

BLIV BEDRE SOM EN PRO:

Start med at analysere dig selv (vod review).

Stil spørgsmål og prøv at kunne svare dem og din thought process. (Hvorfor gjorde jeg det? hvad kunne jeg have gjort bedre? Hvordan kan jeg gøre sådan?)

Ik hver bange for at prøve nogle ideer, SIG HVAD DU VIL GØRE.

SPØRG OM UTIL MERE. Vær en god leder som kan styrer dine initiators til at sætte dig op for kills.

Util kan være game breaking hvis gjort korrekt. Spørg om det du vil have fx Flash site om satchelling behind and peeking with it, eller Can u reveal Elbow if nothings there i'll go after with skye after I cleared site.

Begyndt at SE ASPAS MERE

Space taking:

1. When?
2. Why?
3. How?

When you need to make a round winning play that is when you need to take the space. When ur % of winning the round is LOW then go for a play. fx: go push together A short Ascent post plant. Or when you are executing, go take space on site for ur team.

Hvad en duelist SKAL:

Du er en opper

Du tager first duals

Du skal fokusere som opper at spille chamber jett and raze

Som opper holder du SIGHTLINES

Som raze chamber jett kan tage en angle uden stor risk. du kan komme ud

Op mindset:

1. Unpredictability
2. Angle
3. Timing

Combine alle 3 og du er INSANE opper på ct side

Entry:

1. Communication

2. Aspas Thinker
3. Space taking
4. Mechanics (?)

With communication you can achieve your place/execute way easier with coordinating, spacing and coordinated util.

Også bare for at tage space fx mid default ascent

Reactive information or True information

Never force a dual after another duals har gjort dit early game: Unpredictability

Aspas Mindset ALTID TAG GODE DUALS. Aldrig tag dårlige

VOD notes: "Trial QVG"

General notes: Tag first duals: Kald for initiators. ALTID TAG FIRST DUALS MERE. det er hvad din rolle er

Sæt dig selv op som en duelist. SPiller som en duelist

Experimentere med ting du kan gøre

Round 1

Assert dominance: Brug for info så kald for noget. Og prøv at skaffe informationen

Proactivity and understanding information

Round 2

vær mere RISKY. Tag flere duels. I stedet for at spille passivt i starten af spillet. Hvis du tager de fights, så bliver enemies bange.

Round 3

Spil sammen weak side

Round 4

Intet dårligt om dig, unlucky timing

Round 5

God call med tp.

Round 6

Tænk over hvad util du bruger: dårligt call med nade molly short når vi ikke fighter det. Nade er meget værd, så gem det. Waste of util

Igen mid round vær mere Dominant

Shower på bind retake er INSANE: Fight shower hvis du kan vælge mellem det.

Choose your duals Wisely

Round 7

Need gun out. AMERICA når du double swinger. eller 3v1 2v1

Round 8

Intet dårligt. Dårligt jiggle af yorkings lamps

Round 9

Ved hvornår du skal tage space og hvornår du ikke skal

Fundamental var dårligt for alle

Round 10

Bedre kommunikation

Call 3 shower rotate!

Round 11

Dårligt use util when u know they are there

Round 12

Igen for passivt: DU HAR ULT ULT SHOWER GOGOGOGO

GØR HVER DAG:

- **Communication deathmatches 3 (Emineming)**
- **Wrist warmup [Wrist Warmup 6 min](#)**
- **Aim routine: Elige**
<https://docs.google.com/document/d/1JemPbOFnXjPbgnDzOooUBMphWRQ2rlxZQtxGOBww5g8/edit#heading=h.za8gpox7yzw6>
- Valgfrit - Kan lytte til Aplox PODCAST imens du aimtrainer/wrist warmup

Videoer:

[Communication Video Reason VAL](#)

[How It Sounds To Win Our Third VALORANT Trophy - FNATIC](#) (vigtigste ting at tage ud af denne video er Tone usage. Brug den rigtige tone til at sige info.

<https://www.youtube.com/live/znreeXsuGSA?si=1JLxKAXPJVoPOicc> (turk VCL)

[How This Pro DESTROYED an ENTIRE TEAM by Himself Airen](#)

[Loud's GENIUS Strat to Counter Fnatic Pro Valorant Breakdown Airen](#)

[Paper Rex DESTROYED NRG with a SINGLE Strat | Pro VALORANT Breakdown | PRX vs NRG Airen](#)

[How To Play Attacker Bind Like a PRO! - Pro VALORANT IGL Tips & Tricks FNS](#)

[You're Playing This Map WRONG | Split Guide - Elevated](#)

[Why You SUCK at DEFENSE \(and how Pros do it\) - Elevated](#)

[The ONLY OPERATOR Guide you NEED to watch! \(Warmup & aim training\) jampii](#)

Podcast by Aplox:

[Mouz coach reveals his SECRET | Why balance is essential for success | KundiKundi | - Aplox](#)

[GE Russ breaks down how to IGL | Tips to become a pro gamer | Global esports | - Aplox](#)

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[How to FLEX in VALORANT | Interview with Vitality Destrian | Pro valorant podcast - Aplox](#)

[Kamyk reveals the SECRETS behind the best team and players in the world | Pro valorant podcast - Aplox](#)

[How to IGL a valorant team in 55 mins | Deep dive with SMB Souhcn | Aplox podcast](#)

[What the MOST SUCCESSFUL esports teams in the world aren't telling you | Itopata x Aplox podcast](#)

[What does it REALLY take to become like TenZ? | SEN Drewspark on how to go pro | Valorant Podcast - Aplox](#)

[FNATICs MASTER strategist reveals how YOU'RE playing valorant WRONG | Anderzz x Aplox Podcast](#)

Hvordan man skal spille split:

Attack side:

- Det er key at spille for midt.
- Det er umuligt at komme ud af choke points fra mains kun.
- Tag midt kontrol i starten og arbejd ud fra hvad du har fået af kontrol.

