

Intro: Hi, I'm Niko and I wanted to make this so both myself and others have a general plan and loot path for every POI. So, when you are landing at a new POI for the first time this gives you a well thought out plan instead of one made up on the fly. However this is also a living document where I will update it as I get more information and better plans for each POI. With that being said if you feel like there is important information missing, please let me know and I'll update it. You can read it all the way through, although it's intended so you can just skip to whatever POI you need. I do want to make a disclaimer that I technically have no competitive experience, so I would value one's own personal experience over mine. Although, I have watched and studied how pro teams have landed at these POI's, so I do feel like I am perfectly qualified to write this. 2nd disclaimer is that I have no non-publicly available tools, therefore I don't know the spawn rates of ring consoles, evo harvester's, or extended supply bins; I do generally know where the spawns are and take those into account. I will link POV's of pro teams that have landed there so there's something to reference. I want to apologize in advance for my poorly drawn loot paths (I have a very shaky hand lol) but will explain each path in detail. I also have a Glossary, POI draft picks, and an About Me section the end, but here is the table of contents for each POI:

World's Edge:

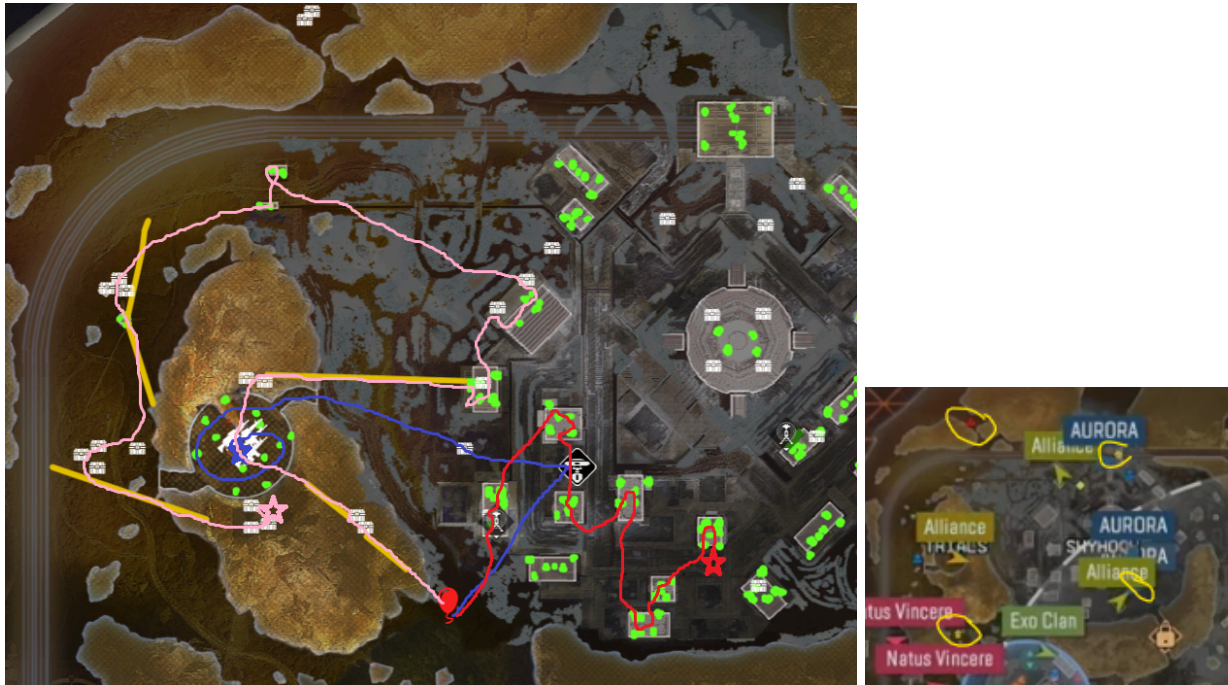
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1. Skyhook West:



- Sky West is a Hard Edge POI, what this means is you want to spend more time looting up and gaining XP for your evo shields. It takes about 3m30s to loot, this is not a POI you should rush looting though. When you're playing hard Edge and know you're likely going to be the last ones to the ring anyway it doesn't actually matter if you spend 3m looting or 5.
- The common landing spots are as shown with "Alliance", also "Falcons/DZ" land the same. one person to land straight in and fight prowlers, one person to go as south east as possible, and one in the northern side. This is actually rather risky, because the Skyhook East more or less knows you are by yourself and can easily pick you off.
- My loot paths prioritizes Evo and safety over maximizing your overall loot pool. Landing on the left side of trials is less efficient when it comes to loot, but is way better when it comes to getting extended supply bins and Evo Harvester spawns. It is slightly more time intensive which is perfectly fine when your plan is to play hard Edge.
- Blue path lands in the middle of Trials, they set the pace for the others. They have one job which is complete and loot the prowlers, then go scan a beacon if they are a Fuse or Pathfinder for example. While it can be done in almost 1m, I timed it at closer to 2m. You can loot after starting the prowlers, but before they actually come out. This takes a lot of time but gets that player to blue shields. If you are playing an Edge comp with an actual controller legend they can take the red path, and this can be whatever legend you deem to have the best upgrades or most important to get early.

- Red path is in charge of looting most of your side of Skyhook. I have them landing one building closer to Trials than what the pros typically do because I value safety over maximizing your loot pool. They finish their path at the Survey Beacon, they can go to Trials from there, or loot the dinner. I left dinner unlooted because it has the least amount of loot than any of the other buildings and it's totally fine to not get. The plan though is for them to use the Survey Beacon before rotating with the jump tower. However the Survey Beacon is not that out of the way for any of the paths to get to.
- Pink path Lands on the 3 bins on top of Trials and does a loop around it. This path takes in account any Evo Harvester spawns or extended supply bins, which commonly spawn on the left side, or the 2 bins at the very top. You can get the two buildings on the north side, but I find that takes too much time, and your overall loot pool is actually fine. They get the building with the zipline to the top of Trials, they get all the bins on top of Trials so all the blue path needs to do is complete the prowlers. You get any loot in the inside of Trials that the Blue path pings, it's important to have at least two players get the loot from Trials because of items such as backpacks.
- While you do have priority to Lava Fissure, Countdown. Skyhook zones are extremely common. Which you should know before hitting the ring console by watching and seeing if any teams start rotating your way. In that case I'd group up as quickly as possible, use the Beacons and rotate together safely.
- This POI requires a legend comp that supports playing Edge. You do have a guaranteed gold knockdown shield which means Lifeline and Newcastle get better. Other than that, whatever the current meta Edge comp is should be fine. In the Split 2 Playoffs that was Fuse/Bangalore/Crypto. However Catalyst is actually really good at playing Edge, so I think currently Cat/Newcastle compliments this POI really well.

2. Skyhook East:



- Skyhook East is a little underrated, but its biggest problem is the fact that the Ring console is on the West side. My loot paths do not differ too much to what's common, although it is shortened taking 1m30s.
- Mine are shortened because my plan is to go for the Ring Console before the Sky West team is altogether. If you need to shorten the paths even more to ensure this, that's fine. I don't expect the Sky West team to be together or be ready for you to move into their territory in less than 2m. The yellow circle is also where the Replicator is so you can use that as well.
- Blue path lands on the left side, and more or less does a straight line to the Ring Console.
- Red path lands in the middle, and goes down to the Survey Beacon building so you can get information before heading to the Ring Console.
- Pink path typically lands on the north train station, but if you just get the bins then loot 3 buildings it takes about 1m30s. You will be slightly behind your teammates, but you will be right behind them if they need your help.
- You have priority to Survey Camp, Landslide/Countdown and of course Skyhook zones. Even without a ring scan you can tell if it's a Skyhook zone by teams quickly rotating towards you. If that's the case I would go on the top of the middle building where the red path lands. This spot has height over all of Skyhook, and as such is also a good spot for most rings.

- Playing a meta legend comp from here is fine, although you might have to fight for a ring console so there is a plan of just not playing a ring console legend and use the info from Survey Beacon scans and how other teams are rotating.



- It's really easy to catch the Sky West team off, especially the player that lands on the north buildings. You can land like this and send two players after them. Then have the blue path take a little bit more time looting the middle and have them cut off that north player if they try to run, or watch to see if any teammates try to come to help.

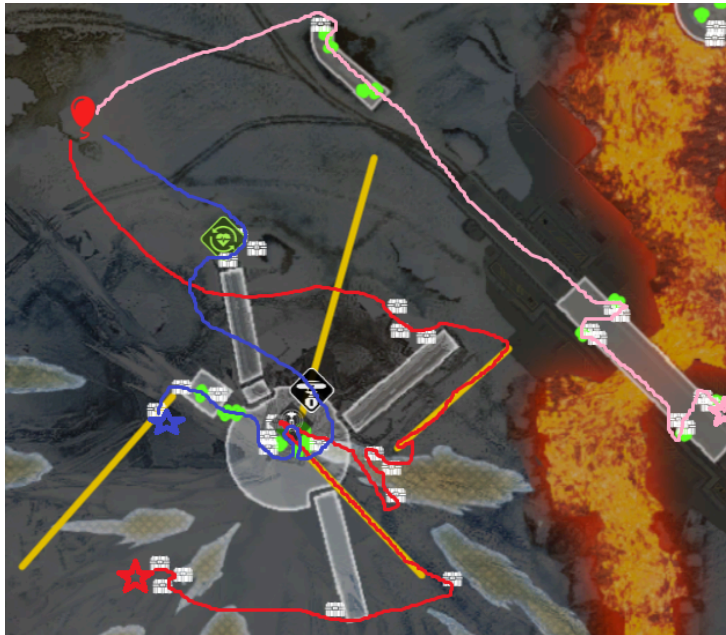
[BLEED Esports | NA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 - YouTube](#)

3. Survey Camp



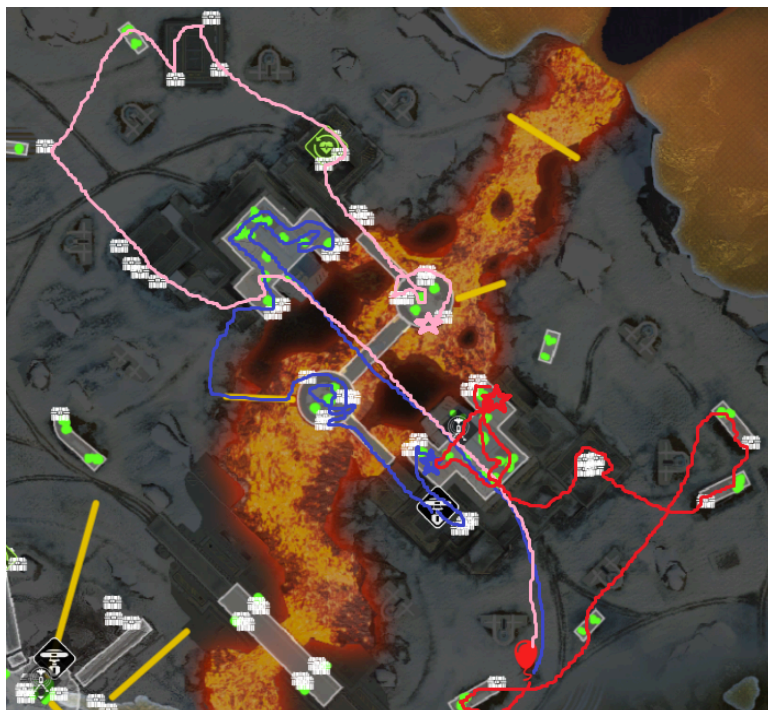
- Survey Camp is a lackluster POI, but has some good things going for it such as having priority to Skyhook. It is lacking in loot which is why my loot paths get every loot spawn possible. This comes at the cost of time, however these paths take 1m45s which is fast enough for you to not be late to the zones you have priority to. Skyhook East can contest you for the tunnel, this has a lot of loot in it, and you need it way more than Skyhook, if this happens you might need to just fight them for it.
- The common loot paths are one person loots the tunnel, then two people share the loot in Survey Camp proper. Having someone land on the train tracks sets you up a lot better when you have to play edge.
- Blue path loots most of Survey Camp proper, they land on the bins on the other side of the left house. They go to the Respawn Beacon, then can loot the 2 buildings, get the 2 trucks, scan the Ring Console then end on the southern house.
- Red path lands on the train tracks and goes to the Respawn Beacon by the tunnel. The zipline can't be reached unless you have a legend that can get to height such as a Valkyrie, although you can reach it half way through if you jump to it. You get one building then can scan the Survey Beacon and head for the jump tower. This path has the lowest loot pool so it's important for your teammates to ping or drop any loot that you need.
- Pink path loots the tunnel, which is actually a lot of loot for one person and the loot by the jump tower circled in yellow is actually high tier loot. This path would normally take the longest, but has the jump tower to meet up with the team. My paths the loot times are a lot more even so this player doesn't need to rush, and as such they can fly to Survey Camp proper to use the replicator or go for a beacon scan; if for example an extended supply bin spawns on the train tracks so you have the recon legend take this path instead..

4. Epicenter:



- Epicenter is a pretty bad POI, but is decent at playing Zone. Similar to Survey Camp this POI doesn't really have enough loot for three players which is why you have a player land on the bridge. My loot paths are relatively similar to what is common taking 1m40s. I have them ending by going towards the jump tower, but taking it can be rather risky if the Survey Camp team is around, although you can potentially catch them off guard if they take it. Neither team really needs the jump tower though as both POI's have fine rotations by just walking. Fragment often goes undrafted so if you end up rotating through it, you can loot it to help pad your loot pool.
- Blue path lands on the stacks on the left, loot the bottom middle of Epicenter. From there they can scan the Ring Console and get the 3 bins by the Respawn Beacon.
- Red path lands on the 3 bins southwest, and works their way to the zipline to get to the top of Epicenter where the beacon is. From there they get the 3 bins on the right, take the other zipline to get the other 3 bins near the bridge. They can also use the Replicator which is by the Respawn Beacon where the red and blue path's intersect.
- Pink path lands on the bridge, this has just enough loot for one person. They have good sightlines and need to be looking at Climatizer to see how that team is rotating, looting, and potentially figuring out if someone is by themselves, especially the northern player from Climate which they can easily catch off guard.
- Playing the meta legend comp is fine, however this POI has low loot and is good at playing zone. That being said I would recommend playing an economy legend specifically Watson because she's also really good at playing Zone.

