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Aimbeast Guide

Whether you want to read all the text or skip to the guide please watch the [tutorial](#) on how to import the [maps and routines](#) needed for this guide so you don't have to make them yourself saving a lot of time. The reason I created this guide was because many of my friends don't have the time or don't wanna spend the time training. All of the guides I have seen so far require at least an hour a day to play, not accounting for the breaks some people take (myself included). I also made the guide for Aimbeast instead of KovaaK's. Aimbeast looks and feels much better than KovaaK's, and is also cheaper. These reasons may be biased but from here on out I'm sticking with Aimbeast. The guide has 10 tiers over the course of 4 months. My reason for this is I didn't want to make the guide too long but wanted the player to also feel like they are flying through the guide. The tiers go in descending order and everyone starts at tier 10 no matter what skill level they are. The tiers obviously get increasingly hard but the play time and map count stays the same, except for tier 1. Each tier has 3 categories: **Flicking**, **Tracking**, and **Speed**. I know there are more technical terms but I decided to put them in general categories for ease of understanding and format. The reason for the 3 categories is so that you know what you're training for. In each category except **Speed** there are 4 maps, 3 main maps and one harder map, in **Speed** there are only 2 main maps. All tiers except tier 1, consist of 10 maps and will be played 30 minutes daily. Tier 1 consists of 9 maps and is played for 27 minutes. Each tier is played for 12 days to account for the 4 month guide time. The rules I made are so you can force

yourself to get into the habit of playing everyday. I have tried choosing the best maps based on the tier being played, if you have a better alternative or suggestion for the guide please join the [discord](#) and suggest it with the reason you believe that is, the tier meant to be played at and category meant to be in (IF you are suggesting a map, otherwise just suggest with reason). I will look over it and message the result. At the beginning this guide will seem easy but I promise it will get harder and result in improvement. I tried to make this guide somewhat harder than most to account for the reduced time to play. Another thing, if you want to talk bad about this guide join the [discord](#) and say why you think it's bad and what could be changed. I will or the community will look over it and see if your reasons are valid and can be taken into consideration. I'm sure by now you've already gotten the hint but in case you haven't this guide will be updated and maintained based on the community's suggestions and I will announce in [discord](#) what has been updated, when it is. Now I'm not the best but I did everything I could to make sure the decisions made for this guide were unbiased and made using logic regardless of my skill. At the end of this guide you have 2 more tiers, Master and Elite. You can only be considered for Master if you record yourself (with map timer) getting to the top 25 on all tier 1 maps. You can only be considered for Elite if you record yourself (with map timer and hand camera) getting to the top 15 on all tier 1 maps. Note that if you get to the top 15 or 25 and your rank drops below the required top, you will not lose your title. After doing so send your submission [here](#).

FLICKING

TRACKING

SPEED

INTENSE

Recommendations

For fov I would recommend minimum 90 and maximum 110 HFOV. The reason for this is that most fovs above 110 create a really bad fisheye effect resulting in targets appearing smaller especially from far distances. Most fovs below 90 tend to make things very easy to see but at the cost of visibility. Now for sensitivity, I would usually recommend a 360 cm distance of $(\text{horizontal mouse space} + (\text{your horizontal mouse space} * .1667)) / 2$. Example of this would be if you measured your mouse pad left to right and got 44cm you would multiply it by .1667 then add that to 44cm which you then divide the result by 2. Resulting in 25cm being your new main 360 distance for gaming and training. The reasoning behind this is your horizontal mouse space times that magic number (.1667) usually results in a sensitivity regarded as trolling but when adding it to your horizontal mouse space then dividing by two usually results in a better main 360 distance then just dividing your mouse pad space by two. The reason you 360 distance a bit higher then half of your mousepad horizontal space is so you have some head room when doing wide flick or tracking for long durations. If you have a mousepad that covers your desk put your mouse about where you like to center it then move your mouse all the way to the right without moving as if you were tracking a target, then mark the mouse side that is facing outwards of the center, repeat this process for the left side. If you need a video explanation go [here](#).

