

From Silver to Eagle: Improving Your Game.

In this guide you will learn how to properly move, peek, aim, shoot, clutch, breathe, focus, think, find your sensitivity, gain the advantage, use psychology, and more, to help you improve your game.

Introduction

I usually tend to give free classes to anyone who asks for them, but I thought instead of doing private lessons, I might as well make a guide about it and help improve the Counter-Strike: Global Offensive community. I will teach you everything I have taught my previous students and more. I have taught about 10 students and most have gone from Silver and Novas to Legendary Eagle Masters and Supreme Master First Class. Cool Right? Well you can reach that rank and above with the help of this guide.

My goal is to help you have fun by knowing how to get better at the game. I have divided the tutorial into many sections: First will be the PRE-ASSESSMENT, where we will find your appropriate sensitivity and test your accuracy. Next will be the PEEKING/MOVEMENT section, where I will teach you how to properly peek and move. Afterwards, the SHOOTING section will guide you through how to properly aim, shoot, and control your precision and accuracy. Then, I will introduce PSYCHOLOGY into the mix, something not a lot of tutorials show, and explain to you how Psychology is used and can be used in competitive play, and will also teach you how to remain calm and focused throughout the game. Finally, I will add extra tips on various issues and will give my conclusion.

The guide is intended to be long and productive. I recommend to close all programs, take some pen and paper and write down along in order to help you remember. Studies show that writing down important information can successfully categorize and help the retrieval of information in the future. I hope you enjoy the guide, and let's get started.

Let's start with the Pre-Assessment.

Pre-Assessment: Assessing Your Current Skill

Usually, before I do a class, I tend to see how my students shoot, think and react to know what to improve. I tell them to download the Training_Aim_CSGO map from the workshop in order to help assess their skill. I'm about to go into detail about how to download and start the map, if you already have the map and know how to start it, then you might as well skip this next section.

Pre-Assessment: Downloading and Starting Training_Aim_CSGO

To download the map, first you need to go to the Play Tab in your game, then select OFFLINE WITH BOTS, click Workshop, then click View Workshop. After that, A Steam window will come up with the CS:GO Workshop. Search for Training_Aim_CSGO and hit enter or click the search button. Put your mouse over the first map by AddictedPro and click the icon with the plus sign. If you don't see the

plus sign, you can easily click on the map, and click the subscribe button so that it states Subscribed. Now you can go back to the game and the map should be available in the map list.

Click on the map and click go. Make sure the first bullet assigned to No Bots is selected, and click GO and wait for the map to load. Once you're in the map, you will spawn under it. In order to get on the training area, you need to make sure console is on, then open it.

You can open the console using the tilde key, usually beside the 1 key on your keyboard. Once its open, type "sv_cheats 1" hit submit. Then type "noclip 1" and hit submit. You should be able to look up press w and go to the training area then type "noclip 0" to return to normal state.

Pre-Assessment: Testing Your Accuracy

Okay so you're now in! To the right there are various weapons. Pick either M4A4, M4A1-S or AK-47 (since the map is not updated, in order to get an M4A1-S you need to open console again and type "give weapon_m4a1_silencer", without the quotes). To your left will be the control panel. Do not move anything yet. There are various training types to use but you only need the default one today, the one called Classic Fast Aiming.

Face the shooting range and get ready to shoot. Once ready, go up to the start button and press E. Step back and try to hit as many targets. Every time you hit a target, try to go back to the middle before continuing to the next one.

Afterwards check how you did. How many did you hit? If you hit more than 20 out of 25 then you did good. If you didn't? You might need to find your appropriate sensitivity.