5. Climatizer:



- Climatizer is a really good Edge POI, but is slightly worse than Skyhook West and Thermal. Teams landing here can really pressure other teams such as the ones landing in Epicenter or Overlook which is the hallmark of a good Edge POI. This does take slightly less time to loot than the other Edge POI's at about 3m.
- Blue path lands on the southern building on the left side bins, drops to get the 3 bins and scans the Ring Console. They go on the bottom on the middle, then head up which connects to the zipline that can lead them to the big building, they climb up to the 2 bins, loot the building 2nd level first then the 1st to take the gondola back to the other side.
- Red path lands on the 2 bins on the right side of the southern building, they loot all of it, head to the 4 bins on the outside and the small buildings. They finish their path about 30s early which is just enough time to go back to scan the Survey Beacon before rotating; or they can head south towards Overlook for an extended supply bin or an Evo Harvester. They also need to be looking and aware of the Overlook team or any other team nearby so they know if it's safe to take the jump tower.
- Pink loot path has less loot than the other's, but get's all the bins on the North side which are often extended bins. This path is not the most efficient, but maximizes Evo. They land on the left middle circle on top, then go down which has a path heading north. After looting the north truck if there's an extended bin spawn they can go to the train tracks, if not I'd just get the 4 bins on the left side of Climatizer. They then go inside, loot that room on the left side or get anything pinged, but other than that they just take the gondola to the other side.

[Not Moist | NA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](#)

6.Lava Fissure:



- Lava Fissure is painfully average, but if you can get Lava Fissure+Mirage, it is extremely good. Lava Fissure leans more edge especially when you have Mirage, but has priority to Skyhook and Mirage/Staging zones. This path takes 2m to loot, while you can shorten it if you are a hard Zone team, I think more often than not you are forced to play edge from here. And given that you have a jump tower to quickly rotate if you have zone priority, taking 2m to loot doesn't feel that detrimental.
- Blue path lands on the 3 bins by the ring console, loots the building, then scans the Ring Console. They then go to the Replicator, and loot the middle circle ending on the lower level and getting the 2 bins on the lower level pathway right by the jump tower.
- Red path goes north to maximize the loot. They have a slightly longer path that ends at the Survey Beacon with the plan of scanning then using the jump tower. The end of the loot path's are at the jump tower allowing for a clean rotation out of it.
- Pink path lands on the 2 bins at the lower level, then goes up to the building. Then goes to the Replicator and the southern building. After getting the 2 bins on the cliff they drop down to the long zipline, and can climb up to the adjacent building before going to the jump tower.

7.Countdown:



- I really like Countdown, it's not amazing but feels really solid. It leans slightly to playing Zone, but is a very versatile POI. It has good priority to zones specifically to Skyhook. The screenshot is how "Exo" clan landed in the Split 2 Pro League Finals, which is slightly different from my loot path. My paths are made to where everyone ends together where the Replicator spawn is, which is safer than how pro teams typically loot the POI.
- My blue loot path is shorter than the other's, but has the responsibility to scan the Ring Console and shoot down any cargo bots, so it shouldn't be significantly slower than the others.
- Red [atj]
- Pink path will land at the bin's on red's buildings. They will not activate the first wall, so they can rotate back and go up via the vertical zipline, but will activate the second wall so they can rotate towards the middle. The buildings are oddly fast to loot, meaning that you can rotate slightly faster than it might look like on paper. I feel like cargo bots are pretty common here so you do have the added benefit of going for a vault.
- This POI does not have a survey beacon, and doesn't even necessarily have one close by or easy to hit. This does mean that recon legends go down in value, other than that though a meta comp is perfectly good. You can still play a recon legend from here, but something like a Crypto that can scan beacon remotely or a Valkyrie mostly for the rotational benefit are both better in the meta right now, and are generally going to be better here than a Bloodhound or Seer for example. But, this is a POI where something like Bang/Newcastle/Catalyst is really good, or in the previous meta as linked below with "Exo Clan" playing Bang/Fuse/Watson.

[Exo Clan | EMEA | ALGS Year 4 | Split 2 - Regional Finals | Full VOD | 07/14/2024 \(youtube.com\)](#)

8. Mirage A Trois:



- Mirage can be really good, although it's pretty bad if there's teams landing Lava Fissure, Staging, and Landslide. I think it's still playable with all those teams, but it can lead to this side of the map being crowded. In addition, just the loot in Mirage is playable for three players, but not great.
- My proposed loot paths here gets nearly every loot spawn and takes about 1m45s, which is on the slower side, but I think the best way to play this is rotating with the jump tower into Staging or Landslide and you want them to have rotated before you land.
- Blue path lands on top of Mirage on the respawn beacon, starting the party, shooting the loot and quickly getting the party loot and going north on the back side of Mirage to get 2 loot spawns before dropping down. They loot the truck, and get both houses ending by hitting the Ring Console before going to the jump tower.
- Red path lands on the loot bins below Survey Beacon zips up to scan although it is a slight waste, but the beacon is really out of the way to end a loot path on the Survey Beacon. From there you take the zipline to Mirage proper and you loot the majority of it starting with the back and left side and working your way to the disco room. Then get the 2 bins and loot spawns before using the zipline to the graveyard. From the graveyard you have an easy path to the jump tower, I would typically miss the north bin, because it's too out of the way to get.
- Pink path needs to loot the village as fast as possible; it is difficult to weave in and out of those buildings. You land on the 3 bins on the lower level, and climb/run to the village. You end by taking the zipline to the 2 loot spawns and 3

bins at the very front of Mirage, from there you have a straight shot to the jump tower.

- This POI leans slightly towards playing zone, you can take the jump tower to either Landslide or Staging which potentially gives you a Ring Console if you didn't get one, but you will always be a step behind them so you are likely to be a 2nd to the zone.

[TSM | NA | ALGS Year 4 | Split 2 - Match Day 4 \(A vs B\) | Full VOD | 06/15/2024 \(youtube.com\)](#)

9. Staging:



- Staging is one of the most underrated POI's in the game! It is the best POI on World's Edge for playing Zone. It is hard to learn, requires a pretty specific comp, and playstyle but is one the best when played right. It's too easy to forget or gloss over the fact that "Reject Winnity" won the split one playoffs from here.
- The key here is to loot and rotate very quickly taking 1m10s. It actually has a reasonable amount of loot because it's densely packed.
- Blue path lands on the 1 bin, loots the middle building, gets the 3 bins and scans the Ring Console. From there they raise the wall and take the zipline to the 3 bins, going to the raised cubby and taking the zipline back to Staging proper.
- Red path lands on the Respawn Beacon, loots the 3 spawns in the circle and drops down to the 3 bins, walks up the stairs to the 2 bins and comes back to the middle of Staging with raising the wall.
- Pink path lands on the north building and loot most of the road overlooking Staging. They can proceed to loot the little respawn beacon if you are rotating anywhere east.
- You have three main rotations out of here, the first is up to the road overlooking Landslide. This gives you six more bins and a couple loot spawns if you go up to the truck that is slightly out of the way, and can give you good sight lines on Landslide. The second, is going towards Harvester where you can loot the respawn building in the picture plus a couple extra bins in the head of the vault tunnel and harvester. You can position yourself up on the hill/cliff overlooking Harvester to know whether it's safe to rotate into it. The last one is rotating through vault tunnel which I wouldn't necessarily recommend without a key, but even without a key it is potentially still an additional eight supply bins if the landslide team didn't loot it. Staging has a central location, with great rotations into two different POI's for ring scans, meaning you more or less have three

potential ring spawns. Mirage also has this, but is always going to be behind the Staging team. Staging also has a reasonable amount of loot given the other factors that make it great, which can't be said for Landslide which is the only POI with faster and better rotations.

[REJECT WINNITY | APAC N | ALGS Y4 Split 1 Playoffs - Finals | Full VOD | 05/05/2024 \(youtube.com\)](#)

Landslide:

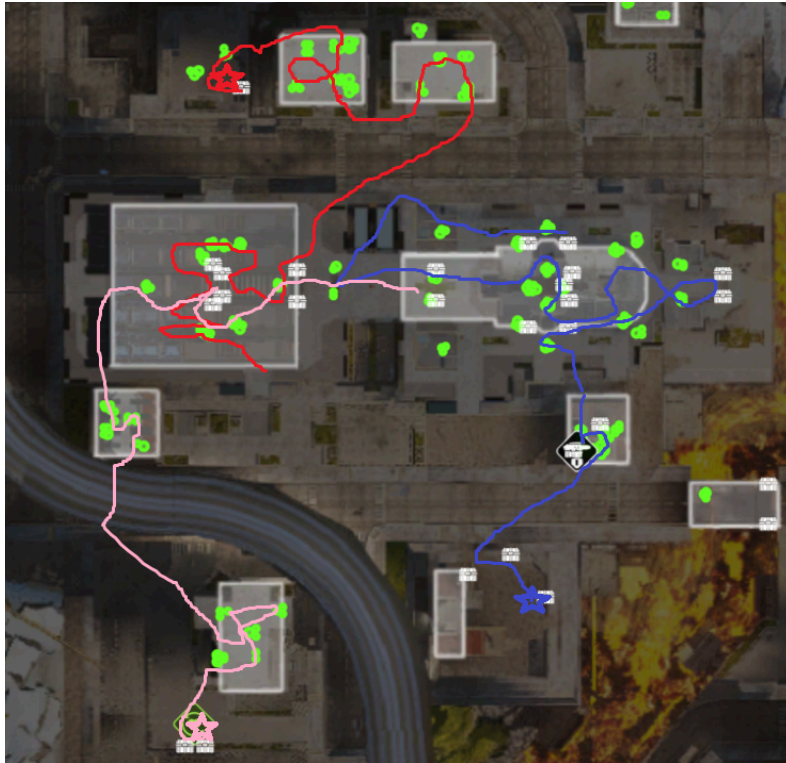


- Landslide is a hard zone POI that has a central location, great rotations, and you can rotate quickly from it. The problem is the loot pool is extremely low.
- “SpaceStation Gaming” won the split two playoffs from here, the loot path is basically copied from them. Takes 1m20s to loot, can be done a bit quicker with good movement.
- Blue path lands on the north truck and rotates a bit south into Landslide proper, ending at the Ring Console.
- Red path lands on the 3 bins in the “no mans land” area and loots through the respawn area and along the side ending in the middle by the replicator. You should finish looting then go back just a bit to use the Survey Beacon if applicable just so you do it right before rotating.
- Pink path loots the vault tunnel which is 8 bins and 2 little train carts. If landing with ALGS dropships you have to land as shown, but if not you can land on the other side of the tunnel so you don’t have to rotate back.
- I added three main rotational paths circled in yellow that have extra loot to help pad your loot pool.
- It is also necessary to play a economy legend from here; Loba is pretty insane because she can take the pink path and unlock the Vault. Also she can help with looting faster which means you are rotating quicker, which can be huge when you are playing a hard zone POI like this one. Watson is historically the economy played from this POI, that is very good at playing zone. To note: in the current Support meta having small meds healing double means you can get away with not having an economy legend, but I don’t recommend it.
- priority to: Countdown, Skyhook, Survey camp, Monument, Mirage/Staging, and Harvester Zones. Which is the main reason this POI is playable despite having as little loot as it does. There are also some landslide zones and in those, being

able to take the height of the hanging platform will often put you in a really good spot.

[SSG | NA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](#)

Monument:



- Monument isn't one of the top POI's but it is very solid, with a great location; being in the middle of the map, and had a good amount of loot. Takes 2m30s to loot.
- Blue path lands on the 3 bins on the construction stack, goes to the Ring Console and loots the museum starting from the top and goes down through the East side and walks back up to ground level on the West side stairs. From there you loot the other top side and end by taking the zipline to the very top middle which will give you a good vantage point to see if any teams have rotated towards you.
- Red path lands on the North side looting the two buildings and heading towards the West middle side, which they will loot alongside the Pink player.
- Pink path lands South on the Respawn Beacon and works their way up to loot, ending by converging with the other players, which you can go to any important items pinged.
- It is usually correct to deviate loot paths here depending on extended supply bin spawns. In that case you would typically land on them and work your way towards the regular loot path.
- You can have one player land on the Fragment side, but I generally find this takes too much time, because you don't want to lose your Priority to certain zones, or get caught off guard still looting while teams are rotating through your POI.
- Whatever the most popular meta picks are, are likely to be what you should go, you really want the most versatile legend comp from here. I wouldn't say this POI leans Edge or Zone; it has mid-speed rotations with good, but not insane loot.

Fragment:

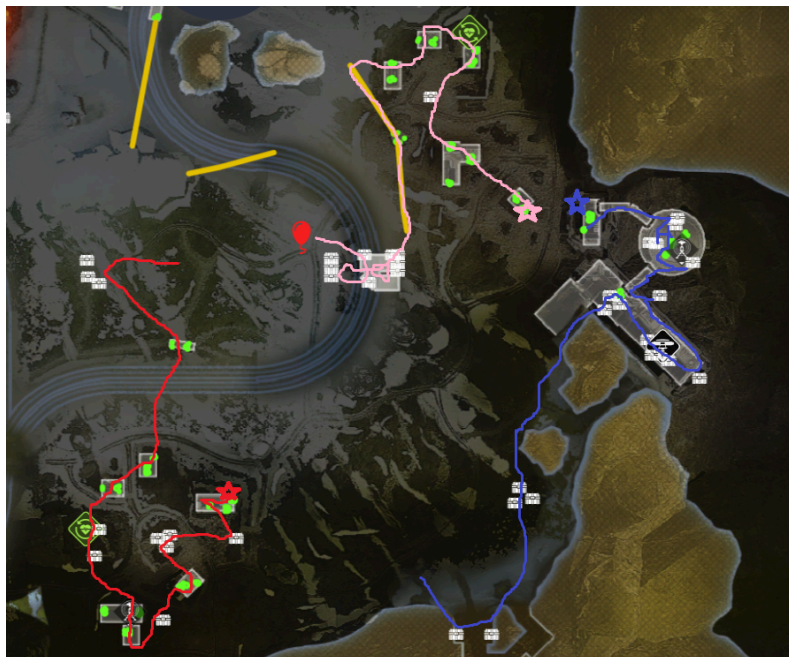


If you are unfamiliar with competitive apex then this seems like a perfectly fine place to land, however it is a trap. While you do have a lot of loot your loot quality is not great, you don't have a ring console because it's on the monument side, and you are positioned in-between too many teams. Whether it's Overlook, Epicenter, Geyser, or Monument this is a POI where it feels like you need to watch both your back and front. You also don't have very many good zone prio's, there are a handful of Fragment/Monument, Overlook, or Climatizer zones, but it can be hard to tell because of the lack of a ring console and even if you identify teams rotating to you there is a lack of good versatile spots to play from without having the ring information, the best you can do is just pick a house next to a team that rotated to you that you know had ring info.

