

Forum:[Hack Forums](#)

Thread: [\[Notorious\]\[Tutorial\] Full Lucio tutorial | HUGE | Counters | Play](#)

Lufasu - December 1, 2016, 11:39 am

Since everyone loved my other 2 heroes tutorials so i decided to make my future heroes tutorials huge and informative.

Thank you all for the support <3 Background -

Lucio dos Santos was born Korir crowded favela in Rio de Janeiro hit hard due to the economic upheaval that hit the region because of the crisis in the arts. While Brazil began its arduous rehabilitation process, Lucio was looking for a way to raise the morale of those around him, and found the answer to his music and its enormous power to unite people. Lucio use music to help people to forget their troubles, even for a short time. It was not long and Lucio street parties began to appear, and when he grew up sequence also appeared larger parties underground club.

It was not long, and the small community Lucio helped consolidate deteriorated utter chaos when the company known and Iskar contract closed completely change the region. Lucio and neighbors said that developments will occur following the signing of the contract will improve the quality of life in the region, and the overall situation. The promise of a huge corporation did not materialize, but the opposite. And Iskar began to take over the area in demanding the name of their vision to create a more united and organized. They had stopped, and unfair punishment suited the way they looked at the world, and became the group Citizens cheap slaves.

Lucio saw it and could not stand on the sidelines. He stole a sound wave technology corporation uses to silence people, and turned it into a tool he can use to put some morale of the crowd, and one of them against the corporation. The result was a successful rebellion of the inhabitants, and they were able to get the corporation Hoiskar their neighborhood. Lucio's leadership ability has made him a star overnight and a symbol of positive social change.

Lucio created music to broke all the charts. If ever Lucio appeared only in the neighborhood, he fills huge halls in size, and conquering the world by storm. He built his career on his live shows, and quickly became a national symbol of Brazil.

Now, with the publication and success behind it, Lucio realized that he has the power to make a difference and change the world for the better.

So after we finished with the background, take your favorite headphones, the clothes your best hippie, two CDs and a toothbrush, and dive straight into his abilities. Abilities - Wall Ride - is passive passive ability.

Your passive ability is triggered any time, and enables you to smooth the walls with special shoes of Lucio. All you need to do is jump into the wall, and hold down the jump to slide on it. You will not have to fall back to the floor to slide again, and you can jump off the wall to one another and present a potential jump and slide to continue forever. (Although one plot will not last forever, but for a limited time)

Useful points on your passive -

1. Lucio's passive ability allows him not only to smooth the walls, but "bouncing" them to reach higher places. Try using it to climb and reach areas that usually you can not, or to shorten your path to where your face going.
2. You can use your passive ability on any vertical surface, then simply do "trial and error" while you are playing to see what you can climb well and what did not. (Of course not to jeopardize the whole game just to see if you can slip on a particular surface).

3. Using this capability can help you confuse your enemy and make him miss more. However it is important to remember that you are moving slowly and straight on the surface you slide it, so you should avoid in remaining too long on the surface, because you are helping widowmaker this annoying ruin your life.

Sonic Amplifier - your rifle is basically a speaker manually. By clicking the left mouse button to shoot Lucio bundle of four medium-thick sound waves moving at slow speed. Lucio's magazine contains 20 rounds, and allows you to shoot five times before it is emptied and you will have to reload. Each sound wave takes off 16 points, which is worth 64 points / second if you hit with all four sound waves with a single shot. Like most weapons, including hand-held speaker of Lucio gets extra damage, if not hurt his head. Head injury will you on damage 'double, ie 128 points / second if you hit with a whole bunch of head of the opponent. Lucy takes 1.25 seconds to load his gun. Another point - Basically, Lucio did not do too much Dmg, so do not be too fussy for how much you shoot. Try to harass the opposing team as much as possible, thereby not shoot without a break. Still, if you're trying to hit a certain figure moves, due to the slow pace of Lucio sound waves moving you should get used to "track" after your opponent during the shot. That is move your mouse your right speed to most or all of your sound waves hit. Soundwave - is your first ability.