Focus

I decided to add some tips on how to stay focused while training so you can be consistent and motivated. Being focused can help you forget about time making it feel like a breeze. For starters, get comfortable with your settings. Take as much time as you need to explore the settings tab and have fun. Figure out what you like and dislike and once you have your settings if you get bored with them there's no hurt in changing them again. Usually I would recommend taking breaks but in this guide I wouldn't. The maximum amount of time for breaks for this guide should be 1-2 minutes on the high side. You want the intensity of the training to also compensate for the lack of time spent training. If you always take breaks and long ones like 5 minutes you won't have the same intensity as not taking breaks at all. Do something while you train. Listen to music, an eBook, podcast, something. By doing so you'll feel time is being better spent increasing your willingness to train for an extended period of time. If you're listening to music I recommend classical. Do your best to improve your environment. I understand some people have louder households or something happening compromising your focus which can be out of your control. But do your best to optimize anyways. Close everything that's just going to distract you until you're done training.

TIER 10

Play for 12 days missing no days. The first time you miss a day you add 2 more days of training.

The second time you miss a day, restart your tiers training days.

1. **DRIMZI FRENZY S** 3 minutes
2. **GOOBS SMOOTHNESS TRAINER V2** 3 minutes
3. **DRIMZI FRENZY WIDE S** 3 minutes
4. **GOOBER SIMPLE TRACKING** 3 minutes
5. **KANDO SNAP TRACKING** 5 minutes
6. **DRIMZI 2 DOTS XS** 3 minutes
7. **GOOBS AIR INVINCIBLE EASY** 3 minutes
8. **1 TARGET REACTION MEDIUM** 5 minutes
9. **DRIMZI 6 DOTS WIDE XS** 1 minute
10. **GOOBS HEAD GLITCH TRACKING** 1 minute

TIER 9

Play for 12 days missing no days. The first time you miss a day you add 4 more days of training.

The second time you miss a day, restart your tiers training days.

1. **DRIMZI 2 DOTS S** 3 minutes
2. **GOOBS RAMP TRACKING** 3 minutes
3. **DRIMZI FRENZY XS** 3 minutes
4. **GOOBS ASCENDED TRACKING 90** 3 minutes
5. **TARGET SWITCH 360 STATIC** 5 minutes
6. **DRIMZI 6 DOTS XS** 3 minutes
7. **GOOBS JIM TRACKING** 3 minutes
8. **KING FLICK EASY** 5 minutes
9. **DRIMZI 6 DOTS XXS** 1 minute
10. **PYRA TRACK 180** 1 minute

TIER 8

Play for 12 days missing no days. The first time you miss a day you add 6 more days of training.

The second time you miss a day, restart your tiers training days.

1. **DRIMZI 6 DOTS S** 3 minutes
2. **GOOBS TRACKING EXPERIENCE EASY** 3 minutes
3. **DRIMZI 6 DOTS WIDE S** 3 minutes
4. **GOOBS DOWNWARD TRACKING** 3 minutes
5. **SHINY SMALL AND PRECISE** 5 minutes
6. **DRIMZI MICRO GRID S** 3 minutes
7. **GOOBS BOWL** 3 minutes
8. **S02 DRIMZI REACTION FLICK PRACTICE ONE** 5 minutes
9. **DRIMZI 6 DOTS WIDE XXS** 1 minute
10. **GOOBS SPHERE TARGET SWITCHING** 1 minute

TIER 7

Play for 12 days missing no days. The first time you miss a day you add 8 more days of training.

The second time you miss a day, restart your tiers training days.

1. **NFNT BARCODE FLICK** 3 minutes
2. **NFNT SIMPLE STRAFE** 3 minutes
3. **NFNT TILE FRENZY** 3 minutes
4. **NFNT FOUNTAIN TRACKING** 3 minutes
5. **FAST PUMP FLICK 180 EASY** 5 minutes
6. **NFNT SHOOTING STAR** 3 minutes
7. **NFNT EDGE TRACKING** 3 minutes
8. **S02 DRIMZI REACTION FLICK PRACTICE TWO** 5 minutes
9. **NFNT SPEED STICK FLICK** 1 minute
10. **NFNT SPEED STICK TRACK** 1 minute

TIER 6

Play for 12 days missing no days. The first time you miss a day you add 10 more days of training. The second time you miss a day, restart your tiers training days.

