

Tab 1

# E-District POI Doc

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**Intro:** The newest map, E-District, has felt skill intensive and challenging to learn. I've spent most of my time lately understanding the map, zone pulls, loot paths, and evo/supply bin spawns, analyzing what others come up with while developing what I consider optimal strategy. I have compiled an analysis on every POI for use before and during gameplay. All the paths start on the star, the blue path is typically for the Controller legend, red is typically for the Recon, and the pink path is typically for the Assault/Support legend, although you can adjust based on extended supply bin spawns.

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## 1.Boardwalk:



- This loot path takes 2m30s and is for playing Edge. It gets all the loot and allows players to come out of here really kitted up.
- Blue path lands on bins, loots the building on right, and scans the Ring Console. Then, loot the left middle and end on the 2nd floor. They then get the left bottom corner of the square, which can easily go to the jump tower.
- Red path lands on the left arcade, hitting the lower bins on the left before ziplining up to Boardwalk proper. After looting that side of the square, they climb the building to hit the beacon and go directly to the jump tower from there.
- Pink path lands on northern buildings then ziplines to Boardwalk proper. Loot the top right corner before dropping down with the zipline. Get the 4 bins on low ground and come out to the 2 bins and loot pads. There is also a shop you can peek into after exiting the tunnel.
- Evo Harvesters most commonly spawn points are 1) by the north house, and 2) south, between Boardwalk and Blossom Drive. They can also spawn in the middle, making it convenient to check. City Hall's Evo Harvesters often spawn south of City Hall at the no-name area, which can easily be flown to.
- Anyone who completes their path early should loot the respawn and the building next to the jump tower.



- This is what I'd suggest for playing Zone, shortening and simplifying the path and taking the jump tower at around 1m30s.
- If you scan Ring Console and notice you have zone priority, but landed with the loot paths of the Edge loot path, you can shorten them by the pink looting the three north buildings, but instead of taking the zipline, just go for the 2 bins and loot pads on low ground where the path finished. With this, the blue path goes up and loots some of the top right corner of the square.
- E-District has more loot than any other map, taking longer to loot on average based on how many buildings and shops to weave through. There are a handful of POI's like this one, where if you take the time fully looting, you can come out with well kitted weapons, but at the cost of time. Depending on your team comp and what your plan is, it's better to just get what is most efficient and rotate quickly.



## 2.Resort:



- You can loot Resort surprisingly fast at around 1m30s. I don't think it's really worth it, but if you did want to play hard Edge, one person can loot the houses by the bridge, and have the other two who loot Resort, and fly to them with the jump tower. Because of Resort's position on the map, I think it does lean to playing Edge, but you can loot 90% of it very quickly.
- Blue path lands on the balcony overlooking Resort, ziplining right to loot that square and scan the Ring Console. Then end right by the Jump Tower.
- Red path loots most of the pool area, importantly ending on the survey beacon to scan and rotate with the jump tower.
- Pink path is likely going to be the longest, but it can be done in 1m30s. Land on 5 bins then loot the hotel as quickly as possible. They will have to skip some amount of the loot, but won't have to go to every loot pad- they're able to look and skip pads that don't have anything good.
- There are a handful of Evo Harvester spawns, but also several between Resort and Lotus, or by the bridge.
- I would recommend a relatively versatile or meta legend comp form here.

### 3.City Hall:



- You need to be looting fast, but this is one that you can loot rather quickly at about 1m30s. Realistically you should have someone loot the no-name area south (City Hall South) if no one is there, but this is a POI that can and should be split. City Hall South feels very separated from City Hall- the main question being who gets the survey beacon. That being said, it is honestly pretty inconvenient for City Hall to get the Survey Beacon if they plan on taking the jump tower.
- Blue path lands on the bins at the top of the big stairs, slides down to the respawn, loots the building, and ends on the Ring Console and goes to the jump tower.
- Red path lands on the bins on the hedges and slides down to loot the shops. Then head back up to loot the building, ending by the jump tower.
- Pink path lands on the opposite hedges and goes to their building. They can then loot the middle bins and the circle on their way to the jump tower.
- Although Evo Harvesters can spawn in City Hall, most spawn south either by the jump tower that are pretty easy to get, or by the no-name area that are a bit harder to get.
- This feels like Monument where your survey beacon is in a slightly inconvenient location, but you have the Ring Console. Not getting the Survey Beacon is not really a bad thing given that this is a Zone POI where you can loot, scan Ring Console, and rotate fast.

## 4.City Hall South:



- E-District has 17 POI's, meaning three teams will have to split or land at a no-name spot. This is what I consider the best spot to land after those 17. You will of course be between several teams, but as long as you keep your guard up, you'll be safe, get good loot and Evo, and have good rotations.
- This POI takes 1m50s to loot, and you actually get a good amount of loot, comparable to real POI's. The yellow lines are the potential danger zones that you should be looking at and be careful when approaching. It is risky to go for the survey beacon, but you should wait to have both of your teammates on that ridgeline, so they have lines of sight on you and into City Hall.
- Blue path lands on the top of the north building, loots top to bottom and can exit on the left loot/look at the gazebo. Go for the 2 bins in front and drop down to loot the 4 shops and the bus. Then take the Vertical Launcher to get the two loot spawn/huts on the right.
- Pink path lands on the roof of the building close to the wall, loots it, and goes left for the 4 bins. They finish rather quickly and don't have a ton of loot, so they should loot the shops in the choke points before getting to the ridgeline by the red path.
- Red path starts at the gazebos and peaks into the shops. Doing this first is the least risky because City Hall is unlikely to have lines of sight on you at the beginning. Then loot the two buildings and go to the survey beacon. If the path is too risky, instead loot the respawn and then loot the Neon Square choke before heading into the team.

