Game-specific KvKs Aim Routines

Introduction

To make things easier to read, we color code clicking in red , tracking in blue , switching in purple , hybrid in pink , movement-clicking in orange , movement-tracking in yellow , movement-switching in magenta .

1. Want to understand the theory behind aiming? Read our aim journey
2. Still looking for answers? Check our advice faq
3. Check out our benchmarks here
4. Join our discord for more help or information
5. Follow our twitter to stay up to date
6. Check out our resources channel for more resources.

Before you begin

For clicking and switching: try to make smooth and straight motions from one target to another and actively try to land your shot from one target to the next one, with minimal to no micro-correcting. In addition, try to have the next target in mind.

For tracking: try to be as smooth and precise as you can, react to direction changes as fast as you can, but make sure to transition into a smooth tracking motion committing to the direction that the bot is going, focus on reacting not predicting. Also make sure to focus on the target instead of just looking at it or eye-locking on your crosshair. By focusing on the target, you essentially help yourself to read the target's movement better.

Also make sure to check out the **routine vods**[1] to get an idea of how to play these scenarios properly, so that you can make the best out of your training.

Why should you follow these routines?

These routines are based on feedback from a group of skilled and experienced individuals in different genres / areas with strong and varying opinions, who have all contributed or shared their thoughts to make sure the scenarios are appropriate. This has had a positive impact on the outcome of the routines and their respective scenarios. The constructive criticism helped with forging a strong foundation of routines and scenarios that will help you with your training. You can consult the credit section to see all the contributors.

Playlists with the main scenarios are available for download and linked for each routine provided. However, we would encourage players to branch out of the playlists and find complementary scenarios that can assist with weaknesses or present more / less[2] of a challenge. To add a playlist, download the appropriate file and paste it into Steam/steamapps/common/FPSAimTrainer/FPSAimTrainer/Saved/SaveGames/Playlists .

Disclaimer: The scenarios underneath are subject to change. Our goal is to keep this document up-to-date with scenarios that we recommend people to play. These scenarios are by no means the best, it is always best to match scenarios that are appropriate for your skill level and weaknesses.

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[1] You can find a link to these at the top of each game routine
[2] In case the scenario is too difficult for you

VALORANT & COUNTERSTRIKE

Recommended FOV for Valorant: **103 valorant**
Recommended FOV for Counterstrike: **90 source**

About this routine

This routine focuses on different aspects that will be useful in real game situations, such as being smooth when spraying or acquiring targets, so that it is easier to actually time your shots. Another important aspect; this scenario focuses on target acquisition and speed, so that you can acquire targets more accurately and faster, which is why the switching scenarios above are added to the routine. The clicking scenarios should help with target acquisition, click-timing, reaction based clicking, reading skills (in case they're moving) and micro-adjustments (if applicable). Finally, one can make use of the movement clicking scenarios to get used to the strafe clicking aiming style and practice it.

KovaaK 2.0 - Easy

Recommended for **Bronze**, **Silver** & **Gold**

Duration: 60-100 minutes | routine vods | *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

KOVAAKSTELEPORTINGJEBAITEDBUYSTATION

1. Thin Gauntlet Easy or Centering I Easy - *10 minutes* optional
   a. There isn't really any tracking in Valorant, but it's worth working on your smoothness as this may indirectly carry over to any other scenario / situations
2. patTargetSwitch no reload or patTargetSwitch - *10 minutes*
   a. Try to avoid bodies and only go for headshots
   b. Play the 360 version for larger angles
   c. Focus on switching as fast as possible to eliminate as many moving targets as possible
   d. Try to hold the fire button as much as possible
3. Pokeball Frenzy Auto TE 60s or Pokeball Frenzy Auto TE Wide - *10 minutes*
   a. Focus on switching as fast as possible to eliminate as many static targets as possible
   b. Try to hold the fire button as much as possible
   c. voxTargetSwitch Voltaic: in case you want to focus on non-static target acquisition
4. voxTargetSwitch click or 1wall5targets_pasu slow or patTargetClick 1shot - *10 minutes*
   a. Focus on fast 1 tap switches and clicks
   b. Your objective is to eliminate as many targets as possible
5. Wide Wall 3 Targets or Wide Wall 4 Targets - *10 minutes*
   a. Focus on hitting as many targets as you can
   b. This is especially helpful to train your longer flicks
   c. If you struggle with small flicks try: 1w2t smallflicks 60s
   d. Alternatives to these scenarios: 1w2te reload, 1w4te reload & dot frenzy
6. Floating Heads Timing Easy or tamSpeed 2bps - *10 minutes*
   a. Helps focusing on 1-tapping headshots on moving targets
7. voxTargetClick Easy Strafe or Pasu Dodge EES 180 or - *10 minutes* optional
   a. Make sure to turn on movement bar, so you can see when you need to swap directions with your strafe and get the most out of this scenario
   b. Full focus on movement 1 taps
8. Reflex Micro++ Flick Reload - *10 minutes* optional
9. Microshot Speed Medium - *10 minutes* optional

Game specific aim training routines by Voltaic

10. `Reactive Clicking` - *10 minutes* `optional`
    a. Acquire a target then click it and move to it again to finish it before it escapes

KovaaK 2.0 - VT bardOZ VALORANT Advanced

Recommended for Diamond and above `New`

IN COLLABORATION WITH BARDOZ

<u>About this routine</u>
This is an advanced routine that is also beneficial for beginners if executed properly; most scenarios will be played on two different sensitivities, because learning to control your mouse at higher sensitivities is always beneficial, but if you only practice at a higher sensitivity you might not perform at your best in game. Switching between the two sensitivities (your valorant sens, and twice your valorant sens) is a useful middle ground to leverage in your training.