By clicking the right mouse button, Lucio strong sound wave shot in close range down to take everyone in front of you forward. The main use of this capability is to keep you opponents are too close, and actually create a gap between you and your opponent. The ability to not pull a lot of points (only 25 points), so you should use it to gain a gap, not only for Dmg, although sometimes also recommended to do so.

The ability have cooldown of 4 seconds

Another point for this ability -1. This ability has a large number of uses. Always try to take people off the map, not only because it kills them all at once, but also because it's just tremendous to do it.

2. This ability can save all your group if you are against McCree. Use it when it loads its Ultimate, and you Throw it away and dismiss his charge. Just be careful after that he will not kill you in the combo. Crossfade - is your second ability, always running, has two modes, and can switch between them using the Shift key

The first state is a state of healing (Heal). In this situation, Lucio heal everyone around him including himself 25 points over two seconds. This ability is always running, and pressing the Shift key Lucio can switch between the current situation, the state's second ability.

The second mode is a mode speed (speed boost). In this situation, Lucio will increase the speed of everyone around him including his own at 30%. The ability is always running, and pressing the Shift key Lucio can switch between the current situation, the state's second ability. Amp It Up - is your third ability, and the effect of it will be accepted based on your situation (Heal or speed) and thus split in two:

By clicking on the E button will activate the ability and enhance the music.

When you use the ability to cure the situation, Lucio strengthen his healing aura, and instead heal 25 points over two seconds, it will heal 120 points over three seconds, for three seconds.

When you use the ability to speed mode, Lucio reinforce the aura of his speed, and instead increase the speed of anyone around 30%, it will increase the speed at 110%. This consolidation also will take three seconds total.

The ability have cooldown of 12 seconds.

Sound Barrier - Ultimate of Lucio.

Pressing the Q key Lucio its turn the speakerphone, hurl him to the ground, and will give him and all those around him crazy shield will add 500 points to your current life learned and your group. 500 of these life points dropped at high speed, until after six seconds to completely disappear, unless you have caught Dmg "in any way at this time. Ultimate's Lucio is among the strongest in the game, and can make the situation completely. When to use Lucio?

Lucio is a hero excellent, could give him and his group halos of speed or of healing, when the first can help the team reach quickly to a point on the map, or evade Ultimate raced toward them, and the last can keep every life of the group as a whole in excellent condition, and leave them more time

in battle.

Defense, most of the heroes need to stay in a certain place and dig in to protect a certain area. This game type is less suitable for Lucy, as he prefers to go around, and the aura of his speed more effective on offense, where there is a need to cover a large area and attack as a team. Although in some cases Lucio's ability to bring his team to a certain place, defending and excellent works helps fortify the group in a certain place, and gives them an interval of time when they are preparing their defense before the attackers out from the start.

So in my opinion, is more appropriate Lucio attack because of his aggressive style of play. Lucy should remain in the center of the group / Front bouncing around to shoot as much as possible. In this way he gives his team Halos reinforce, and helps distract your opponents with his speed and his ability to slide on the walls. From that, I can say with certainty that Lucy was excellent in all group attack, which I think is a must maps the Control (which should catch point and take it to the shelf above reaches 100%) because of its ability to attack the point with the aura of his speed, his ability to give healing to all those around him (works great on maps where the central area is crowded - so everyone always receive healing / speed) and his ability to use his Ultimate to remain a point and survive a brutal attack of the opposing team, or to capture it using a huge shield provides the ability to group. You can add that maps Escort them to move the carriage, Lucio can dance around the car effectively, which would prolong the time he and his team hauling the trailer, as well as his group could buy more time in Overtime. Counters -

Genji - you do not really what to fight against him one on one, because in most cases he will win. You can try to distract him, and help your team handle with Ultimate yours, While I do not want you to spend the Ultimate your order to neutralize its because your team can handle it wisely, so you should keep the Ultimate your own if you have the biggest threats from .

McCree - you really have no chance against him closely. Try to avoid dealing with it at close range, and try to maintain safe distances between you. Your Ultimate is the perfect counter to his own, and the Soundwave addition you can take it out of its Ultimate and cancel it.

