

**Hosts:** ChanManV & ZP

**Guest:** Flame

**Time:** 10/17/17 10:00pm EDT

**Topics:**

- **OWL / News**
  - Shock officially announced
  - [Confirmed and Rumored Names so far](#)
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- **Player/Team/Event News**
  - [Munchikin, Fleeta, and Xepher added to Team Seoul](#)
    - Does that mean anything for esca / gido?
    - Fleeta leaving Flash Lux
- **Events**
  - **OGN Seoul Cup**
    - C9 crushes Lucky Future 3-0
    - LH vs Miraculous Youngster 3-2, tight series
      - 1st time seeing Fleeta (DPS) and Xepher (off tank) on LH
      - LH had to reverse sweep
      - MY looked good
        - Yangxiaolong sick on McCree and soldier
        - Zhujunfan great on ana/sombra
    - See anything different in Miro's play?
      - [Interesting article on whether Miro's winston has been figured out](#)
    - LH beats C9KD in finals 3-1
  - **Apex**
    - Runaway dominated NC Foxes
    - Runaway vs GC Busan finals
- **Game**
  - [One tricks ruining Matchmaking algorithm?](#)
- **Q & A**
  - **Quintin L.**
    - Hello cast members of The Overview!  
I'd like to pose a question in regard to the current SR system and the behavior of players, correlative to their respective ranking.  
I am a 2500 SR flex player for the amateur team Hysteria Solarus, with over 600 hours in game on my main account. I possess three accounts, two of which are purposed for exploring the different methods in which we can go about climbing. To be clear, none of which are de-ranked or smurfs. So I put it to the test. On my third account I play DPS exclusively no matter the situation with little to no communication. You would think that being stubborn, quiet, and unwilling to switch would be harmful to your team, but my winrate says otherwise. 65-70% on DPS, 30%-50% on flex. I found that no matter how well you prop a DPS up with skilled tanks or supports, you'll struggle if they simply can't aim or focus well. As a DPS I can overlook poor support or tank play on my team if I can position, aim, and focus well enough. This incentivizes me to play in such a manner that is selfish and ultimately worsens the community's issue of toxicity. I also can view it as Blizzard punishing me for being flexible and adaptive.
  - **Michael G.**
    - Do you believe that a salary cap for teams would be beneficial for the health OWL in the long term?  
I personally believe one would help keep a level playing field for all teams...especially when OWL

grows to lesser marketable locations.

- **Jacob J.**

- With that in mind, The question I have for you all is: As content creators, how do you expect your content/platform to change if OWL reaches its desired scope? People are focusing on how the infrastructure of the league itself is developing, but there is also going to be a huge space media-wise that needs to be filled, with journalism and other original content. Do you all have any plans to step it up for Overwatch League, since you guys are already taking on some of that responsibility in the current scene with your podcasts? Will your content pay more attention to the tens/hundreds of thousands of casual fans expected to flood into the scene?

- **iTunes/Soundcloud Reminder/Shoutouts**
- **Shoutouts**
- **<Optional>**

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