If your VALORANT sens is already high (under 35cm/360°), go 1.5x or 1.2x your VALORANT sens. **Don't get to the point where you are using sub 15cm/360°, because that might hurt your wrist.**
Absolute scores in the Kovaak scenarios are not important, and some scenarios will favor some sensitivities over others. Make sure you track YOUR OWN improvement. Don't compare yourself to people in the leaderboards / your friends, only compare yourself to where you were the last time you practiced.
The routine will change over time based on feedback, and I will add in-game clips that mirror each scenario.

Caveat: this is only a support routine. You don't get great aim in VALORANT just by doing this, you need to also play a lot of deathmatch and focus on your crosshair placement, and a lot of ranked matches and work on your gamesense. Those things win you games; your raw aim might win you a few fights. **Both things are important, and a proper routine has Kovaak's -> Deathmatch -> Ranked every day**. Ideally you should play this routine first, then 1 hour deathmatch to try to replicate in game the movements you practiced in this routine, then ranked where you're in the "real world" of VALORANT and you try to use your synthetic training to actually win games and climb the leaderboard. If you are really lacking in gamesense, find a coach that is willing to VoD review with you (fastest way to improve) or VoD review yourself, but make sure you really analyze logically each single decision you, your teammates, and your enemies make.

If you want to actually become a pro, you need to study what pros do, and especially, how they react to situations. Watch VoDs of pros that play the same agents and positions you tend to play, see how they react to events on the map and information on their screen, see how they position themselves, always take your time to properly analyze the whole round (enemy economy, team economy, pushes happening in the map), and really try to understand WHY the player you are watching made a given decision. This is what brings you to the next level in VALORANT.

Caveat #2: for Kovaak's to be useful, you need to really think about how you are using your mouse while training. Clean lines, where you only use as much movement as needed to get from point A to point B, is where you want your aiming skill to get. Sure, flicking around at an extremely high speed might look cool, but it will only lose you games in VALORANT. Make sure you can control your mouse as if it was an extension of your arm, maximize your efficiency for each of your movements, never move your mouse an inch more than needed to reach your target. This is the idea that you should have in mind when practicing your aim.

Tip: *The duration of the scenarios are arbitrary, you can decide how much time you spend on each scenario*.

We recommend 30-40 minutes, but you may spend more time if you wish. The reason for that is, because playing the game is more effective practice.

The VT bardOZ Advanced Routine for VALORANT

Duration: 32-44 minutes | *Copy & Paste share code underneath via Online Playlist tab on KovaaKs* | routine vods

<div style="background:red">**KOVAAKSULTINGCLUTCHHIPFIRE**</div>

1. voxTS Voltaic - *4 minutes (2x Double Sens & 2x Normal Sens)*
   a. **How**: *Play twice on double your VALORANT sensitivity and twice on your VALORANT sensitivity.*
   Focus on being very fast between the switches but also controlling your crosshair once you get to the enemy. Switch as fast as you can after you get the kill, use a kill confirmed sound (VALORANT has a kill confirmed sound too).
   b. **Why**: This helps you in those situations where you need to spray transfer, which happens for example when holding a site on Defenders and you get the enemy team executing your site. The movements in this scenario are also good for general smooth crosshair placement.
2. Pokeball Frenzy Auto 1w2ts - *4 minutes (2x Double Sens & 2x Normal Sens)*
   a. **How:** Focus on not over-flicking and having clean lines between targets. Switch as fast as you can once you kill.
   b. **Why:** This is the kind of movement you often do when in a clutch situation like 1v2 and enemies decide to peek together, you might need to flick to one of them (example) who might not be where your crosshair position currently is. Hold fire all the time. This scenario helps get that first movement + micro correction right. The pokeball version is played first to help get you in the flow, to have clean lines and not going unnecessarily fast.
3. Pokeball auto ww6t - *4 minutes (2x Double Sens & 2x Normal Sens)*
   a. **How**: You need to smoothly move from one target to the next, and speed up when the targets cluster together. Focus on being able to dynamically pace yourself based on what you have on screen. Bind your fire to shift instead of Mouse1 so that you can have the same tension on the mouse that you'd have in game.
   b. **Why:** This kind of movement is done all the time subconsciously in VALORANT: when you navigate the map, you constantly do large and small angle movements to keep your crosshair placement in the right position. Eventually you want to get to the point where you instantly change the angle you are holding based on info (sound, comms, gamesense); this scenario helps you be sharp when you do this movement. You might be surprised by the amount of kills being very quick in your crosshair placement will get you. Especially when proper team communications are present, if you instantly move your crosshair to where your teammate told you an enemy is instead of slowly getting there, you might avoid having to large-angle flick to their head, which is an unfavorable scenario to be in.
4. 1w2ts reload - *4 minutes (2x Double Sens & 2x Normal Sens)*
   a. **How:** Focus on not over-flicking and having clean lines between targets. Switch as fast as you can once you kill.
   b. **Why:** This is the actual "simulation" of what might happen in a game, since we incorporate also firing once at the target. Make sure not to drop your accuracy below 85%, and eventually get to a point where you can get close to your high score with 95%+ accuracy, because in VALORANT you are highly penalized for missing your first shot, so if you learn to just go fast but with low accuracy you are actually gaining a *bad habit* in VALORANT.
5. 5 sphere hipfire extra small - *4 minutes (2x Double Sens & 2x Normal Sens)*
   a. **How:** The goal here is to maximize the speed at which you can micro correct, so really focus on a good pace and strengthen your habit of micro correcting quickly and accurately after you do the initial small angle flick.
   b. **Why:** Now we move onto small angle training, which is actually the most important thing in VALORANT. When your crosshair placement is already good and someone peeks, in that little