## 5.The Lotus:



- Hot take: this POI can be split. It has more than enough loot for two teams. The problem is that many don't agree, so if a team wants to force a fight, there's not much you can do about that other than try to play as safe as possible.
- The goal is to convince the other team to not force a contest, so avoid landing on top of each other. Once you have landed, neither team should take the horizontal launchers or push a low ground of each other's buildings. Both of these plays force a fight that should favor the defending team. Try to avoid entering a prolonged stalemate battle- try to rotate off safely if possible.
- This POI resembles a modified "Prisoner's Dilemma" in which the aggressor is unfavored. On average, optimal strategy will be for both teams to cooperate, but if pressed, standing your ground will usually favor you.
- Because of the importance of the Ring Console, the south team has less incentive to pick a fight. That being said, avoiding conflict is even more important than the Ring Console. Sacrificing the console to the other team may be necessary for cooperation.
- Regarding the loot paths: if you are the northern team, loot your two buildings and rotate through the side out of the opponent's line of sight. Head towards Resort and City Hall. You have good loot at this point to play Edge from here. There are several Evo Harvesters available, and the Resort/City Hall teams should be faster rotating, so you can likely mirror

them or use their Ring Console. Looting just two building takes about 1m45s

- The loot paths assume you are not actively being shot at, looting the bins in the open first, then going inside the building for safety. You can use the bins as cover, and you can always shoot back. All things are equal here, so as long as there are no knocks, neither team should push.
- Red path lands on the right building, loots the floor under the roof, and ends on the balcony with the 2 bins. They're then in position to drop to the lower pathway, go toward the middle, take the zip up to the 2nd pathway, and loot the left bins. Then drop down and loot the very bottom floor of the left building.
- Blue path lands on the left building, loots the floor under roof, ends on the balcony with the bins. Then drop to the pathway, zipline down to the 2nd level of the first floor, and finish with the bins on the pool.
- Pink path starts on the right pathway, drops down to the pool, loots both levels on the first floor. It's a bit of a long walk back behind the buildings, but if you finish early you can loot the bins on the pool that the blue path ends on.
- If you are landing in the other buildings you have the same loot paths, but inverted. If you have the whole POI to yourself, each player can essentially loot their own skyscraper and share the last one. This is honestly too much loot for one team, getting to the point where you are looting without needing anything.



## 6.Canal Plaza:



- This isn't the worst no-name to land at, but I'm not a fan. This takes 1m40s to loot, has some Evo opportunity, not a lot of loot but a playable amount. This feels very subpar, but it's better than contesting, and you can have some good games from here.
- Blue path actually has a good amount of loot. Land on the north building, loot bottom to top, then zipline to the big building. Loot that building top to bottom and end going right to the choke, looting the two shops. End by going back, looting the gazebo and the shops on the lower left side.
- Red path starts on the right north gazebos, gets a shop, then goes from the bridge by the jump tower left, opening all the bins and a couple loot spawns. End at the Survey Beacon to scan to decide how to rotate from there.
- Pink path lands on the bins left, loots the choke point, gets a couple shops, and ends on the small houses by the other players. This is by far the weakest path in terms of loot, but it does feel like a playable amount and it takes about as much time as the other paths.
- There are a handful of Evo spawns here, though they are not super likely. Though you do have good rotations into other POI's, so that can help a lot. You don't have a Ring Console, but rotating around collecting Evo and watching how other teams rotate is a fine plan. Eventually though, you will have to fight those teams, so coming from a landing spot with significantly less loot could be rough.

## 7.Electro Dam:



- This feels like a pretty solid Edge POI because of how far the Ring Console/Survey Beacon are and how spread out the loot is- it's hard to loot quickly, but it's worth fully looting. These loot paths take 2m45s to loot. This feels like Skyhook West, where the zone is either ending on you or you don't have zone priority. This is because zones that look like they should be ending Galleria pull slightly up to you, or to one of the no-names like Riverwalk. It can end in Galleria, although it seems pretty rare, because a lot of it is presumably invalid zones due to them potentially ending in a heal-off. You do have priority to Lotus or Heights, but there's not much of a rush to get there, given how many playable spots there are and how easy of a rotation there is to them.
- Blue path lands on the top level of the dam, loots the two bins and loot pads. Then go to the left watchtower and zipline to the other watchtower, looting top to bottom. Afterward, take the big zipline out of the dam and loot the little watchtower area.
- Red path lands on the lower level, loots that level and goes up the left stairs. Loot the 3 bins, and continue on the left side, jumping down and looting the lower levels. Go back to the middle of the dam, get the bins, go to the zipline room, and loot it. They then can get back to top- from there, go left to scan the survey beacon, then go right and take the big zipline.

Jump off and loot the Respawn Beacon, take the zipline right and end close to the pink path.

- Pink path lands on the bins on the right side and goes to the Ring Console to scan. From there, go to the bins on the right and jump down to loot. Get the bins and go up with the zipline, take the big zipline to the watchtower area.
- There are a handful of Evo Harvester spawns, especially on the left side close to Lotus that the blue path can get.



## 8. Galleria:



- This is definitely a Zone POI. It's a bit challenging to loot quickly due to the amount of shops to weave in and out of. These loot paths are 1m45s and more or less have one person go left, middle, and right. As long as you are leaving the POI in under 2 minutes, you shouldn't have that many problems with other teams rotating into you or ahead of you.
- Times may vary because shops are not necessarily consistent. Sometimes pads have a lot in it, other times very few. Feel free to look into the shops and skip them if there's nothing good in them.
- Blue path lands on the bin on the right, goes left, and uses the zipline in the circle as your base. Try to only get the shops on the lower level as shown with the light blue path, just once side, because doing both takes too much time.
- Red path is just the same as blue but on the other side. They can take a little bit more time looting because scanning the Survey Beacon is faster, less out of the way, and you want to scan right before rotating.
- Pink path lands on the Respawn Beacon, slides down and loots basically just the middle, although at the end they can hit a couple shops at the end of the path on that 2nd level.
- You get a handful of Evo Harvester spawns on the top that are convenient to get. You should also pick who gets what path based on extended supply

bin spawns. Even if it's a bit farther for the other players to go for a scan, it's not that big of a deal given you typically want to rotate right after scanning.