Pre-Assessment: Finding Your Sensitivity

Okay now try it again, notice whether you're coming short or farther than your target. If you're coming short, that means you're sensitivity is too low. Try increasing your sensitivity. If you're ending up farther than the target that means that you're sensitivity is too high. Try decreasing your sensitivity. Keep on trying until you feel comfortable with your sensitivity. You should be able to hit the nearest and farthest targets from the middle without too much trouble

Pre-Assessment: Accuracy Percentage and The 100 Test

Now that you have your appropriate sensitivity. Try another round at the shooting range. It might take a while to get used to the new sensitivity so make sure to practice a few times. Once you are used to it, go to the panel and look for Amount. Put your crosshair over it, press E, and select 100. Get ready; you will have to shoot 100 targets. Make sure to return to the middle before shooting the next target. Try your best. Good luck.

Pre-Assessment: Onto The Next Section

Afterwards, check how you did. If you hit 40 out of 100, that means you have a 40% accuracy average. The higher percentage the better and more accurate your shots are. If you are getting a

low percentage, it's okay. I will go over many tips to improve aiming. This map is great for warmup and I recommend that you daily practice doing the various exercises on the control panel. Daily exercises improved my aim from 60% to 98% when I became a Legendary Eagle Master.

That was the PRE-ASSESSMENT, now let's talk about PEEKING.

Movement/Peeking: How To Move

Movement is an essential part of the game, and peeking, is the middle man between movement and shooting. Peeking is the act of coming out of cover to engage or to observe an area. But as great as peeking may sound, it can lead to your team losing or winning the round. Have you ever noticed that people tend to hug the wall in long when they rush into A site in Dust 2? Do you ever ask why? It's because they are using the INSIDE LANE. The inside lane is the inner side of a wall or angle. When you use the inside lane, because of the angles of the walls, it can be used as a defensive advantage.

Movement/Peeking: Inside and Wide Lane

When using the inside lane, you get to see your opponent first before they see you. You see their shoulder and ready for a shot, giving you an advantage. The opponent must completely reveal himself in order to catch a glimpse of your head, but by that time, it's too late. Now, you can counter an inside lane, by you going inside lane as well and surprising your opponent.

As well as an inside lane, there is also a wide lane. A wide lane can be useful for attacking, as it give you the control of the angle and lets you split the angle into sections, like a pie; carefully checking the corner, without exposing yourself too much. Wide angles are also why the usual spot near the A site is also used. Wide angles and inner angles are a common sight in professional esports gaming.

Shooting: "How Do You Get A Headshot EVERY Time?"

Now let's talk about Shooting. I get a lot of questions on how I get headshots. And the answer is pretty easy. Just aim for the head. If you're constantly aiming for the head, there is less chance of you having to waste precious seconds adjusting your crosshair for a headshot. Sure, you can kill with body shots, but they take longer, and risk you losing precious health. For example, if you're holding an inside angle, and you want an advantage over the enemy, let me introduce you to ANTICIPATION. Anticipation is giving yourself enough reaction time to see the enemy and letting them across your crosshairs, making it easier for yourself to eliminate him. My students and I use this constantly and leads to many hackusations, when all we really did is give ourselves reaction time and just click whenever an enemy crosses our crosshair. It doesn't get any easier than that. And that simple headshot just created an abundance of opportunities and advantages that could be used to win the round.

Shooting: Distance Shooting

In order to shoot accurately, you must learn to shoot appropriately based on distance. You're not going to spray at a guy across miles and hope to get a shot. What you need to do is control those

shots accordingly. For example, if an opponent is far, you should try shooting one bullet at a time, so that your shots stay precise and lead to a kill. If the opponent is at a medium range, bursting, which is done by holding the fire button for a second or two, is appropriate, as it leads to a short burst of 3-5 bullets over a medium sized area and can do high amounts of damage. Only when an opponent is at touching distance, only then, is it appropriate to spray, and even so, spraying should be controlled with the help of recoil patterns.

Shooting: Recoil Patterns

Every single gun has a recoil pattern. A pattern that is not affected by crouching like in the previous Counter Strikes. I would recommend researching the recoil patterns of your most used guns, or the guns you want to learn how to use better. Knowing recoil patterns can lead to more accurate bursting and spraying at medium to close ranges.

