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Subject: Re: Counter Strike?

Posted by [Zion](#) on Sat, 23 Feb 2008 13:18:41 GMT

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Try the different game modes, like a few have said.

Surfing,  
Zombie Mod,  
Climbing,  
Gun Games,  
Aim/sniper only

These add variety to the generally boring 'eliminate the enemy team' style of gameplay over and over.

With surfing, you glide swiftly over sloped peices of terrain to get to a goal. This goal may contain new weapons or controls to give you an advantage over the other players (knocking them off while surfing, etc).

The zombie mod is a team based game. At the start of the round a person selected at random is a zombie. Zombies can move fast, have high ammounts of health and armour but only have a knife. The humans have weapons with unlimited ammo, and bullets that really push zombies back. The aim of the game is to eliminate the zombie before they turn everyone else into a zombie.

Climbing, is basicly jumping from one block to another going higher and higher to a goal. At this goal is either weapons or pornographical images depending on the map.

Gun games require skill. You start off with a simple weapon like the starting pistol, and if you make a kill during a round, you get a better pistol. This will continue to go up the entire weapon lineup of rifles, SMG's, snipers, and whatnot until you end up with a knife. Kill with a knife and you've won. Be killed at any time and loose a level and go back a weapon.

Aim/snipers is just that. Snipers only. Usually open area maps and everyone gets AWP's etc.

It's not all the disarm the bomb or rescue hostages...

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