1. **NFNT FIREWORKS FLICK** 3 minutes
2. **NFNT LINEAR TRACKING** 3 minutes
3. **NFNT MOMENTARY FIRE** 3 minutes
4. **GOOBS BOUNCE 360 TRACKING** 3 minutes
5. **FAST PUMP FLICK 180** 5 minutes
6. **NFNT CLAY PIGEON SHOOTING** 3 minutes
7. **NFNT DOME TRACK INVINCIBLE** 3 minutes
8. **DREKES 300MS FLICK** 5 minutes
9. **NFNT JUGGLING CIMBER** 1 minute
10. **NFNT NARROW STRAFE** 1 minute

TIER 5

Play for 12 days missing no days. First time you miss a day add 2 more days of training.

Second time you miss a day, restart from your last tier.

1. **NFNT SQUARE FRENZY** 3 minutes
2. **NFNT VARIOUS DIRECTIONS** 3 minutes
3. **NFNT RAILWAY SHOOTER** 3 minutes
4. **NFNT EDGE TRACKING SLOW** 3 minutes
5. **SHINYY FLICK TIME MEDIUM** 5 minutes
6. **NFNT DOME FLICK** 3 minutes
7. **NFNT DOME BOUNCE TRACK** 3 minutes
8. **NFNT DOME BOUNCE** 5 minutes
9. **NFNT SIMPLE POP** 1 minute
10. **NFNT CRAB WALKING TRACKING** 1 minute

TIER 4

Play for 12 days missing no days. First time you miss a day add 4 more days of training.

Second time you miss a day, restart from your last tier.

1. **DRIMZI PRESSURE 01** 3 minutes
2. **GOOBS CLS** 3 minutes
3. **DRIMZI PRESSURE 02** 3 minutes
4. **TRACKING 4 FLOORS** 3 minutes
5. **ENTRY AND SEARCH** 5 minutes
6. **DRIMZI PRESSURE 03** 3 minutes
7. **POWDER RING AROUND THE DOT TRACKING** 3 minutes
8. **GOOBS REFLEX FLICK MINI RELOAD** 5 minutes
9. **DRIMZI REACTION FLICK L** 1 minute
10. **VERTICAL TRACKING MIDAIR NANO** 1 minute

TIER 3

Play for 12 days missing no days. First time you miss a day add 6 more days of training.

Second time you miss a day, restart from your last tier.

1. **DRIMZI PRESSURE 04** 3 minutes
2. **CLOSE LONG STRAFES INV** 3 minutes
3. **DRIMZI PRESSURE 05** 3 minutes
4. **BOUNCER TRACK V2 HARD** 3 minutes
5. **S02 DRIMZI REACTION FLICK S** 5 minutes
6. **DRIMZI PRESSURE 06** 3 minutes
7. **GOOBS SMOOTHBOT INVINCIBLE** 3 minutes
8. **FLICK TIME SMALL** 5 minutes
9. **DRIMZI REACTION FLICK M** 1 minute
10. **SHINYY HARD TRACKING** 1 minute

TIER 2

Play for 12 days missing no days. First time you miss a day add 8 more days of training.

Second time you miss a day, restart from your last tier.

1. **DRIMZI PRESSURE 07** 3 minutes
2. **TEABAGGING TRACKING HARD** 3 minutes
3. **DRIMZI PRESSURE 08** 3 minutes
4. **HC AIR TRACK** 3 minutes
5. **FAST PUMP FLICK 180 HARD** 5 minutes
6. **DRIMZI PRESSURE 09** 3 minutes
7. **XOLO MOUSE CONTROL MADNESS** 3 minutes
8. **SHINY FLICK TIME HARD** 5 minutes
9. **DRIMZI REACTION FLICK S** 1 minute
10. **I WALL 5 TARGETS PASU TRACK MINI** 1 minute

TIER 1

Play for 12 days missing no days. First time you miss a day add 10 more days of training.

Second time you miss a day, restart from your last tier.

1. **DRIMZI 6 DOTS WIDE XXS** 3 minutes
2. **GOOBS SPHERE TARGET SWITCHING** 3 minutes
3. **S02 DRIMZI REACTION FLICK S** 3 minutes
4. **NFNT SIMPLE POP** 3 minutes
5. **NFNT CRAB WALKING TRACKING** 3 minutes
6. **NFNT QUICK FLICK** 3 minutes
7. **DRIMZI REACTION FLICK S** 3 minutes
8. **1 WALL 5 TARGETS PASU TRACK MINI** 3 minutes
9. **DREKES 200MS FLICK** 3 minutes

FINAL

After finishing Tier 1 keep playing it for the rest of your days