Psychology: A New, Yet Important Factor in Competitive Play

Now, I'm going to introduce a new section that is never been talked about but is of extreme importance when playing. Psychology. Psychology believe it or not is a constant and dominant factor in casual, competitive, and professional matches.

Just like any other game, whether that's chess, checkers, soccer, football, or Counter Strike. The point of the game is to beat an opponent. To outsmart him. To be better than him. To get an ADVANTAGE that could help you in the future. There are many kinds of advantages: There are KNOWLEDGE, SKILL, EXPERIENCE, and SITUATIONAL ADVANTAGES, as well as something called INTUITION. I'm going to talk about each individually. If you get the advantage over the other team, you WILL win. The solid point of counter strike is to get as many advantages over the other team and defeat them by utilizing those advantages.

Psychology: Knowledge Advantage

Let's start off with KNOWLEDGE ADVANTAGE. Knowledge advantage is advantages gained through either sound stimuli, sight stimuli, or team/communication stimuli. Sound stimuli is when you hear something, such as an enemy gunshot, footsteps, or other sounds that help you gain knowledge of what the other team is doing, or is about to do. An example is you listening to enemies running in tunnels about to head into the B site in Dust 2. The sound of the footsteps give you knowledge that the enemy is about to go into B site, and that you should prepare yourself for the incoming rush. Sight stimuli is when you see something, an enemy in tunnels, a grenade being thrown, a flashbang or smoke. You can get knowledge based on seeing things as well. A bunch of flashbangs usually lead to a rush. Seeing the whole team running catwalk on Dust 2 usually means that they might be heading to A. Knowledge advantages gives you information about where the other team is and what they're doing, to help you come up with a way for your team and you to stop them based on what they're going to do. A full 5-man rush into A site leads to most of the team rotating to that site to defend. Sometimes, sight and sound knowledge might not come from you personally, sometimes a teammate will call out something they saw or heard. Which can help you to think about how to use that piece of information.

I like to use the following situation to explain an extremely good, yet unfortunate, unused knowledge advantage that is extremely useful. When a CT in Dust 2 crosses double doors, and sees two awpers who shot a bullet each and 2 guys going behind the awpers going to their left, what do you think? "Well I almost escaped those two awp shots, whatever." No, you should be thinking. "Okay, Two awpers, two riflers going towards long, and one probably either got a close spawn towards long and is on his way or he is moving to tunnels because I did not see him cross behind the awpers. The awpers will not be playing close quarter combat with the awp unless they have to, they will probably watch long ranges such as mid, long to A site, or tunnels to B. The two riflers are on their way long, but they could also be taking the long way to cat, and rushing it. There was a third guy with an unknown gun who is probably heading tunnels." Look at how much information I obtained from the first 3 seconds of the round. And the only advantage the other team got was that two CT's crossed to B. That's it. Just by those advantages alone, you have a greater chance of winning already.

Psychology: Knowledge Advantage Misinformation

Along with effective communication, there is also MISINFORMATION. In order to help create tactics and increase the chances of winning, a team must use EFFECTIVE COMMUNICATION. "The last 2 guys are B, one is 30hp and the other one is 16hp with the bomb. Both have awps", that sentence alone contains an abundance of accurate information to be used: The last two guys are B, one is 30 hp with an awp, the other is 16hp with a second awp and has the bomb, he might plant or not. MISCOMMUNICATION or INEFFECTIVE COMMUNICATION sounds something like this "THOSE ♥♥♥♥ING SONS OF A ♥♥♥♥ING ♥♥♥♥♥! LOOK AT THEM WITH THEY'RE ♥♥♥♥♥♥ FACES. HOW DID THEY KILL ME? HAX! NICE HAX BRO. FIGHT ME 1V1 LAN"

...