This is a POI where I think more experimental comps actually have a better chance, although I think it is probably better to just not land here altogether. My favorite of these fringe/experimental comps is Bang/Newcastle/Vantage because you maximize your potential to get extended supply bins while also having a recon legend that can hit the Ring Console. If you're able to rotate to a POI with a ring console you can play for ring three information fairly well with this comp. Any comp that generally causes chaos is somewhat reasonable here, like I would say Crypto/Path/Revenant, but I think Rev was just barely good enough to see fridge play before and got a fairly significant nerf in the mid-season update.

I like experimenting and testing, but this is a spot where people landed early on in the draft system and realized how bad it was. I would explain my loot paths and link a VOD, but unless something changes to make this POI valuable my best advice is to just not go here.

Overlook:



- The Important thing to note with Overlook is it often plays as an edge POI, it is not necessarily hard edge like other POI's. But this leans and should be mostly played as an edge POI, mostly given that in a competitive environment Fragment goes undrafted, so you can send one player to Fragment to loot. This not only gives you a lot of loot, but does increase your evo potential given how much space you have. The loot paths as shown take about 3min to loot, they can however be shortened quite considerably.
- Blue path starts on the East side of the round building, loots it, and heads towards the Ring Console, loots that area. That ends the important part of the path, but given Evo and extended supply bin spawns it is often correct for this player to head South towards the Vault tunnel.
- Red player lands in Fragment, loot's that little area which can be cut short, then heads typically North for any Evo or extended bin spawns, or can go deeper into Fragment, but it is important for this player to not be caught out alone due to a team rotating quickly.
- Pink path loots all of Overlook's village area, ending at the supply bin tunnel, which is next to the Replicator and a Jump Tower, which means they can meet up with the team wherever, or wait for everyone to come back and rotate together.
- Playing a traditional meta comp is totally fine here or playing one that leans more edge is better. "Alliance" was playing Bang/Path/Crypto from here which is a little on the weirder side, but I think it is great. It is a pretty versatile comp that has great rotational ability which is definitely useful when playing Edge.

[Alliance | EMEA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](https://www.youtube.com/watch?v=...)

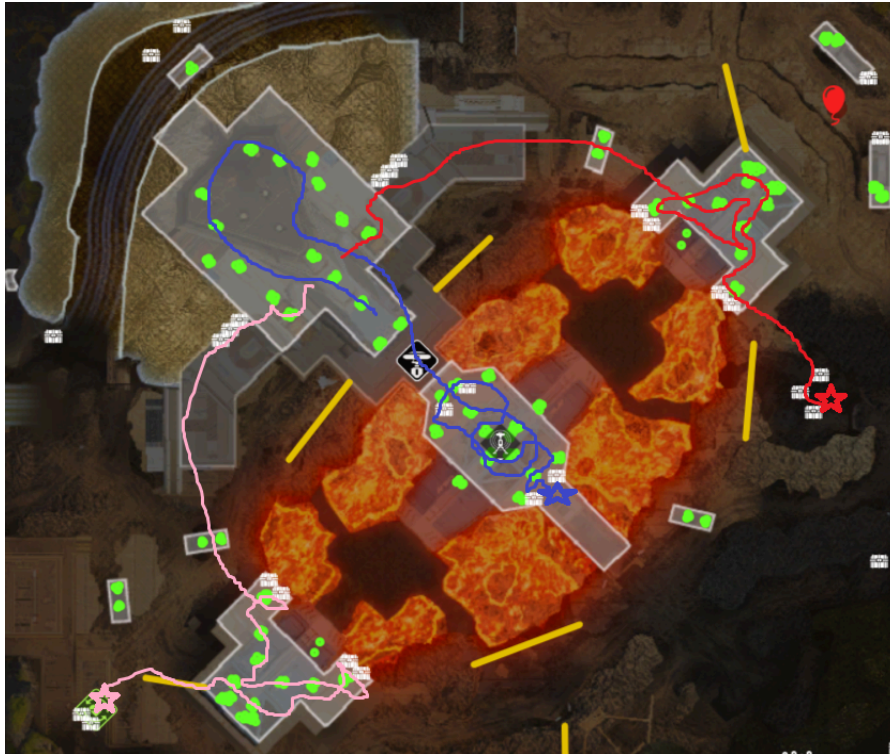
Harvester:



- Harvester is a pretty solid zone POI, the plan is to loot basically as fast as possible then you have plenty of good rotations from this POI takes about 1m15s to loot.
- Blue path lands on the low ground by the lava, gets the couple high tier loot spawns in the middle, loots the other side then scans the Ring Console and loot the little room and 2 bins that are slightly out of the way, but you really need the loot.
- Red path lands on the North West side on the 2 bins, and does a loop climbing up to the Survey Beacon and potentially scan out of convenience, although it will be a bit early. Then goes up the ramp to loot the top side.
- Pink path starts on the South East 2 bins and does a loop to the top level ending at the same spot as the Red path.
- Having a Jump Tower makes rotations from here extremely good, as well as its location.
- Economy legends are almost necessary here given how little loot there is, Loba or Watson can be really good from here. I want to note with Watson you can have her take the blue path and walk over the lava for a faster loot time with her being able to regen her shield with her passive ability.

Exo Clan | EMEA | ALGS Year 4 | Championship - Grand Finals | VOD | 02/02/2025

Lava Siphon:



- There's a lot of debate on how to loot Lava Syphon, this is what I lean towards taking 1m30s-1m45s to loot. With the previous dropship system the blue and pink path would remain the same, but the red path would instead loot the command center area which does have faster loot times, but I like having that bigger loot pool in having the red player loot the North-East big building.
- Blu path land on the back side of middle building loots the top floor then goes down the stairs on the front side (closer to the Ring Console) does a loop around the first floor which will leave you going down the big door room right next to the Ring Console. After scanning if you have priority to the zone and want to rotate quickly it's fine to not loot the command center area.
- Red path lands on the 3 bins just South of the big building, landing on the big building is more than reasonable and does save a little time; or landing on the 2 small buildings by the Jump Tower. I do recommend changing your landing spot depending on extended supply bin spawns. From there though you loot the big building by climbing up to the 2 bins and looting the top floor, then once you get to the 2 bins on the other side, you jump down and loot the first floor, and finish by heading towards the command center.
- Pink path lands on the 2 bins by the Respawn Beacon and loots the top floor once you get to the 2 bins on the east side you drop down and open the door to the small room and loot the first floor. You will have to climb up the 2 bins on the other side. Then you can just go towards the command center.
- I want to add that once your done with the loot paths, your options for rotations are pretty open, you do have a Jump Tower on the North-East side, and one on the South-West side by Tree right next to the bridge. I also think that climbing up

the middle building and scanning the Survey Beacon then using a Evac Tower from that height can also be a really good play.

- “Raven” VOD reviewed some of team “Falcons” games from the Split Two Playoffs in which he talked about how he didn’t like their Bang/Fuse/Crypto comp from here. That is because that comp is really good at playing hard edge, and while you used to be able to fight teams much more aggressively from here because of how much better the loot was; this isn’t quite the case anymore. It’s better to play a more versatile mid speed rotational plan with a versatile comp.

[\(420\) LG | NA | ALGS Year 4 | Split 2 - Match Day 7 \(A vs B\) | Full VOD | 06/23/2024 - YouTube](#)

Geyser:



- I have had a lot of debates with coaches on where to rank and how to play Geyser with many different opinions. Year 4 Champs Finals was the first time where I've seen it go undrafted. It was also one of the worst performing POI's at the event, although it is a small sample size. I do view it as a low tier POI, but think it's fine. Most teams have someone go loot the vault tunnel, which is fine, but takes a lot of time, and doing this makes you lose priority to zones. No matter what you do the POI just doesn't have enough loot to constantly play a good Edge game from, meaning you should set yourself up the best for playing Zone; these loot paths are attempting to do that. They take about 1m15s to loot, but about 1m30s for the pink path to actually get to the Geyser.
- Blue path lands on the South 3 Bins, one of those can often be an extended supply bin and in such a case you might want to Support or Assault legend take this path and have the Controller legend take the red path and use the Geyser at the end to go to the Ring Console then take the Zipline back to the middle of Geyser. In any case the blue path will slide down to the bigger building, get the 3 bins at the Respawn Beacon, 2 bins by vault tunnel, the little house by the Replicator spawn, and end by the 2 bins in the middle of Geyser.
- Red path will land on the top floor of the round building on the West side, then loot the bottom floors. After that they just do a loop through the long buildings; these actually are pretty fast to loot, which means this path can finish a little early, but can use that little bit of extra time to scan the Survey Beacon, Ring Console, or use the Replicator.
- Pink path is a little wild, the little house on the hill is as far as the dropship can take you, but in regular play you can land on the Respawn Beacon or in a different building. Looting that whole no-name area takes too much time, but I really want to get the 4 bins on the bridge, and the 3 bins in the valley is nice. This player is going to have the least amount of loot, but lets the other 2 players have a good amount of loot. Geyser feels like a POI that can support 2 players

well, but just can't support 3. After looting what they can though, the pink player has a few options; such a just rotating through the low ground back to Geyser, taking the Jump Tower in Lava Syphon (very risky though), rotating North through the other choke and meeting up with the team in Fragment, or going South rotating by the bridge and meeting up with the team at Big Maude/Stacks. The last one is risky if you run into the Big Maude team, but if it is a Big Maude/Stacks zone then I think it's totally fine.


- Loba gains a lot of value given the Vault being right there, you can have her go and loot vault tunnel and unlock the Vault itself. Or, have her use the market by the little house that the Blue path ends up by the Relpicator and steal items from it. Other than that I would recommend the meta comp or one that leans to playing Zone.

Big Maude:



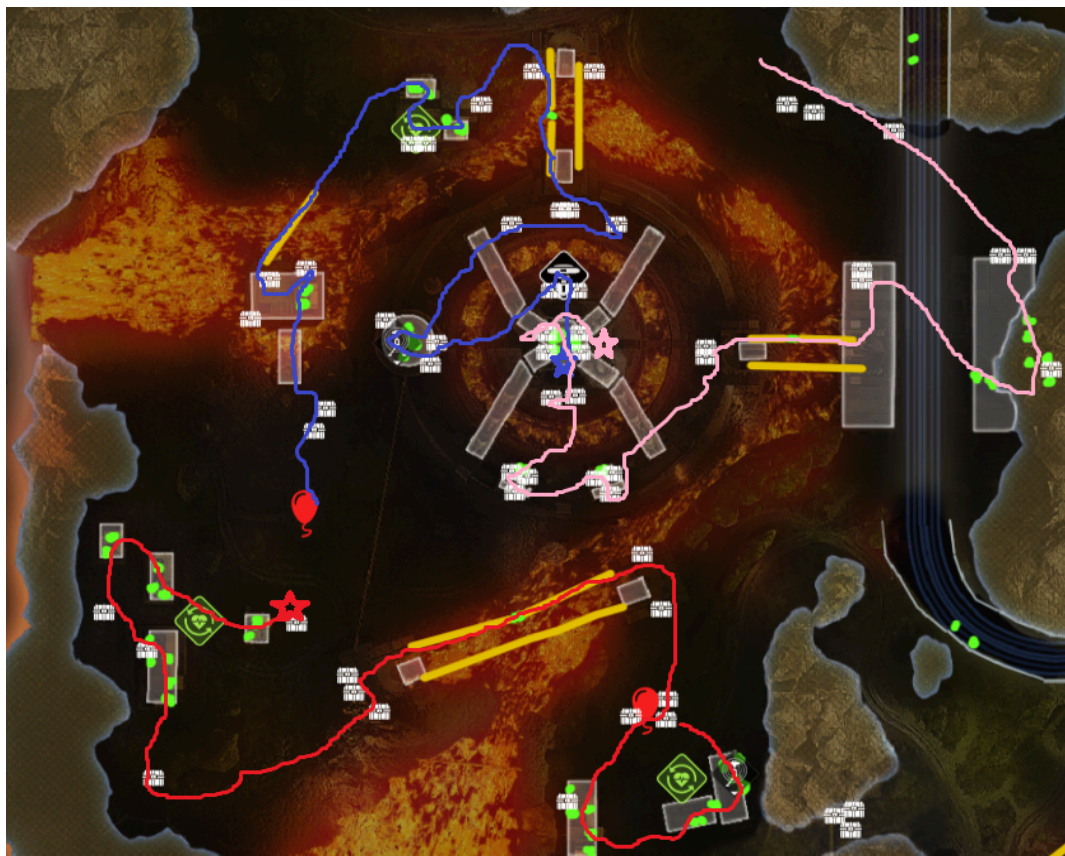
- Big Maude is on the weaker side mostly just because of its location, you are in the corner of the map with, in a somewhat crowded area assuming there's a Geyser, Stacks, and sometimes Dome team, and your loot is fine, but not really what you want for playing edge. Depending on the fully kitted guns in the shop though you can bully teams early; this is different from playing Edge. This more so means you can fight Zone teams early for their spot or force your way into Geyser to use their Ring Console for example. Because of the location it is hard to play Zone from here as well, so you functionally have to play a mid-speed plan, and be able to adapt to what teams are doing around you. My general plan though is to loot up and get out of the corner of the map as soon as possible, these loot paths only take 1m10s. Because all the loot is together you will have really good loot for the time it takes, but you don't want to stick around unless the zone is pulling to you because the Stacks team will have better loot than you if they have the time to fully loot their POI.
- Blue path lands on the top corner of the ship, then drops down to the shop to unlock a gun, they will then do a loop around the front paintball area to lead them back at the shop to actually pick up their gun.
- Red path lands right in the shop, unlocks a gun and proceeds to loot almost all of the ship. They will loot all of the first floor and the 2 bins on the East side, then will loot just the front room, and bins on the second floor. They will end on the opposite side of where the blue path lands so they can drop down and grab their gun.

