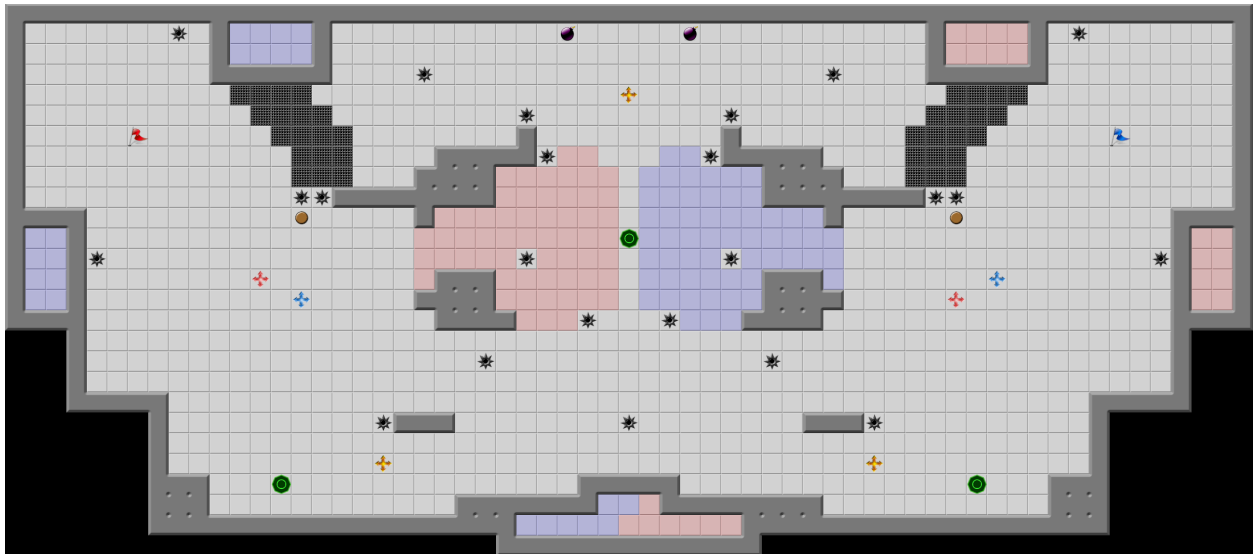
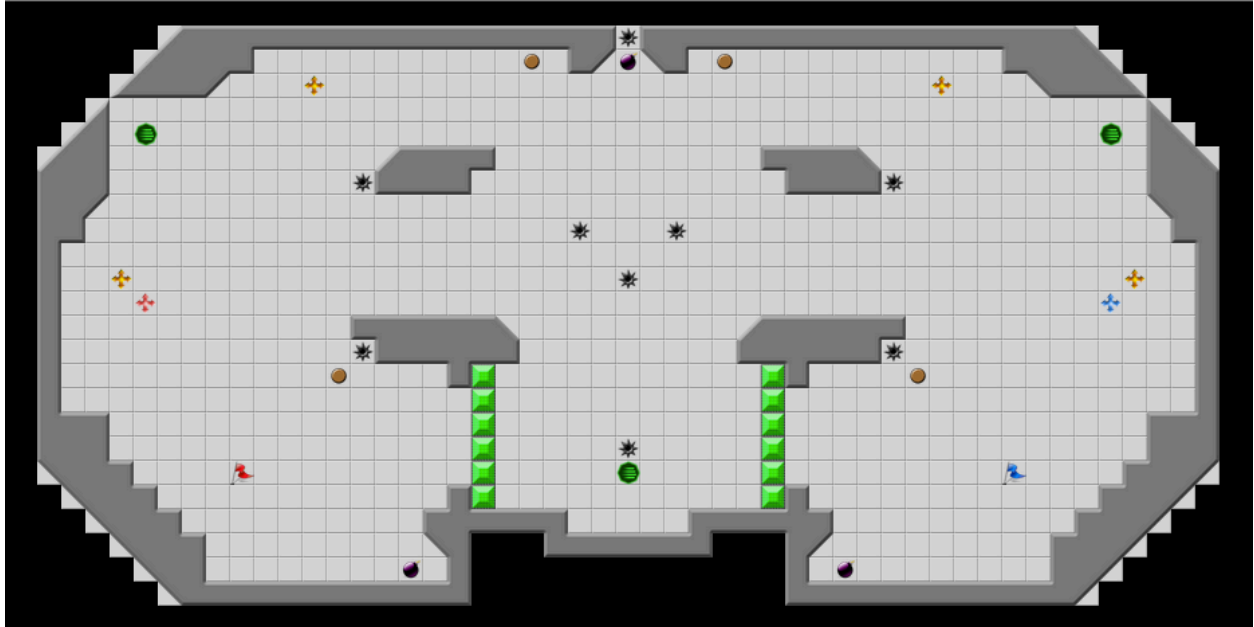