Now what kind of information did you receive from that sentence? Not a lot compared to the first one huh? Even if it's the same situation, effective communication can lead to your team winning or losing the round. Even when the communication sounds like its solid, it might have loopholes. I was in a match where the other team had 2 guys left, one was 3hp and the other was 6hp. They planted the bomb and waited for my last teammate alive with 70hp to attack. The teammates said "There are two in B, one has the bomb." This sentence contains a lot of information, but missed on a crucial piece that led to us losing the round. The enemies extremely low hp. The last guy was so scared thinking he was against two 100hp riflers, when in reality, one shot of his P90 to both could've killed them. He slowly approached window and was killed. The same situation happened 5 rounds afterwards, this time, I told the two teammates to call the hp of the two enemies that rushed them. "One is 16hp and the other 28hp" that simple sentence created confidence into the mind of the last teammate who died 5 rounds before. In the same situation, just knowing that he had a chance, allowed him to go to window again, take some damage before killing one enemy, then turning and killing the other one with 50hp and more than enough time to defuse the bomb. That is the most perfect example of how simple communication, a few words, can lead to a win or a loss of a round. So now you know, KNOWLEDGE ADVANTAGE is advantage that gives you knowledge about what is happening or what will happen to help you win.

Psychology: Skill Advantage

Next up is SKILL ADVANTAGE. Skill advantage really needs no explanation. Its skill. Some people have better reaction than others, some have better muscle-memory, some know recoil patterns and know how to shoot accurately better than others. It is natural advantages, advantages that come from the player and his talents. SKILL ADVANTAGES can be earned with time and consistency.

Psychology: Experience Advantage

Afterwards, we have EXPERIENCE ADVANTAGE. EXPERIENCE ADVANTAGE could be considered knowledge advantage as it does give you knowledge about the game and what is going on. EXPERIENCE ADVANTAGE comes from playing many many games and knowing what most people would do in certain situations. I know for a fact, that if there is an awper in the enemy team on Nuke, they will either go outside, or radio to peek ramp. Why? Because I have played so many games that almost 98% of awpers on nuke will go outside to boxes, outside to twinkie, or inside and peek ramp. Always. EXPERIENCE ADVANTAGE might be gained from years of playing the game, but it could also be gained from a couple of rounds before. If a team have saved three times and rushed squeaky, and now they are saving for a third time, where is a good chance they might go? That's right, Squeaky. They could also trick you into thinking they go squeaky and end up going somewhere else, but that's another topic I will talk about later.

Psychology: Situational Advantage

SITUATIONAL ADVANTAGE is next. This advantage comes from the certain situation you are in. For example, did you know it takes an approximately 3:1 ratio of attackers to defenders for the attackers to win a situation? That means that if two players are defending, holding their spots, they have a greater chance of winning the situation against 3 running opponents who are attacking. That is if the attackers don't have any other advantages over the defenders, such as knowledge of where they are, or superior reaction times. That's why taking over sites is hard as either CT's or T's because they are the ones attacking. SITUATIONAL ADVANTAGES can also come from grenades, whether that is being thrown from you or from the enemies. Flashbanging a site can create a situational advantage where you can easily walk in the site as the enemies are blinded, same with smokes. A grenade being thrown from a site, can easily tell you where the grenade come from and where the guy is located. I cannot express how many times I've killed people because they give their position away by throwing a grenade. As you see, SITUATIONAL ADVANTAGES are good for attacking, but they are also good for defending. If you hear a group of 5 rushing into tunnels about to make their way into B, and you flash the entrance successfully flashing all 5 of them, that flash just gave you a SITUATIONAL ADVANTAGE because now you can see them and they can't see you. A smoke in tunnels against rushing attackers, give you a situational advantage because you can see them running through the smoke before they even have time to come out of it and realize they're being shot at.

Another SITUATIONAL ADVANTAGE can be achieved by making 5 1v1 situations instead of 1 5v1 situation. I have seen many teams rush in 1 by 1 into a site to be slaughtered by a single player. Why? Because he created various 1v1 situations as they were coming in, instead of a single 5v1

situation. Another example is when you're clutching, instead of rushing in site and taking all 5 of them as they all shoot at you, try taking them out 1v1 by peeking effectively and playing smart. Clutching is not hard and I will go into further detail about how psychology can help you improve your chances and help you become a master clutcher.