- This is a harder POI to loot, and one that is a bit confusing so I actually made a video playlist to reference. I wanted to note there's a climb up and slide jump the pink path can do to quickly get the ring console if the blue path got an extended supply bin spawn and you have the controller legend taking the pink path instead of the blue.

<https://youtube.com/playlist?list=PLNmvpXQGe2GYN97YG4XI8xoLkRbTVZ9o5&si=6lOnMNscmhcxUKR2>

## 9.Heights:



- Heights leans slightly to Edge just because of its location, although there are plenty of good priorities to Zone, including heights zones being somewhat popular. The loot path takes 2 minutes to loot, with not much room for adjustment because of potentially missing a good building or bins. The jump tower also provides good rotations out of this POI.
- Blue path lands on top of the big middle building and scans the Ring Console before taking the zipline south. Loot the arcade, walk up the stairs, loot 3 buildings before going directly to the jump tower.
- Red path lands on the ground on the back side of the big building, then goes inside to loot the bottom floor. Then loot the front of the building. Zipline down to the waterfall room close to the jump tower. Before heading there, either go inside and take the zipline up or fly up with a Valkyrie to scan the Survey Beacon before rotating.

- Pink path is the same as the blue but inverted. Land on the balcony and zipline to the North buildings. They are close to the jump tower, so they have a bit more time to loot. If they're fast, they can go inside from the balcony at the start and loot the 2nd story, but it's fine to either skip it or have one of the other paths loot it.
- There are a good amount of Evo Harvester spawns here. Try to play a versatile comp from this POI, because this is one where you won't know if you need to play Zone or Edge before seeing the ring pulls.

## 10.Vibe Isle



- This is the worst no-name spot to land. It takes too long to loot, and although you can get Evo spawns, they seem very rare. This takes just under 2 minutes to loot because of the area you need to cover, with a noticeably sub-par amount of loot in comparison to the average POI.
- Blue path lands on the Respawn Beacon with 2 bins, then quickly loots the shops, grabbing both of the big buildings and ending at the watchtower. This path gets the most loot, and is much more efficient than the other paths due to being more concentrated.
- Red path lands on tunnel, containing 6 bins and 2 loot pads. Then crawl through the wall and loot two smaller buildings on the way back to the no-name. They end by either looting the middle building (with only 5 loot pads) or just scanning the beacon and rotating.
- Pink path lands on the north side and does a loop around the spot which gives them not a lot of loot, but a playable amount. End by looting the choke point and aim to rotate into Energy Bank most of the time.
- This POI is better than contesting, but if possible try to split a POI or land at a different no-name. In this spot, you get a good amount of zones and have good priority to zones, but it's hard to read without a Ring Console.

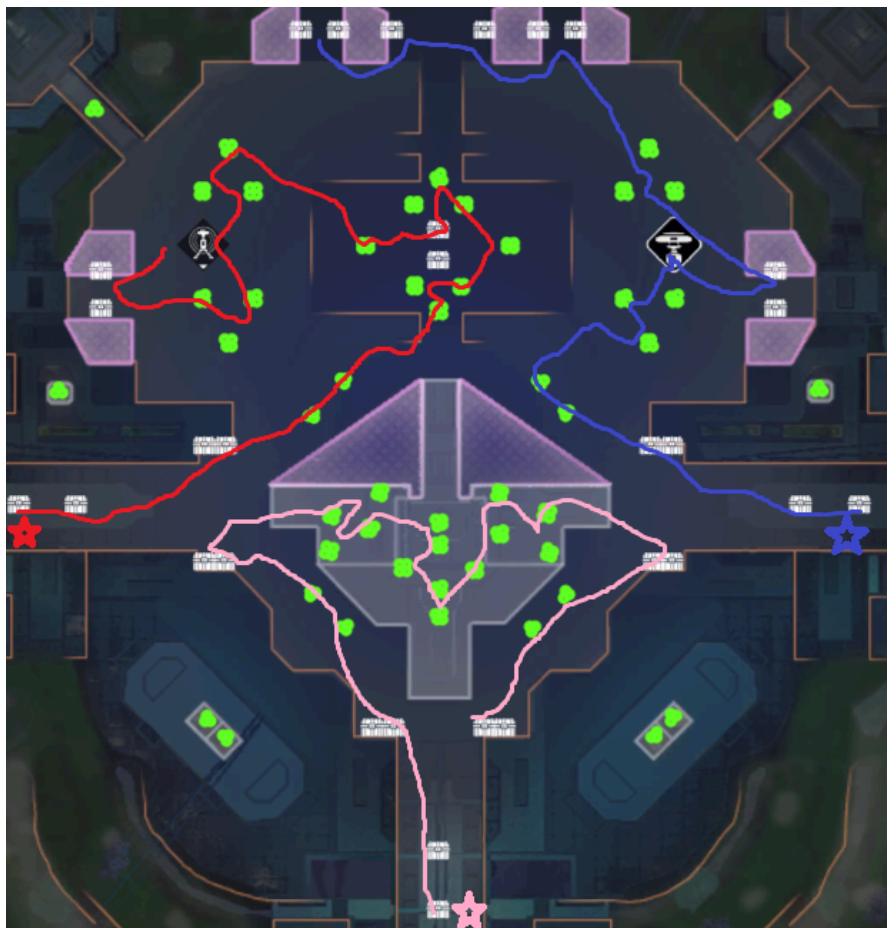
## 11. Energy Bank North:



