
A few years ago the gaming world was rocked by a new release from a little company called Valve. It was called Counter Strike. And for a time it was the most played internet game in the world, with over five million players on almost half-a-million servers at any given time.

Ultimately though, all good things come to an end and after years of updates and improvements, Valve decided that it had "decayed" enough to warrant an upgrade to their next game, Counter Strike: Global Offensive (CS:GO). With one swift stroke they pulled out all support for 1.6 - not just game modes or weapons but maps too - leaving it nothing more than an empty piece of software abandoned by its creator.

But it didn't seem so dramatic at first.

Counter Strike is still one of the most popular games on Steam, with over three million players daily and more than 50,000 servers hosting their game modes.

So how did it all go so wrong?

For years Global Offensive was developed in tandem with its predecessor, but with the switch to CS:GO Microsoft no longer allowed Valve to use their map editor (bsp_bsp) - even though it wasn't used for gameplay data. The developer had no choice but to rewrite the engine itself which meant that map makers like Cobblestone creator Justin Bosse left to set up his own company in order to create new official maps for Global Offensive. But a few years later he too had to leave as Valve continued to withhold map publishing rights from him.

Then there's the question of monetization.

In CS:GO, Valve pays out around sixty percent of all sales from players' Steam wallets - a significant amount even by the standards of online gaming. In 1.6, however, Valve only pay out twenty percent. With more players participating in CS:GO this makes acquiring a profit much more difficult - and no matter how many donors there are for the CS:GO developers' charity fundraiser, donations have dropped significantly since Global Offensive came out.

But really it comes down to silencing all dissenters and dedicated fans who have been championing 1.6's cause over the last decade.

For this and all other reason and issues we decided to make a documentary about 1.6 and its legacy: Counter strike: decayed.

SOUNDTRACK : Lyrical Ego - The Future of Death (feat. Vii Arcen) (<https://www.youtube.com/watch?v=swL-tdlIkxc>) Faunts - "What is the point of it all" (<https://www.youtube.com/watch?v=7Vg1bmMQK40>) (<https://www.youtube.com/watch?v=7Vg1bmMQK40>) Eminem - Phenomenal (feat. Nate Dogg) Audio Whores - "Prepare to Die" (<https://www.youtube.com/watch?v=b-VKj4z2lFw>) Audio Whores - "End of Level Boss" (<https://www.youtube.com/watch?v=b-VKj4z2lFw>)

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