Psychology: The Secret Ingredient for Success is Intuition

Okay, now we reach the most useful factor that will make EVERYONE call you a hacker. No it's not located on a specific site on the internet, it's located, believe it or not, deep inside your brain. INTUITION as complicated as it sounds, is basically, guessing. Yes, guessing. What? How can guessing help me? Let me introduce you to, INTUITION.

INTUITION is the hardest thing to teach as it is very hard to explain. But the best way to explain is to show it to you. When you use all the advantages mentioned before, you can use that to come up with a hypothesis or educated guess about what the other team is doing or will do, and gain an advantage over them. By doing so, you hack your brain into thinking that the hypothesis will happen, and when you do so, you gain a massive boost in confidence to help. One can usually come up with a guess and use that, but intuition is a kind of gut feeling that you HAVE to be confident in. Don't think "They will be going tunnels right?" rather think "Based on what has happened in the round, I KNOW, I AM SURE that they are going tunnels" and setup as if they are on their way there and they are running in, imagine them running in and execute. This confidence is your guess will help you so that if they do come, you were already ready physically, and most important, mentally, for the opposing team members. To the other team it will seem as if you knew EXACTLY what they were going to do, but you didn't, it was all just a very well thought guess that you believed in. That is intuition, let me show an example:

<https://www.youtube.com/watch?v=pwuC1bYCTt8>

The round starts normally. I pick up my gear and head to A site. I see my teammates watching B and A long, leaving mid exposed on purpose. I imagine I am a T and I am moving to CAT, I time the nade and throw it. I then peek and catch a glimpse of one Terrorist. I call it out whilst I move to the right of the box and take him out. I see that my teammate mid and long are killed. Because of this, I move to watch Long and CT Ramp if they try to go CT Spawn to A. I peek, put my crosshair ready for the reaction, and I land a shot on someone going Pit. It was the bomb. From here on I reevaluate the situation. Bomb is priority. There might be coming Mid to CT Spawn, Long, or Cat. I see my teammate going B tuns and gain a little bit of confidence. I flash CT Spawn to see if I can catch a Terrorist whilst vulnerable. I now move to Short and lower my angles. I only have to watch 2 (CAT and Long. If the CT goes to A, I can see him first). Sometime passes and I see my teammate looking at CT Spawn, it must be clear. I then move to watch the next two spots they could come from (CAT and LONG) I dont have to worry about CT Anymore. I think "If they are smart, they will try to corner me by one going long and one cat. So I set my crosshair in the middle so I can facilitate a shot for each direction. I GUESS that CAT will go first then long, I peek CAT...and sure he was on his way to throwing a nade. I then think that the other guy would probably back off CAT, if he was there or go

and continue long to try to get the bomb. I then set in the middle and wait for him to come. I am so sure he will come long that I ready myself for the shot, and as I do, he comes in and I take him out. That last flick shot, although lasting a second, to me lasted 3 seconds due to me being so into the game that I caught the information faster than usual. I call this "The Matrix Effect" and I will talk about it later in the guide. I calm down after the amazing shot I claim, and ready for the next round.

Psychology: The Three Zones (Warmup, "The Zone", Fatigue)

Whenever you play games, your time is divided into three zones. First we have the Warmup Zone, then "The Zone", then we have the Fatigue Zone. During the Warmup zone, you are trying to regain the muscle memory, memory, and knowledge of the previous times you've played. You're warming up, easy as that, during this zone you should be deathmatching, or going into the map I mentioned earlier to train "Training_Aim_CSGO". Next zone is "The Zone". Have you heard athletes say "Man, I was just in the zone today, that's why I did better than usual" Well that zone actually exists. "The Zone" is when your muscle-memory, memory, and reactions are at their best potential. You play really good because of your focus, energy, and reactions. This zone is perfect to play. After the zone, you reach the fatigue zone. Have you ever been so tired, in the middle of the night, and you're so tired that you're actually doing worse? That's a clear sign you're in the fatigue zone and that you should stop playing. You are tired and fatigued because you've wasted all your energy being focused in "The Zone". If you're tired, and in the fatigue zone, it's better to stop playing and save your energy. Playing when you're tired and unfocused, will not help you win and will definitely not help your teammates win since they have 1 less person in their team.

