

RXG Cheating Review

January 23, 2015

Analyst: Pray and Spray M.D.

Suspect: 1carus

Footage: <http://demos.reflex-gamers.com/21341>

Please note the suspect has over 1,400 hours played on his account, plus various expensive skins. The only way to hack and not get caught is to spend big bucks, and there is no motive to get league-quality hacks for friendly community scrims.

1/30 (0-0)

No suspicious behavior.

2/30 (1-0)

Assumes everyone is in the middle from the gunfire, does not check left side upon exiting ivy because he does not have anything to lose.

3/30 (2-0)

First kill, footsteps to left side. Assumes only one ivy. Pushes mid. Sprays like a retard. Last target is spotted by teammate, which makes him quickly look.

4/30 (2-1)



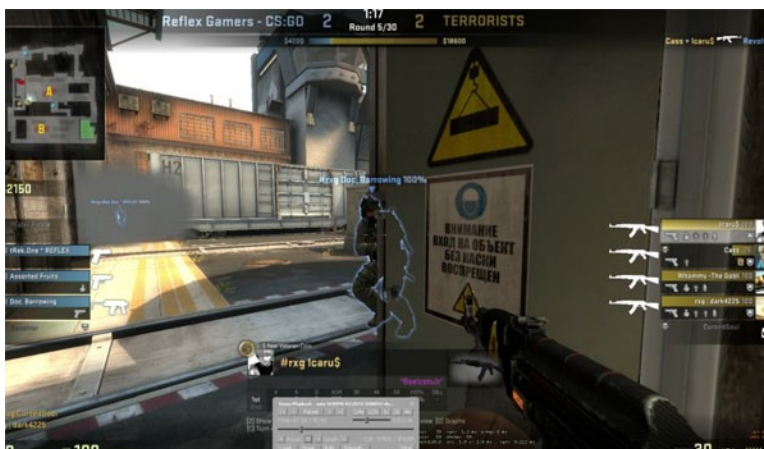
Peeks and watches ivy in anticipation at start. Gives up (as if he is not sure if there is actually a target there). Tries again. *Gives up again*. Almost gets killed by having his grenade out when the enemy is crossing.

The suspect now shoots a little and jumps back. This could be “guess firing” but it could also be due to GOTV delays, which would make it appear the user is firing before they actually saw the person. I am assuming the latter because the suspect

jumped back in anticipation of their gunfire.

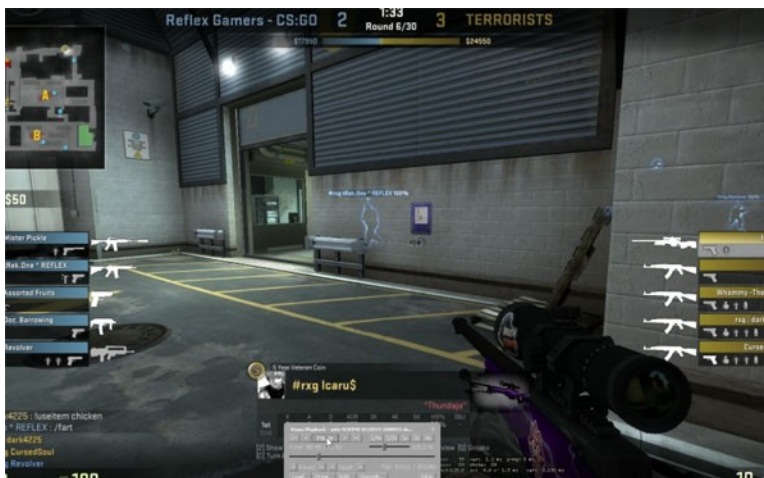
After the suspect smokes, he pushes up, kills a person who peeks (he assumes there are not two people there). He hears a target running across behind the smoke and fires at the sound.

5/30 (2-2)



For the kill against Doc_Barrowing, it appears he pre-fires him, but this is again due to the positioning delay when viewing a GOTV demo. The same phenomenon happens with in-eye demos and caused one player to be banned from a league due to him having over 300 ping and magnifying the error substantially.⁽¹⁾

6/30 (2-3)



First target is running full speed into the suspect's AWP.



It appears the suspect knows there is a target to the right and he may peek soon. Not the case as the suspect gives up shortly afterward, and starts doing full peeks. Note that the suspect can also be watching both sides by aiming here.

7/30 (2-4)

First kill, a slow peek with the AWP, sequentially checking across ivy. A good anticipation, maybe slightly suspicious, but he has an AWP, and if you are peeking like that you will likely get the first shot (despite this, he still ends up with the second shot, which reduces the likelihood of cheating).

Second kill is quite suspicious. But it appears that the target may have been spotted by a teammate, or the suspect was just scoping in to do another slow-peek across the right side (but was interrupted right at the start).

8/30 (2-5)



It appears that the suspect *divined* this enemy's location, by quickly peeking at his location above without seeing him first. However, the truth is most-likely to be that the suspect is simply checking for a target above, *after* he checked for a target below.

9/30 (3-5)

First kill is acquired with the same method used in previous rounds, except this time there was someone sitting there. Second kill, the suspect peeks the left corner first, and then quickly shifts to peek the right side, normal play.