# Week 5 Eastern Conference Recap!

Game 1: IRON | Game 2: Smirk



### **Top Eastern Conference Performers for Week 4**

**Offense:** Risk of Boostin Dynamo (9.81 OGASP), VEEZY of smALL CAPS (9.62 OGASP) and ludifisk of Béla Flag & the Flagtones (9.34 OGASP).

**Defense:** Marz of Billy-Ball Thorntons (10 DGASP), Bowlarity of Adrenaline Boosts (9.81 DGASP) and Anze Capitar of Heebie GB's (9.72 DGASP).

**Total:** Fuzz Ball of Little Merballs (9.91 TGASP), The Tyrant of Little Merballs (9.62 TGASP) and Sherrattinho of Boostin Dynamo (9.43 TGASP).

### **Adrenaline Boosts (AB) vs. Bruno Mars Ball (BMB)**

#### [Stream](#)

G1H1

[5:35](#): BilldaCat patiently waits in base as aardvark74, who has a tagpro, and quibble clear out base. 1-0 BMB.

[2:45](#): Hyamez uses his tagpro to take out a few Bruno Mars Ball players, while Bowlarity and K1nn1ck are able to force flaccids for the cap. 1-1.

[1:00](#): Some nice teamwork between BilldaCat and Flos gets Billda out past 3, and aardvark74 and quibble are able to block out the last Adrenaline Boosts player. 2-1 BMB.

[0:25](#): aardvark74 does really well with his tagpro, taking out three Adrenaline Boosts players to allow BilldaCat the easy cap. 3-1 BMB.

The game was relatively even for the most part, perhaps a slight edge going to Bruno Mars Ball, but Bruno Mars Ball were able to surge forward in the end with two last-minute caps to take the first half. BilldaCat and Flos were rather grab-happy, with 35 grabs between the two of them, but were able to back up those grabs with a decent amount of hold (nearly 4 minutes), and 3 captures for Billda. On the other side, aardvark74 and quibble were able to hold down the flag, getting over 7 minutes of prevent between them. Adrenaline Boosts struggled to get anything going against a strong showing from Bruno Mars Ball.

G1H2

[6:35](#): Mufro makes a great grab to get out past two. Meanwhile, on the other side of the map, K1nn1ck kills one Adrenaline Boosts player with a tagpro and Bowlarity bombs the other out of Mufro's way. 3-2 BMB.

[1:25](#): Mufro uses his tagpro to get Hyamez a free grab out past two, while Bowlarity and K1nn1ck are able to get two crucial returns. 3-3.

Neb gave his team advice about powerups during his halftime talk and the Adrenaline Boosts took his words to heart. They dominated powerup control this half, winning 18 powerups and limiting their opposition to only 11 powerups. With both of their caps happening when someone on Adrenaline Boosts had a tagpro, it looks as if the effort to win powerups made the difference in the end. Statistically, the two teams were pretty even besides the aforementioned powerups

and prevent numbers, which Adrenaline Boosts had nearly 2 minutes more of than Bruno Mars Ball.

