

Wisdom Report for Match 2736890401

Sven by seed1

PLAYED ON 27/10/2016

Match Context Solo Ranked RD. Safelane carry Sven. Build an advantage through accelerated early farm, win midgame fights with the burst damage, build into a lategame force with strong AoE damage output. After a good laning stage entered fights slightly early and died, builds up a good position but game continues with alternating teamfight wins into very late game.

Highlight Tip Be aware of the big AoE ultimates on the enemy team - preventing spells like Reverse Polarity from hitting multiple heroes is crucial to win teamfights. Either fight only in areas with vision, or be careful to position away from allies.

Tips

- Check the inventory of enemies whenever possible. Spotting a Blink Dagger can be crucial for fights, e.g. 15:27 20:04.
- Prioritize farming until core items are finished, Sven has difficulty engaging without Blink Dagger. If you have to join fights, play safe.

Events

■	Mechanics
■	Efficiency
■	Information
■	Itemisation
■	Execution
■	Decision

1:03 ■ Missed lasthit (cancelled attack)

1:52 ■ Didn't deny own creep

- Results in 2 range creeps
- Pushes the lane
- Gives Magnus exp from 2:35

2:43 ■ Missed lasthit (impatient/early)

3:24 ■ Didn't draw creep back

Results in pushed up wave at 3:30

3:44 ■ Missed lasthit (lost time on a missed deny)

3:56 ■ Missed deny

3:58 ■ Didn't draw creeps back (partially because of bad camera position)

4:23 ■ Didn't draw creeps to ranged creep (want lane to pull back, don't want to tank the creep)

4:31 ■ Missed lasthit (too late)

4:38 ■ Missed deny (impatient, wait for deny)

4:45 ■ Casted Warcry, not enough mana for stun, misses kill (dies later anyway)

4:52 ■ Tanked unnecessary tower hit (walk to wrong side of creep into tower range)

5:59 ■ Didn't block creep to keep lane a bit back

6:08 ■ Missed deny (too defensive)

6:42 ■ Missed 2 lasthits (Magnus is dead, turn for creeps)

10:33 ■ Missed lasthit (hit wrong creep, care about of which creep is hit by tower)

10:37 ■ Missed lasthit (to tower, unusual catapult aggro)

11:13 ■ Missed lasthit (positioned behind creepwave in)

12:06 ■ Didn't use warcry to move to base

12:41 ■ Missed lasthit (hit wrong creep, care about of which creep is hit by tower)

12:54 ■ Didn't try to stack camp (centaurs are fast)

13:20 ■ Immediately walked towards team, then farmed mid

- Instead farm jungle camp as planned
- Miss out on stacked hardcamp+medium camp
- Delays Echo Saber, takes farm from PA

13:39 ■ Missed lasthit (early)

- 13:55 ■ **Important!** Delayed buying echo sabre and using courier
- Used the courier at 14:08 instead
 - Would kill kunkka at 14:23
 - If rest of fight continues, would probably kill SF at 14:33
- 14:33 ■ Chase for SF with multiple enemies coming in
not worth dying for the kill, rubick/magnus coming - also kunkka torrent
- 15:27 ■ Didn't check SF's items (see his blink dagger)
- 16:04 ■ Chase forward into 4 heroes
- Surprised by Blink Dagger as didn't check SF's items before
 - This leaves Omniknight to die, as Rubick can chase in
 - Instead hit the rubick
- 16:32 ■ Go into fight against Kunkka, Rubick
- Smoke Cloud down, will miss!
 - See Shadow Fiend coming in on minimap
 - Instead back out and let PA blink
- 19:06 ■ Missed lasthit (didn't move past creepwave)
- 20:04 ■ Didn't check items of magnus and kunkka in ward
important for incoming fight
- 20:07 ■ Didn't jump on Magnus
good target, need fast initiation as fighting without Batrider
- 20:11 ■ **Important!** bad initiation on Kunkka
- Hitting only one target
 - Most hp in enemy team, won't die during the stun
 - Rubick and Magnus ready to counter
- 25:33 ■ Unnecessary Storm Bolt on riki
one rightclick for the kill
- 25:50 ■ Missed opportunity to buy TP scroll
- Sell quelling blade
 - Going for T2 push top, very deep
- 26:04 ■ Didn't view SF taking DD and walking into rosh pit
- 26:20 ■ Didn't immediately go for T2
SF isn't there!

28:17 ■ Went for very dangerous push

- No vision in the area
 - 4v5 as Batrider is still in the jungle
 - Danger of magnus initiation, lots of follow up damage by SF/Kunkka
 - Let PA push with aegis, stay back
 - Use God's Strength if going for the push
- Dangerous situation, rather push quickly*

35:49 ■ Missed lasthit (hit early)

36:00 ■ Walked towards lane, could farm medium camp immediately. saves 8 seconds

37:09 ■ Missed opportunity to stun rubick (too slow)

43:15 ■ Walked too far, missing hits on SF

- Didn't estimate where Batrider would pull
- Wrong direction for cleave hits, would damage magnus/rubick

46:44 ■ Didn't walk back to team after taking bounty rune (want to pressure/force buyback)

50:40 ■ Slow path into Rosh (blink across the cliff)

50:51 ■ Didn't precast Gods strength before fight (4 hits on SF)

55:33 ■ Tried for a kill on SF (take the safe kill on magnus, he used spells/is weak. 3 teammates dead, take what you get)

60:47 ■ Didn't blink for counter-initiate on Magnus

68:11 ■ **Important!** Hit ancient alone against backdoor regen
SF respawning! Also out of mana

69:30 ■ **Important!** Blinked into team for kunkka
Magnus is out of vision, need to care for RP