Forum:Hack Forums

Thread: [GUIDE] How to improve at CS:GO

Biggy - *January 30, 2018, 11:14 pm*

[img]http://media.steampowered.com/apps/csgo/images/operationvanguard/logo.png[/img]

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Introduction to CS:GO

Counter-Strike was originally released in 1999 as a mod for Half-Life. As time went on, it progressed from beta to a fully released game. From the very popular Counter-Strike 1.6 and Counter-Strike: Source, comes finally the most popular of it's kind, Counter-Strike: Global Offensive. CS:GO is a multiplayer first person shooter action packed game. In a competetive standpoint, it consists of a 5v5 scenario. CS:GO has a "matchmaking" mode that allows players to play on dedicated servers. They also allow members to host their own servers for their customer game modes and custom maps.

This tutorial is going to include a text guide from myself, along with some videos guides to touch on certain subjects to give you a better understanding of how the topic I'm covering works and what you can do to improve in each one.

Mouse/Keyboard/Headset

Having a good mouse is an essential part of improving at CS:GO. If you're still running on that ball wheel mouse, you aren't going to get very far at improving. You don't need the most expensive mouse there is, but you most definitely will need some sort of gaming mouse. One of the most popular mice out there for it's price and quality is the Razer Deathadder. It is a very comfortable mouse with a 4g sensor. You can also pickup a good mousepad with the mouse as well, as you don't want to be practicing to get better at the game on a hard wood platform.

Starting off, a keyboard isn't a huge necessity. Any bland keyboard should work. Your main importance would be a good mouse/decent headset because your aim and sound at the most

crucial at improving.

A good headset is definitely good to have, because sound is a essential part of the game. Hearing enemies footsteps is a good way to locate the enemies and know wether or not if your getting flanked, or where the enemy team might be going.

Mouse Configuration Tips

1. Default mouse speed
   - I would recommend keeping your default mouse pointer speed around the middle speed (6/11). You can find this by going to Control Panel > Mouse Settings > Pointer Options.

2. Ingame Sensitivity
   - Your in-game sensitivity is all personal preference based. It all depends on your gaming style. Do you like to have slower aim to lock onto enemies? Or are you more of a faster gamer that likes to react quickly? If you are not sure, I would recommend keeping it on the default and then tweaking it overtime to your liking.

3. Mouse acceleration
   - I would personally recommend disabling mouse acceleration as a new upcoming player. There are, of course, positives to having this enabled. However, until you are more comfortable with aiming, I would simply recommend having it disabled.

Aim Training

One of the best ways to practice is an aim training map. The map is going to use various tools to practice your reaction time and aiming at enemies. It has customizable settings that you can adjust to make the aim training easier/harder as time goes on. It also practices your flicking towards enemies, which is extremely crucial if you are looking to improve at the game, you'll definitely want those fast reactions/flicks.

CS:GO Map Download link - training_aim_csgo2_dark

This is the download link for the map that you will be training on.

Another GREAT map to train on, is known as aim_botz. This map is especially good because you have a lot of customizable settings, and you can add bots instantly by shooting a button. You also have multiple settings to allow bots to move in certain directions, stand still, have a kevlar/helmet or not, make them long range/short range, place boxes in front of them, and many more. This is by far one of the most popular aim training maps, which I have used myself in an effort to improve.

CS:GO Map Download link - aim_botz

Another great aim training map is a map where you can kill bots. Killing bots can be one of the most efficient ways to warm up and practice your aiming. There are a ton of targets, which you can chose to not shoot back at you.

CS:GO Map Download link for bot training - ak-47_map_csgo

Once you load up this map, type "exec bots" and then "give weapon_ak47" (if thats what you want to practice) in console all without quotes.

Once you are comfortable aiming with bots, you can start to practice against real people in

deathmatch. Deathmatch is a great place to practice in due to the instant respawn times.
You can use the official Valve sponsored Deathmatch servers, or you can jump into a FFA (Free for All) deathmatch server. FFA DM may contain players that are a bit more experience at the game, however.

If you are interested in trying out the FFA DM servers, here is a server list for them:

https://fragshack.esea.net/index.php?s=servers

Learning Recoil/Spray Training

A big part of CS:GO is spray patterns. In a basic description, a spray pattern is used when you want to perfectly align how your gun spray pattern shoots to kill the enemy. You cannot just shoot your gun indefinitely and expect to get a kill. CS:GO is a competitive game and that just doesn't work. If you are going to want to improve long term, you need to understand how spray patterns work. Luckily, there is a map that shows you exactly how to do so.

Download Link - Recoil Master - Spray Training

[Video: https://www.youtube.com/watch?v=Pa5QfRNlSp0]

This is a video explaining exactly how spray patterns work. It's going to get you started on the basics, then you can follow up in the map download link above to start practicing.

Crosshair Placement

Another huge topic of Counter-Strike is crosshair placement. In a general sense, if an enemy is coming around a corner aiming is gun at you, where do you think you should be aiming to ensure you are the first person to get the kill? His feet? His leg? Above his head? Neither. You want to be aiming directly as his head when peaking around corners.