## G2H1

[5:20](#): ClayRocks is able to weave through two Adrenaline Boosts players and Armbranch is able to block out the last one for the cap. 1-0 BMB.

[0:55](#): Armbranch comes into base ahead of two, ClayRocks and quibble are able to force a flaccid before laying down some blocks. 2-0 BMB.

The scoreboard didn't tell the whole story, as Bruno Mars Ball were only able to score 2 caps despite the fact that they dominated pretty much every important aspect of the game, with more hold, prevent, and better powerup control than Adrenaline Boosts. But then again, on a defensive map like Smirk, a 2 capture win is just as resounding as a larger win on a more offensively-oriented map.

## G2H2

[9:48](#): Flos has a nice boost to take out both defenders for Adrenaline Boosts, while aardvark74 and Armbranch are able to set up solid blocks for the cap. 3-0 BMB.

[8:15](#): Flos slips by two and finds himself ahead of three after a flaccid. He boosts in off the wall for the routine cap. 4-0 BMB.

[7:50](#): Mufro picks up a rolling bomb mid, but ends up not even needing it after two flaccids from Bruno Mars Ball. 4-1 BMB.

[4:40](#): Mufro grabs with a rolling, somehow manages to escape with it still intact and then uses it to blast away the regrab right before Hyamez gets the return. 4-2 BMB.

[3:15](#): ClayRocks is past two off of the regrab, while Flos lays down a monstrous boost-block to clear a path for him. 5-2 BMB.

[2:25](#): ClayRocks is able to kiss the other flag carrier to give aardvark74 the flag with a rolling bomb, which he uses to get a return himself. Back at base, Armbranch lays down a block and ClayRocks gets a return right as aardvark74 passes over the flag tile. 6-2 BMB.

Both teams came out less disciplined than the last half and neither were able to keep the flag in base much, Adrenaline Boosts getting over 5 minutes of hold and Bruno Mars Ball getting 7 minutes. Bruno Mars Ball did have nearly 2 more minutes of prevent than Adrenaline Boosts did, which means they had the flag in base for slightly longer. In the end, this was crucial part of the team's success, as the offense for Bruno Mars Ball were able to come in and convert capping opportunities.

## Results:

Game 1: 3-3 Tie

Game 2: 6-2 BMB

My players of the game: Bowlarity (Adrenaline Boosts) and aardvark74 (Bruno Mars Ball). Bowlarity was a bright spot on an otherwise struggling team, managing 1.43 Returns per

Minute, 10.65 Prevent per Minute and a K/D ratio of 2.35. aardark74 had .83 Returns per Minute, 14.03 Prevent per Minute and a solid 17.78% Powerup Percentage. Not the most flashy numbers this week, but he was a steady presence on defense for his team, and also managed to contribute offensively, snagging a cap.

### **Béla Flag & the Flagtones (BFF) vs. Little Merballs (LMB)**

#### **[Stream](#)**

G1H1

[7:15](#): Great communication and trust between trendygrub and The Tyrant gets him into base past two, where he is able to get the cap with some nice blocks from Fuzz Ball and The Tyrant. 1-0 LMB.

[5:52](#): MrJoehobo gets a rolling bomb that spawns right as he passes. It's defused quickly, but the threat of it draws out the offensive defense for Little Merballs and he slips by for the cap. 1-1.

[4:35](#): Ess grabs a rolling bomb from mid with help from trendygrub, then somehow makes it through the gate and gets the cap without even using the rolling bomb. 2-1 LMB.

[4:30](#): Straight off the cap from Ess, ludifisk boosts out of base past three. ChelseaFc takes out trendygrub with the middle bomb and ludifisk is able to walk the flag in. 2-2.