300-400ms window of time you will have a target that suddenly comes to a stop and is stationary while trying to kill you. This is when you microcorrect the inevitable mistakes your crosshair placement will sometimes have, and this scenario helps you hit those shots, which are the most important ones in VALORANT.

6. `6wall18targets small reload` - *4 minutes (2x Double Sens & 2x Normal Sens)*
   a. **How:** Focus on being fast and on still having clean lines even on the awkward angles from this scenario.
   b. **Why:** Sometimes in VALORANT (especially compared to CS:GO) you have situations with a lot of awkward angles to check, especially in maps like Icebox or in places like A site in Haven. This scenario helps you navigate your angles in 3D in a cleaner way, so that you will be able, for example, to defend a bomb plant in A site Haven even if you have a flank coming from A Long and someone retaking from A heaven (180° angles, with vastly different verticality).

7. `Floating Heads Timing 400%` - *4 minutes (2x Double Sens & 2x Normal Sens)*
   a. **How:** Focus on not dropping under 85% accuracy, and avoiding useless movements, because in game if you miss your first shot on this kind of "easy to read" moving targets, you might die because of second shot inaccuracy / getting 1hs from the enemy.
   b. **Why:** This scenario is very close to the kind of movement and speed that opponents might have while swinging out of an angle. This is the kind of shot that you shouldn't miss.

8. `SmoothBot Invincible Goated` - *4 minutes (4x Double Sens)* `optional`
   a. **How:** You need to smoothly track the bot and recenter the mouse when needed, especially on lower sens. Your focus here should be learning not to tense too much when having to move smoothly.
   b. **Why**: Most of the time in VALORANT you are not in a fight, but might be moving around. When moving, your goal should be to consistently keep your crosshair to a position where an enemy can peek from, so that if they do peek, you can instantly stop and shoot. Many people underestimate how important having your crosshair placement correct when moving around is. This is what wins you clutches. When you are navigating angles (using objects to your advantage to take a fight, for example in 1v1s with the bomb down) you need to smoothly track an imaginary point in space which is where you expect your enemy to pop out. Since you will be moving during the clutch, either walking or running depending on whether your position is known to your enemy, you are basically smoothly tracking a point; which is the movement this scenario teaches you. This scenario has verticality too, which is also good for those situations where a Raze or Jett might be flying in an arc and you need to spray and track her.

9. `Centering I` - *4 minutes (2x Double Sens & 2x Normal Sens)* `optional`
   a. **How:** No verticality, but same as above.
   b. **Why:** Exact same reason as the Smoothbot scenario, apart from the Raze/Jett thing. Most times when navigating angles your smooth movement will be horizontal (at head level in front of you), imagine for example if you're in a 1v1 on C site in Haven, and you know the enemy is on Default plant and you're Backsite. You will be moving and smoothly holding an angle horizontally. This simulates that movement from your mouse.

10. `Pistol Strafe Gallery Small` - *4 minutes (2x Double Sens & 2x Normal Sens)* `optional`
    a. **How:** Use your fire button in the same way you'd spam a pistol in close range in VALORANT. Constantly be moving.
    b. **Why:** With pistols (and, in the current meta, with Phantom) in close range you can actually shoot while moving and retain a decent accuracy. Considering pistols have a huge weight in VALORANT (winning the pistol round usually causes you to win 2 rounds, which is 2 out of 12 in a side, which is VERY impactful), learning to do this kind of shooting is very important. In general, moving and tracking enemies is a movement that also helps your crosshair positioning (see next scenarios).

11. `Reflex Micro++ Flick Reload Small` - *4 minutes (2x Double Sens & 2x Normal Sens)* `optional`
    a. **How:** Just get the highest score you can.

b. **Why:** Sometimes you will be caught off guard and need to quickly adjust, it's inevitable. This scenario helps you with that, it's a pretty straight-forward scenario that is really about reacting quickly to the targets popping up on screen.