- This POI should be split, but only one team will get the beacons. This makes the northside pretty bad, but you can still get a good amount of loot. You have a good central location, although you often can't act on zone priority without a ring scan. Landing northside lets you bully the south team because you have a lot of lines of sight in, while being a bit hard for them to have lines of sight on you. This makes it easier for you to act on an opening than them. These paths take 1m50s to loot.
- Blue path gets the most amount of loot, landing on the bins on the right. Loot the 4 bins then the small north building and take the zipline, but jump off early and loot the 2 bins and the big building bottom to top. Once at the top, I would hold it and scout for the team, ensuring their safety.
- Red path lands on the right side and meets the team north. Land on the little hut and move up to the bins due to the limited loot pool. By starting with one loot pad then going for the bins, they will get a guaranteed gun. The first building is bigger than the one on the adjacent side, so they have slightly more loot. Get the 3 bins at the respawn and loot close to the middle of Energy Bank at the end, using the blue player's cover.
- Pink path has less loot, but playable. The path is similar to Red's, except end on the road that dips down into shops to loot before taking the vertical launcher to the top of the big building to join the blue player.
- Although you don't get any Beacons, there are good Evo Harvester spawns. That being said, a very common spawn is just south of where the pink path starts, which could be out of the way- you could potentially reverse that path to get the Evo at the end, but they will be very separated from the team.



## 12. Energy Bank South:



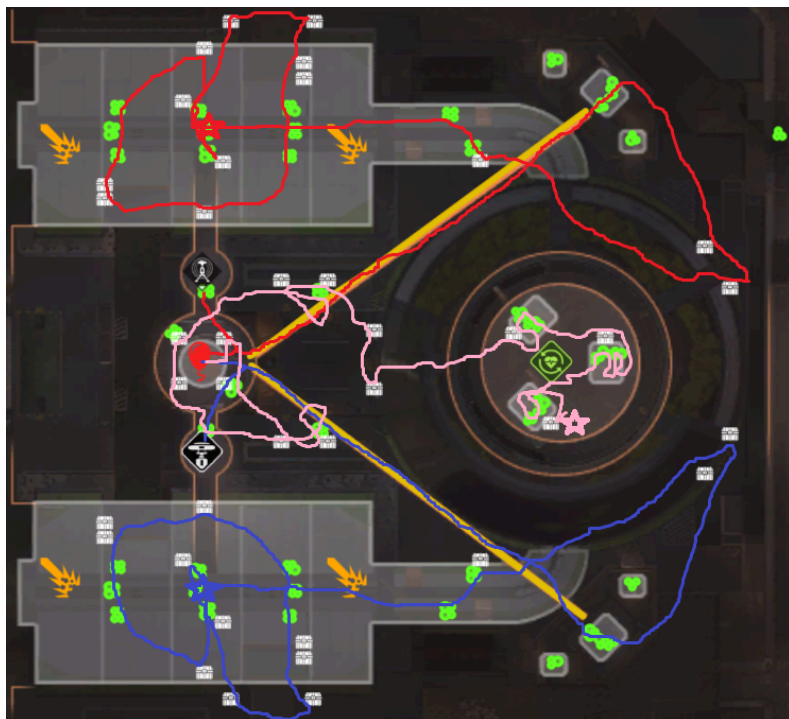
- There are many different spots in Energy Bank to start, but the big middle section has a lot of loot that can be collected quickly at about 1m45s. There are also good evo spawns, albeit a tad out of the way, usually spawning in the open areas left or right. Given its placement on the map, this is more of a Zone POI where you can quickly loot, scan, and rotate.
- Blue path lands at the right bins before rotating left toward the Ring Console to get a scan. End the path with the bins on the north, which can be slightly risky, so be aware.
- Red path lands on the left side but goes towards the middle. End by scanning the Survey Beacon before rotating out.
- Pink path lands south- it doesn't really matter which side you go from there, just loot all the middle rooms and get both the bins and loot spawns.
- I don't know how willing people are to split this POI, but there really isn't any reason to not split it, aside from only one team getting the beacons. That being said, that team should all just land in the big middle area.