10/30 (3-6)

When pushing B, the suspect stops for a subtle moment in preparation to kill and enemy at the corner (who isn't there). He does a quick peek across B walkway, nobody there either. It appears that he anticipates his first kill's movement, but this could be coincidence as he is peeking quite a large area.



When going out in the open on the B site, the suspect is rapidly checking positions to his left and right, as if no vision assistance is being used. For his last kill, he is chasing a person he hears.

11/30 (3-7)

For this round, he is late to push ivy, so he assumes an enemy has pushed up and his assumption was correct.

Notice how the suspect jumps when he starts moving towards ivy, this is because he assumes someone may still be waiting at the corner and will peek at any moment.

From here, you can see very careful play, because he knows a target is near, but he does not know where, he checks behind the first obstacle, checks the second corner, checks right side, and then finally checks on top of the train and scores a kill. This may seem suspicious, but the suspect mentions that he has over 3,000 hours of playtime on this map, so it is reasonable that he knows about certain tricky spots. Right after, you can see him continue to check all areas of mid that he can see from his position.

Near the end, he assumes both remaining targets are near mid, and leaves himself exposed for a while, then after some time he becomes cautious for enemies that may come from his flank as well. Note that he aims at the direction of his next kill in anticipation, but this is clearly because he has smoked off Z, and his teammate is

watching the lower ramp.

12/30 (3-8)

The suspect gets a flash kill at the start. He may have been blind, but he fires at the moment you would expect the enemy to come out after throwing a flash. According to chat the flash had not obscured his vision from seeing the target. Being hit by a flash at that close range should have lasted longer in the demo, which strengthens the statement that he was indeed not fully flashed.

13/30 (3-9)



In this round we have a suspicious peek by the suspect, but remember that in GOTV demos the eye angles are not aligned with the position of the player, and he could have been very well out in the open before aiming upward to his target.

Near the end, the suspect has no idea where the saving player is.

14/30 (3-10)

When the suspect encounters Assorted Fruits, he hears him running across Z, and then quickly turns to challenge him. Later, it may seem like he is only planting the bomb because he knows (via vision assistance) that Assorted Fruits is not coming to challenge him, but it is likely that he assumed Assorted Fruits did not come back into Z when he chased him into the B site.

15/30 (3-11)

The suspect gets a late start in this round, so he has less of an idea of the enemies general location. When he goes to peek the ladder room, he steps back, pulls out a grenade, but then quickly switches back to the AWP to kill someone who was sneaking up on him.



This is by far the most suspicious part, but it may still be dismissed. First of all, there was a grenade bounce sound that Doctor Barrowing made, but that is probably not why he anticipated him. Secondly, he was spotted by the guy in the ladder room, so he could have assumed that another enemy was alerted to his position, making him cancel his grenade idea. Still fishy.

The most reasonable explanation? The target below started running left right as he pulled out his grenade. Since you cannot easily distinguish the vertical level of the sound you are hearing from the game, he could have easily confused the movement from the lower target as another target moving up the stairs to attack him!

16/30 (4-11)

Normal play. Bomb is planted and he quickly moves to the site.

17/30 (5-11)

No suspicious behavior.

18/30 (6-11)

No suspicious behavior. Reacts to sound.

19/30 (7-11)

No suspicious behavior. Basic peeking and reactions.

20/30 (7-12)

Does not peek smoke because he knows it will obscure his vision. Reacts to many sounds. Checking rapidly at the end for the last target.

21/30 (7-13)



If using vision assistance, why back off from this easy kill?

Near the end, he smartly smokes off the right side of the Z exit, and challenges the left side.

22/30 (8-13)

No suspicious behavior. (view without xrays)

23/30 (9-13)



When he goes to flank the Ts in the end, it appears that he is looking at them through the wall when approaching, but as train just got a makeover, he is probably checking behind that short wall in front of him. Even then, it is useless to point at people through a wall here.

24/30 (10-13)



Slightly suspicious behavior here, but it is a strong assumption that there is someone going to peek from this corner, and he even gives up when his teammate peeks in there (and somehow does not see the enemy right in front of him).

25/30 (10-14)

No suspicious behavior.

26/30 (11-14)

No suspicious behavior.

27/30 (12-14)

No suspicious behavior.

Sweet pop flash.

28/30 (13-14)



Here the suspect somehow knows to sneak through the smoke and then turn

around to kill this target. This is reasonable because the target threw a flashbang in his smoke, so it is a strong assumption that the target is pushing up on the balcony.

29/30 (13-15)

The suspect unsuspectingly descends the ladder into instant death.

30/30 (14-15)

you stinky mother fuckers had to drag this out to all 30 rounds?

Basic assumptions are made. Before he goes to defuse, he smokes between the trains, and sees the other opening is incidentally smoked as well. He has no choice but to try for the ninja-defuse.

VERDICT

NOT CHEATING

(1) Banned for 2 years for lagging..

http://www.reddit.com/r/GlobalOffensive/comments/2cxh70/banned_for_2_years_for_lagging/