KovaaK 2.0 - Advanced Classic

Recommended for **Platinum** and above

Duration: 60-100 minutes | *Copy & Paste share code underneath via Online Playlist tab on KovaaKs* | *routine vods*

KOVAAKSBOBBINGSNEAKYBLOOM

1. Thin Gauntlet or Centering I - *3 runs / 5 minutes* optional
   a. There isn't really any tracking in Valorant, but it's worth working on your smoothness as this may indirectly carry over to any other scenario / situations
2. patTargetSwitch small no reload or patTargetSwitch Small - *10 minutes*
   a. Try to avoid bodies and only go for headshots
   b. Focus on switching as fast as possible to eliminate as many moving targets as possible
   c. Try to hold the fire button as much as possible
   d. Your objective is to eliminate as many targets as possible
3. Pokeball Frenzy Auto Small 60s or Pokeball Frenzy Auto Small Wide - *10 minutes*
   a. Focus on switching as fast as possible to eliminate as many static targets as possible
   b. Try to hold the fire button as much as possible
   c. voxTS Voltaic: in case you want to focus on non-static target acquisition
4. voxTargetClick 20% small or Pasu Small Reload or patTargetClick small 1shot - *10 minutes*
   a. Focus on fast 1 tap switches and clicks
   b. Your objective is to eliminate as many targets as possible
5. 1w3ts or 1w4ts reload - *10 minutes*
   a. Focus on hitting as many targets as you can
   b. This is especially helpful to train your longer flicks
   c. If you struggle with small flicks try: **1w2t smallflicks small 60s**
   d. Alternatives to these scenarios: **1w2ts reload**, **1w6ts reload** & **small dot frenzy**
6. Floating Heads Timing 400% or tamSpeed 2bpes - *10 minutes*
   a. Helps focusing on 1-tapping headshots on moving targets
   b. tamSpeed is decent practice due to it focusing more on holding an angle
7. voxTargetClick Easy Strafe or Pasu Dodge EES 180 - *5 minutes* optional
   a. Make sure to turn on movement bar, so you can see when you need to swap directions with your strafe and get the most out of this scenario
   b. Full focus on movement 1 taps
   c. Try **Pistol Strafe Gallery Sparky Small (Good Edition)** for more challenge
8. Reflex Micro++ Flick Reload Small - *10 minutes* optional
9. Valorant Microshot Speed Small - *10 minutes* optional
10. Reactive Clicking Hard - *10 minutes* optional
    a. Acquire a target then click it and move to it again to finish it before it escapes
    b. You may try the easier version **Reactive Clicking**, if this is too difficult

Game specific aim training routines by Voltaic

In-game

<u>10-60 minutes</u>

1. `Valorant` `Practice range - taps` | `Practice range - Spray transfer` - *10 minutes or 10 minutes each*
   a. Start up the practice range in Valorant and increase the spawn speed of the targets or enable strafing for 50-100 targets - either go for taps or headshot spray transfers
   b. Focus on flicking on the target's head as fast as possible
   c. Move and counter-strafe to increase effectiveness
   d. You can also practice *corner-peaking* by adding a *sage wall*
   e. *note this isn't isolated mouse control training and includes weapon control
2. `Valorant` `Bridge - taps` | `Bridge - Spray transfer` - *10 minutes or 10 minutes each*
   a. Start up the practice range in Valorant and head to the [bridge](#), try to get creative with how you flick or spray the targets (credit to Zeeq).
   b. Focus on flicking on the target's head as fast as possible
   c. Move and counter-strafe to increase effectiveness
   d. You can also practice *corner-peaking* by adding a *sage wall*
   e. *note this isn't isolated mouse control training and includes weapon control
3. `Counterstrike` `Valorant` `Custom Game - Clearing bombsites` - *10-30 min*
   a. Practice clearing bomb sites with good crosshair placement
4. `Counterstrike` `Headshot deathmatch - taps` | `Deathmatch - Spray transfer` - *10-30 min*
   a. Focus on flicking on the target's head as fast as possible - either go for taps or spray transfer
   b. Alternatively play Multi CFG DM
   c. *note this isn't isolated mouse control training and includes weapon control

Game specific aim training routines by [Voltaic](#)

ARENA FPS: QUAKE & DIABOTICAL

Recommended FOV for Arena FPS: **90-110 source** | routine vods

- *Scroll down for the LG 1v1 Routine*

KovaaK 2.0 - Fundamental

About this routine

The Arena FPS routine for Quake and Diabotical includes all the fundamental scenarios that are applicable in-game. Ground Plaza Sparky v3, Air no ufo no skybots, MFSI, VSS Close-Mid Long and VSS gpaio all help to learn smooth and reactive tracking without adding too much overwhelming movement. The routine also includes smooth tracking scenarios for both horizontal and vertical angles. This should help with being more composed and make the transition from reactive to smooth tracking easier. The Low and High ground version of Plaza are important to incorporate, because they don't happen frequently in-game, so it can be useful to work on them during your training.

LG Pin Practice has a niche mechanic from Quake and Diabotical, which should help improve target acquisition, mouse control and get better at this mechanic. Pattargetswitch 90 no reload and Slide Targets are supposed to help develop low fov LG target switching at mid range, like during a quad run. The clicking scenarios are meant to improve your railgun skills. For the movement based scenarios, it should help to learn fundamentals and become better at certain niche scenarios such as T1 Drop Punish, where the target hovers above you and you need to punish it before it falls down. The rocket scenario below is one of the few and underrated dodge scenarios where you need to be both accurate and constantly dodge projectiles.