## 13. Stadium:

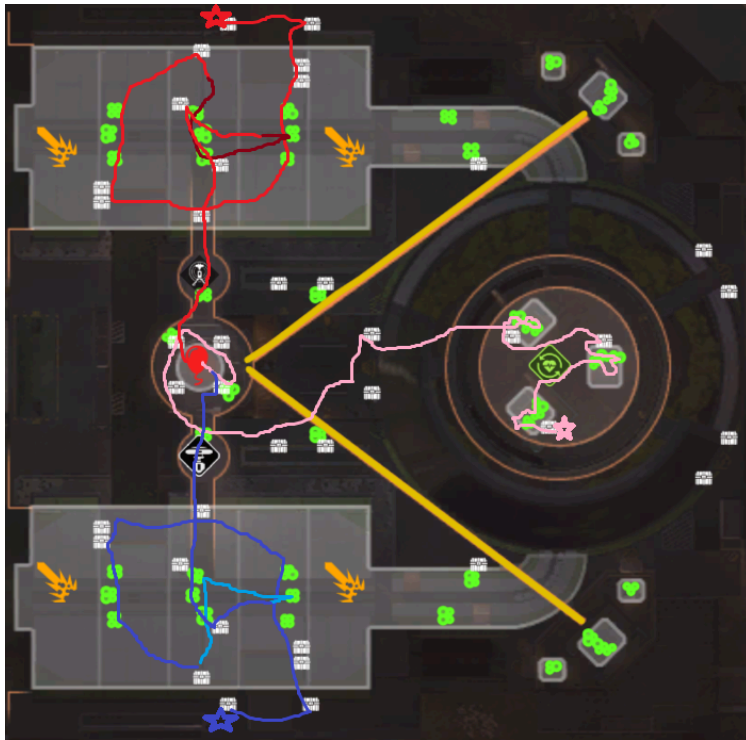


- This is a pretty hard Edge POI. It has consistent Evo Harvester spawns, as well as other Evo in extended supply bins. There's a lot of loot here, especially if one person goes north to loot the town area. High tier loot spawns in the middle of the stadium. This loot path takes 2m30s.
- Blue path lands on the left side. For max efficiency, get the one bin on the left before the 3 bins in the back. Go down and loot the left side of the middle houses before scanning the Ring Console. Loot the bins and shops while everyone finishes their loot path, then take the jump tower. After scanning the Ring Console, go right with the light blue path to get the 2 bins and use the replicator that spawns there.
- Red path lands on the right side and goes down to loot. Either loot the lower bins or let the blue path get them, depending on if the replicator spawn in. Loot most of the middle area, ending by scanning the Survey Beacon then going straight to the jump tower.
- Pink path lands on the north building (ziplining from the arcade is very time intensive). Land on the big building and get the two identical buildings, then go south to the Stadium. Don't try to loot the shops, it takes too much time. Go on the right outside of the Stadium, getting the bins and the common Evo spawns. They meet up at the jump tower to rotate.

## 14.Humbert Labs:



- This is also an Edge POI for the same reasons as Stadium. You have consistent Evo spawns, a lot of loot, and high tier loot on the three watchtowers on the Respawn Beacon. This loot path takes 2m30s, which is a little slow, but the amount of loot available makes it worth it.
- Blue path lands on the top of the south and slides down to the lower 2 bins and does a loop in the lab. Don't worry too much about the loot spawns on the very lower level; however, after getting the last bin on the side of the labs, you can drop down and loot the lower level and go to the hallway leading to the respawn watchtowers. From there, get the bins on the back side and zipline back, taking the jump tower to rotate.
- Red path is identical but on the other side. The Evo spawns are often on the west side such that either blue or red path can get them, but they spawn more on the northern side for the red path to get.
- Pink path lands and loots the watchtower area. Land on a bin and loot bottom to top, then use the catwalk to get to the other ones. After looting each of them, go towards the middle, get the bins on the pipes and go down to get the hallway cubbies and the 4 bins in the middle.
- It doesn't matter too much who does which path because everyone is ziplining to the middle anyway with the beacons. You can change paths based on supply bin spawns. Also, everyone can either jump down at the very end of the zipline, or after scanning a beacon to use the replicator.



- This is a shortened path, taking about 1m40s to loot. The problem is you miss the Evo spawns on the far right side; however, if you are a hard Zone team, this is an option. The dark red and light blue are the paths on the absolute low group which then they take the zipline up to the very top and loot the top last, to scan the beacons and rotate. The pink path should still land on the Respawn Beacon because that area has high tier loot spawns.

## 15. Old Town:



- Old Town feels like playing from Dome, except quite a bit better because there's a lot more loot able to be collected rather quickly at 1m45s. There are a good amount of Evo Harvester spawns, and zones pull to Old Town a decent amount. Also, the rotations on the left side of the wall feel much safer, though it's important to get through that waterway rather quickly. You can also rotate into Humbert Labs or Shipyard Arcade.
- Blue path lands on the bins on the southern side, loots the building on the right, takes the bridge, loots the other 3 bins, and loots the arcade with the Ring Console to scan. From there, get the bin on the other bridge. Look into any shops on the way to rotate.
- Red path lands at the small building north and goes in the big building to loot bottom to top, before ziplining over to loot top to bottom and scan the survey beacon. Then get a couple of the buildings on the way to rotate.
- Pink path lands on the lower street level on the north 2 bins. Get the shops, then the adjacent shops and bins. From there, slide down to the buildings that are just outside of Old Town. The last couple of buildings need to be mostly just run through due to time considerations.
- Rotations can be rough because you are so far away from some zone pulls. Dome has that same problem, but this feels way better. This does feel like the worst POI, but given that there are only 17 POI's, this should definitely be played.



## 16. Draft Point:



- This is a very good Zone POI. You need to loot rather quickly, because multiple POI's can/will rotate through Draft Point. Rotate before that point. Loot time is just under 2min.
- Blue path loots the left side. Start with the northern small buildings, then get the handful of southern left buildings before going north to the Ring Console. Go through the double door building with the 2 bins, drop down to the little huts, and climb up to the middle bins (the huts and middle 6 bins have high tier loot spawns).
- Red path is mostly the same as blue's, except they start at the Respawn Beacon and have a slightly larger area. Go up to the Survey Beacon but consider waiting on the scan until finishing the loot path, though it's close to the end of the path either way.
- Pink should land South. Draft Point proper has just enough loot to support three players, but it's not great to do so. These buildings should be safe to loot, and nearly all of the Evo spawns at Draft Point are near this path. Aim to loot 4 buildings, but skipping one to get an Evo Harvester is perfectly fine. Then, go toward the jump tower, which the other players can go to as well for everyone to jump together; however, many rotations don't require it, so just having the pink path take it to meet back with their team

is fine. Viaduct, or possibly Shipyard Arcade can rotate fast and potentially clip you from the jump tower, so it's okay to just walk back to your team if it's unsafe to take the jump tower.

- There are some Evo Harvester spawns in the middle of Draft Point, but a lot more spawns are by those southern buildings where the pink path is. There are also spawns in between Draft Point and Viaduct that might be too risky to get, and some spawns just north of Draft Point in Energy Bank that are easy to rotate to.