This was an intriguing half to watch, as both teams seemed to approach IRON differently. Bela Flag opted to go with the Smirk-esque defensive scheme, placing one defender on the boosts and the other on flag, while Little Merballs went with both defenders playing flag. On the other side, Little Merballs placed emphasis on using the gate when it came to capping, while Bela Flag didn't use too much gate-play. Statistically, Little Merballs dominated this half, especially on powerups, but Bela Flag made good decisions and were crafty enough to snag the tie.

G1H2

[5:20](#): Some nice teamwork from ludifisk and MrJoehobo gets ludifisk out past three, and he's able to slip by the last Little Merball player for the cap. 3-2 BFF.

[3:30](#): The Little Merballs dedication to powerup control pays off here, as they use two tagpros to get a reset and then clear out base for The Tyrant to get the cap. 3-3.

[0:25](#): Both teams have tagpro leads (or had in Little Merballs case, as Fuzz Ball's runs out) and all 8 players end up clustered on the right side of the map. Amidst the chaos, MrJoehobo is able to follow ChelseaFc's tagpro, boost out past three and get the last-minute winning cap as his teammates get the clutch return. Great finish by Bela Flag. 4-3 BFF.

Yet another half in which Little Merballs looked to have the statistical edge, and yet another half in which Bela Flag somehow manages to get the result. A very good team effort from Bela Flag; ChelseaFc and Jaycmoney were able to keep the flag in base long enough despite going with the aforementioned unconventional strategy, while ludifisk and MrJoehobo looked to have great chemistry and both notched a cap, with MrJoehobo's of course coming in the last 30 seconds

for the win. A somewhat surprising result for Bela Flag--they came into this week generally regarded as the underdogs against a solid Little Merball team.

## G2H1

[5:40](#): The Tyrant comes into base past two with both jukejuice and a rolling bomb, patiently bides his time and then strikes with his rolling bomb, taking out two Bela Flag players as he caps. 1-0 LMB.

[5:26](#): Straight after the cap, Ess charges into base. Fuzz Ball and The Tyrant clean up a grab and then block out the sole offensive defense for Bela Flag. 2-0 LMB.

[4:17](#): Fuzz Ball and The Tyrant are able to get the reset, and trendygrub somehow manages to squeeze in between two Bela Flag players for the cap. 3-0 LMB.

[3:35](#): ludifisk does well to win the button for Jaycmoney, who is able to boost in for the easy cap as ChelseaFc and E block out the lone Little Merball on offensive defense. 3-1 LMB.

[0:45](#): ludifisk swoops through mid to grab a rolling bomb that spawned, does well to keep it intact and then is able to return the regrab for Little Merballs. 3-2 LMB.

[0:13](#): Fuzz Ball gets a clean grab and is able to walk in for the easy cap after a few undisciplined plays from Bela Flag. 4-2 LMB.

Like in the first game, Little Merballs had the edge statistically, getting nearly 3 more minutes of hold and 3 more minutes of prevent than their opposition. Unlike on IRON, however, they lost the powerup battle to Bela Flag. This is an important point, as powerups had an important role in both caps for Bela Flag (the jukejuice helped ludifisk the button for Jaycmoney in the first, the rolling bomb got ludifisk the cap in the second). For the most part, however, Little Merballs outplayed Bela Flag, and that showed in the scoreline. Interestingly enough, all four players for Little Merballs managed to get a cap.

## G2H2

[8:23](#): trendygrub gets out top with the help of Ess, uses one of the mid bombs nicely to stay alive and then stays patient once in base as Fuzz Ball and The Tyrant get the returns needed. 5-2 LMB.

[4:35](#): Fuzz Ball slips out of base ahead of two with a rolling bomb still intact, then barely squeaks in for the cap despite the rolling bomb expiring. 6-2 LMB.

[3:05](#): ChelseaFc and E get a return, while Jaycmoney has the awareness the hang back and contest the regrab. ludifisk is able to boost in for the cap as all three of his teammates swarm the button. 6-3 LMB.