Duration: 60-95 minutes | *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

KOVAAKSAFKINGMAGENTAAFK

1. Ground Plaza Sparky Quake or Smoothbot Invincible Goated - *10 minutes*
   a. Try GP Sparky Quake Thin for more challenge
   b. Try Smoothbot Unvincible Small Goated for more challenge
   c. Try Close Fast Strafes (easy) Invincible alternatives for more reactivity
   d. Try Thin Gauntlet as an alternative to work on smoothness
   e. Try VSS Close-Mid Long or VSS gpaio for more varied strafes
   f. Try Midrange Fast Strafes Invincible to work on reactivity from further away
2. Air Divine or B180TI Sparky Small - *10 minutes*
   a. Try Air no ufo no skybots small for more challenge
   b. Try the regular Air to work on more reactivity and vertical angles
   c. Try Air 2 Smooth to work on smoothness for both vertical and horizontal angles
   d. Try B360TI Sparky Small or B360TI Sparky to work on vertical smoothness and precision with larger angles
   e. Play the regular B180TI Sparky, if the small version is too difficult
   f. Play the regular Air no ufo no skybots if the Divine version is too difficult
3. Plaza High Ground Sparky or Plaza High Ground Easy - *5 minutes* optional
   a. Focus on a target that's angled on low ground and where you're positioned on high ground
4. Plaza Low Ground Sparky or Plaza Low Ground Easy - *5 minutes* optional
   a. Focus on a target that's angled on high ground and where you're positioned on low ground
5. LG pin practice 360 or Bounce 180 Tracking Sparky or Air Dodge Target Switch - *10 minutes*
   a. Try to eliminate as many targets as possible
   b. Try Bounce 360 Tracking Sparky for more challenge

Game specific aim training routines by Voltaic

6. `Pattargetswitch 90 no reload` or `Slide Targets` - **5 minutes** `optional`
    a. Try to focus on optimizing your technique for maximum speed, using exclusively wrist or arm depending on your sensitivity and grip style.
7. `1wall5targets_pasu reload` or `Popcorn Sparky` or `DevTargetSwitch 1shot` - *10 minutes*
    a. **DevTargetSwitch 1shot** is useful for practicing long-range rail shots
    b. Try **Popcorn Sparky Easy** if you struggle way too much
    c. Try **1wall5targets_pasu slow** if you struggle way too much
    d. Try **Pasu small reload** for more challenge
8. `Bounce 180 Sparky` or `Skeet Clicking` - *10 minutes*
    a. Try **Bounce 360 Sparky** for larger angles
    b. Try **Bounce 180 Sparky smaller** for more challenge
    c. Try **Bounce 180 Sparky CQC** for closer, faster targets
9. `LGC3 Reborn Varied` or `Air Angelic Dodge` - *10 minutes*
    a. Try **LGC3 Reborn Varied Thin** for more challenge
    b. Try **LGC3 Reborn Varied easy** if you struggle way too much
    c. Try **T1 Drop Punish Good Edition** to work on vertical angle
    d. Try **LGC3 Diabotical Fixed** as an alternative
    e. Try **Close FS Easy Dodge** as an easier alternative to LGC3 Reborn varied
10. `Pasu Dodge Easy` - *10 minutes*
    a. Try **Pasu Dodge ES** for more challenge (extra small)
11. `Quake LG 1v1 Rockets` or `Stralroom FS Dodge` - *10 minutes* `optional`

KovaaK 2.0 - LG 1v1 Routine

<u>Purpose</u>
The routine provided is unorthodox in comparison to other published routines for a strong LG, and was put together to help with issues players have when jumping into actual LG duels. Traditional Kovaak's movement scenarios can cause players to develop bad habits when it comes to LG dueling. These Traditional movement scenarios tend to reward movement that makes a player much easier to hit. Practicing specifically as directed in this routine, will help a player learn to dodge and aim independently to more efficiently deal damage to others while avoiding damage themselves.

Disclaimer: This should supplement, not be a replacement for, 1v1 LG Practice with partners inside Quake/Diabotical. The only movement scenarios that should be played for a high score are (Cycle Strafes Long, Cycle Strafes Fast, and Close FS Quick Dodge).

1. Contains warm up exercises, so no warm up needed prior to starting the routine
2. Establishes independence between your right and left hands
3. Asks the player to focus on Dodging

<u>What this routine does not do:</u>
1. Focus on tracking for other Quake/Diabotical game modes outside of 1v1 LG/Shaft fights
    a. TDM/Duel/Macguffin/Wipeout etc...
2. Teach Fundamental Strafe Aim (mirroring/anti-mirroring/half-sideways)
3. Teach Smoothness or Reactivity