You ensure you get the kill FIRST, that's how it should be done. Directly at the head when peaking around EVERY corner. If you give the enemy the chance to hit the shot off on you first, you'll likely end up being killed. Keep in mind, that crosshair placement does also go hand in hand with map awareness, so if you aren't comfortable with the maps knowledge yet, then I would hold off on crosshair placement until you understand the maps.

Video Guide on Spray Pattern

Here is a great video by a professional player known as Adren, he also touches on pre-shooting in the video, which would go hand in hand with crosshair placement, and is also a great technique for newer players in the game.

Buy rounds, save rounds & economy

So, as a beginner, you might be asking yourself, "wtf should i buy this round?". This answer is actually quite simple and I will explain it in the most basic way possible. First thing you need to understand is that, the economy is extremely important in a competitive match. If your team is not coordinated on the weapons you are buying and when you are buying them, it could ultimately cost you a loss.

You should always have kevlar. If you can afford it, 1000$ for a kevlar and helmet. A helmet is not always necessary on the Counter-Terrorist side because AK-47's are usually the enemy's weapon of choice and they can instantly headshot you, but if you have the extra money in the round then you should always be safe and buy the helmet as well. After that, next important is obviously your weapon, which should include (in a buy round) an M4/AK-47/AWP. Then follow up with important nade buying, such as flashes/smokes/grenades/defuse kits.

Now, another concept to grasp is eco rounds. If you lose the FIRST round, is it generally known to use the second round as a save/eco round. A good standpoint to buy off of, is if your team has below 4000$, you should save until you can get a full buy in. The number one thing on this subject is communication. You need to talk to your team, asking them if it's appropriate to buy yet, taking a look at their current money standpoint and making sure they have enough COLLECTIVELY to buy as a team. You don't want to start a round with low money and just start buying weapons. It's bad communication and will stagger your team.

Numbers to remember:

$4100 - The cost of an M4 and Helmet
$5500 - The cost of a full CT buy with M4
$4750-$5350 - Glass Cannon AWP
$5400+ - AWP with kevlar
$3350 - AK + Kevlar
$3700 - AK + Helmet
$4700 - Full T buy with AK

*Thanks to Clutch Round for the image

Credits

Thanks to "Daddy's" steamcommunity tutorial for links/general understanding of subjects.

Payload - *January 31, 2018, 1:13 am*
Never played CSGO but posting here in case I do, nice guide.

Tweex - *January 31, 2018, 9:13 am*
Pretty detailed guide. Most important part of this is ECO. New players cant wrap their head around ECO rounds.

video_error - *January 31, 2018, 10:24 am*
1. Find cheat.
2. Buy/download cheat.
3. Inject cheat.
4. ???
5. Profit.

Pls liek and subscrib. ty. No but seriously looks like a good guide.

Biggy - *January 31, 2018, 1:16 pm*
Thanks for the kind words guys. :)

Crystallize. - *January 31, 2018, 2:32 pm*
That’s a very well written tutorial, good job Biggy.

Biggy - *January 31, 2018, 3:43 pm*
(Jan 31, 2018 03:32 PM)Crystallize. Wrote: [CITE] That's a very well written tutorial, good job Biggy.
Thank you. Appreciate the kind words.

dismayed - *February 1, 2018, 2:31 am*
Nice tutorial, very good for anyone below Gold Nova

phunted - *February 1, 2018, 2:58 am*
Well written & visually appealing. This guide is perfect for new and upcoming CS players.

Props.

Biggy - *February 1, 2018, 11:18 am*
Thanks guys, appreciate the input.

SORRIE - *February 1, 2018, 11:22 am*
It's a nice guide but its all on youtube for years

SIM-2223238 - *February 2, 2018, 8:08 am*
should include movement too, which is like 40% of the game

SIM-3051398 - *February 2, 2018, 8:15 am*
Good guide its a little cringe you linked warowl tho xD

sAVITAR - *February 2, 2018, 3:44 pm*
Looks like a really well set up guide, CSGO is just like any sports in real life. You need to practice to get better.

clorster - *February 2, 2018, 3:45 pm*
Great tutorial!

I knew the most, but I will share it to friend if they intend to start playing cs

Legitimately - *February 2, 2018, 6:00 pm*
I feel like if you added more screenshots, and also added an image of all the weapon spray patterns, it would've made the guide a lot better. Great guide nonetheless, it gives new players an insight on what they should expect.

Hydraxus - *February 3, 2018, 9:48 am*
Nice guide, don't really play CSGO anymore, but this will definitely help the novices / intermediate CSGO players.

Keep up the great work!

Lexy- - *February 3, 2018, 11:25 am*
Teh real way to improve at CS:GO

>Use aimboat

CatalystFTW - *February 3, 2018, 2:03 pm*
Wheres the section for cheats.

Biggy - *February 3, 2018, 3:56 pm*

(Feb 2, 2018 09:08 AM)Aggron Wrote: [CITE] should include movement too, which is like 40% of the game
I wouldn't say it's 40% of the game but I definitely do plan on adding that as well.