Now the cool thing about the three zones is that they vary from player to player. I have students who tell me they only have to warmup a little before they are in the zone for quite some time, then later reach fatigue and stop playing. Some have told me that they have to warmup a lot to reach the zone, and that the zone lasts a game or two, and then reach fatigue fast. I had one student who told me his zone seemed to be the first game after warmup, then reached fatigue. He for example, adapted to his zones, and later told me he would warmup, play one game, reach fatigue and stop playing, then 3-4 hours later when he wasn't fatigued he would warmup again, then play one more game, and repeat the process every day. That helped him reach the rank of Legendary Eagle Master and helped him get recruited by a team. Research your zones, and adapt to them, don't try to prolong "The Zone" because you could be in danger of getting into fatigue, and don't try to prolong warmup, because you could be in "The Zone" when you're warming up in deathmatch instead of in competitive matches.

Psychology: Learning From Your Mistakes

Now, let's talk about a progress I want you to familiarize yourself with, it's called LEARNING FROM YOUR MISTAKES. The best way to continue learning is to learn from your mistakes. Every time you die, don't complain and say "WHAT THE HELL, I WAS BEHIND COVER!" rather think, "Wow, he outsmarted me." Then type "Nice shot". Accept that you lost the situation, you cannot do anything about it but accept that you died or lost. Then ask yourself WHAT, HOW, WHY, WHERE, and

WHEN.

What Happened? Did you lose the round or just lose a gunfight?

How did you lose it? Were you too aggressive and they were too passive? Did you get flashed? Smoked? Naded?

Why did it happen? Why were you too aggressive when all you had to do was defend? Did you not hear or see the enemies coming? Were they waiting for you?

Where did it happen? Did it happen ramp? Did it happen in A site? Where did he kill me from?

Lastly think "When did it happen?" Was it at 2:50? Was it after they flashed and smoked the site? Was it after you killed they're guy outside? Was it after a push?

Use all these questions to come up with a conclusion. "I lost the gunfight because I thought they were going to look hut and I decided to be aggressive and push ramp, but then they flashed me and heard me coming and waited for me to run in and died with 30 seconds left in the match." Okay, now find the mistakes. "I was aggressive when I should've been defending, after all, I am CT and a lowercase "ct" looks like a lowercase d, which means I should be defending. "The clock was at 30 seconds left, they had to act quickly and plant the bomb or save, and there was no reason for me to push them when they would've pushed me." After you find the mistakes, don't do them the next round. Next round don't be aggressive and if the time is 30 seconds, wait it out, they might be saving and you will easily win the round. Another example would be when you were killed by an awper in radio twice in a row. The third time, don't do the same mistake, don't go to that same spot and smoke radio, make him wait or make him move positions, then defend. Same goes for attacking.

Psychology: Staying Calm and Focused (How To Clutch)

Now I'm going to teach you how to stay calm and focused throughout the game. In case you didn't know, your body is constantly making energy to fuel your concentration, muscles and brain. Don't waste that necessary fuel by raging or getting mad. Learn from your mistakes, in fact, you should be thankful you made a mistake, because now you can learn from it, you learn something that you can use later in the game, or later in another match. Watch your breathing, make sure you're not breathing too fast and not providing enough oxygen to the brain and muscles in order to react and think. Improper techniques can be clearly seen during clutch situations. I call them CLUTCH-NERVES. Have you ever been sweating and shaking, breathing super hard because you are the last one in your team against 4 guys and you have to retake the site? Want to know how to get rid of those nerves? THINK. Ask yourself where they are, what happened, what guns they have, analyze the situation. By doing so, you create crucial knowledge that will be used in the upcoming seconds when you clutch. By also analyzing and gaining knowledge, you are not thinking about how nervous you are and you end up gaining confidence and when you gain confidence, you raise your chances of clutching. Soon, you will be called the clutch master by your team, they will see you in a clutch, and they will say "Man, I've seen him win out of worse situations, he has this." And you will think

