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Professional Counter-Strike competition

Professional Counter-Strike competition involves professional gamers co

mpeting in the first-person shooter game series Counter-Strike.

The original game, released in 1999, is a mod developed by M

inh "Gooseman" Le and Jess Cliffe of the 1998 video game Half-Life, pu

blished by Valve.

Currently, the games that have been played competitively include Counte

r-Strike (CS also called CS 1.6), Counter-S

Source (CS:S) and Counter-Strike: Global Offensive (CS:GO).

Major esports championships began in 2001 with the Cyberathlete Profess

ional League Winter Championship, won by Ninjas in Pyjamas.

[1][2]History [edit]

The Counter-Strike series has over 20 years of competitive history begi

nning with the original Counter-Strike.

Tournaments for early versions of the game have been hosted since 2000,

but the first prestigious international tournament was hosted in Dal

las, Texas at the 2001 Cyberathlete Professional League (CPL) Winter Championshi

p, won by the Swedish team Ninjas in Pyjamas.

The tournament offered a \$150,000 prize pool and became know

n as the first "Major".

[1] The final significant update to the original Counter-Str

ike game was version 1.6

in 2003, and so the game became known as Counter-Strike 1.6 ("CS")

2001 Winter CPL Counter-Strike tournament

In 2002, the World Cyber Games became the next tournament to host compe

titive Counter-Strike, followed by the Electronic Sports World Cup in

2003.

These, along with the bi-annual CPL tournaments, were the dominant Majo

rs of CS 1.6 through 2007.

CPL ceased operation in 2008, but another league, ESL, then

added Counter-Strike to its Intel Extreme Masters (IEM) series.

These tournaments continued for four years.

[1] The years of 2002-07 are considered Counter-Strike's first Gold

en Age, as the game's popularity and market-share eclipsed all ot

hers in the fledgling esports industry.[citation needed]

Valve struggled to iterate and evolve on CS 1.6

because of its high skill ceiling and gameplay.

The Counter-Strike Xbox release had limited success as compared to that

of Halo and Call of Duty.

The first official sequel was Counter-Strike: Source (CS:S),

released on November 1, 2004.

The game was criticized by the competitive community, who believed

the game's skill ceiling was significantly lower than that of CS 1.6