Duration: 60 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

> **KOVAAKSBINDINGMAROONWINDOW**

1. Midrange Long Strafes V2 - *2 runs*
2. Pole Long Dodge - *3 runs*
    a. *Back up into a corner, focus on spamming Left and Right Strafe, and keeping the crosshair centered*
3. Anti-Mirror LS 360 Thin Robsai - *3 runs*
    a. *Focus on being smooth and anti-mirroring these bots, get warm and DO NOT reposition unless out of mousepad space. This scenario should start warming up your arm aim*
4. Close LS Easy Dodge - *3 runs*
    a. *Play this by holding left or right strafe and only left or right strafe for the entire bot. Switch direction when you kill the bot. This should cause you to circle the bot*
5. Cycle Strafes Long - *5 runs*
    a. *The secret to this scenario is making sure you get a good movement score, and then tracking the bot with your mouse hand independently of how you are moving. You need to learn independence in your hands to help do better at hitting with LG while doing insanely good dodging*
6. Cycle Strafes Fast - *5 runs*
7. Close FS Quick Dodge - *3 runs*
    a. *Track the bot while strafing left and right very quickly. Try to get a perfect movement score. Do not mirror this and cheese the scenario*
8. Air UFO 10x - *1 run*
    a. We must throw in reactivity between the smooth tracking/hand independent scenarios and a good score here also requires some smoothness in hitting a very difficult target
9. XY Tracking Dodge - *3 runs*

Game specific aim training routines by Voltaic

     a.   *From this point on the focus needs to be 60% Dodge - 40% hitting the target. Be erratic with your dodges and make sure to use the whole room to dodge. Do not move in any predictable manner, do not start strafe aiming to make the target easier to hit. The bot is easy to hit, so you should still be able to get decent accuracy while focusing on erratic and random dodges*

10.   <mark>LG Duel 1v1 Diabotical</mark> - **5 runs**
     a.   *Again focus on dodging while you try to kill this bot. DO NOT PLAY THIS FOR SCORE. Try to be very erratic with your dodges and put everything together to be reactive and smooth with your tracking. If a bot spawns far from you, take the opportunity to practice the longer range instead of +forwarding into the bot. If you are hitting above 50% accuracy through the scenario, you are either insane or you are moving to maximize your accuracy instead of not getting hit.*

In-game

10-60 minutes

1.   <mark>QC Unholy Trinity LG</mark> or <mark>All Weapon FFA</mark> or <mark>LG 1v1 Duels</mark> - **10-30 minutes**
     a.   Start up a match and choose on of the above modes in a game of choice: Quake Live / Diabotical / Quake Champions
     b.   You may choose to use LG only

2.   <mark>Instagib</mark> or <mark>Rail 1v1 Duels</mark> - **10-30 minutes**
     a.   Start up a match and do Instagib / Rail only duels in a game of choice: Quake Live / Diabotical / Quake Champions

FORTNITE

Recommended FOV for Fortnite: **80 FN (TPS) or 103 ow (FPS)** | routine vods

About this routine
The Fortnite routines below have similar movement speed or more challenging scenarios that are close to in-game situations. Air 2 Smooth should help you learn to effectively and smoothly track a target that randomly changes strafe directions. The other two air variants are excellent practice, because one is angled close and the other one is angled further away so you can work on two distances and track without predicting. All the smoothness scenarios are important for Fortnite, because Fortnite doesn't really need that much reactivity as there isn't much dodging. Both B180T Sparky and patTargetShotgun are solid choices to learn to switch targets quickly after eliminating one. Pasu should help with acquiring, reading and timing your clicks appropriately to hit your targets efficiently. The static scenario should help with the most pure fundamental aiming drills. The hybrid scenarios such as Air Infantry and FN Gliders 360 HS, can help you practice higher-ttk clicking, which requires proper reading skills and consecutive timed clicks on the same target, which is common in Fortnite, but is often neglected. The charge routines should help with the current Fortnite meta, because it introduces a new aiming mechanic that most players are not familiar with. You have a choice to play the FPS version of the routine or the TPS version, the latter feels closer to the game, but the former allows you to see more of the map and targets.

KovaaK 2.0 - Fundamental [First person]

Duration: 60-70 minutes | *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*
Recommended FOV: 103

KOVAAKSBLINKINGMAUVENUNS

1. Air 2 Smooth or Air close long strafes or Air far long strafes - *10 minutes*
   a. Try Air Invincible and Air Invincible 2 for more effective practice, these bots are invincible meaning you have to track them for 1 minute straight.
   b. You can try Air 2 Smooth Invincible for more effective practice.
2. Thin Gauntlet or Smoothbot Invincible Goated or CLSI FN or MLS FNI - *10 minutes*
   a. Thin Gauntlet helps with pure smoothness
   b. Smoothbot Invincible Goated to practice smoothness with some added verticality
   c. Fortnite Gliders 360 Invincible for vertical smoothness
   d. CLSI: stands for close long strafes invincible and should help you focus on pro-actively tracking a close long strafing target for 1 minute straight. Play CLS if you struggle way too much with endurance.
   e. MLSI: stands for midrange long strafes invincible and should help you focus on pro-actively tracking a close long strafing target for 1 minute straight. Play MLS if you struggle way too much with endurance.
3. B180TI Sparky or FN Gliders 360 HS - *10 minutes*
   a. Try Fortnite Flyers to work on incoming flying enemies (FOV 80 fn)
   b. FN Gliders 360 HS should help you with precisely tracking vertical targets
   c. B180TI Sparky should help with pure smoothness
4. Bounce 180 Tracking Sparky or PatTargetShotgun - *10 minutes*
   a. Should help you with horizontal tracking and switches on airborne targets
   b. Try Bounce 360T Sparky for more challenge
   c. PatTargetShotgun FN: Slightly higher-ttk clicking targets with shotgun spread
5. 1wall5targets_pasu reload or Bounce 180 Sparky - *10 minutes*
   a. Try 1wall5targets_pasu slow if you struggle way too much

