
CS:GO Player Profiles Download Now



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About This Series

The best players are not made overnight. Being the best of the best in CS:GO takes tremendous dedication and skill. This package contains a collection of interviews that will take you around the world and inside the lives of the CS:GO elite, offering an in depth look at the stories behind the players that are shaping the scene today.

Title: CS:GO Player Profiles
Release Date: 26 Oct, 2015
Country: United States
Video Resolution: 1080p
Aspect Ratio: 16:9
Audio: Stereo
Seasons: 4
Episodes: 24

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Minimum:

OS: Windows 7

Processor: Intel Core 2 or AMD equivalent

Memory: 1 GB RAM

Network: Broadband Internet connection

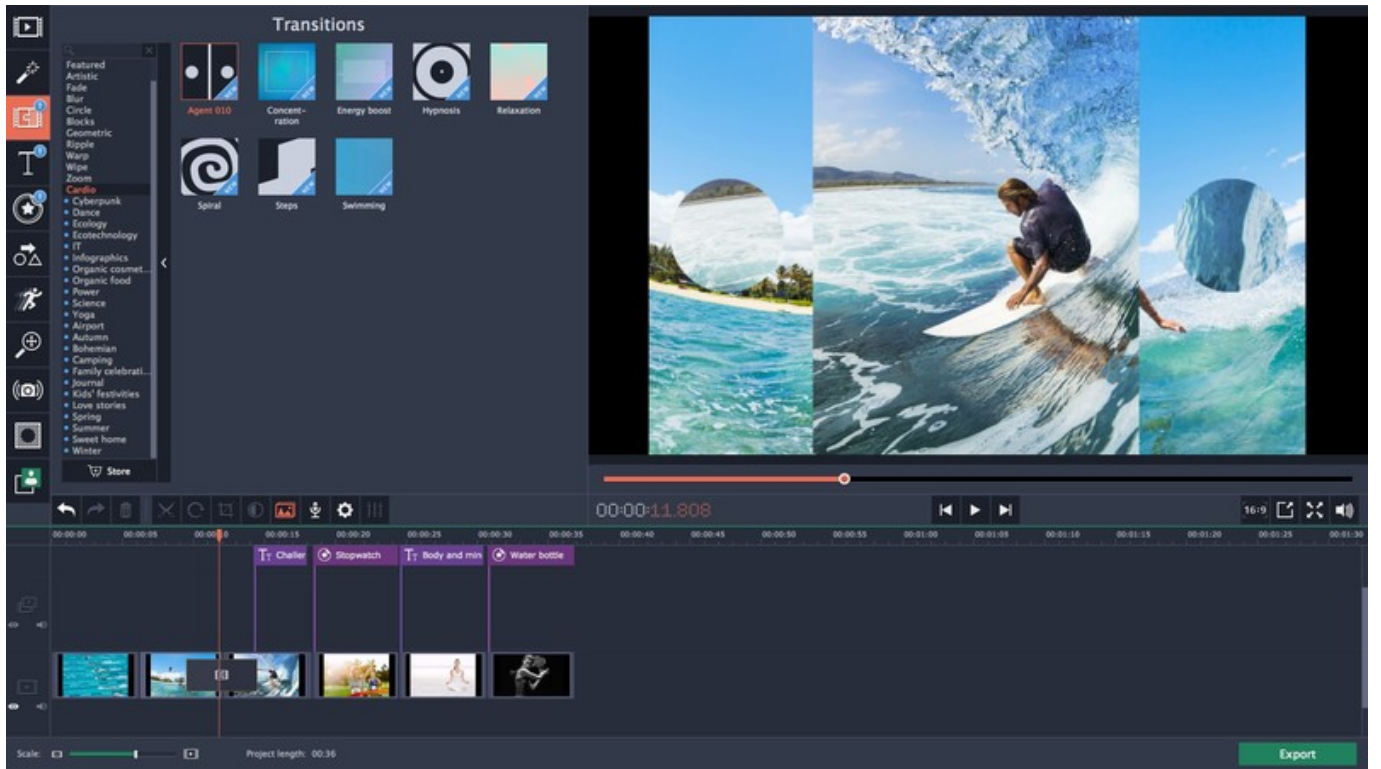
Storage: 200 MB available space

Additional Notes: Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English







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I like this concept of this game, but I'm really frustrated. On game start you're immediately thrown into the first level with no instruction. After figuring out the controls (controller works far better than WASD ∨ Run shift ∨ Space Bar jump + mouse, as many of the jumps require running, and the default is set to walk speed with no auto-run available), I tried to complete the first maze. I assume I have to find a portal like the one I entered to get there, but...there's no portal visible, and only one upward vertical jump available; every other option (including after the first vertical leap) sends you down. Fine, I'll go down. After trying multiple directions, and dying multiple times from missing jumps, I have yet even to SEE another portal, and the moving pillars shown in the videos are not moving; everything is static, so there's no waiting for another path or a view of the portal to reveal itself.