Gonna be adding some additional things to this tutorial.

Biggy - *February 6, 2018, 10:57 pm*
Anyone have any advice on what I can add to make this tut better?

SIM-119661 - *February 7, 2018, 5:19 am*
Look's like you have put some time writing this guide. But It always comes down to how much time you can put in it, I have played for a long time and the best advice I have it's just to play alot

Biggy - *February 7, 2018, 8:51 pm*
(Feb 7, 2018 06:19 AM)soul_collect0r Wrote: [CITE] Look's like you have put some time writing this guide. But It always comes down to how much time you can put in it, I have played for a long time and the best advice I have it's just to play alot
Pretty much, but there's also practicing you can do to make it easier.

raumdeuter - *February 8, 2018, 4:54 pm*
Quote:A good headset is definitely good to have, because sound is a essential part of the game. Hearing enemies footsteps is a good way to locate the enemies and know wether or not if your getting flanked, or where the enemy team might be going.

Anything will do really, as long as the quality of the sound is decent. I'm using the LG QuadBeat Tuned by AKG that came with my old LG V10 and they are absolutely amazing for CSGO.

The guide is really good overall.

dismayed - *February 8, 2018, 6:19 pm*
I would say after a while, you will find a playstyle that you like.

Passive (coldzera, Xyp9x)
Aggressive (Fallen, Stewie2k, oscar)
Hybrid of Passive and Aggressive (Tarik, Xantares, JW)

Watch players that use the same playstyle as you
Watch semi-professionals not just pros. (These players make mistakes a lot)
https://www.hltv.org/results
You don't need to know the spray pattern, most weapons you can shoot 5-7 bullets while having a somewhat straight line
Learn the difference between flicking and reaction (flick to head vs waiting for them to run into crosshair)
Learn not to change sensitivity
Difference between Aimmaps, Deathmatch and retakes
Watch pros smurfing in lower ranks
Flusha: https://www.youtube.com/watch?v=h-A8UHlHUqU
Edward: https://www.youtube.com/watch?v=rxFYgMb9cro

raumdeuter - *February 9, 2018, 3:11 am*
Should have added fer to the aggressive players.

Crya - *February 10, 2018, 10:12 am*

Some info is odd and can be avoided. Such as the windows sensitivity shit. Most players play with raw input so your windows sentivity is irrelevant.

Also could get into the eco/buying meta currently, but prob not needed.

Biggy - *February 10, 2018, 3:58 pm*

(Feb 10, 2018 11:12 AM)Crya Wrote: [CITE] Some info is odd and can be avoided. Such as the windows sensitivity shit. Most players play with raw input so your windows sentivity is irrelevant.

Also could get into the eco/buying meta currently, but prob not needed.
I disagree. The average user does not use raw input, at all. Generally raw input is uncommon. Keeping windows sensitivity is a median is better, then adjusting in game sensitivity.

?wain - *February 10, 2018, 4:24 pm*

(Feb 10, 2018 04:58 PM)Biggy Wrote: [CITE] I disagree. The average user does not use raw input, at all. Generally raw input is uncommon. Keeping windows sensitivity is a median is better, then adjusting in game sensitivity.
I personally feel like almost everyone plays with raw input nowadays.

I think you should add more information regarding saves etc. Mentioning if you're terrorist and you don't get the plant and lose first round to force next, whereas if you do get the plant and lose to full save next round for aks etc.

Also, I would add a section regarding smokes and how easy it is to take sites by smoking choke points.

http://sothatwemaybefree.com/ is an awesome reference to have open while playing if you are new and want to practice executing smokes with your team.

Biggy - *February 12, 2018, 2:46 pm*

(Feb 10, 2018 05:24 PM)?wain Wrote: [CITE] I personally feel like almost everyone plays with raw input nowadays.

I think you should add more information regarding saves etc. Mentioning if you're terrorist and you don't get the plant and lose first round to force next, whereas if you do get the plant and lose to full save next round for aks etc.

Also, I would add a section regarding smokes and how easy it is to take sites by smoking choke points.

http://sothatwemaybefree.com/ is an awesome reference to have open while playing if you are new and want to practice executing smokes with your team.
Yeah, I'll,touch up more on save rounds as well and add that in.

SgtSmusi - *February 13, 2018, 6:46 am*

nice guide should help new players a lot, still dont know how anyone can be under LE in 2018 though

Biggy - *February 14, 2018, 11:55 am*

(Feb 13, 2018 07:46 AM)SgtSmusi Wrote: [CITE] nice guide should help new players a lot, still dont know how anyone can be under LE in 2018 though

Thanks. And it happens, there's always new players in the scene.

Biggy - *February 16, 2018, 7:00 pm*

(Feb 14, 2018 12:59 PM)Minismuts Wrote: [CITE] LEM*
Agreed, it's decent for even some of the best of players.

Biggy - *April 29, 2018, 2:53 pm*

Gonna be updating this and making it better with more information. Any suggestions on what to add?