How to play bind

- Altid 3 på det site enemies tager.

Vod review Trial Project Jay Game 2 Ascent

Round 1 - Nice call with the flash push mid. Stop pushing after u kill jett and kayo

Round 2 - Hold the angle instead of switching to hold another angle, tell kayo to hold jump up while u hold lower (enemies couldve timed you)

Round 3 - Fine round be a bit more proactive in the 2v2 post plant

Round 4 - Fine round no mistakes by you

Round 5 - Unlucky round (whiff)

Round 6 - You know hes opping and they are splitting B dont go ct alone like that

Round 7 - Unlucky round (whiff) on the b angle - after you fall back optional you can ask kayo to flash you into b main angle again

Round 8 - Good round no overaggression - Be quicker on your callouts and ask yorkings to help u short since u hear him run up fast

Round 9 - Nice play and asking for people to break stuff - Try to be more coming about ur teammates when in a intense situation

Round 10 - They have rushed B before be aware they can do it again - play further back and be ready to peek after there initial util is gone

Round 11 - By this point you know that they hate going A they like to b split so when you see the util mid (knife reveal smoke mid) then ask for a rotate to help mid player

Round 12 - Simple and good round nice trap - and good reaction to their play

Round 13 - Good solid round - risky dashing out alone on site but you knew that he was A main

Round 14 - Dont give 1v1s when they are playing clutch situation

Round 15 - Bad comms with flash and dash, smokes were late aswell. Need to fix the communication when entry

Round 16 - Wait for your team to group up with u and swing together you know where kj is on site be patient

Round 17 - Unlucky no one bought u, ask for teammates to swing of your contact when ur playing close to market (giraffe)

Round 18 - Good round nice entry good kills and post plant ideas unlucko he didnt listen

Round 19 - Nothin bad just shit round by the team

Round 20 - Nice round by team again good call post plant with the flash but he didnt hear unlucko

Round 21 - good predict on the flash peek A main. Weird round after that, we shouldnt win that round

Round 22 - Good postplane proactive running around aspas thinking. Call for more util or for people to peek of you tho.

Round 23 - Good entry swing together. unlucky whiff should asked people to swing of ur contact

Round 24 - Limit testing round unfortunate should've asked for a flashed ct when walking up market

Overall notes from the vods: You comm more and is more proactive, and give more ideas. Work on giving more ideas and no overheating. Comms needs to be faster and better.

Trial Project Miguel

Round 13 - When you see people on A you can call flash On c mount.

No reason to clutter the comms, just say im satchelling site, im on site

Round 14 - Command words. Let's go... Also the tone of your voice need to be improved. Start slow and calm in tone and as the round plays out get higher and higher, late round let ur voice go back calm

Round 15 - Improve pathing when plan is made. go towards a link when going site could have build more to the plan kayo nade c link! come with me gekko flash a link! im satchelling close go flash!

Round 16 - Make sure u entry and go for the fights even if ur unsure as to why ur doing it.

Round 17 - Learn the enemies patterns. We know chamber is playing alone when he is they are fighting the other site, just say guys lets go push chamber hes alone!

Round 18 - Pathing improvements kayo is looking right site just fight backsite as ur satchelling there, also be more vocal and know what u wanna do in the 2v2 situation

Round 19 - Could make a gameplan when you knew they flanked and probably gonna spam util on u guys

Round 20 - Unlucky round. Use util when clearing site fx nade backsite

Round 21 - Ask merix to fuck of so u can satchel rubble

Round 22 - look site when ulting out to clear it first before going waterfall

Round 23 - Wait for Gekko flash before swinging mount. Bad mistake giving them entry

Round 24 - 10 deathmatches a lil bit of whiffing but happens.

Overall notes: Pathing coming and using util correctly is the biggest take from that vod, you never used util on lotus defense when taking a main. Watch Jawgemo on lotus hes a good fighter there with good util.

Raze util: Use 1 satchel to go into site, this makes it so ur team is closer to you so they can trade you, and you have an extra satchel for 2nd wave of fighting

Satchel out behind the box so ur team can fight with u, this is optional you can just full on send it into site with doublesatchel if it is a strat or if you have your raze ult just remember to go with team util wise.

Be better when ur doing your pathing

This is crucial as a duelist so ur ready to fight and do what is needed to do as fast as possible

wait for your teammates jiggle and wait for teammate to double swing

take initiative in postplants fx take a link or double swing that with me call for util be more of a shotcaller

Don't be afraid to fight be the first 1 to do it

Dont overuse your utility boombotting something and just that is fine

Should 90% of the time have nade and 1 satchel ready to entry onto site ideally more util.