The KovaaK's FPS Aim Trainer Guide, tailored to Fortnite Players

by ikue, seralthz, Vantae and mana

[mew! 能力](#)

CONTENTS

TARGET DEMOGRAPHIC

So... Who is this guide for exactly? Aspiring competitive **Fortnite** players that would like to improve their aim, as it could be the weakest part of their skillset. Instead of playing Tile Frenzy for 2 hours a day, this guide will teach you what scenarios you should be playing, why you should bother playing them, trusting this guide and how you can track progress over time by using the routine we've put together for you within this guide.
If you want to train your aim past Fortnite, we highly suggest using the guide made by AIMER7: [GUIDE](#)

WHY YOU SHOULD TRUST US

Contrary to popular belief, KovaaK's is an AIM TRAINER. We legitimately believe that most Fortnite players can not come to terms with what the title "AIM TRAINER" means. Most are following in the paths of popular Twitch streamers as of recent, who only play Tile Frenzy modes, leading the Fortnite community into a false reality that playing ONLY these modes will improve their aim. We believe we have more credibility than these popular streamers because we are Fortnite players ourselves who have sought out to better our aim. The players creating this guide hold multiple Top 30 scores in the leaderboards across most of the scenarios on KovaaK's FPS Aim Trainer, whilst ikue and mana are Professional level European BR players. We have a combined 1,300+ hours in KovaaK's FPS Aim Trainer.

SCENARIOS

The following scenarios are what we think you can gain the most from for your aim in Fortnite. We have covered several categories, including Shotgun Aim, Gliding Targets and more. You're free to experiment with other scenarios and add them to your own routine, this is just our recommendation as a collective.

For most of these scenarios you should be **holding down the fire button until the target dies.**
For [Target Switching](#) scenarios you should **always be holding down the fire button no matter what.**
For scenarios with **moving targets such as bounce 180 and 1wall5targets_pasu** you should **be chasing the target, not waiting for it.**

Shotgun Aim:
Close Fast Strafes Shotgun (shotgun oriented close range tracking)
Pressure Aiming - 7 Targets
1wall6targets TE | 1wall777targets

Close Range Tracking SMG Oriented:
Rexstrafescata
Close Fast Strafes Invincible | Close Long Strafes Invincible
Vertical Long Strafes | Vertical Fast Strafes
Plaza High Ground | Plaza Low Ground
Tile Frenzy 180 Strafing 200 Percent
Ascended Tracking V2/V3

Mid to Long Range Tracking AR Oriented:
Thin Aiming Long invincible
Cata IC Long Strafes Invincible | Cata IC Fast Strafes Invincible
fuglaaXYLongstrafes | fuglaaXYShortstrafes
1wall5targets_pasu (Slightly Difficult)
Vertical Long Strafes | Vertical Fast Strafes
1wall 6targets small
Ascended Tracking V2/V3

Gliding Targets:
Bounce 180 | Bounce 180 Tracking
Vertical Long Strafes | Vertical Fast Strafes
1wall5targets_pasu (Slightly Difficult)
1wall 6targets small
Vertical Hand Warmup

Target Switching:
patTargetSwitch | patTargetSwitch Strafing
Target Switching 360 Thin
Tile Frenzy 180 Strafing 200 Percent

Mouse Control:
Thin Aiming Long Invincible
Close Long Strafes Headshot
Alcove Tracking Sets / Air

<u>ROUTINE</u>

Aim is trained daily, taking breaks from your routine will move you backwards instead of forwards. A routine that will genuinely improve your aim will require time. You can not expect to spend 10 minutes on 2 scenarios and come out with god aim. The more dedication you have to your own schedule and Fortnite, the better results you will see. We recommend a minimum of 30 minutes of aim training per day and a max cap of 3 hours on KovaaK's, as after this interval you will see diminishing returns. You are free to make adjustments as you see fit to this routine and find out what works for you, whether it's longer minutes or less scenarios. This is a good **baseline starter** for anyone looking to improve their aim within Fortnite (and it will transfer to other shooter titles).

A complete routine would look something like this, we recommend tweaking this routine to your liking by removing some scenarios and increasing the amount of time you spend. (Do not restart these scenarios multiple times over, just play them out fully):

THESE SCENARIOS ARE NOT EASY DON'T EXPECT TO BE GOOD AT THEM.