[2:35](#): ChelseaFc is able to get the button for Jaycmoney with her tagpro, while E and ludifisk block out the last Little Merball player. 6-4 LMB.

[0:40](#): A crucial powerup battle for a tagpro is won by Jaycmoney and ludifisk is able to get out top. An unfortunate boost for Little Merballs resets the flag, and ludifisk is somehow able to stay alive long enough for ChelseaFc to get the return. 6-5 LMB.

Little Merballs had all the momentum early on in the game, but Bela Flag slowly clawed their way back in it with 3 minutes to go with 3 unanswered caps. Unfortunately for Bela Flag, their

late-game heroics simply weren't enough, as Little Merballs were able to hang on for the win. This half was hotly contested and a great game from both sides, with even the stats supporting how even the two sides were.

Results:

Game 1: 4-3 BFF

Game 2: 6-5 LMB

My players of the game: ludifisk (BFF) and The Tyrant (LMB). ludifisk played well this week, scoring 5 captures (.13 Captures per Minute) and getting 7.55 Hold per Minute. I was most impressed with his ability to stay calm late in the game, 2 of his 5 captures coming in the final minute they were scored in. The Tyrant continues to impress me with his versatile playstyle. He once again demonstrated proficiency on both sides of the flag, getting 0.88 Returns per Minute, 12.35 Prevent per Minute, as well as 2 captures and over 3 minutes of hold off of only 15 Grabs.

### **Billy-Ball Thorntons (BBT) vs. Minor Madness (MM)**

[Stream](#)

G1H1

[5:20](#): InTents boosts past two and then sneaks in for the cap after a flaccid. 1-0 BBT.

Close half between these two teams, with the slight edge going to Billy-Ball Thorntons. Marz and TheAprilFool were able to keep the flag in base a little bit more often than Minor Madness were able to and the offense for Billy-Ball Thorntons were eventually able to convert a capping opportunity.

G1H2

[9:35](#): whiteflame gets past three with a gate from Sheldon, and Kimba is able to get the return in time. 1-1.

[8:45](#): Marz stays alive in the base long enough for Marquis to open up some space for him with his tagpro. 2-1 BBT.

[4:50](#): InTents catches Minor Madness out of position as they look for powerups and walks it in for the easy cap. 3-1 BBT.

[1:15](#): A poor snipe attempt puts InTents past three and Marz and TheAprilFool are able to set up blocks. 4-1 BBT.

[0:45](#): InTents slips by two defenders as TheAprilFool gets a return, Marz and TheAprilFool force a flaccid from the last Minor Madness player. 5-1 BBT.

Minor Madness were crippled by poor decision-making this half and Billy-Ball Thorntons punished them for it. Besides the mistakes from Minor Madness, the game was fairly even once again. Definitely a solid team effort from Billy-Ball Thorntons, though. Marz and TheAprilFool were once again able to keep the flag in base often, while InTents and Marquis were working well together to keep the regrab trains going and converting capping opportunities.

## G2H1

[8:45](#): Kimba uses his tagpro to get whiteflame out top, who is then able to squeak in for the cap. 1-0 MM.

[8:21](#): whiteflame gets a free grab and Bob Loblaw manages to win the button right as whiteflame goes through gate. 2-0 MM.

[7:50](#): lu gets a grab, sneaks out top and boosts into an empty base as TheAprilFool clears it out with his tagpro. 2-1 MM.

[6:13](#): A great boost by Kimba gets him out top past two, and Bob Loblaw and YoungSinatra are able to set up blocks for the cap. 3-1 MM.

[3:35](#): lu somehow avoids three Minor Madness players and TheAprilFool is able to block out the last one as lu slips in for the cap. 3-2 MM.

[1:40](#): Excellent button control from Marquis gets lu out top past four, who boosts in for the easy cap. 3-3.