- Pink path lands on the back top side, gets the bins and loot spawn and goes inside to just loot the first room right when you open the door, they rest until they leave for the red path. They will then walk back out and drop off to loot the very back of Big Maude and go around the side of it getting 2 more bins. They then have an opportunity to go inside and grab a gun someone else unlocked. This player will have the least amount of loot, but it should be a playable amount.

 GoNext | EMEA | ALGS Year 4 | Championship - Winners | VOD | 02/01/2025

[Pioneers | NA | ALGS Y4 Split 2 Playoffs - C vs D | Groups Stage | 08/29/2024](#)
([youtube.com](#))

Thermal:



- Thermal is a top tier hard Edge POI. A lot of different routes can be used, however the paths as shown get every loot spawn which is generally what you want to go for when you have such a hard Edge POI like this one. The path's can be shortened, and you do need to be on guard for any teams rotating your way, mostly if it's a Thermal zone; and in such a case, you would basically want to cut your loot paths really short and group up as soon as possible. Looting the entire POI will take around 3m30s-4m depending on speed, this is incredibly long, but the sheer amount of loot every player will have will be unmatched.
- Blue path lands on the very top height of the middle, then drops down to the Ring Console, heads West to the round building, and works their way around the edge of the POI getting the Respawn houses and the lava island houses ending at the Jump Tower so they can meet up with the team.
- Red path lands on the South West village, loots the entirety of it and takes the ziplines up to the Survey beacon houses that overlook Thermal, loots all or most of it and takes the Jump Tower to meet up with the team.
- Pink path lands on the bottom of the middle, goes South to the jungle gym/blecher things loots them and goes East to loot the train station. Then will typically head north towards the Staging choke, but this will be dependent on the zone and where you want to rotate.

- The POI has 2 Survey Beacons, unfortunately because of Thermal being on the edge of the map and the individual location(s) of the beacons it's hard to get good information from them. You can scan before using the jump tower with the red path, but I wouldn't worry about hitting them too much just given time sake and how little info these tend to provide.
- I don't necessarily think meta comps will always work from this POI, this POI requires a team comp that can play edge well, and that may not be the most meta team comp.

▶ FNATIC | APAC N | ALGS Year 4 | Championship - Grand Finals | VOD | 02/02/2025

[FURIA | NA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](#)

Tree:



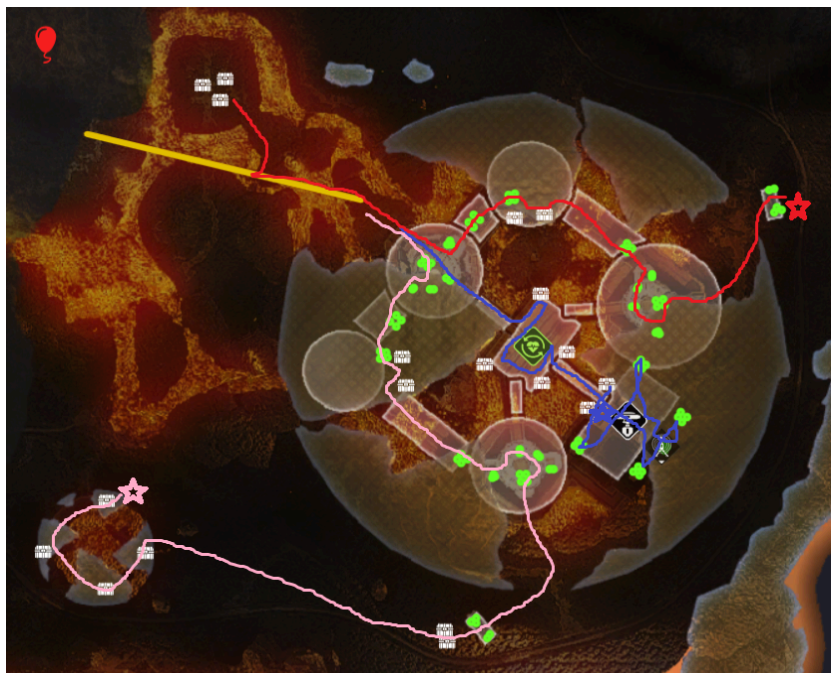
- I really like Tree, it's nothing special, but do view it as a little bit of an underrated POI. Takes 1m30s-1m45s to loot, with everyone meeting up at the bridge at around 2m.
- Blue path lands in the middle of Tree looting the outside of the triangle first then looting the middle and scanning the Ring Console. They then take the zipline to the train tracks and gets the 7 bins on that side.
- Red path lands on the 2 outside bins of the West building and loots the inside to then head East to the bigger building. This player can land on the 3 bins in the Thermal choke, but I find this takes a bit too much time given how long this path is already compared to the other paths. Although if an extended supply bin spawns in that choke I do think it's worth getting it.
- Pink path lands on the Truck with the bin next to it, and loots the buildings in the salt flats, to then head North to the bridge. This player is most likely to be ahead of their teammates and can scout to plan their next rotation while on the bridge.
- This POI leans slightly to playing Zone, although there will be a lot of far zones, but with the Jump Tower you can still have pretty fast rotations from here. This POI doesn't have a ton of loot, but the loot pool is not so small you need to play an economy legend.

Launch Site:



- I'm not super excited about Launch Site, but it is a totally fine POI. The loot path here takes about 1m45s.
- Blue path lands in the middle by the Ring Console, and will reach the North building before the other players and will loot most of it before they arrive.
- Red path lands on the outside bin of the South building and loots their way East around Launch side. The Survey Beacon is a bit inconvenient for anyone to get given that you want to rotate North most of the time, and it's on the south side so I wouldn't worry too much about hitting it.
- Pink path lands on the South big building and loots their way East. They can rotate around the other side of the mountain, or potentially take the Jump Tower that is nearby.
- This is a POI where I think playing the most meta or a versatile team comp is going to be best. I don't think there is much of a reason to play anything off meta from here.

Dome:



- Dome is widely regarded as the worst POI, but has gone up a bit for me. The whole POI is high tier loot, and with these paths, you can loot all of it pretty efficiently taking 1m30s. It doesn't have a lot of loot, and the location is pretty terrible, but with that being said you can still play a reasonable game from here.
- Blue path lands on the 2 bins by the Ring Console, they open the doors and peek into the first rooms of both the buildings next to them. They then loot the smaller building with the Survey Beacon on top of it. From there they go straight forward looting the 4 bins in the middle. They will pass by the Replicator and meet up with the team at the front building by the Zipline.
- Red path lands on the truck right outside of Dome, they then go into Dome proper and loots through their outside edge. They can go slightly out of the way near the end to go to the Replicator, but they should be the first one to take the Zipline and loot the 3 bins outside of Dome near the Jump Tower. Once there their role is to scout their next rotation, see what the Launch Site team is doing, possibly determine if it's safe to take the Jump Tower which is really risky.
- Pink path lands on the small dome with 4 bins and heads to the truck with 2 more bins. These bins are often extended supply bins so this should usually be the Support or Assault legend. From there they loot their side of the Dome ending by the Zipline. This path should take the longest, but can be easily done in a 1m30s and the other players shouldn't be waiting on this person for very long.
- Because of how weak this POI is, playing a more experimental team comp is much more reasonable. Playing a meta comp from here is trying to beat others at their own game when you are beginning at an objectively worse starting point. Some legends are so good you have to play them, but having a legend that can shore up a weakness of the POI like a good rotational legend, an economy

legend can be good, or even just an off meta Controller/defensive legend so you can hold different spots that the meta Controller legend might not be able to hold very well. Having a Loba just dive straight for the vault is risky because of the Stacks team, but probably not a bad idea either, in such a case you would have the blue path get the red path's side of the Dome and the red path being the Loba landing on the Vault instead.

- Dome also gets better or worse depending on active zone pulls, meaning that in the Split Two playoffs this was a really bad option, because of how common Skyhook zones were, but now right during and after year 4 Champs zones seem a lot more balanced in the area they pull, and we've been seeing a lot more zones actually pulling to Dome or close by it, which for a time basically didn't exist.
- "Liquid Alienware" in year 4 Champs put on an impressive performance in the finals from this POI, they actually did the best on World's Edge than the other maps, which given how bad this POI is considered is pretty crazy. This was essentially the first time I've seen a pro team do "well" from this POI. I will also link "MooreOver"s video which communicates the problems with Dome a bit better than I can, and he doesn't mention it but he did play from here in CC so there is some competitive experience behind his statements.

▶ Liquid Alienware | NA | ALGS Year 4 | Championship - Grand Finals | VOD | 02/02/2025

[Why Dome is the WORST POI in Apex Legends \(youtube.com\)](#)

Stacks:



- Stacks is a pretty good POI that leans to playing Edge, but it's not hard Edge and hyper-powerful like Skyhook West or Thermal. It is certainly the best POI in this corner of the map. Dome can often go undrafted meaning you can send someone there and play a very good Edge game from here given you have 2 POI's to loot. With the loot paths as shown and just looting Stacks takes 1m45s.
- Blue path land on the South small building loots it and at the end of the 2nd floor you can get the 2 bins outside and easily go towards the Ring Console, then loot the 2 bigger buildings on the West side.
- Red path lands on the 2 bins at the end of the Zipline, takes it halfway and jumps off at the 3 bins. From there they get the construction stacks to the East and can easily go to the big middle building which they will loot all of. After that they will loot the couple piles and bins right outside of it until everyone is ready to rotate.
- The Pink path lands all the way on the East side in the destroyed building and can walk up this light pole to get to the only slightly broken destroyed building which has a lot more loot. Then will loot the 2 buildings closest to Big Maude and will finish by the Replicator and can loot the bins by it and loot spawns next to the big middle building.
- Playing a meta comp or one that leans towards Edge is totally fine from here. You do have the Vault right there playing Loba is fine, but you don't really need an economy legend from here at all.

[FNATIC | APAC N | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 - YouTube](#)

Northpad:



I really like Northpad, I think it's a slightly underrated edge POI, and has the benefit of Northpad, Downed Beast and Wall Zone's being easy to read and really good for you. Which, unless you have prio to zone I would play a pretty hard edge playstyle where you try to get as much loot and evo as possible before rotating out of Northpad. This being said I feel like you almost always have an evo harvester spawn, if not two on each side of Northpad. With the trident the evo's are pretty easy to get as well as rotating out of your POI and to other evo harvesters. Assuming there is no one landing at Trident, then this is a really good POI where one player can go as right as possible to the Trident and loot as much of that area as they can before picking the team up. I have the black loot path starting at the gazebo and moving to the armory getting the trident. I am scared of the wall team however, but the egg/nut buildings have high quality loot so if possible they should be looted. I have the red loot path start off on the bins at the respawn beacon middle of no man's land, then go to the big building in Northpad proper, although I think it's totally fine to land on that building instead. I would rather just start the loot path a bit out of the way then go to the building, and from there go right to fight prowlers. Everyone can also shoot down any flyers in Northpad even if you can't get to the box's just to level up your evo shields. I have the blue path landing on the sniper's perch then looting each of the fingers. If it looks like you may have zone prio either the blue or red path should go out the way to scan the ring console early to know whether to rotate quickly or not.

Meta comps are fine here, edge comps are good too, and having a trident means legends like Gibalter for example get a bit better. Because of how big the POI is I do think movement legends also get quite a bit better. I really liked how "Disguised" played from here in the split one playoffs so that is what I have linked below.

[Disguised | NA | ALGS Y4 Split 1 Playoffs - Finals | Full VOD | 05/05/2024 - YouTube](#)

Trident:



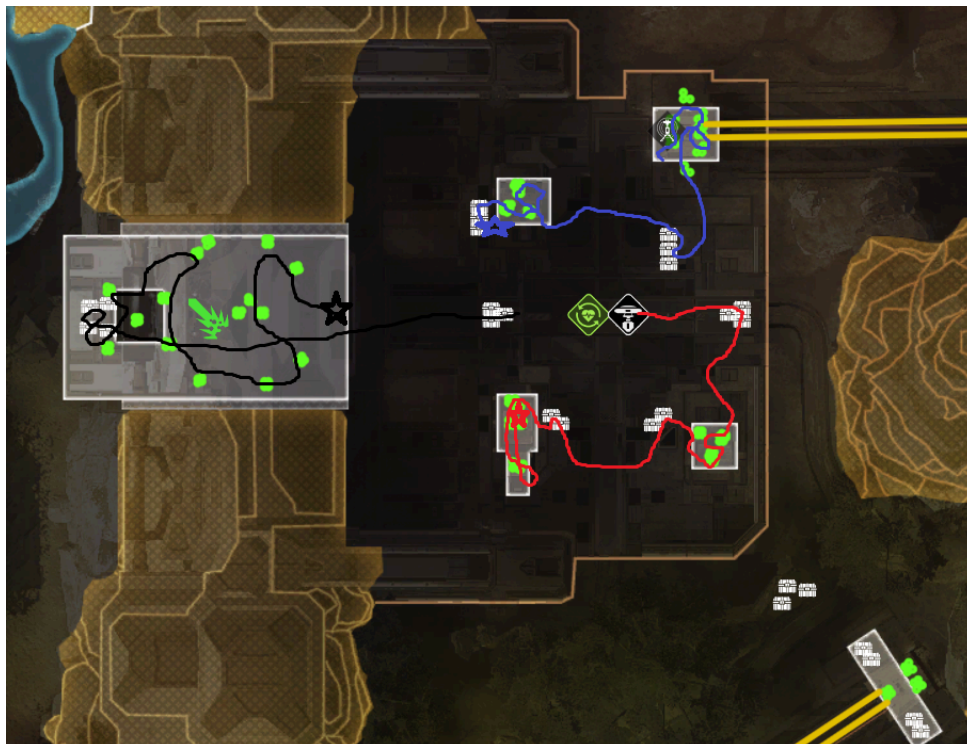
I want to preface this by saying I have a lot of respect for “Alliance” and every pro team. But, in the split two playoffs I think them taking Trident and saying they will just come over and contest anyone at Northpad is pretty stupid. I think Northpad and Trident are both totally playable with a team landing Northpad and a different team landing Trident. You would obviously prefer for no one to land there, but I don’t think you need to or should contest. The other thing is that Storm Point realistically only has 19 real POI’s, meaning if you’re the team at 20th pick you need to ask yourself would you rather land at Northpad knowing a team will be at Trident or a really bad spot like Lift? My answer is probably going to be Northpad. If the Trident team comes to fight you, not only will you see and hear the trident coming in the open from a mile away, you can not convince me the team coming from the trenches and no mans land is ever going to be favored against a team that’s on the roof of the building.