The first level(s) should be easy, with short paths to reach easily visible portals while teaching mechanics and giving the player a chance to become accustomed to the controls. Falling should not end the game at this learning stage; it should just force you to retrace your steps to get back to the jump whose timing ∨ speed you are learning. I gave up after at least 10 forced game restarts.

I also strongly suggest that "Run" speed be the default, and the Shift ∨ Left Trigger key instead be used to move at walk speed -- or make this an option in the configuration menu.. I enjoyed this gay experience.. I have been waiting for Chapter 2 since I finished Chapter 1 and I have to say that it worth it. Sapphire Dragon did a great job with the second chapter as they created a longer story and also new difficult puzzles. I am glad that somehow they continued the story from the first chapter.

Also I have to say that is a great improvement that they implemented a local map of the town, so I didn't had to get lost again. Inventory seems the same, but now in Chapter 2 you have more items to collect.

The new Steam achievements for the game are great as well and you really have to struggle to complete them, which is awesome.

From many 2D pixel games I have to say that this one started to be one of my favorite. However, I am a bit disappointed about the soundtrack, which needs to be improved and also perhaps some voices for the main characters would be nice.

Overall, the second chapter is really good and I can't wait for Chapter 3 to be released.. Give it to someone you love... or hate... if you're going to give them this game there's probably not much of a difference.. 6/10 soundtrack, basically bought it to support the writer.. Not the worst DLC, this one is a little thin. Still, it doesn't make big promises like some of the other DLC, and there weren't any obvious missed opportunities. Worth it if you love the game, completely missable if you don't. In other words: DLC.. Good game, but the maps are kinda boring because they don't seem to change that much as you level up.. More than i expected

The \u2665\u2665\u2665\u2665 did i play. Opposing force is my favourite out of all the add ons. Blue shift was ok at most, because theres no new weapons, or enemies, and worst of all, you cant use HEV suit chargers. Opposing force however, plays the role of the soldiers that swear every five seconds. Theres new weapons, and not a single crowbar in site. You can also create a time paradox, which is pretty interesting. The Race X creatures are way better than a tiny headcrabs, and the gene worm is a lot more menacing than a Gargantua, or the Nihilanth (mind you you get to blow up a gargantua) and a PCV suit instead of an HEV suit or an armour vest. You can also interact with other soldiers, and make tiny crews. One of my favourite games, and one of the best games out there. 10/10 would die from Shock troopers again. Refreshingly \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665, in every amazing way. I haven't played such a broken game in a while. Some achievements are unlocking with no apparent reason, others are listed as broken and most likely you will never get them. For the person that likes to at least try to have their games 100% finished it's quite annoying. But I wouldn't call it the worst part... Sometimes the whole levels are broken, textures don't load and you will find that the only solution is to start the game from the begining.

I was interested in possibility of making photographs, but too often it turned out to be a completely pointless part of gameplay mechanism with no value added to the player's experience. Horror's aspects were very cliché and poor monsters' models were more funny and grotesque than actually scary.

As for the story personally I found it quite boring. I haven't felt any sympathy or dread for the characters' fates. The whole story seemed to be forcefully enigmatic and at the end I have a hard time to understand its conclusion.

Save your time and money - don't buy this game.. This is just a first impression review of the game and it is most definitely fun and entertaining, to the point where I am writing my first review ever! A great puzzle game with art that is enjoyable and entertaining to play around with.

Just a side note: I'm not sure about the "rogue-like" tag. I am still on my first play several hours in and have yet to die (as a huge fan of rogue-like games this doesnt tend to happen) In no way do I mean that with any sort of negative connotation, just pointing out that its not typical of rogue-likes, but so far so good :)

More to come!

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