Both of the defenses were able to really lock down the bases, neither team able to get more than 3 minutes of hold. Billy-Ball Thorntons were able to win the powerup battle, but were unable to use them as effectively as they'd like. Both teams emphasized trying to get out top--in fact, the only cap that didn't come from getting out top was lu's cap at [3:35](#).

## G2H2

[7:15](#): lu comes into base with only two Minor Madness players ahead of him, and both find themselves blocked out hard as lu gets the cap. 4-3 BBT.

[3:17](#): YoungSinatra gets a great return and then proceeds to win the button for Sheldon, who is then out past four. 4-4.

[2:25](#): whiteflame catches the defense for Billy-Ball Thorntons off-guard with a crafty grab and then heads out top past four. 5-4 MM.

A somewhat surprising result for this half, as Billy-Ball Thorntons statistically had the advantage. They dominated early on in the half, keeping the regrab train going and applying constant pressure on Minor Madness. The offensive defense for Minor Madness was excellent though, and they managed to foil the capping opportunities as they composed themselves. Once again, Minor Madness emphasized using the top route, both of the two caps they needed to get the win coming from top.

## Results:

Game 1: 5-1 BBT

Game 2: 5-4 MM

My players of the game: Marz and TheAprilFool (BBT), Kimba (MM). Marz and TheAprilFool formed an imposing defensive pairing this week, Marz getting 1.18 Returns per Minute, a whopping 22.00 Prevent per Minute and a K/D ratio of 2.42 and TheAprilFool getting 0.93 Returns per Minute, 19.98 Prevent per Minute and a K/D ratio of 2.17. Kimba for Minor Madness

showed off his versatility this week, playing defense on IRON and offense on Smirk. He got 1.18 Returns per Minute, 7.67 Prevent per Minute and 1 capture.

### **Boostin Dynamo (BD) vs. Heebie GB's (HGB)**

[Stream](#)

G1H1

[2:35](#): Googy uses his rolling bomb to get out past two, comes into base through the gate and weaves his way through a cluster of players for the cap. 1-0 BD.

Boostin Dynamo had a lot of momentum early on in the half, but Heebie GB's were able to stay disciplined on offensive defense and get settled in. kutrebar and Sherrattinho were dominant on defense for Boostin Dynamo, getting over 8:30 minutes of prevent between the two of them.

G1H2

[6:30](#): ProTagonist\_ lays down a nice boost block to get Jake from SF out past two, while FLYMOLO gets a return and helps Anze Capitar block out the last Boostin Dynamo player. 1-1.

[3:17](#): Zvonvok gets the reset, and Risk and Zvonvok are able to set up blocks for Googy to walk the flag in. 2-1 BD.

[2:35](#): Risk comes around the top lane and hits the boost combo for the cap. 3-1 BD.

[2:10](#): Risk backtracks and then boosts past three, while Sherrattinho clears out base with his tagpro. 4-1 BD.

[0:25](#): Sherrattinho gets the reset as Risk bombs across mid. Risk misses the boost into the flag, but gets the cap anyway as Zvonvok cleans up a flaccid. 5-1 BD.

This half was, statistically, more even than the first half, but the scoreline was lopsided. ProTagonist\_ and Jake from SF had better teamwork this half and were able to get out more often than they did in the first, but some solid offensive defense from Boostin Dynamo prevented caps. On the other side, Googy and Risk did a great job of converting the capping opportunities they saw.

G2H1

[9:32](#): ProTagonist\_ gets out past three off of the regrab, Anze Capitar and FLYMOLO are able to get the return for the cap. 1-0 HGB.

[9:05](#): Jake from SF slips out of base past three, and Anze Capitar and FLYMOLO are able to block out the last Boostin Dynamo player. 2-0 HGB.

[3:00](#): FLYMOLO does well to get out past three, Jake from SF gets the return for the cap. 3-0 HGB.

[0:40](#): kutrebar waits by top while Sherrattinho secures the button, and then gets the cap as Zvonvok is able to get the return. 3-1 HGB.