- 1wall6targets TE: 3 Complete Runs. (3 minutes)
- Ascended Tracking V2/V3: 3 Complete Runs. (4 minutes and 30 seconds)
- Close Long Strafes Invincible: 3 Complete Runs. (3 minutes)
- Vertical Long Strafes: 3 Complete Runs. (3 minutes)
- Bounce 180 | Bounce 180 Tracking: 2 Complete Runs. (2 minutes)
- Plaza High Ground: 1 Complete Run. (estimated 4 minutes)
- Thin Aiming Long Invincible: 2 Complete Runs. (2 minutes)
- patTargetSwitch: 2 Complete Runs. (2 minutes)
- Cata IC Fast Strafes Invincible: 2 Complete Runs. (2 minutes)
- Tile Frenzy 180 Strafing 200 Percent: 2 Complete Runs. (2 minutes)
- Pressure Aiming - 7 Targets: 1 Complete Run. (2 minutes)
- Rexstrafescata: 2 Complete Runs. (2 minutes)
- Plaza Low Ground: 1 Complete Run. (estimated 4 minutes)
- 1wall 6targets small 2 Complete Runs. (2 minutes)
- Alcove Tracking Sets: 1 Complete Run. (estimated 3 minutes)
- 1wall5targets_pasu: 2 Complete Runs. (2 minutes)
- Close Long Strafes Headshot: 2 Complete Runs. (1 minute 30 seconds)
- Vertical Fast Strafes: 2 Complete Runs. (2 minutes)
- fuglaaXYlongstrafes: 2 Complete Runs. (2 minutes)
- fuglaaXYshortstrafes: 2 Complete Runs. (2 minutes)
- Close Fast Strafes Shotgun: 2 Complete Runs. (2 minutes)
- 1wall777targets: 1 Complete Run. (1 minute)
- Cata IC Long Strafes Invincible: 2 Complete Runs. (2 minutes)
- Air or Ground Plaza BENCHMARK (Once or twice a week)

(ESTIMATED TIME FOR FULL ROUTINE: 57 MINUTES)

Remember, you are free to adjust the routine above with the scenarios listed above as you see fit, to better suit your time slots and what you think you need to practice most. If you think that you need to specifically improve on one of the scenario types above, I would highly suggest that you focus on them. Next, we'll get into how to track your progress over time.

BENCHMARKING YOUR AIM

It's possible to use Air and Ground Plaza as a benchmark for your own aim, in order to do this, play Air or Ground Plaza one to two times every week as a benchmark, you should see your scores improving over time and what you lack in on Air or Ground Plaza you can put more of in your routine.

REMINDER: AIR AND GROUND PLAZA ARE EXTREMELY HARD SCENARIOS THAT TEST AN AIMER'S ABILITY TO TRACK IN ALL DIFFERENT TYPES OF SCENARIOS. DO NOT BE DISHEARTENED IF YOU GET A BAD SCORE.

Some benchmarking score ratings:

Air:
Below Average: (99,675+)
Average: (99,725+)
Intermediate: (99,750+)
Sub-advanced: (99,775+)
Advanced: (99,790+)
Sub-aimbeast: (99,825+)
Aimbeast: (99,840+)

Ground Plaza:
Below Average: (99,750+)
Average: (99,790+)
Intermediate: (99,830+)
Sub-advanced: (99,840+)
Advanced: (99,850+)
Sub-aimbeast: (99,865+)
Aimbeast: (99,880+)

Use the score above your current ranking as your next target.

NOTE: You can also tell that your aim is improving just by mouse-feel instead of high scores. If you seem like you're stuck on your score it might not mean that you aren't improving.

WHY THE TILE FRENZY FLICK "AIMSTYLE" TREND IS BAD

Tile Frenzy. It's the mode with the most users playing, it's the mode that's been streamed the most. You see Tfue playing, you see Symfuhny playing. You decide to try it out and it turns into the only thing you play... Tile Frenzy, is what we call a "flex" mode. People will get a high score, post it online and thus gain popularity from it, although flick aiming can be flashy and impressive, it is much less useful than tracking aim. If you absolutely must flick, you've gone wrong somewhere beforehand, in our opinion. Tile Frenzy promotes speed over precision onto an unrealistically large target, 1wall6targets on the other hand is the opposite. When you see these impressive flick aimers like Huddled, the difference is that Huddled actually knows how to track. He's consistently Top 20 in most tracking scenarios, and you might not find yourself doing too strongly in those modes or in-game tracking. Not trying to call people out, but if you exclusively play tile frenzy you might as well uninstall KovaaK's because it makes your aim worse, if anything.

HOW TO PLAY SPECIFIC SCENARIOS

_____Some scenarios aren't too obvious to play correctly such as 1wall5targets_pasu, here are a few videos of some scenarios that might raise some questions.

PattargetSwitch and all target switch scenarios in general: Video
Close Long Strafes Headshot: Video
1wall5targets_pasu: Video
Air: Video
Ground Plaza: Video
Bounce 180 Tracking: Video

CREDITS

ikue (writer) - Twitter | YouTube | Twitch
Seralthz (writer) - Twitter | YouTube
Vantae (reviewer) - Twitter
Mana (reviewer) - Twitter

Special thanks to Quadra (Who tested scenarios for us and gave input to benchmarking, his Twitter)

Feedback is highly appreciated and we're open to DMs on Twitter/Discord @ ikue#4881, seralthz#3429 and if anyone is interesting in making any other resources based around KovaaK's FPS Aim Trainer feel free to message us. Thanks for reading and we hope this will help you improve your aim within Fortnite and achieve your goals!