## 17.Shipyard Arcade:



- Shipyard Arcade sort of feels like Heights in that it's a versatile POI that lets you play either Zone or Edge once you see the ring. The blue player can reverse their path if you want an early scan, but these loot paths take 1m50s, being not too long or short for playing either Zone or Edge.
- Blue path loots the left buildings by landing on the roof and looting top to bottom. Loot heading north to take the zipline into Shipyard Arcade proper, then get the bins on the left side and loot all the bins in front. Then climb the roof, scan the Ring Console, and head to the jump tower.
- Red path lands on the Respawn Beacon and loots the entire back side of Shipyard Arcade. By essentially doing a loop, they can get all the loot and end up by the jump tower. This path is a little bit faster than the others, but not by enough to deviate. They can do a slight negative rotation at the very end to scan the Survey Beacon before taking the jump tower.
- Pink path is basically the same as the blue, except at the end, get the bins on the right side. Then go to the zipline to loot the bottom arcade, finishing at the top arcade right below the Ring Console.
- Play a versatile comp from here. There are a handful of Evo Harvester spawns and a jump tower to rotate with. This does lean slightly to playing Edge, but there are a lot of good priorities to zone.

## 18.Viaduct:



- Viaduct is the most underrated POI because the rotations from it are pretty bad, needing to go through multiple other POI's. But aside from that, this POI has basically everything going for it. All of Viaduct has densely packed high tier loot, meaning it only takes 1m30s to loot. While not a ton of loot, it's a solid amount that can be looted quickly. This POI feels like Mill, but with the rotations of Coastal Camp.
- Blue path lands on the buildings south of Viaduct, which can be looted quickly, before ziplining to Viaduct proper. The zipline goes to the bottom level, but there is a climb up that is rather fast once you learn it on the house that the Pink path lands at. Once at the top level, scan the Ring Console, loot the top right side, and end on the building on 2nd level northside. Go to the north building just outside of Viaduct.
- Red path lands on the 2nd level (not the top) indicated with the dark red path, does a quick loop, walks up the middle ramp, and does another loop

indicated with the bright red ending on the survey beacon. From there, either go to the team, or collect any Evo Harvesters that commonly spawn on the left side in between Viaduct and Street Market.

- Pink path lands on the southern house on the lower level of Viaduct, looting the lower right side and the building in the very middle. This takes about 1 minute. Then, start rotating toward the Respawn Beacon outside of Viaduct. Start looting the buildings as the team finishes their paths and scans the beacons.
- The replicator spawns on the absolute low ground in the very middle, which any player can drop down at the end of their loot path and use.
- Important note: Viaduct endgames usually pull south/west near where the blue path lands, but occasionally North about where the pink path ends by the Respawn Beacon. The middle are invalid zones because they would end in a heal off. Viaduct proper still can stay in the circle for a long time, even in the final ring for plenty of endgames, but it will always pull slightly away from Viaduct proper.
- Viaduct is interesting because it has one of the fastest times to loot, typically indicative of playing Zone. There are some zone priorities, but not a ton. However, just because of the location, most games will end up playing Edge. Because of the high tier loot spawns than any other POI, as well as good Evo Harvester spawns, this is perfectly fine.
- As far as legend comps go, one that leans more Edge is best. Macro rotational legends such as Valkyrie or Pathfinder fit best here. A legend like Wattson or even Alter (which is likely competitively viable on E-district), gives a nice boost to your economy. Although there's a good amount of high tier loot, your overall loot pool is a bit lower than your average POI however.

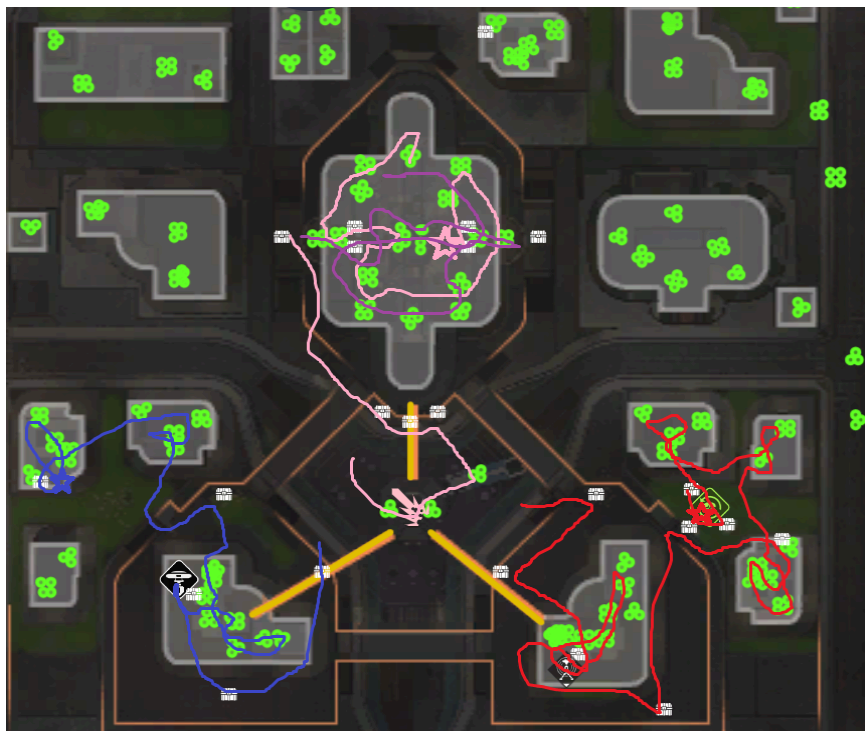
## 19. Street Market:



- Most of the loot of Street Market comes from the shops, making this POI pretty inefficient. Timed at 2m30s, there are decent Evo Harvester and extended supply bin spawns, so aim to play Edge here. You have priority to Neon Square, Draft Point/Viaduct, and I have seen several Street Market zones, where they usually end in front by the Respawn Beacon.
- Blue path lands on the south bins, goes to loot the left shops, and scans the Ring Console. From there, get the northern left 4 bins and get some of the shops on the outer circle. Then, climb up to the other bins and go directly to the jump tower.
- Red path starts on the back of Street Market and loots the shopping tunnel. Although this starting point is far away, extended bins often spawn on the back side, and the shops in that tunnel are much closer together than the ones in Street Market proper. Exit the tunnel on the right, drop down to get the 2 loot spawns in the middle, and climb up for the 4 bins on the right. From there, scan the Survey Beacon and head to the jump tower. If there's time, try to get the bins on the Respawn Beacon.
- Pink path is difficult because they loot all of the middle shops, which although inefficient, has high tier loot spawns, so one player should get them. Start on the top and after looting one side, drop down indicated with the purple path to loot the lower levels. They finish their path about 30 seconds early, so loot the big building on the right by the Respawn Beacon in that time.