Game specific aim training routines by Voltaic

b.   Try Bounce 360 Sparky for larger angles
6.   1w3ts - *10 minutes*
    a.   Try to eliminate three targets spawning on a wide wall
    b.   Helps with pure smooth flicks
7.   Air Infantry or Fortnite Gliders 360 HS - *10 minutes* optional
    a.   To work on hybrid (higher-ttk clicking) on vertical angles
    b.   Try Air Infantry small for more challenge
    c.   FN Gliders 360 HS: Use semi-auto weapons so you have to 'time' your clicks as well as track targets
    d.   Helps with higher-ttk clicking

KovaaK 2.0 - Charge [First person]

You can change the playtime value to what you want it to be, it's arbitrary. These scenarios use the same mechanic that Aimer7 and Kroader introduced in their Charge Shotgun Routine[3].

The settings used for the charge shotgun:
The charge time is 1 seconds and the delay between shots is 1 seconds as well.

Duration: 30 minutes | *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

KOVAAKSBLOOMINGMAXIMUMBLUEFALLDAMAGE

1.   Charge - Pasu - *10 minutes*
    a.   Track the bot and release the charge at the right time
2.   Charge - B180 Sparky - *10 minutes*
    a.   Track and read the target, you can pre-charge and hit the target during the arc motion
    b.   Try Charge Bounce 360, for larger angles
3.   Charge - PatTargetShotgun - *10 minutes*
    a.   Quickly switch from one target to another and try to maximize your damage output, you could for instance practice pre-charging just before hitting the target

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[3] You can choose whichever one you prefer to play

KovaaK 2.0 - Fundamental [Third person]

Duration: 60-70 minutes | *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*
Recommended FOV: 80 Fortnite

KOVAAKSBOMBINGMEDIUMTELEPORT

1. Air 2 Smooth FN or Air 1 FN or Air 2 FN - *10 minutes*
   a. Try Air 1i FN and Air 2i FN for more effective practice, these bots are invincible meaning you have to track them for 1 minute straight.
   b. You can try Air 2 Smooth Invincible FN for more effective practice.
2. Thin Gauntlet FN or Smoothbot Invincible Goated FN or CLSI FN or MLSI FN - *10 minutes*
   a. Thin Gauntlet FN helps with pure smoothness
   b. Smoothbot Invincible Goated FN to practice smoothness with some added verticality
   c. Fortnite Gliders 360 Invincible for vertical smoothness
   d. CLSI FN: stands for close long strafes invincible and should help you focus on pro-actively tracking a close long strafing target for 1 minute straight. Play CLS FN if you struggle way too much with endurance.
   e. MLSI FN: stands for midrange long strafes invincible and should help you focus on pro-actively tracking a close long strafing target for 1 minute straight. Play MLS FN if you struggle way too much with endurance.
3. B180TI Sparky FN or FN Gliders 360 HS - *10 minutes*
   a. Try Fortnite Flyers to work on incoming flying enemies (FOV 80 fn)
   b. FN Gliders 360 HS should help you with precisely tracking vertical targets
   c. Bounce 180 TI FN should help with pure smoothness
4. B180T Sparky FN or PatTargetShotgun FN - *10 minutes*
   a. Should help you with horizontal tracking and switches on airborne targets
   b. Try Bounce 360T Sparky FN for more challenge
   c. PatTargetShotgun FN: Slightly higher-ttk clicking targets with shotgun spread
5. Pasu FN or B180 Sparky FN - *10 minutes*
   a. Try Pasu FN slow if you struggle way too much
   b. Try Bounce 360 Sparky FN for larger angles
6. Wide Wall 3 Targets Small FN - *10 minutes*
   a. Try to eliminate two targets spawning in a third-person environment
   b. Helps with pure smooth flicks
7. Air Infantry FN or FN Gliders 360 HS - *10 minutes* optional
   a. To work on hybrid (higher-ttk clicking) on vertical angles
   b. Try Air Infantry small FN for more challenge
   c. FN Gliders 360 HS: Use semi-auto weapons so you have to 'time' your clicks as well as track targets
   d. Helps with higher-ttk clicking

Game specific aim training routines by Voltaic

KovaaK 2.0 - Charge [Third person]

Duration: 30 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

`KOVAAKSBOBBINGMEDIUMCAMP`

1. `Charge - Pasu FN` - *10 minutes*
   a. Track the bot and release the charge at the right time
2. `Charge - B180 Sparky FN` - *10 minutes*
   a. Track and read the target, you can pre-charge and hit the target during the arc motion
   b. Try `Charge - Bounce 360 FN`, for larger angles
3. `Charge - PatTargetShotgun FN` - *10 minutes*
   a. Quickly switch from one target to another and try to maximize your damage output, you could for instance practice pre-charging just before hitting the target

In-game

You don't have to do all of these, below are some in-game alternatives or options to train both your aim and other in-game mechanics. These in-game practice options aren't going to exactly isolate your mouse control, but will instead train everything at once (weapon control, movement, game-mechanics et cetera).