With that out of the way and because of how broken a trident can be, I think Trident is a pretty good and reasonable 20th or even 19th pick POI. You are lacking in loot, but Storm point has a lot of loot and no name area’s like the one shown which is the closest. That all have a good amount of loot to help pad out your loot pool. You can rotate to them pretty quickly with a trident and although you don’t have a ring console, you should be able to scan multiple survey beacons which can help you see where teams are rotating and make a pretty reasonable guess on where the ring is ending. I also think it’s important to fight wildlife and ride around in the trident collecting evo harvester’s to help you play a pretty good edge game without having that much loot. Meta comps are fine here, however playing a more edge comp, a comp that doesn’t have a controller legend, or one that plays with the power of a trident like Giby are all pretty reasonable.

I think at the beginning of split two pro league this POI was a pretty common pick, but it’s fallen a bit to the wayside in favor of Lift. Although, I think this POI is a bit worse after the change to survey beacons, you do have them guaranteed and I still think this POI is better than most of the other not real POI’s.

[Oxygen Esports | NA](#)
[| ALGS Year 4 | Split 2 - Match Day 1 \(A vs B\) | Full VOD | 06/01/2024 \(youtube.com\)](#)

Wall:



I don't love Wall, but I also don't hate it either, it feels like a medium minus POI. The loot paths are fairly straightforward, the black path just goes straight into the wall itself which is marked as high tier loot. It is out of the way and you need to be worried about the Northpad or Trident teams but you can try and loot the egg/nut buildings as well. The blue and red paths each get two houses and a handful of bins; the red path goes to the ring console while the blue is by the survey beacon. All the paths end up close to where the Replicator spawn is as well. You can send someone to loot the lift building, although it is out of the way and you are likely to rotate around there anyway. There are prowler's to your north, and I am typically a big fan of going for the wildlife for the evo, but this one feels a little too out of the way and seems to take too long in most cases. You also have a good rotation up to Zeus Station for any northern zones or left to Northpad for any Northpad/Downed Beast zones. I wouldn't say this POI leans more zone or edge, so to play this POI well you need to know how to play both and adapt to various ring pulls. You do have the benefit that Wall zone's are fairly common, they can pull straight into Wall or often pull to the lift building right outside of Wall.

This is a versatile POI where a bunch of different comps and playstyles can work from so in general whatever the meta comp is would be best. "Gaming Gladiators" played here in the split two playoffs and although their World's Edge games are what carried them, they did do reasonably well from here.

[GaiminGladiators | EMEA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](#)

Zeus Station:



Zeus Station is a pretty hard edge POI, it feels very similar to Skyhook West, although it is not as crazy when it comes to evo. There is a lot of loot here and feels like there is always an evo harvester and/or extended supply bins. “Bleed Esports” landed here in the split two playoffs and their loot path was a little different where they had someone land in the tunnel on the right. That tunnel might as well be called the extended supply bin tunnel, because there always seems to be an assault bin in there. It is out of the way so it makes sense to start their loot path there, however I like looting and ending a path on a potential assault bin. Although, I do admit that the red path does do a negative rotate for it, which is not ideal, it is more or less a negative rotation no matter how you do it. I do like one person looting all of the middle and one person looting the north side. The red path does get less loot than the other two having them get all the loot that is a bit out of the way does seem nice. Theoretically you are using the jump tower to rotate out of the POI and there is a replicator spawn close to there, if someone finishes their path early they can get the loot spawns next the jump tower on those weird door buildings.

Meta comps from here are totally fine, with Valkyrie entering the meta her value does go up on all of these northern POI's, because you can get some crazy distance with Valk ult's especially if you rotate through Command Center. Playing a comp that leans more edge is preferred. I want to note that “Bleed Esports” played Bang/Newcastle/Catalyst from here which is a defensive comp, but is not necessarily a zone comp. I think that comp is totally good at playing edge, and feels much better than Bang/Crypto/Wattson for example.

[BLEED Esports | NA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](https://www.youtube.com/watch?v=...)

Lightning Rod:



Lightning Rod literally feels like each player gets their own little POI all to themselves to loot. In addition to that you literally get a trident to run around and grab evo or to rotate fast somewhere. This is a top tier POI that "TSM" likes to play from, their landing spots are a little different where the black path lands a little more central and they all make their way down to the grav cannon building. I would prefer to have the black path just land there if possible and if not they can land at the survey beacon house and work their way down to that building. The blue path does have a lot to loot and might take more time, but the red path can just take the trident and pick up the black player, then go closer to the middle where the ring console is to pick up the blue player. The rotations from this POI are really good, but with the trident you can make insane rotations; like going up north to Zeus Station and then going down to Wall, or go all the way down past Cliffside and Launch pad to the southern POI's. A common rotation is just going straight down the middle to Storm Catcher probably with the trident. I would definitely shy away from using the gravity cannon, and I think the other rotations you can do with the trident are often better. Going through the middle of the map with a trident is rather risky because of how many teams you may encounter and how big your hit box is while riding it.

Playing a meta comp from here is fine, the POI does lean more edge so an edge comp is good too. You have the trident to rotate with, and you're not going through Command Center which is the best place to Valk ult or evac from. Valk ulting from Storm Catcher can be a good rotation, but idk if it's worth abandoning your trident for. Any legend that does play well with a trident does go up in value of course, but probably not enough to want you to move away from a meta comp.

[TSM | NA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](https://www.youtube.com/watch?v=...)

Downed Beast:



Downed Beast feels very similar to Lightning Rod, where you sort of have three different mini POI's to loot and a trident. You have a little less loot and I sort of like the positioning of Lightning Rod better, but I think they are about on the same level. The loot path's starts pretty basic, but it does get slightly weird because everyone should share some of the loot in the middle of the Downed Beast itself, and work out exactly who gets what. The fastest way to do it is something I think a team needs to work out for themselves. But I do think one person needs to land right on the trident to secure it and park it closer to Downed Beast proper, and everyone will just meet back up by it once they're done looting to rotate with it. You can get some gifted zones to Downed Beast itself, Northpad, and sometimes but less commonly to Checkpoint or Mill. Other for those zones though, this POI plays more or less hard edge, and you use the power of the trident to drive around and get evo harvesters. There are some flyers you can shoot and some other wildlife you can rotate to, but for the most part you should try to gain evo through the trident and evo harvesters.

As far as legends go what I said previously is mostly the same, a meta comp is fine, but this is an edge POI and you have a trident which can make some legends go up in value.

[FNATIC | APAC N | ALGS Y4 Split 1 Playoffs - Finals | Full VOD | 05/05/2024 \(youtube.com\)](https://www.youtube.com/watch?v=...)

Checkpoint North:



I don't hate Checkpoint, but I do think it is a little underwhelming. It's fine, it gives you everything you ask for and need in a POI, but doesn't offer anything beyond that. You have priority to a handful of zones and you can have a mid speed rotation, although it can feel like you get stuck in Checkpoint, because it has a limited number of choke points. It can also be difficult to evac tower out of. I have the blue path landing on the bins and looting the two buildings in Checkpoint south, you can have them go to the three buildings in Checkpoint south proper, but I don't love this, because it's pretty out of the way and takes too much time to loot. Instead, I think they should go right to the little spider cave. These spiders can be completed relatively fast even with just one person, and I think it is a nice way to get your evo shields up, you also get smart loot from them. They can then go up the stairs and grab the bins that are a little out of the way for anyone else to get. Their path is shorter than the other ones which is why I think they hopefully have time to complete the spiders without costing the team a slow rotation. The other two players also will need to scan the ring console and survey beacon which will take time.

This is a POI that you should probably play the meta comp, but because of how versatile and standard it is, I think any legend comp that works best for your team is going to do fine from here. I haven't seen all of it, but in the split two playoffs "Furia" did land here and had some really good rotations out of checkpoint which is essential if you want to master this POI.

[FURIA | NA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](https://www.youtube.com/watch?v=...)

Checkpoint South:

This POI is so bad I don't even think it is worth making a loot path for! The only reason to land here is if you want to contest Checkpoint, which is not even that good of a POI to begin with, and you will literally be fighting a battle from the low ground. It's probably better to just contest Mill, and they will see you walking through the open from a mile away. So I think there is basically no good reason to land here.

I think it's really crazy that this is a landing spot and not Bean (don't know why it's called that) but the no name area that's in between Mill and Cenote Cave; which literally has decent loot, an armory (so good gun selection although armory's aren't what they used to be), and a fricken trident. I am going to include Bean as a bonus POI at the end, because I think it is a more than reasonable landing spot for any competitive tournament not using the ALGS format. And also should be included in the ALGS POI draft.

Cascade Falls:



I don't think Cascade Falls is not that great of a POI, but I really like it. It feels very similar to Landslide on World's Edge, but Cascade has a bit more loot, although Storm Point as a map does just have more loot. I don't love the black loot path here, but I think it is probably the best, and what "Guild Esports" did in the split two playoffs. The plan here is for them to land on the bins by the southern respawn beacon overlooking Ceto Station, and drop down to fight the spiders. You only get six bins and the smart loot from the spiders which isn't much. You will get a gun, it might not be a very good one though, so it's important for the rest of the team to ping any guns that you need. Most of the time the other players are spending is looting, the black path will be fighting the spider's. So they only have one building closest to the spiders to loot. The red path could loot that building as well if the spiders are taking a while. The blue path is a bit weird where they can potentially scan both of the beacons. If you're playing Crypto this isn't a big deal and the blue path should just be the controller legend. If you are playing a recon legend that isn't Crypto like Valkyrie then I think it's fine for the blue path to be the recon legend and for one of the other players to finish their loot path (or cut it short) to go a bit out of the way to scan the ring console. If the red path is a Valk though, it's not too hard for them to fly up to the survey beacon if you want to keep the blue path on the controller legend.

Although, you don't have that many actual priorities to zone. Given you are basically in the middle of the map it's easy to anywhere that the zone will pull. This is a hard zone POI where you want to loot up and rotate as quickly as possible, and because of the lack of loot Watson is really good here. To further the point, this is a POI where Newcastle/Watson might be better than Newcastle/Catalyst as an example. This is because of the lack of loot and your plan when landing here should be to play hard zone, when typically speaking I think Newcastle/Cat is better and more versatile.

[GUILD | APAC S | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](https://www.youtube.com/watch?v=...)

Lift:



I don't actually hate Lift as a 20th pick POI, but I think both Trident and Prowler Nest actually have a lot more upside to them. However, I don't think Lift is as bad as many people may think it is. You are basically at the dead center of the map, so you can actually play a pretty decent zone strategy from here, the problem is that you don't have a ring console. You however have good rotations into either Cascade Falls or Jurassic which are both really good Zone POI's that could have a ring Console. Those teams should be fast rotating teams as well meaning you shouldn't have to wait that long for it to be safe to move in for a scan. Evo Harvester's also often spawn in these no name open area's, meaning you still have reasonable evo potential. There's also spiders where I end the black loot path on which I think you should get if safe, but you need to be really mindful of the Storm Catcher team. Cascade Fall's survey bacon is also really close to the top lift building meaning especially if you are a Crypto you should be able to get both. Also, the bins along the river/stream have a good chance of being extended supply bin's both assault and support, which will help your loot and evo.

"Exo Clan" had to play from here in the split two playoffs and actually did quite a bit better here than on World's edge where they had Harvester. On paper they definitely should have done better with Harvester than Lift, but they make it work from Lift. This is part of my reason for saying that I think it is a bit better than people give it credit for. "Exo Clan" played Bang/Crypto/Watson from here which is not only the meta comp, but one that is really good for zone. This being said, as long as you feel confident in your ability to play around other teams and use scans strategically to see where those teams are going I don't necessarily think you need Watson. It is nice that she can help with your shield economy, because you don't have a lot of loot, but I think also given the potential of extended support bins spawns it may have been better to play Newcastle instead.

