



Stop making these Overwatch mistakes

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Overwatch draws heavily from arena shooters, coming from a background of Quake III, Unreal Tournament and AssaultCube. I slid right into the metagame. Most people who pick up OW tend to be from Call of Duty, Rainbow 6: Siege, Counter-Strike and sometimes from Paladins. The thinking involved could not be any more dissimilar. Here are a few things you should stop doing right away.

GENERAL MAP AWARENESS

This isn't something that happens in a day. Generally speaking, OW maps have three lines — the direct path through the middle, which is the widest, and two narrow flanking corridors. Regardless of your payload position or objective, you will always have three different ways to approach your quarry. As a pure DPS carry like McCree or Soldier 76, you

should be using the flanking lanes to get the opponent from behind or the sides. Your tank should always keep the opposition engaged through the most direct route down the middle, opening up space for the DPS players. As for supports, know where to hide and when to come out. Assess each death and correlate it with your position.

NOT PROTECTING THE SUPPORTS

Your Mercy, Lucio or Ana keeps your team ticking. A support can make or break a teamfight with their burst heals or resurrections. If a Genji has been repeatedly killing your Mercy, instead of being the Pharah that types "noob support" in all chat, you should be looking to pick out Genji. You don't have to constantly escort your support, all you have to do is make sure your support's counters are shut down.

EXPECTING THINGS TO GO FINE WHEN YOU PLAY DPS DURING

SOLO QUEUES

Oh boy, I never play Overwatch without a three-stack. In solo queues, everyone first picks Genji, Hanzo, McCree quickly followed by a tank (if you're lucky) and/or a defence hero like Junkrat. This leaves the final person to either pick support or Tracer because kills are everything, wins aren't. It's natural to rage when things don't go your way due to the team composition. Rather than constantly blaming the people you queue up with, find or make friends who will queue with you and rotate duties so everyone enjoys the game.

LOSING TRACK OF THE OBJECTIVE

You rarely get moments when there's nothing to do in OW. Sometimes after a teamwipe in defence, you might be in that position. Unfortunately, a lot of DPS and tank players feel that it's their duty to go hunt the opponents at their base. This

usually ends badly and you lose the objective. Always get your priorities straight.

PRIORITISE

Are you playing support? In that case, focus on your tank but don't forget your DPSs. A tank can take a lot of hits at 20 percent health but a DPS is one shot away from death at 20 percent. In these scenarios, quickly heal up the DPS and go back to the tank. Also, as Mercy, don't left-click and forget. When your DPS is dishing damage, right-click them to boost the damage. This also goes for tanks. As long as they have at least 70 percent health, you can damage boost them unless there's heavy burst fire on the tank. A boosted tank is as good as a DPS. For Lucio, your speed boost can be great in teamfights to dodge enemy attacks for the entire team.

DON'T PICK WIDOWMAKER

Unless you're GM or Diamond with Widowmaker, uninstall the game.

Get your rank up in Rainbow Six: Siege

SHAMS TANVIR

Sticking to Casual Mode because you get #rekt in Ranked? Tired of seeing your friends rake in the points while your rank dwindles? Follow these tips and you'll become a ranked pro in no time.

Always play with a full 5 man

squad: Never get into a rank queue unless you have 5 people to play with.

Random player(s) might not be reliable and you'll face problems while communicating with them. The best thing would be to play with your friends or gaming buddies you are comfortable playing with.

Learn the maps thoroughly:

You have to memorize the nuances and names of all the locations. Knowing which floors are destructible and which are not is a skill that can win you a match against tough opponents. You can create a murder hole in the destructible walls by meleeing or shooting a couple of shotgun



shells. It's pretty unorthodox as around 25% of all the players use this tactic.

Organize your strategies: Prepare your strategies for attack and defence before starting ranked matches. Without any strategies, you're going to face total defeat. Sort out your flanking routes in

defence. An example of such a plan can be two flankers while the other three members of your squad camp the objective. In attack, clear out the flankers by working together then go for the objective. The same plans don't always work. So, keep yourself updated with the meta and adapt your strategies accordingly.

Be sharp and fast in gunfights:

Play with your preferred operators regularly to get used to their guns' recoil patterns. Your skill in terms of aiming and reflexes in a 1v1 gunfight will get you through from every situation, and you'll be a nightmare for your opponents to deal with. Practice flick shots, drop shots,

and the most important thing, leaning. A player with good leaning skills is a force to be reckoned with. The angle at which you're leaning can make or break a gunfight.

Prioritise staying alive over getting kills:

If your K/D ratio falls, don't get frustrated. Don't start playing like a madman by blindly rushing your opponents. You have to use the cameras and drones to find out the opponents and organize your attack. Save the drones, hide them in a dark spot. Afterwards, use them to track the defenders, their gadgets, barbed wires or traps. Use Echo's Yokai or Valkyrie's cameras to watch where the attackers are coming from. The solid intel you can gain from these gadgets will help you more than playing for kills.

A lot of people tend to "tryhard" way too much in ranked games of competitive shooters. The trick is to always stay calm and take calculated risks to avoid failure. A crazy play done with a cool mind has a higher chance of succeeding than one done while you're raging at the enemy for killing you way too many times. Good luck in your future matches.