The two sides were pretty even statistically, but Boostin Dynamo struggled at the start of the half and Heebie GB's took advantage of it. Things settled down as the half went on, though Heebie GB's would go into the second half with a two cap lead.



G2H2

[4:40](#): Jake from SF gets a grab with rolling still intact, uses it to get out of base past three and then walks in as FLYMOLO sets up a boost block. 4-1 HGB.

[3:45](#): FLYMOLO clears out base with a tagpro, while Anze Capitar gets a nice double-tap for the return. 5-1 HGB.

[3:25](#): Anze Capitar walks the flag into base, where FLYMOLO lays down another nice boost block. 6-1 HGB.

[1:42](#): Risk makes a cheeky grab, spiking FLYMOLO and is able to follow kutrebar's tagpro in for the cap. 6-2 HGB.

[0:30](#): Risk gets a grab, kutrebar is able to secure the button to top for the cap. 6-3 HGB.

[0:16](#): Sherrattinho takes a nice boost to get a clean grab, gets out past three and is able to cap as kutrebar and Zvonvok lay down solid blocks. 6-4 HGB.

Both defenses were strong this half, Heebie GB's getting only 3 total minutes of hold and Boostin Dynamo limited to 2 minutes of hold. Boostin Dynamo made a late surge, scoring 3 unanswered captures in the final 2 minutes, but it was simply too late.

Results:

Game 1: 5-1 BD

Game 2: 6-4 HGB

My players of the game: Sherrattinho (Boostin Dynamo), Anze Capitar and FLYMOLO (Heebie GB's). Sherrattinho played well on defense, getting 1.14 Returns per Minute and 12.51 Prevent per Minute. He also had 1 Cap off of only 6 grabs, good enough for a Scoring % of 11.54. Anze had 1.28 Returns per Minute and 14.08 Prevent per Minute. FLYMOLO didn't post the most impressive statline this week, but she was a steady support presence for Anze and her boost blocks on Smirk were some of the best I've seen this week so far.

### **smALL CAPS (SC) vs. Skriptz that Killz (StK)**

[Stream](#) (note: it's a twitch stream, so linking the caps isn't possible afaiK)

G1H1

A close half. smALL CAPS were a little bit better at making use of their powerups, despite actually losing the powerup battle to Skriptz that Killz. Both of the caps from smALL CAPS came from powerups. Also interesting to watch was the fluidity of the smALL CAPS position-wise. They rotated a lot between the offense and defense, which seemed to let them keep the regrab train alive easier.

G1H2

Another hotly contested game of tagpro. Skriptz that Killz came back this half with a solid effort, getting more hold, prevent, and winning the powerup battle. Perhaps a little unlucky to walk away from this game getting nothing more than a loss, but it was a good game regardless.

## G2H1

Both teams struggled to keep the flag in base, which is surprising considering Game 2 was played on Smirk, one of the more defensive maps in MLTP rotation. CB13 and FLICK YOLI for Skriptz that Killz really demonstrated their abilities, getting over 4 minutes of hold between them and 3 captures. CB13 also managed to get 10 powerups throughout the course of the game, an impressive feat.

## G2H2

Led by HELEN KELLER and VEEZY, who each scored 2 caps, smALL CAPS snatched the victory away from Skriptz that Killz. Both flags were in base for longer than they were in the first half, and the offensive duo for smALL CAPS would take advantage of this.

## Results:

Game 1: 3-2 smALL CAPS

Game 2: 6-4 smALL CAPS

My players of the game: CB13 (Skriptz that Killz), HELEN KELLER and VEEZY (smALL CAPS). CB13 got 4 captures (0.10 Captures per Minute), 11.45 Hold per Minute and a solid 17.50% Powerup Percentage. HELEN KELLER and VEEZY combined for 9 captures and over 11 minutes of hold, a great effort that helped lead their team to the sweep.