- This POI isn't great because of its longer loot time. Shortening the path could mean skipping extended bins or Evo Harvesters, so treat it as an Edge POI.

## 20. Neon Square:



- Neon Square is a pretty good POI, though you shouldn't try to loot every building. These paths get the major houses, taking 2 minutes to loot. This POI is similar to Monument in that it has a central location and good loot.
- Blue path starts on the left buildings and loots going right, then loots the Ring Console building, scans, and gets the bins outside the building.
- Red path lands on the bins at the Respawn Beacon and loots those buildings. Then head to the survey beacon building to scan and drop down to loot the bins in front of it.
- Pink path lands on the top of the big building, loots from top to bottom- the purple path indicates the lower path. Get the bins that spawn on both sides of the building. Only this building has high tier loot spawns here.
- Neon square zones feel like Skyhook zones in that there are more than enough buildings for people to play in, and most of them can be split held. Most zones pull slightly south, and will always pull into the street and never on a building directly.
- Most Evo Harvesters spawn just south, though there are a couple spawns in the middle and a bit north. There're also some spawns in the no-name open area east of Neon Square. Play a versatile legend comp from here, or one that leans slightly Zone, though this isn't a hard zone POI.

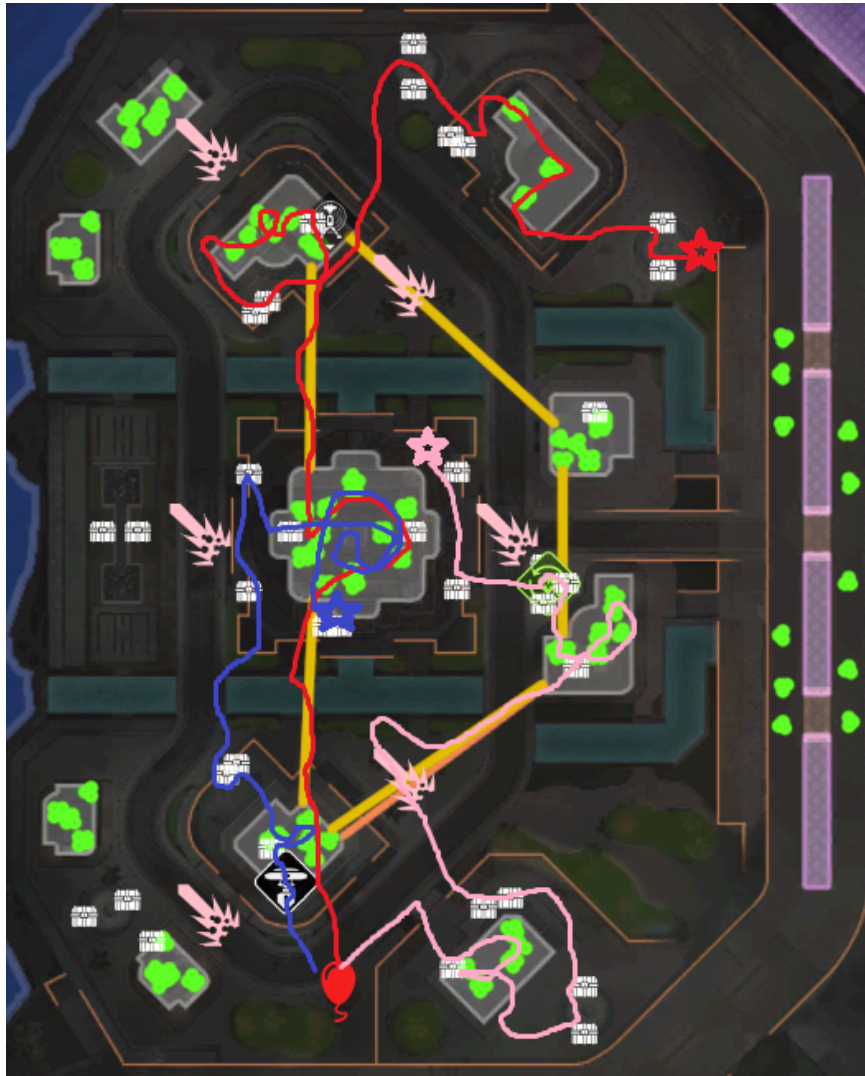


## 21. Neon Square South:



- It's not great, but splitting Neon Square is technically playable. It kind of feels like Fragment where you have a lot of loot, but you are in between too many teams and you have nothing else going for you. These paths take 3 minutes to loot, so I would try to play an Edge game from here. In fairness, you do get decent extended supply bins and Evo Harvester spawns, especially south where the pink path is looting.
- Land as close as you can to Neon Square while staying safe and not contesting the other team. These paths emulate how Skyhook West and East land, basically landing on buildings next to each other before working their way to safety. It's reasonable to reverse the paths to end by the beacons just north if the other team is rotating fast.
- Blue path lands on the arcade building and works their way south, looting the supply bin area.
- Red path loots the big building and drops down to get the lower shops, before climbing up to loot the pink building, dropping down again to loot more shops. Then go left to loot more shops that on the map looks like a big building, and end by getting the 4 little gazebos.
- Pink path has the whole lower no-name area to loot. They can land north if contested, but this area is actually what carries this spot due to its extended bin and Evo spawns. Land on the bins then drop down to peek into every shop, then go to the bigger building on the very back side. After that, go for the bins at the Respawn Beacon, end on the arcade, then meet up with the team.