Pharah - you do not have to do against any range. Lucy is very difficult to hit targets in the air, so Pharah is a tough enemy. Prevent it from any situation, even if you got into the situation tricky, try to use the aura of your speed + Amp it up to run away quickly. Ultimate Yours is counter its domain, but still - it will bring you right out of the sky most of the time, and you can not do against this thing.

Reaper - he could not do much against you. Only you will avoid getting close to it, and you will even win it one-on-one medium and so on. In addition, even if he manages to sneak closer you can take it with Soundwave and slide area safe with your speed aura, or even fight. In this Your Ultimate is the perfect counter to his own, and if you're alert enough, Reaper could not squeeze even one successful Ultimate.

Soldier 76 - is stronger than you in any way, you will avoid entering conflict with him. Still, you have little chance to win if you manage to drive him nuts completely by in orbit around the walls with your speed aura. Your Ultimate is the perfect counter, leaving it completely exposed - your team will kill him easily.

Tracer - not particularly problematic for Lucio, and you can even win that one on one in some cases. In the case of Tracer Unlike the other figures in the category of assault, Your Ultimate Counter is not hers. One thing sucks for her, is that in most cases even if you take it off the map with your Soundwave, it will recall and come back. In short - you can win it, but it is better not to venture into conflict with her. Or incinerate your Ultimate trying to tease her, it's not worth it.

Bastion - you can not do anything against him when he is in Turret mode, so do not even try. You can use your Ultimate to help the team to break your defense based on the Bastion, but in most cases it is better that some of your Genji treat him (or anyone else who can). If your team was

caught in bad shape at Bastion activated the Ultimate, do not hesitate and use yours. If you really want to take the risk, you can try to "peek" behind the wall to lower a bit of life, but it is not recommended unless you are confident you can (that shame your team loses a cure for nonsense).

Hanzo - Be careful of him, his arrows very dangerous, and in addition to its dispersing arrow ruin your life. Try not to get into confrontations with long range at all, and even at close range is not recommended, because not all Hanzo will enter panic and start to miss like crazy. In terms of Ultimate his, has Lucy are two ways to cope when one is using the aura of your speed + Amp it up to strengthen it, which gives you enough speed to escape to the side, even if it surprised you, and the second way better signify that you have no where to run - and in the case use this Ultimate that you have a choice.

Junkrat - Not much to say here, one good enough to kill you easily closely, so you should keep a distance and pay attention to traps on the floor, especially in turns, and especially you Lucio, they often quickly so easy to come across them. The Ultimate his you can block, but it is not recommended since you can break the wheel. If you see you can not help do not hesitate. The most important thing is to exercise judgment, and act fast. If the Junkrat made Ultimate Remote, you can use the halo Speed + Amp it up to distribute your group quickly and minimize the damage if you do not have Ultimate.

Mei - cancerous lump is just for you even Cymotriit music will not help you against it. Just prevent it from any situation. It freezes you and kill you quickly, and a lot of times your speed aura and Soundwave will not help you. You can try to push it, but it will not work in most cases and is simply adhere to you all the time. For its Ultimate, you can use yours if it took up most of the group, and you know that there is still a chance the way Loombo Ultimate Combo. You pay attention to your surroundings, and you start discretion, Ultimate before its freeze your group, if not freeze - you can not use Ultimate and so little time. Mei, why all this happened ?!

Torbjorn - you will avoid being in the open lamb Turret is his. Your speed aura can help your team to cross a narrow area that is in its Turret and only then it's worth a try. If you're having trouble seeing the team and they are exposed to Turret of Torbjorn Ultimate mode, do not hesitate to use your Ultimate. For Torbjorn itself, just dawdle around and win it, but try not to be too careless, scatterbrained first shot of his rifle painful. very. Another comment about The Turret - from what I've seen in my games, if there is no one at the Turret just take it one on one. Use your healing halo + Amp it up and spam her closely, this should take care of it.

Widowmaker - you can not do anything against it, perhaps only at close range, but the few opportunities you get to be so close to her. So always pay attention to the its location, that is often not try to kill you because you Support. There is one way you can help your team to deal with, and it is an area which is rapidly cross with a halo observe speed + Amp it up. In conclusion - is an excellent counter that you can get rid of you is fast, and your team will not make it better without you. In addition, if it kills you to all your team's Ultimate exposed to the opposing team, who Contra by your Ultimate if you live. Shelter is your best friend.