[Exo Clan | EMEA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](#)

Command Center:



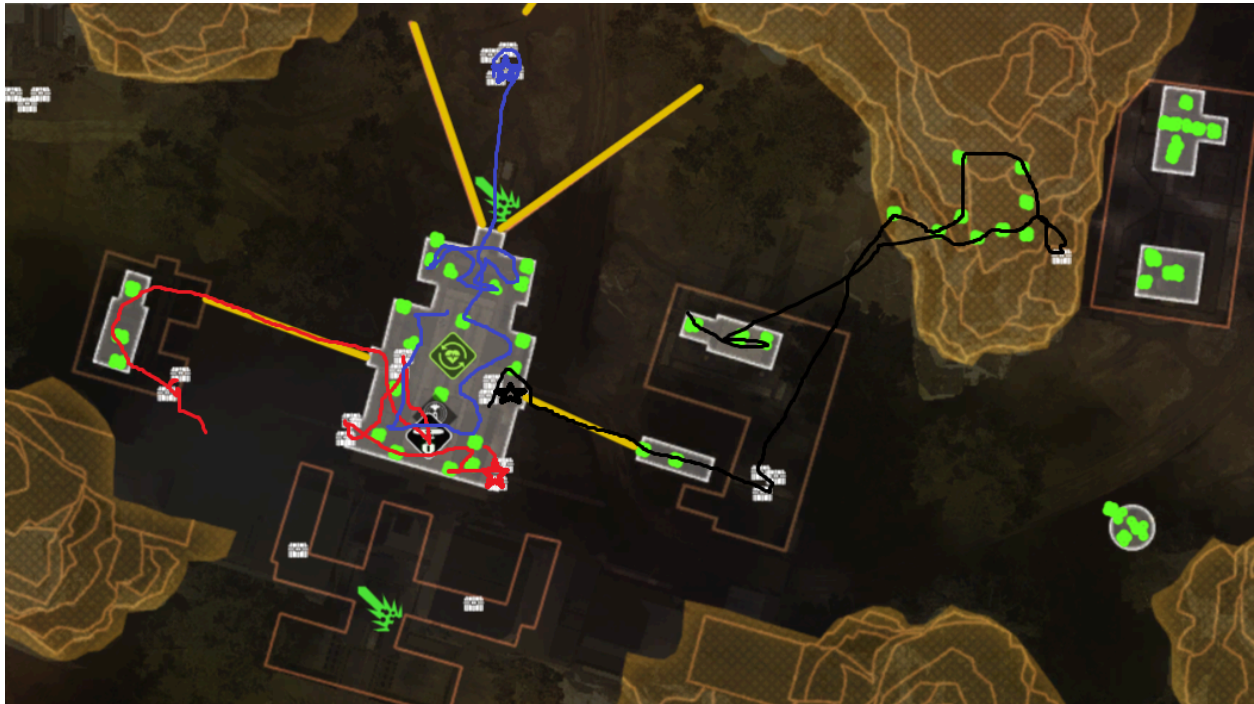
Command Center is typically drafted late and seen as a not so good POI. However, with the major buff to Valkyrie I think this POI does get quite a bit better, because you can Valk ult or evac from the gravity cannon room and get some insane distance. In the split one playoffs “Alliance” landed here before the new POI draft system, and with it I am not sure if you can get to those northern buildings where they landed. If you can get that far, it’s definitely what I would do because you can easily work your way to Command Center proper. Assuming you can’t, I have my loot paths as shown; where that player instead lands in the grav cannon room, loots that, and goes outside to do spiders, and get those two bins especially because one of those is an extended assault bin spawn. I think it’s important to do spider’s to get your evo shields up, because although there are a few, I do not believe there is a ton of evo harvester spawns nearby. The other loot paths consist of going straight down the middle hole and getting everything in that inside middle. You are also right there by the ring console to get an early scan. You finish the loot path by going to the long vertical zipline room that will lead up to the grav cannon room where you can Valk ult from. The red path ends the same way, but starts out in front where all the loot bins are. You will want to get those early and first, because if you wait you can have a problem with either the Cascade or the Storm Catcher team rotating in on you.

I think this POI actually leans more zone because you can rotate far and rather quickly, but there are a few problems with playing zone from here. The main one is that the ring will basically never end in Command Center. Because of how the zone works it checks basically the whole POI as a mountain and as such the zone will not end directly on you. The closest you will get, which is a pretty common zone are the ones by the lifts in between Command Center and Wall.

As far as legends go I wouldn’t stray too far away from a meta comp here, but even if Valk doesn’t become the stock meta pick you probably should still play her from here given how good her potential is from this POI. Something like Valk/Newcastle/Watson or Valk/Bang/Watson would be what I would look into for this POI.

[Alliance | EMEA | ALGS Y4 Split 1 Playoffs - Finals | Full VOD | 05/05/2024 \(youtube.com\)](#)

Storm Catcher:



I don't think Storm Catcher is amazing, but I think it is a really solid POI. My loot paths here try to maximize the loot pool, especially because even though it is out of the way the Secret Facility in the mountain has high tier loot. So unless you need to rotate fast I would try to have someone go get that loot. With that being as out of the way as it is, it leaves the other two paths to get basically split Storm Catcher proper. I have the red path landing on the lower bins on the right side and looting the outside room of Storm Catcher, working their way to the left side to take the zip line to loot the left building. It is important to note that I wouldn't necessarily go for the two bins in the staircases leading to the bottom gravity cannon, but there is an evo harvester spawn there so the red path ends in such a way to where they can easily go down to get it. Given that if you don't have a gun, supply bins will guarantee you one, I really like dropping on bins, and even though it is out of the way I would want the blue path to land on the four bins north on the respawn beacon then work their way down to loot all of the big room of Storm Catcher.

Given that this is a versatile POI that doesn't necessarily lean more zone or edge playing the meta comp or whatever works for your team is good. However, because I like the idea of going out of the way to get the Secret Facility loot it does make movement legends slightly better. Although they just missed qualifying for the finals "Legends Gaming" in the split two playoffs landed here and had their Wraith player go for the Secret Facility. That looked really good because she was able to catch back up with the team while they had already started rotating.

[Legends Gaming | APAC S | ALGS Y4 Split 2 Playoffs - Winners | Bracket Stage | 08/31/2024 \(youtube.com\)](#)

Cliffside:



This looked like (everyone kind of thought this would be) the best 20th pick no name spot to land once the POI draft started. But, it has really faded this is for a few reasons: the first is that there is not much loot here, the second is that it's in the corner of the map and more or less means the rotations out of here are very limited and really bad, and lastly you are basically stuck behind the Storm Catcher team. It does have the high tier loot of the Secret Facility going for it but that's not enough to make it good or even playable. I think the best way to play this is to go straight down to Prowler Nest and spend a lot of your early game getting your evo shields up and at that point I'd rather just land at Prowler Nest which I will talk about later.

Mill:



This is team “Falcons” and “Zero’s” favorite spot to land on Storm Point. I don’t think it is the best, but you could make a strong argument for it, and it is definitely at least in the running for best POI’s on the map. Mill is a little unassuming because it doesn’t have a ton of loot, but it’s true power is with the trident. The loot here though is kind of clumped together meaning it’s really easy to loot up fast and rotate from. You are literally given the best rotational option in the game. I am more or less following “Zero’s” loot path here, they send someone to go to the big building by the trident, loot that, grab the trident, then loot just the bottom floor of that right building, the roof only has two loot spawn so it’s better to skip it. Then go to Mill proper and get the big loot pads of the left sides of Mill. While the red path lands on the survey houses just to the side of Mill loots both of them and does one single loot path to the ring console which is where everyone meets up and has a replicator by it. The blue path goes straight for the bins in the middle and loots the majority of Mill proper by doing a loop inside of Mill and goes for the right big pad. However, if the black path is too slow the blue path can loot both of the big pads. They will end up basically where they started and can loot the three loot spawns on the side of the other house that the red path misses. From there the world is your oyster, you have reasonable loot that you got insanely quickly, and can proceed to go drive around to any evo harvesters you’d like, or go straight for the ring. You can also easily rotate to other POI for their ring console if you didn’t get one. There is a prowler nest that is right by Mill, even though it is not very far away I think it is a bit of a trap because you want to rotate quickly and prowlers take way too much time.

This POI definitely leans to playing zone, and although you should play a meta comp it should be one that can play zone. A case study for this is with “DarkZero” and “Falcons”; “DZ” did well in the split one playoffs playing Bangalore/Bloodhound/Caustic, and “Flacons” did really well as EWC playing Bang/Fuse/Watson, in group stages of the split two playoffs they did reasonably well with Bang/Newcastle/Catalyst, but in the finals they played Bang/Crypto/Fuse and did really bad. However, there were maybe some other issues that also could have affected their team’s performance that is important to note such as; how the team was communicating, as well as the way the meta is/was someone had to play a legend that they didn’t want to and/or didn’t have enough experience playing.

[DarkZero | NA | ALGS Y4 Split 1 Playoffs - Finals | Full VOD | 05/05/2024 \(youtube.com\)](#)

Ceto Station:



Ceto Station is another POI that is super strong. You have a lot of loot and a really good location on the map being in the middle. You also have good prio the seven different POI's around it (including itself). Looting this POI I think is actually a little difficult, because you need to do it quickly, but there is a lot of loot and depending on extended supply bin spawns you should go out of the way to get them. I think generally speaking here having everyone work from the three main corners to the middle maximizes the loot and efficiency, while ending with everyone able to craft, use any beacons, and rotate together. But this is definitely a POI you can and should adjust the loot paths for given various factors.

Ceto Station does lean zone although given the amount of loot it has, it is very versatile. The most meta comp is probably the best although nearly anything can work from here. Including what "VK Gaming" played which was Crypto/Newcastle/Watson. Which is a very interesting comp I can talk all day about, but I would be really scared to try this comp on any POI that doesn't have good rotations like Ceto has.

[VK GAMING | APAC S | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](#)

Jurassic:



Jurassic has the Landslide problem, where there is so little loot it can be difficult to play out of sometimes. It does help that Lift is right there with a good amount of loot, but you can definitely run into problems if a team is landing there. Similar to Ceto and Cascade you have that central location that is great to play zone from. I do think this is one of the worse Zone POI's though, especially if there's a team landing at Lift. Because of the lack of loot I really want every loot spawn; "Exo Clan" who landed here in the split two EMEA finals, and others I've seen, will often not get the building to the top left where I have the red path land on. For no reason other than this POI is called Jurassic I am going to call that the raptor building. So the raptor building only has four loot pads, but given how little loot there is in the POI as a whole I think it is worth getting it. So I have the red path land on the raptor building then slide slightly downhill to Jurassic proper. The black path presumably has the longest loot path given they need to do a loop in the tunnel. Then I think it is most convenient if they are the controller legend to scan the ring console, and loot the little area where the ring console is. If either of the other paths finish early it is totally fine for them to start heading towards Lift to get those four bins on the riverside especially because they can be extended supply bins, and if they need to turn back to rotate somewhere else then they haven't gone too far yet.

Team comps will be pretty similar to that of Landslide where you are a hard zone POI that is operating with low loot. So at least in the current meta you definitely want to play Watson from here.

[\(427\) Exo Clan | EMEA | ALGS Year 4 | Split 2 - Regional Finals | Full VOD | 07/14/2024 - YouTube](#)

The Pylon:



The Pylon is what I would consider the best POI, you have a central location like Ceto Station, the densely packed loot like in Mill, and something no other POI has a charge tower. You can use charge towers to fully charge everyone's ult ability, you get the most value from it if everyone is there and you can rotate right after hitting it. The loot path on the right is if you are trying to get all the loot in Pylon, however I think this takes way too much time, so pro teams typically just loot Pylon proper as shown on the left. I think the best way to do this is to split it into two sides and have one person go middle. I have a black loot path landing on top of Pylon, looting it, then dropping down to loot the bottom middle, and the side of the building the other two paths don't get. I have the other two paths landing on top of the sides to get the two bins and loot spawns, looting the rest of the top side, then going inside the building to loot. If it works right the loot path should end where they can go outside via a convent door and end by the charge tower and ring console. Then you would want to rotate as quickly as possible, you have a lot of good rotations out of Pylon. The three rotations are to Jurassic, Coastal Camp/Barometer, and to Launch pad/Devastated Coast. I think you can also Valk ult or evac tower from the height of the survey beacon which also gives you a convenient scan. There are a lot of Pylon zone's but many zone two's have both Pylon and Echo HQ in them so knowing which ones are which, and what side of the mountain you need to be on is extremely important to mastering this POI.

This is a POI that leans zone so I would play a comp that can facilitate that, but because you have so good loot you don't necessarily need a Watson from this POI to play zone. So Newcastle/Catalyst is totally fine and can help you if the ring pulls to where you have to play a bit more edge.

Launch Pad:



Launch Pad is another top tier POI that is in the running for the best on the map. This can be an extremely good edge POI because of the amount of the evo opportunity this POI offers, similar to Skyhook West on Worlds Edge. You do have prio to a lot of POI's though, so you need to be careful to not take too much time looting if the zone is ending in Pylon or Devastated Coast for example. But I think generally speaking you should take extra time looting and doing the wildlife to level up your evo. The black path doesn't have much wildlife around them, but they have a lot to loot in all three of the fingers, the survey beacon to scan, and potentially any evo harvesters that spawn nearby. After they have done their main loot path they have options to go into the no name area, through the path in the mountain to the other survey beacon, or back to the prowler camp towards your team, which can be the safest option and can help get evo. I have the red path landing on the building, then they can go next to the ring console by the four loot bins, going down to the building then they can end by the prowler nest by the coast or go up to the spiders. I think the blue path should loot Prowler Nest which has plenty of loot for one person and has a ton of evo options. I have the path landing on the building north that's still in Launch Pad, but can easily go up to Prowler Nest.

Although This POI leans edge, it has a somewhat central location with good prios, so I wouldn't say it's a hard edge POI because you do need to know how to play zone from here. So what this means as far as legends go is that you can sort of play anything. The meta comp is going to be good, but also just whatever fits your team's playstyle can be best. Although, I would recommend playing a comp that is versatile, I don't think it's crazy to play a relatively hard edge or zone comp from here.

Prowler Nest:



I think Prowler Nest is a really underrated POI, I am not convinced pro's have given it a fair shot; I may have missed something but I haven't seen any NA or EMEA pro team land here in Pro League, and have not seen any team land here in a Lan event. By landing here I think you are more or less taking what makes Launch Pad so good away from them, which is the evo potential. Although you are dangerously close to the Launch Pad team, and you do have to keep your eye out for the Storm Catcher team, other than that you are actually relatively secluded from other teams and you can always retreat deep into where the spider caves or where the beach is for safety. This being said you are operating with relatively low loot, however the smart loot from the wildlife does help a lot. You can go up to Cliff Side or land Cliff Side and slide down to Prowler Nest. I think landing here and Looting the no name in the Water intersection is the best way to go. Prowler Nest has a small loot pool, but I think it is enough to operate with; especially if you take into consideration the smart loot from the wildlife and the potential of playing an economy legend from here to offset it. I think that no the name area is only enough to support about one person though as well as the buildings on the right towards Prowler Nest proper. Meaning the black path only takes a little bit from each and can loot the bins and fight the prowlers. I think it is important to loot that water no name as fast as possible, because that is a choke point multiple teams will have to go through. This is why I have the red and black paths landing there then going right to Prowler Camp proper, this can often be a negative rotate, but is much safer and can give you options to rotate both up or down on the very edge of the map. I have the red path ending by going left to the spiders in that choke. However, these are by far the most risky wildlife to get, and it can often be better to just go right towards the Prowler Nest and help your team finish their wildlife. I have the Blue path looting the big connected building and fighting two spider's, although after their loot path they can either go up or down based off of evo harvester spawns, or to scout it out for the team to rotate. I want to note this whole general area feels like it has a lot of evo harvester spawns as well as extended supply bins, so it's not just the wildlife that makes the evo potential insane. You would have to more or less play hard edge from here although you can get gifted zones that will land in Prowler Nest or Launch Pad. They can be a bit hard to read without a ring console, but you should be able to tell just by the amount of teams rotating towards you. Although this POI is hard edge I think it can support a bunch of different comps both meta and off meta. It might take some time to figure out which legends are best from here and what works for your team.

