

# VALORANT GAMING

## Aiming:

- Lv. 1: Your Bullets Will not Shoot Straight When You Are Moving. Stop, and then Shoot
- Lv. 2: Spray Control. When You Shoot, The Bullets will Go above your Crosshair. Pull down the opposite direction to keep bullets on target
- Lv. 3: Crosshair Placement
  - Lv. 1: General Awareness: Just look at where the enemy might be coming from.
  - Lv. 2: Head Awareness
    - Lv. 2.1: Keep Crosshair at Head level, to ensure headshot. Getting headshots will kill enemy Faster
    - Lv. 2.2: Vertical Crosshair placement: Depending on angle verticality, change crosshair placement
    - Lv 2.3: Pre-Aiming. Aim into wall where the enemy would be before peek
    - Lv 2.4: Map Awareness. Look at the minimap to see where the enemy is if your teammate takes first contact
  - Lv. 3: Horizontal Awareness
    - Lv 3.1: Enemy Peek Awareness
      - Holding Wide
      - Holding Tight
      - Holding High
    - Lv 3.2: Distance Holding
      - The close you are to an angle the farther you should hold
      - Enemy will be moving very fast up close
  - Lv. 4: Corner Tracking
    - As you slow peek, Keep Crosshair only slightly away from wall

## Movement/Positioning

- Peeking
  - Moving out of cover and exposing yourself to Danger

- For Killing or Info
- When you peek, only use A + D, strafe keys.
- Lv. 1: Basic
  - Wide Peek/Swing
    - Swinging and stopping far enough to fully expose your body
      - Do it while close to the angle, to make you move as fast as possible across the enemy screen.
        - The Closer you Are, the faster you move on screen.
    - Ferrari Peek
      - Swinging Wide without stopping while Running and Gunning
  - Re-Peek
    - Peek an angle you just peeked
      - kinda bad cause they know you are there already
- Lv. 2: Intermediate
  - Slow Peek/Clear
    - Hold Shift and Slowly Track Crosshair to wall edge
      - See Corner Tracking
    - Only good with angle advantage and low ping
  - Jump Peek
    - Jump while swinging and shoot when you land
  - Jiggle Peek
    - Strafe back and forth on the angle, shooting in between Jiggles
    - Not committing to the fight
  - Smoke Peeking
    - Look away from Smoke and look into it while you are entering
      - Enemy won't see the tip of your gun before you can see them
- Lv. 3: Advanced

- Peek Short/Close
  - Swinging and stopping right before the Angle to have you body still in cover
- Crouch Peek
  - Crouch While Peeking Short
- Dry Peek
  - Peeking with No Info on Enemy Location
- Silent Peek
  - Your first steps are silent, so you can short peek without making a sound
- Shoulder Peeking
  - Jiggle Peeking while only exposing your shoulder
  - Won't Die and might bait out a shot from the enemy
- Jump Spotting
  - Jump, Gain Info, Strafe back into cover
  - Silent Jump Spotting
    - You usually make sound when you land after a jump but if the roof is low enough, you can still see while not making a sound.
    - The same can be replicated by crouching, jumping, and uncrouching, to see over a box without making a sound
- Double Swing
  - Peek an angle with a teammate
    - One Swings Wide and one swings short
      - So you don't get Collateralized
- Cutting the Pie
  - Short Peek while pre aiming the first common angle and clear it, before peeking the next angle
  - Clear as far from angle for Angle Advantage
- Fake Peek
  - Run up to the angle, full noise, cut noise right before peek, and then peek short
- Lv. 4: Agent Specific

- Satchel Peek (Raze Only)
    - Can use a satchel to a really fast wide swing
  - Slide Peek (Neon)
    - Slide out of an angle
- Lv. 5: Gamer Omega
  - Maximum Acceleration Swing
    - Stand Two steps away from an angle and hold strafe towards until you peek
      - You reach maximum speed after two heard steps
  - Counter Strafing Abuse
    - You can counter strafe back and forth short, making you counter strafe slow enough to fit two bullets between strafes.
  - Silent Jump Peek
    - Crouch, jump peek, and uncrouch
- Holding
  - Lv. 1: Common Angles
    - Stand in common angles, where your body is still covered
      - Can get presumed and one tapped
  - Lv. 2: Off Angles
    - Stand somewhere in the open, but will be unexpected for the enemy
      - Enemy Won't Expect you and you can guarantee one
      - You are committed to the fight
  - Lv. 3: Strafe Holding
    - Strafe Back and Forth to cancel peekers advantage
    - Only in Common Angles
- Concepts
  - Lv. 1:
    - B hopping
      - Jumping with your knife out and jumping as you land.
        - Good for Parkour
      - Silent B hopping

- Shift Walking Bopping up an elevated slope
- Teammate Boosting
  - You can Crouch jump while your teammate is crouching into you to get on elevated surfaces
- Lv. 2:
  - Moving Parallel to the angle will make your body move faster
    - Harder Target To Hit
  - Angle Advantage
    - The farther you are from an angle, the sooner you will see your enemy
  - Crouch Jumping
    - Letting go of crouch before you jump on something extends how high you can jump
- Lv. 3:
  - Counter Strafing
    - Pressing The opposite direction strafe to stop your body
      - IDK if it actually works
  - Peekers Advantage
    - People Peeking Have an advantage in a gunfight
      - While you are peeking, you can see the enemy, while the enemy still needs time to load your position.
  - High Ping
    - Pros
      - Peekers Advantage
    - Cons
      - Slow Peeking is Bad even with angle advantage

#### Economy:

- Lv. 1:
  - Full Buy
    - Buying The Best Guns and Abilities, Using the Most Money You Can

- Usually Rifles + Full shields + All Abilities
- Forcing
  - Being Lower in money, but still full buying to try and gain an unexpected early edge
- Lv. 2:
  - Saving/Eco Buy
    - Saving Enough Money to Full Buy Next Round
    - You can tell How much you will get next round in the buy menu
- Lv. 3:
  - Bonus Round
    - Winning a Round after a Full Buy with most guns so you don't need to spend a lot

Gunplay:

- Gun hygiene