D.va - you do not want to deal with it closely, because it will win. It can block your sound waves with the Defense Matrix her, and you can not take it off the map because most of the time she just fly back. If it uses its Ultimate, do not rush to burn yours, and you try to move your team behind the shelter with the Amp + aura speed it up. Only if you must burn Ultimate.

Reinhardt - on the one hand, you can adjust its position with the Sonicwave yours, but it will require you to be close to him, and here begins the problem. Get closer to Reinhardt It's basically like a double edged sword - on the one hand, you can move it to its location, and help your team, but on the other hand, there is a high chance you will see the timer that alerts you when you return to the

action, since the range of his hammer is very broad, and therefore not you can "dance" around him. In addition, you can not just cancel your Ultimate his (and all Haoltimtim successors) because it will knock you to the ground, and you will have time to react and use your Ultimate. So try not to face him if you think he will make Ultimate, because if you do not catch, you can save your team from ultimates about to crash them into the interior.

Roadhog - may be difficult to catch you with his hook, because of your speed, as well as whether he will catch you will take with you the Soundwave you with your. Furthermore it is quite easy to damage it because of its excessive size. You can tease the Ultimate his perfectly with yours, just make sure it's worth to you. In summary - it should be very simple for you.

Winston - it should be quite easy for you, once you see him jumping towards your use in your Soundwave to keep the gorilla nervous. You can easily get away from your speed with aura and even you can use the amp it up to strengthen it further. But what makes you right or perfect against him is the fact that you can disable the Hdmg 'with its entirely your healing aura. damage, his very slow and therefore you heal yourself almost as much, and that makes you a perfect counter.

Zarya - Take care of her, that when it is fully charged, or simply high Hdmg its' very high underestimated, so you'll notice how much energy it has. In addition, she can protect herself and give one of her team members are blocking the Soundwave yours, what you will not keep them away from you, then you'll notice it. If it makes you and your team Ultimate you can always respond with yours, and block Hdmg 'will follow, only operate judgment - if the Zarya did not require it probably will not take off much, and if there is no one around, you will be satisfied with the aura of healing + Amp it up. Conclusion - In my opinion, Lucio is the most fun character in the game. It has everything - healing, speed and the ability to do Parkour (!!) and protect your team. Besides that he has a cool personality and the coolest game Emotes Lucio is a special character in every way - design, personality and even the style of the game. So if you are looking for a fun support, remained in action, feels like an offensive character, never stops moving and can slide on the walls - Lucio for you. It offers a unique playing style, very easy to fall in love with him. It is recommended in any situation, especially in the attack and is a must maps Capture.

Credits - Lucio background - Reddit

Writing - Me

Just want to apologize about some english errors i tried my best on this tutorial because i really put effort into it.

beasch - December 1, 2016, 11:41 pm

WOW! Ty for this nice luio Guide :)

dropthebeat23 - December 2, 2016, 12:32 am

As a support main, I can appreciate this very much. Great guide.

TheChi?f - December 2, 2016, 12:36 am

You should have about 10 sticky man awards by now ?

test - December 2, 2016, 12:37 am

(Dec 1, 2016 12:39 PM)Brusk Wrote: [\[CITE\]](#) Wall Ride - is passive passive ability.

Shouldn't this be 'is a passive ability'? The first thing I noticed.

Looks like a decent basic guide to help new players get some understanding about Lucio. Keep it up!

Lufasu - December 2, 2016, 1:19 am

(Dec 2, 2016 01:37 AM)testaccountplsignore Wrote: [\[CITE\]](#) Shouldn't this be 'is a passive ability'? The first thing I noticed.

Looks like a decent basic guide to help new players get some understanding about Lucio. Keep it up!Yes it is .

I forgot the add "," is a passive , passive ability. , or its a wrong spelling ? let me know.

Thanks everyone :)!

UntamedChicken - *December 26, 2016, 12:35 am*

I really like the format for your guides. I'm gonna bookmark this guide for a refresher when I need it.

22 Savage - *December 26, 2016, 8:39 am*

Nice tutorial, I was never good at Lucio...