Cenote Cave:



Although I value Cenote Cave a little less than other POI's, I think it is a POI that is in the running for the best. This is however a hard edge POI and needs to be played as such, unless the zone is landing on you, Barometer, or Mill. This is another POI that feels like you have three mini POI to loot. However, after watching how "Not Moist" played from this POI in the split two playoffs I can't say their loot paths are wrong, so the loot paths shown are copied from them. The blue path lands on the houses to the right and can fight the spiders in the cave, then rotate out to meet the team on the buildings to the left. The black path lands on the trident, loots the bins and goes for the spiders on the six loot bins as shown, then can go to the ocean house where the survey beacon is, which those three locations plus meeting up on the left buildings of Cenote Cave is enough loot for one person. They can go to the second ocean building, but I think it takes too much time and doesn't have enough loot to be worth it; you do have a trident so the rotation to these mini areas are fast. The red path lands on the southern building where the beacons are, this mini area does have the most loot, and ring console. This is already going to take a good amount of time so even though they can go down to fight prowlers I think this takes too much time and isn't worth it. If they do finish early they can just loot the buildings that the team is meeting up at. After you looted Cenote Cave you are good to go off with a trident, "Not Moist" really just puts on a masterclass on how to play edge from this POI by driving to every evo harvester and scanning a million survey beacons with Crypto.

Meta comps are fine here, but this is a hard edge POI and you should have a comp that supports that. Also, because of the many survey beacons you can scan Crypto is extremely good from here. In addition, any legend that can play off of a trident does get a little bit better.

[Map | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](#)

Barometer South:



While I don't think Barometer is one of the best it is still extremely good. "Fanatic" landed here in the split two playoffs and my loot path as shown is basically the same. The main difference is I have the black path which lands on the trident; loot the bigger building to the left before going to Barometer North, while "Fanatic" just takes the trident and goes straight north or they just have the player fly north and have the blue path grab the trident. This is again a POI that sort of has three mini POIs to loot, one player should go right to loot the watchtower building and the surrounding buildings if time permits. The blue player loots the south side then goes up and should try to hit the ring console as soon as they can. It is also important to drop down to get the four bins on the bottom; they can then go right and take the zip up which is right next to the replicator and where the red path ends. It is a little out of the way for the black path to get the replicator but they can always take the trident up there and pick the team up as well.

This POI has a lot of loot and leans to playing edge, however Barometer zones are pretty common so for those you can just defend the watchtower and have good sightlines for anyone coming in. Playing snipers are really good here if you are given a zone. The POI has some flyers and wildlife nearby, but is a little bit lacking on evo. You can ride around in the trident to grab evo harvesters which definitely makes up for it. Playing an edge comp is preferred from here, but you can make zone or meta comps work.

[FNATIC | APAC N | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](#)

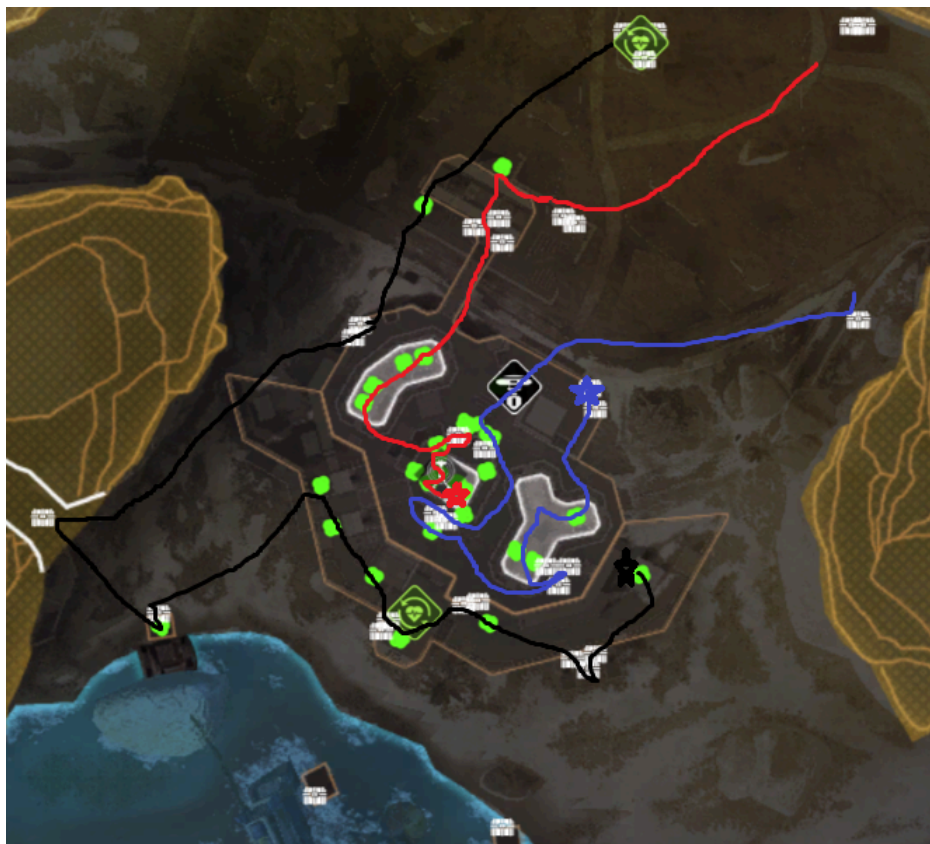
Barometer North:



I highly recommend not landing here. If you are contesting, Barometer South is the better landing spot because you have the trident and can still land in the middle of Barometer. However, if you do land here and are presumably contesting I would have two players land on the pads on both sides so you can look to see if they push up on you, and I would have one person land middle where the ring console is. There isn't much loot there but if the fight isn't going anywhere you can scan the ring console and rotate away. You can also help and have good sightlines on either teammate.

If you know your contesting you should/can play a comp that is specifically designed for that; like Conduit/horizon/bloodhound but I do want the ability to scan the ring so I might play Watson instead of Conduit or play a Catalyst which is much better at playing edge.

Coastal Camp:



I don't think Coastal Camp is that good, but I weirdly like it. You have to be worried about the Barometer, Pylon, and/or Echo HQ teams. You have good rotations to those three POI's meaning you have decent prio given that those are fairly common zones. The zone does sometimes end in Coastal Camp and they are pretty easy zones to read so it is nice you can get gifted a zone from here. Although my loot path is a little different than what is common I think it's solid. I have the black path looting the back side and Coastal, and then looting the pirate doc where you get the two bins and a loot spawn. "Liquid Alienware" in the split two playoffs actually has a player land here then go to Coastal Camp proper and I think that is fine as well. I have the blue player looting the right building, the bottom of middle, and they can easily hit the ring console as well. I have the red path landing on top in the very middle, and going left to loot the building, then looting the front area of the Coastal. The black path can also loot some of the out of the way loot spawns for the red path, like the two bins on the other side of the building as shown. The black path might take a bit longer than the others, so you can refine the path a little bit or have your best movement player take that path, or have a movement legend go for that.

It is kind of up to the ring to decide whether you need to play zone or edge from here, so I think a relatively meta or versatile comp is good. I think Pathfinder or Valkyrie will help you a lot in any Macro rotations from here. Especially, if you need to play edge and will help you get ahead of other teams rotating.

[Liquid Alienware | NA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](https://www.youtube.com/watch?v=...)

Echo HQ:



Echo HQ feels like the Stacks of these three POI's because it is the best one out of the three, has the most loot, but what I think really puts Echo HQ a bit over the top is the trident. I don't think the trident is always the best here, however having it as an option is insane. Your game should usually involve the trident, but it doesn't have to from here, unlike if you are landing at Mill for example. My loot path is much more confusing than how "Complexity" landed and looted in the split two playoffs. Although, my path is similar and I think slightly more efficient. You definitely need one person to land on the trident and zoom to the bins where the ring console is for an early scan. From there you can open the big door and loot that bottom room that is directly below the building. After looting you can zip up to the building above it which is what "Complexity" does or stay on the low ground and basically do a loop around Echo HQ. I have the other loot path's starting in the middle which shares some loot, but they can craft, loot the middle quickly with two people, then they go their separate ways. The black path is in charge of looting the outskirts of Echo and ending where the two building are. They end a bit away from the trident and the team, but they can scan the survey beacon then potentially be picked up by the trident player. The blue path is in charge of the entire top side of that side building, although they have the shortest path they have a lot of bins to loot which can take a minute. If they are finishing early they can take some of the loot of the sides of Echo HQ that the red path gets, but the blue path should finish early to be able to take the trident to either grab some evo in the open water before rotating, or be able to just drive to pick everyone up.

I would play a meta comp from here, but the POI does lean more edge so an edge comp is also fine, but you can play a comp that leans more zone from here like how "Complexity" played Bang/Crypto/Watson for example. Although I don't love it, it is the meta comp and think something like that is fine from here.

[Complexity | NA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](https://www.youtube.com/watch?v=Complexity | NA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024)

Devastated Coast:



Devastated Coast is another POI that is weirdly good despite being far from great. Devastated Coast zones are relatively common, as well as you have prio to Echo HQ, Launch Pad, and Pylon. You can have a rough game if you are forced to play edge from here because you don't have a ton of loot or a lot of evo options. Not to mention it is in the corner of the map meaning you will likely have to go through multiple teams to get into zone. With that being said I think it is a more than playable POI. My loot paths are again a little different from what is common, I am using how "NRG" landed and looted here in the split two playoffs as a comparison. You would typically have someone land and loot the Village front side of it then two people loot the coast. But, I think if you have everyone land on the Coast side and work their way up to the Village you have a better position and rotations out of it, not to mention good lines of sight on neighboring teams. I have the red path landing on the sky house which is also the best position for most Devastated Coast zones, then taking the zipline to the village and they can scan the ring console early. They end by looting and holding the bridge to see where other teams are rotating. The blue path starts on the right side of Coast and works their way to the right side of the village by the gravity cannon. They have good sights on the Launch Pad team and can hit the survey beacon before rotating. The black path lands on the left side then works their way to Echo HQ and the armory. You have the elevated position that overlooks Echo HQ and can decide whether it is safe to loot the armory or not, their job though is to look at the Echo HQ team and communicate where they are rotating. This is a POI where you have to navigate around several other teams and although that is always difficult, you do have good positions and lines of sight on those teams. Delegating who is in charge of looking where is extremely important to mastering this POI.

Similar to Coastal Camp you should just play the meta comp or one that you feel like is the most versatile, because this is a POI where you never know whether you need to play zone or edge. [NRG | NA | ALGS Y4 Split 2 Playoffs - Grand Finals | 09/01/2024 \(youtube.com\)](https://www.youtube.com/watch?v=NRG_NA_ALGS_Y4_Split_2_Playoffs_Grand_Finals_09_01_2024)

Bonus POI; Bean:



I don't know why this POI is called Bean, and it is not a part of the official POI draft so you can't land here in any tournament using the ALGS rules. But, if you can land anywhere you want like in normal pubs/ranked then this is actually a really solid landing spot in my opinion. This used to be a common spot before the POI draft and before the last change to the map which was before Ceto Station was added, and where the armory's were super good, but I still think this POI holds up. The red path lands on the trident and zooms into where the spider cave is and the six bins is enough loot to get you started, as well as level up your evo a bit. Then I would like to get the ocean building by Cenote Cave allowing for more loot and a beacon scan although you might need to be Crypto, Valk, Vantage, or maybe Pathfinder to get it because it is on top of the cliff. Then you can zoom to the armory to regroup with the team, possibly looting the three bins by the other trident and respawn beacon. The black path lands on the bins close to Mill, you will then need to slide down quickly to the egg/nut buildings for safety, which is your main loot pull. You can take the zipline on top of the further building to allow for an easy rotation to the village area and to meet up by the armory, looting an additional five bins on the way. The blue path lands on top of the hill by Mill then can slide down to the village area; they can more or less loot this entire area by themselves which is more than enough loot for one person. The team meets up at the armory which is not only a good and safe position but they can loot it together, figure out what guns they want to play, use the replicator that's by them, hit the survey beacon that is also right there, after all that they can go nuts with the trident.

Although you can do crazy rotations with the trident on any POI, Bean being in the most central location on the map means you can go extra crazy with the trident rotations as shown below:



You literally have the entire map available to you. You can for sure do similar things with Mill, Cenote Cave, or Barometer. But, Bean has the more central location and can loot up faster to do these insane rotations meaning you can safely rotate to any of the POI's on the edge, and although it is risky to go through the middle of the map, and rotate very quickly into some of the POI's in the middle like Jurassic or Pylon. Landing here lets you abuse the power of the trident better than any other POI.

That being said although he is currently unplayable because a Crypto can pop a Gibaltor bubble, something like Giby can put his bubble of top of the trident meaning if you get shot at not only can you boost away (which you should save your boosts for this purpose) you have an additional safety blanket with the bubble. Other legends that can put their utility on the trident include: Watson's pylon, Newcastle Mobile shield, Lifeline's drone, Rampart's sheila, and Caustic's gas trap. Some of these are way better than others but knowing what legends can work with the trident is important not only for this POI, but every one that has a trident. Also if you have a trident it means you potentially can skip out on a rotational legend. For playing edge using Crypto/Fuse/Giby would be an insane comp. EMPing, then Giby ulting, and fuse ulting, Qing or just throwing as many nades as possible should be the freest 3v3 ever. This comp also can scan both beacons and get both of the extended supply bins.

