GO era, lighting up the server with his incredible, aggressive AWP plays. If you want to emulate old-school greatness, s1mple's your pro!

Danil "donk" Kryshkovets

Entry Fragger "donk" clicks heads with such precision that few can go toe-to-toe with him for more than a few rounds. He demolishes nearly everyone with mind-blowing plays, scoring clutch after clutch to propel a team to victory.

Maksim "kyousuke" Lukin

If you are reading our CS2 guide several years into the future, may we suggest checking out prodigy Maksim "kyousuke" Lukin, born in 2008. He is one of the most promising riflers (Entry Fragger) in the business, and we expect to see amazing things from this player from 2026 to at least 2030.

Ilya "m0NESY" Osipov

After winning the Rookie of the Year award in 2022, Young AWPPer m0NESY has only improved. A frightening force on the server, m0NESY rarely misses a shot, earning him the nickname "Baby GOAT."

ZywOo is The Chosen One, born on 9 November 2000, the same day the original Counter-Strike 1.0 was released.

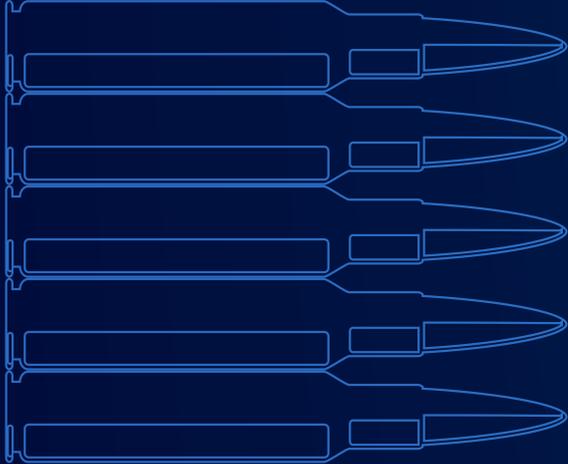
COMMON SLANG IN COUNTER STRIKE 2

With well over two decades of Counter-Strike under the collective belts of PC gamers, many slang terms have flourished. Shoutcasters, analysts, hosts and teams in the most significant esports events use some of the most popular slang terms—so it's worth learning the basics.

Let's peek at some of the most popular slang terms used in CS2.

- Bait - When one player takes enemy fire, draw them out into the open so a teammate can take them down.
- Collateral - If one AWP bullet goes through multiple players, it's called collateral damage or collateral kills, depending on its impact.
- Ace - A player scores all five kills in a round of CS2.
- Execute - A planned and practised tactic for attacking a bomb site on a specific map. For example, "let's execute on Bomb Site A"
- Clutch - When a player wins the round in a 1vX situation (from 1v2 to 1v5), it is called a "Clutch." If a player wins a 1v5, it is technically called an "Ace Clutch."
- Ninja Defuse - When a CT player manages to sneak through the T defences in a post-plant situation and defuse the bomb.
- Dink - When you hit a headshot on an armoured opponent.
- Camping - A term as old as multiplayer gaming itself, indicating that a player (the camper) has taken up a spot on a map and refuses to move.
- NT - Used in most competitive games as a positive "Nice Try" statement after a failed clutch attempt, it can also be used as a boastful "Not Today" message.
- GH - The term "Good Half" acknowledges that the first half of a CS2 map was close, fun, or both. Respectful players use GG (Good Game) at the end of a match.

Got dinked by the camper at A Site during a mid-game execute, but managed to pull off a 2v1 clutch on low health anyway. NT!



THANK YOU

The best page