

Forum:[Hack Forums](#)

Thread: [A simple guide for Beginners to improve.](#)

Timecode - November 3, 2017, 3:36 pm

This is all my personal opinions and suggestions, its not going to make anyone pro just some things to consider. (mainly made this for a friend for tips)

First and foremost! learn all the heros yourself.

You need to understand all there aspects, range, damage(including distance) cooldowns!

Cooldowns things like hogs hook if you want to be a good tracer, you need to actually play hog a bit. learn his hook range and cool down. learn to count down their cool downs and your own.

Another is cool down of Mcrees flash bang, if you actually play him you start feeling the time rather than counting. All heroes have something you need to be aware of, including the infamous Genji, his deflect! once used he is the easiest to kill (baiting it we will discuss below)

BAITING Has to be the funniest thing to do in game as long as it is successful! Genji deflect lets say we have tracer so we can just tap him to about 60% hp, unless he dashes your about to bait a deflect, you prepare for this by waiting and reloading! by now you know its a 2 seconds, so you spray his ass down!!!

Baiting in general Every hero has something you can bait to your advantage, this can make it easier for you if they are an even match for you.

Distance! Symetras left beam helps you learn wheres safe to poke from, soldier learn how his damage decreases over longer distances.

Ok so that's something I really encourage in this game, have fun with it, don't feel pressure or stressed to learn or count or do well, we all have to start somewhere.

Next is optional and possibly something you can do before what i said above!!

Sensitivity - custom cross hairs

Sensitivity - you need to bare in mind "game options" and also it includes your DPI sense on your mouse.

There isn't anything here to say that helps much (everyone has there own ideal setting) my general knowledge is that the lower you go the more you are forcing your arm to move, than just a small wrist action at high sense, this can in some cases help you improve smother tracking.

(give it a shot i mean i lowered my sense once to try get better, it got worse for a day or 2, as i wasn't used to it. after that i was playing smoother with Mcree and tracer than before)

Crosshairs!

This is again all subjective! There is no right or wrong but it can really help assist you with what you find comfortable. consider a few things :

Color - I prefer a green one it helps my eyes better than the original white default so i never lose it.

Each hero? what shape? should it show you spread? - Personally my go to is dot on Mcree as I feel he needs to be precise, soldier small cross hair (no accuracy spread)

Opacity - I tend to change mine to 100 default i believe is 80

One thing for sure is if you can deal with cross hairs being smaller its just less gunk in your way while you aim.

Find what fits you! there's guides all over youtube to help you with ideas, pros,cons etc

Ultimate timing predictions!

I cannot stress enough how great this is! (m_rk thank you for reminding me to add this in!)

By now you should have learnt the speed at which each hero tends to ult charge, some faster than others but! there are factors.

Obviously if someone is getting a ton of kills, its likely there ultimate is up or close!

Tracking locations this is as good if not better than counting "hooks" or "deflects"

This will take time to master, but put your head into that thought process, and look at where that mcree is going? up high? has he not used ult for a long time? well you should know whats coming!!

Finally use this timing to suit your team, example -- say you play zen, your pretty sure Zarya has graviton (your certain) then predict it and use your ultimate to counter!

There are many Ultimate counters! stuns or some ultimates that can completely negate someone trying to wipe your team.

Side note to this is there positioning, like I explained if Mcree is trying to flank, or they seem super eager to make a push. You will want to know you are close enough to a building to hide from a DVA bomb or any obstacles!

LEARNING THE MAPS! INSIDE AND OUT!

Well you guessed it, knowing the maps inside out will ofcourse help! why?

Get out strategy's - or in if your a flanker!

knowing where hp packs are (great for tracer) sometimes you may be too deep away from your healers

knowing all flank routes for you to flank, but for you to hang back and watch!

Not going to lie this is basic and obvious but if your not comfortable in lets say a new map, your performance will lack - I can vouch!

you can go in a custom match, play AI, play with friends, or just use regular QP and try to observe things. Even other people may show you a good area you didn't think of using before.

Before I go one last thing!!!! FOOTSTEPS!

its the difference between ignoring a Mcree with ultimate ready to get your team from behind or you saying hmm? I know he is there and that noise confirms it! go shut him down!

So whats next? Well.... as far as personal custom stuff goes that's it, practice of course is great!

The next part I could cover is how to manage in teams that pick oddly, counters, switching, creating baits, opportunities. For now I will leave this if anyone would like me to put up another guide covering anything else please let me know.

m_rk - November 3, 2017, 4:10 pm

Something I didn't notice in the thread is predicting ults, its pretty much key to ranking up.

Ex. If a high charge Zarya is walking up past a shield/team pushing up behind them its pretty obvious they're going to ult.

Other then that this could be really helpful for new players, nice guide.

Timecode - November 3, 2017, 4:29 pm

(Nov 3, 2017 04:10 PM)m_rk Wrote: [\[CITE\]](#) Something I didn't notice in the thread is predicting ults, its pretty much key to ranking up.

Ex. If a high charge Zarya is walking up past a shield/team pushing up behind them its pretty obvious they're going to ult.

Other then that this could be really helpful for new players, nice guide.Very True! I got so used to it I forgot its even a thing you need to learn! :D But yes I plan to add that in now, thankyou for the reminder as that is such a good tool!