It is a shame this is not a landing spot in ALGS anymore...

[ALGS CHAMPIONSHIP 2023: Iron Blood Gaming | FINALS | Full VOD | 09/10/23 \(youtube.com\)](#)

My Draft Picks:

Knowing how to play from a POI and reading my reasons for how I rank every POI is going to be more important than the actual number you pick them at. I almost don't want to include this part because it is extremely debatable and whatever POI you and your team feel like your best at should be your number one pick. That being said, as someone that went through every POI, and knows the pros and cons to each one, I think it might be helpful to go through where I would value every POI. I will be doing it by map because it is difficult to say which POI is better when it is a totally different map, and the pace in which the lobby is picking POI's on one map vs the other could be totally different, and mean you should take the POI you want on one map over potentially a better POI on the other map. My draft picks are also assuming my team can play both zone and edge perfectly, and any legends comp, which is often not the case for real teams.



1. Skyhook West- Insane Evo potential and a lot of loot means it's the best POI for playing edge.
2. Thermal- Has slightly more loot than Sky West, but less evo potential meaning it's still great, but slightly worse.
3. Staging: I am most likely overvaluing Staging, but this POI has a Lan win under its belt and there is a reason "Reject Winnity" ("New J") picked it first in the group stages in the split two playoffs. It is what I believe is the best POI for playing zone and the main reason is its proximity to other ring consoles. Comparatively Staging is closer and has good rotations to the most amount of ring consoles, plus a good central location and more loot than some of the other zone POI's like Landslide means I think picking this very highly is more than justifiable.
4. Climatizer- This is another good edge POI with a lot of loot, and decent chance to get multiple evo harvesters, so it is a POI that makes the Epicenter, Survey Camp, and the Overlook teams have to be constantly watching their back for the Climate team.
5. Countdown- This might be a little too high, but It is a good/reasonable POI that is right next to Skyhook and basically for that reason alone makes it a 5th pick for me.
6. Lava Siphon- It used to be the best POI on the map, but honestly 6th might be too high now. Although, it has a lot of loot and a central but southern location on the map makes it really solid.
7. Monument- similar to Countdown this is just a solid POI that is next to skyhook, however the Survey camp and even Epicenter teams will likely rotate there before you do. This could trade places with Lava siphon I think they are both in the 6-7th pick area for me.
8. Lava Fissure- right next to countdown means you're right next to Skyhook and that is where you want to be as a POI. This POI does get a lot better if you can get Mirage as well, but because that is not guaranteed I have it as a lower pick. If it was guaranteed however I think this would be like a 3rd pick POI.
9. Stacks- This POI is by far the best out of the three you're close to, and has the benefit of Dome often going undrafted meaning you double your chances of getting a ring console which I think makes this a pretty high pick. If you are by two teams however this is not looking too great, but is still reasonable.
10. Overlook- This is a bit high for me, perhaps a good zone POI should be in 10th, but Overlook is solid and if Fragment often goes undrafted which I think this is a 10th pick POI.
11. Tree- Tree is really underrated for me, I think this is the best southern zone POI, but the fact that it is so far from skyhook means you're going to be struggling in a lot of games and mean you can't play zone from here consistently.
12. Landslide- this is one of the best zone POI's but the fact that the loot pool is so low kind of kills it for me. When played well however it has been shown that it can win a Lan and this POI should be respected.
13. Harvester- Another good Zone POI, however it is quite a bit worse than Staging and Landslide, because you have slightly worse rotations and not that much loot. It used to be a lot better when you had gold loot spawns here.
14. Launch Site- I really don't like this POI, it's just too far from Skyhook, however it's not bad and is a really solid southern POI.

15. Epicenter- This is a really good northern Zone POI, it has the benefit of being able to easily rotate into Survey Camp or Fragment with both of those being really good options. This is a later pick, but really solid for Skyhook zones and has the benefit of having a fairly easy rotation south assuming you can get through the choke points.
16. Skyhook East- I've seen this POI go undrafted and I think teams are throwing by not picking it. It is a later pick, but it is a POI that should always be picked given how common skyhook zones are. This also has a lot more loot than I think people realize.
17. Survey Camp- Perhaps Mirage should be 17th, but more or less solely because you have prio to Skyhook means this is a reasonable POI. The problem is this POI doesn't have much loot in Survey Camp proper meaning that you can easily get snuck up on while you are extending away to loot by the Skyhook or Epicenter teams. Assuming things go right for you this can be a pretty good POI.
18. Mirage- Even with a Lava Fissure and Staging team this is still a fine POI, It is a bit slower than others at playing zone but has good rotations to multiple other POI's meaning that I think this is a mistake to go undrafted.
19. Geyser- Many would have Geyser higher, but given how zones pull nowadays you are just never getting a zone and almost never good prio to a zone. So that means you end up having to play edge from a POI that doesn't have a ton of loot, and I don't think that is a winning strategy.
20. Big Maude- Big Maude could definitely be much higher, but I just really don't like the rotations from it. I think you will end up having to fight your way into the zone, and sure you get the paintball guns to do it, but there is not an overwhelming amount of loot or evo to be able to always have a clear advantage in a fight. Meaning all in all this is just a pretty bad edge POI.
21. Dome- With Valkyrie in the meta Dome is probably playable, but I still think there are better options so honestly I think this POI should go undrafted.
22. Fragment- I explained why I think Fragment is a trap in competitive and I think unless something changes, or you have a really good strategy from here it should go undrafted.



1. The Pylon- Only POI with the charge tower, really good loot, positioning, and great for playing zone.
2. Launch Pad- It has the most evo opportunity than any other POI especially given that it also has a great loot pool.
3. Mill- Mill quite possibly should be the number one pick, although many POI's have a trident this is the best one, because you can loot quickly and abuse the rotational power that a trident can give you.
4. Cenote Cave- Great edge POI, has good loot, good evo, and a trident. The top three POI's though are better at these three things individually, but Cenote Cave has all of them.
5. Ceto Station- This could be a couple spots lower, but I love the central location and how much loot it has, it's great at playing zone.
6. Lighting Rod- Launch pad and Cenote Cave are slightly better at playing edge, but this is right there behind them and you can make an argument is better. If for whatever reason Northern zones that are up the hill spike in popularity this could jump to being the best POI. Having a trident is not even all that good for this POI, but you still get one anyways which is absurd.
7. Echo HQ- This is what Stacks wishes it was. Echo HQ has great loot, good prio to zone, and a trident meaning you have good rotations out of this corner of the map.

8. Barometer- I hate that anyone can just contest you, but assuming you don't have to contest which you shouldn't, this is one of the better POI's. I do think the POI's above are all slightly better, but this still had good loot, a trident, and often pretty favorable zone pulls, meaning all in all this is a top tier POI.
9. North Pad- This is very similar to Barometer, but a team can just steal your trident. North Pad has better evo opportunity given how much wildlife is around it, but southern zones can be hard especially if you don't have a trident.
10. Zeus Station- This is a great edge POI, I think there are just so many good edge POI's that this is a 10th pick for me and maybe should be high but I am very happy to get this POI. You don't have a trident, but if you know where to evac tower or Valk ult from you don't need one to have absurd rotations from this POI.
11. Downed Beast- Another good edge POI, it has a lot of loot and a trident. But this POI just feels much more reasonable in comparison to the ones above.
12. Storm Catcher- I think this is about where the insane POI's end, Storm Catchers feels good/solid, but it never feels too good. You have good evo harvester spawns nearby, good rotations, not absurd because you don't have a trident, but you can Evac from on top which is really good, but feels reasonable.
13. Wall- Solid POI, more or less checks every box you need; decent-good loot, evo, and zone prio, but it feels fair when the top 10 or so POI's can feel unfair.
14. Cascade Falls- this is a great Zone POI and kind of what I want to play if I can not get an absurd POI.
15. Jurassic- Very similar to Cascade, you could make the argument it is better than Cascade, but I am very afraid of someone landing Lift which is unlikely but can happen. If it does it means you have no additional looting potential and are stuck with the limited loot that is in Jurassic proper. As well as a team that could gate keep or rotate into you.
16. Checkpoint- Perhaps this should be higher like maybe even as high as 12th, but it just feels too fair to me, and too difficult to rotate out of. With those put together this just feels like not that good of a POI.
17. Prowler Nest- I am mostly likely overvaluing this POI, but I think there is so much untapped potential to it. You literally can steal what makes Launch Pad great away from them. This is a completely untested strategy but I think this could actually be a good POI for playing edge. And at the very least this should be a 20th pick POI, but I think it is potentially better than that.
18. Command Center- I don't like that you more or less will never get a zone, and I think that kind of ruins what would otherwise be a good POI. With Valkyrie in the meta this POI probably gets a lot better and I could see this moving as far up as 12th pick just because of how good evacing/Valk ulting from the top by the gravity cannon is. This means that maybe you have an absurd enough rotational ability to make it one of the better non-op POI's.
19. Devastated Coast- Southern POIs are pretty common and this is a very reasonable POI, but it is pretty bad if it's any kind of northern zone.
20. Coast Camp- It is more or less the same as Devastated Coast, but I think Devastated Coast has a little bit more zone pulls, and slightly more loot.

- 21. Trident- I think Prower Nest is the better non real POI, but because of how good a trident can be I think it is the next best option.
- 22. Lift- Lift can be playable, it has a good central location for playing zone, but I think there are better options
- 23. Cliff Side- I think this is the worst option out of the non real POIs available.

Glossary:

Star: I use a star to indicate the exact landing spot is for the loot path.

Edge vs Zone: How I define edge vs zone is just whether or not you can get to the zone before anyone else or you are forced to the edge of the zone and more or less have to fight for space or to get into the ring. Whether or not you are playing zone or edge can and will change during the course of a game. Although some POI's and legend comps can help you play a more edge or zone game, at the end of the day it is entirely up to how the ring pulls, and how other teams rotate.

POI Proper: I use this a lot in the document to refer to the middle of the POI, or the main area of the POI.

Ult/Ulting: Using the ultimate ability of the legend.

POI: POI just means Point Of Interest, this technically just means the areas that are named however I use POI and the playable landing spots interchangeably.

Q/Qing: I think I only use this once but it is using the tactical ability of the given legend.

Trident: The car on Storm Point that everyone can get in, it moves pretty fast, it has a boost that you should more or less always save until you get shot at so you can zoom away, because the car increases the entire teams hitbox so the trident can be very risky at times.

Comp/Comps: The legend composition of the team.

Prio: A POI having Prio to another POI means they can and should rotate faster to that POI than any other team/location.

Ring Console: Scanning them will reveal the location of the next ring, this is seen as basically a necessity for playing competitive.

Survey Beacons: Scanning them will reveal the location of all the players within 500 meters, they now have a 100% spawn rate, but does not give you that much evo when used.

Evo: Collecting evo or dealing damage to enemies will level up your Evo shield which will increase the amount of damage you can take, this is an extremely important thing to do and level up in competitive. This can be accomplished by collecting evo harvesters, Scanning Ring Console's/Survey Beacons, opening extended supply bins, or killing and completing wildlife. Also collecting Evo cashes in care packages or open Mythic supply bins.

About the Author:

Thank you for reading, I used to be an analyst in the military and although I am new to the competitive apex community I have played many games competitively. I am also new to shooter games, I come from mostly playing Magic the Gathering competitively which is a card game. It is often described as poker and chess put together. There is also a lot of study and reading metagames involved in Magic, which when I was 15 I qualified for the Magic Pro Tour with a deck that took advantage of the meta. In all reality the deck sucked, yet it beat the top handful of decks, meaning it was a really good metagame call to play it, and that call won me a vacation to Ireland when I was just a teenager. From that point it was my dream to be a pro player and I tried and failed to qualify for the pro tour over and over again. When I was 18 I joined the military and was trained how to be an analyst, after training I was first a part of then became the leader of a PAI (Publicly Available Information) team commonly referred to as open source information or OSENT. In this role I had to find public information and write reports similar to this very one on various military operations of foreign governments. I had this job for about a year and was in the military for only two years. It wasn't for me and given I was going through a lot of personal and family issues, so my commander offered that if I applied for voluntary separation that he would approve it, I took him up on that. I am now 22, I have worked as a brasita since, and am currently not working.

My dream of being a Magic pro player has faded and not because I wasn't good at understanding the game at the top level, but simply because I sucked at physically playing it. I don't know if it's performance anxiety or just how my brain works, but I would make really dumb mistakes, that I often knew were common mistakes, my brain just wouldn't let me realize the mistake before it was too late. That being said, in the last several years I have helped friends including my brother prepare for several big events such as the Pro Tour and World Championship. I often brought a unique perspective on decks and the metagame and was able to prepare and push my teammates to have the best possible deck and meta calls heading into a big event. Even now, though I am not always up to date with every format in Magic, I can still ask the right questions to help people decide what deck or cards they should play.

Now for the Last year or so I have been watching and studying competitive apex with the same dedication that I brought to Magic. However, like with Magic I suck at actually playing, I suck at shooting, my aim is atrocious and I know it. I have more fun and spend way more time watching pros than I do actually playing the game. I believe at this point I understand the fundamental mechanics of the game as well as any pro. My new dream is to eventually be signed to any esports org as a coach/analyst even if it ends up being a game other than apex. With that being said though I currently don't even have a team to coach so all my knowledge of the game is not being used at all and that is honestly a little upsetting to me, which is my main reason for writing this very document. Although I would love a team to coach even just for scrims or CC, writing and spreading this document means I can help any IGL who doesn't have the time to research and study the pros like I do. The role of a good coach and analyst in my opinion is to do that work for an IGL so they can focus on actually playing and getting good at the game. If anyone does want to work with me please reach out and this is the level of study and dedication you can and should expect from. I am now above all doing this for the love of the game, because I am a student of the game.

Anyway thank you for reading, anyone has full permission to share or link this document or any part of this document. And as I said at the beginning, I plan on this being a living document that I can edit when I get new information or as the meta shifts. Therefore, if there is anything you feel like is missing from here feel free to DM me. Also will probably end up adding Edistrict to this document once that gets added as an official competitive map.

Big thanks to my mom who has always been very supportive of me, and helped me edit this, because lord knows I am bad at grammar.