## 22. Blossom Drive:



- Blossom Drive leans more Edge, although you do have some priorities to zone like to Neon Square for example. In comparison to other POI's you have a lot less, so it's fine to take time to loot everything. This is a good balance, taking 2 minutes to loot.
- Blue path lands on the balcony and loots the whole building except for the roof- the red path can get that on the way to the jump tower. After looting the bottom floor, get the bins in the back, then go to the Ring Console building to loot and scan before hitting the evac tower.
- Red path lands on the 2 bins at the water circle, then goes to the building. After looting, end up on the 2nd floor and go right for the 2 bins, get the bins on the other water circle then head for the Survey Beacon building. Then get the bins in front and loot the building bottom to top, ending on

the Survey Beacon. After scanning, all they need to do is take the ziplines to do a quick loot of the roof and go to the jump tower to rotate.

- Pink path lands on the two bins in front, goes to the Respawn Beacon, and loots that building bottom to top. From there, they take the zipline, but jump off early at the vertical launcher to jump to the southern building. Get all the bins first then loot bottom to top, so at the roof you can slide and jump to the jump tower.
- The big middle building has high tier loot, so it's important to try to get all of it. Evo Harvesters commonly spawn in Blossom Drive, with the most common spawn I've seen being the open area south at the building the pink path ends on. The loot and Evo lead to a strong Edge game.
- It's challenging to read Blossom Drive/Neon Square zones, because they could often pull either way. Playing the road in the middle can be good, although there's a lot of threats to worry about. For these zones, if you don't know which way it's going, try to play for ring 3 info, because you really don't want to be on the wrong side of the wall.

If you want to keep up to date with my work, here is a link to my twitter. I also wanted to add that anyone is free to share and use this document however they like.

[Niko \(@Nikolodian42\) / X](#)

## My Draft Picks/Power Rankings:



1. The Lotus- If not contested or split this is the best POI on the map. It just has the best loot and Evo potential on the map.
2. Humbert Labs- Really good loot, good rotations and zone priorities.
3. Stadium- This is on the same level as the top 2, great loot, evo potential, and rotations.
4. Heights- Great loot, and good zone priority and rotations to anything east on the map.
5. Viaduct- Fastest time to loot, and it has more high tier loot than any other POI. The problem is that that's more or less the only thing that makes this POI good, which puts it at a notch below the top ones.
6. Electro Dam- Feels very similar to Heights, and while you do have better priority to Lotus, any southern zone feels rough when playing from this POI.
7. Energy Bank- It being in the very middle of the map means you are in a good spot no matter what quadrant the ring pulls. You have a good amount of loot that you can get rather quickly, which is really nice when you have a POI with a central location. Most POI's have small parts of them that get high tier loot

spawns, and Energy Bank is one of the few that doesn't. Also, except for Energy Bank zones, you have to travel a bit far to get out of Energy Bank and into another POI, meaning you don't actually have that good zone priority from here. Overall, this is still a pretty high ranking POI, but it's a little bit lower than what one might expect.

8. City Hall- Really good loot with a pretty fast loot time, and with a good central location this is a top tier zone POI.
9. Neon Square- Feels similar to City Hall, but you can feel "Stuck" here because you basically have to go through a no name area before getting to any other POI. Meaning your rotations and zone priorities are not that great.
10. Boardwalk- Boardwalk is solid, but you often feel a step behind the City Hall team. Western/Southern zones can also be especially difficult to play from here. There are better POI's, but I'm very happy to get Boardwalk.
11. Resort- While you have slightly better loot than Boardwalk it feels like you can often be a step behind them as well as the City Hall team. You do have priority to Lotus which is nice, but there are a handful of better Edge POI's.
12. Blossom Drive- This has the same problems of Resort being behind too many teams, but also has the problem of Neon Square; feeling "Stuck" without many good rotations or zone priorities to other areas of the map. Outside of those things, this is a really good POI.
13. Draft Point- This feels like a decent Zone POI, but it just has decent loot when City Hall or Energy Bank are zone POI's with really good loot.
14. Shipyard Arcade- It has good loot, but has terrible rotations out of it. It feels like you always have to rotate into Draft Point, then you can have decent rotations from there, but this is always going to be slow.
15. Street Market- I don't think Street Market is bad, but to put it simply it just takes too much time to loot. This is the problem with looting the shops, too much time for not enough reward.
16. Galleria- This feels like it should be a good POI, but I don't think it always holds up. Looting all the shops takes too much time. This is a zone POI meaning you have to balance the problem of rotating too fast with not enough loot, or rotating too slow and have teams like Hydro Dam, Lotus, or Heights as hyper powerful edge POI's that can completely steamroll you.
17. Old Town- This might actually not be the worst POI, but it feels too much like Dome. I think it's way better than Dome, but in comparison to Humbert Labs or even Shipyard Arcade the POI's neighboring it, this just feels very subpar.
18. City Hall South- This might actually be better than Old Town. If we look at Storm Point, Lift actually has more points per game on average than Coastal Camp which suffers from the same problem as Dome or Old Town. I think this could

become the case with City Hall South, but for now I would rather just take any POI with a ring console.

19. Energy Bank North- At this point I am looking to try to split a POI as safely as possible and this is the best POI to do that with.
20. Plaza Canal- I would rather try to split a POI, but if I don't think that's safe this is what I'm taking.
21. Lotus North- If I think the other Lotus Team won't land on top of me I would rather land here than Riverwalk. But teams are often too unpredictable so I'd rather take something that I know I will at least have a safe landing with.
22. Vibe Isle- Maybe if this becomes this no-name plus Heights South or Stadium North then I'm probably pretty happy with it, but for now neither of those are guaranteed safe. And just the loot in Three Houses is enough for me to be happy about.
23. Neon Square South- This feels like the definition of "Stuck", but if you just spend all that time looting then rotate late, then I think you can have a good edge game from here.