“Yes, I do.” And win one more round for your team. After clutches, don’t go into the next round with the leftover adrenaline and intensity of the last round, Release all your breath and focus on the upcoming round. You don’t want to be hyper and unable to focus.

Psychology: The Matrix Effect

Talking about focus, when you focus really hard on something, you are able to do something I call “The Matrix Effect” In the movie matrix, there are scenes where the protagonist slows down time and reacts at fast speeds. Well I hope you believe me when I say, I have pulled off such things during games. In fact, I recorded one not too long after I decided to put more focus into my competitive play.

Psychology: Resolution

See how Psychology helps tremendously in competitive play? Not a lot of people know about it, but its present every single time you play, and not a lot of people consider teaching it, but I did and I hope you can use it to your advantage in competitive play.

Ending: Finishing Thoughts

That consists of the lesson. I usually go and ask students if they have any questions here and answer them. I usually get asked about grenade spots I have found to help increase situational advantages, and I tend to show them, but new spots are found every day and there are plenty of tutorials out there that can help you gain the advantage. If you have any questions no matter how stupid they may sound, you might not be the only one that wants to ask it so post them in the comments section and I will answer them as fast as I can.

Throughout the many years of me playing video games both competitive and casually, I have learned to use this kind of thinking in all games, not just counter strike, and I can vouch to say it works just as well. The point of this lesson is to make you realize that in order to play better you don’t have to play more, you have to play SMARTER, outsmart your enemies using advantages you find and create, and also to help teach yourself through your mistakes.

I never play with my students after I teach them to help them by making them analyze their own gameplay without my help and help themselves

Ending: Never Play Alone Again (Properly Solo-Queueing)

Oh and a couple more things, if you don’t have any friends or people who are online, most people say that solo-queueing is a definite NO, but I like to think otherwise. I got from MASTER Guardian II to Legendary Eagle Master by solo-queueing after all. And I learned that if you go to a match, and someone in your team is playing good, effectively communicating, and seems like a good person, add him. And ask him if you can play again. Now you have another person, now you’re not solo queueing but you’re queueing with one more person. If you find two in one match nice, add them both. Sometimes you may not find a person worth of adding in some matches, but it’s okay. Try

again. If you start solo queueing, and you find 1 person every match, in 4 matches, you should have a full party of good players, who all communicate, and you will not be solo-queueing.

Ending: It's Just A Game

Okay, lastly, I want you to know that this is only a game. No one can win all of the games, it's okay if you lose, there's no need for that to affect your daily life, and a game is meant to be fun after all. In the end it's just a game, and you're supposed to have fun. So enjoy it.

Thank you guys for reading this guide and I hope to have improved your gameplay and hope to see you game better in the future. You are welcome to add me and ask me any questions or even game with me from time to time. You can also check out my website (<https://addictedpro.wordpress.com/>) for more information about me and The Addiction. Share this with your friends to also help them improve. I made this guide to help improve the Counter Strike community and help make it an even better community than it is. Stay awesome, stay smarter, and most importantly, Stay Addicted.

Really quick, I would like to thank the people who helped me test this guide and also thank my students who have now succeeded and have even joined competitive teams. Thank you.

Extra Notes

Official Silver To Eagle Student Group! (<http://steamcommunity.com/groups/SilverToEagleOfficial>) where you can meet and play with other people with the same determination as you! GAME ON!

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Replication of the guide and its contents not allowed without my written consent and approval, thank you.