10-60 minutes

1. `FN Aim duels` - *10-30 minutes*
   a. Start up a match in creative and play the FN Aim duel map by Raider, Zexrow or Kroader
2. `MachineRite's 1v1 map` - *10-30 minutes*
   a. Start up a match in creative and play the 1v1 map made by MachineRite
   b. Code: 5196-5134-9088
3. `Box Fights` - *10-30 minutes*
   a. Requires premade
4. `Build Fights` - *10-30 minutes*
   a. Requires premade
5. `Zone Wars` - *10-30 minutes*
   a. You can queue for this in creative or use customs
6. `Turtle Wars` - *10-30 minutes*
   a. Requires premade
7. `Playground Fill` - *10-30 minutes*
   a. You can queue alone

Game specific aim training routines by Voltaic

APEX LEGENDS

Recommended FOV for [Apex](#): **90-110 source**

VT APEX 2.0

This section is provided by [Krascsi](#)

ABOUT THIS ROUTINE

Brand new routine that includes tons of new scenarios that will challenge you to improve your aim in Apex. The Apex routine below is effective practice, because it includes scenarios that are very closely related to in-game situations. The new training provides easy scenarios for users just getting started with Apex and aim training, Advanced scenarios that will be much harder but are great for fine tuning mechanics that you will use in game. Due to Apex having many different weapons, and many different ranges for taking fights, we also have included a category specific section where you can target types of aim that are issues for you e.g. close range strafe aim fights.

DISCLAIMER

It's important to keep in mind for Strafe Aiming scenarios, they are to be played to the specificity outlined within the document. Not doing so will have a significant direct impact on the benefits you'll see from playing these scenarios, it's important to take the proper steps to getting the most out of your time training.

VT APEX 2.0 EASY

Recommended for **Gold** *and above*

COMPLETE FOCUS

Duration: 60-70 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

KOVAAKSCHOKINGCLOSEBUG

1. Revolving Tracking Slow - *5 runs*
   a. **Description:** Improve your tracking by revolving around a static target.
   b. **How:** Do your best not to reset and track the target for as long as possible.
   c. **Why:** This helps work on your wide angle tracking, and in certain scenarios when you slide around a target.
2. B180T Voltaic Regen - *5 runs*
   a. **Description:** Track a target with high ttk and regen that has a predictable arc pattern
   b. **How:** Focus on being as smooth as possible when tracking the target.
   c. **Why:** This helps you become more precise and helps you track targets that are jumping off of buildings or high ground since they'll usually have a predictable movement pattern when falling.
3. Controlsphere 80% - *5 runs*
   a. **Description:** Track a gently small jumping dot as it flies around you at various distances and speed.
   b. **How:** Focus on being as smooth and precise as possible when tracking the target.
   c. **Why:** Helps your precision tracking to help hit smaller targets in game.
4. Close Tappy Strafes Easy - *5 runs*

Game specific aim training routines by [Voltaic](#)

     a.   **Description:** A rectangular, medium sized map with a single humanoid bot conducting strafes that increase in difficulty on each elimination. The scenario timer starts at 30 seconds and counts down, each bot elimination adds 14 seconds to the scenario timer.

     b.   **How:** Start off smoothly tracking the initial bots' long strafes, and react to the occasional jumps. As the bots progress to being more reactive, adjust your approach to deal with faster strafes and more frequent jumps.

     c.   **Why:** The dodge patterns of the bots in this scenario are some of the most realistic you can find in Kovaak's. Realistic meaning that the strafes closely resemble the movement you may see from an opposing player.

5.   `Close Fast Strafes Very Easy Invincible` or `CFSEI Thin Shotgun HS` - ***5 runs***

     a.   **Description:** A rectangular, medium sized map with a single large invincible bot conducting introductory level reactivity strafes. The scenario ends after sixty seconds elapse, scoring is added for every point of damage given to the bot.

     b.   **How:** Focus on building reactivity fundamentals by focusing only on visual feedback, avoid predicting strafes and follow the bot through its entire traversal.

     c.   **Why:** Understanding the basics of reactive strafes will aid significantly in your ability to track enemies that are intentionally trying to move evasively.

6.   `PGTI Voltaic Slower - 40%` or `Smoothbot Voltaic Easy` - ***5 runs***

     a.   **Description: PGTI Voltaic Slower - 40%:** Scenario that features a bot with a predictable yet difficult to hit arc pattern at slower speed. **Smoothbot Voltaic Easy:** Track a cylinder shaped bot as it flies around you at various distance and speed.

     b.   **How:** Focus on being smooth and precise against vertical angles on a relatively small target

     c.   **Why:** Great for improving your smoothness tracking. These tasks get you to start using most of your mousepad, so you may find yourself on awkward parts of your mousepad you've hardly used before.

7.   `Thin Aiming Long Invincible` - ***5 runs***

     a.   **Description:** Thin horizontal moving cylinder that changes directions and is invincible.

     b.   **How:** Focus on being as smooth as possible and reacting quickly to the directional changes.

     c.   **Why:** Helps develop your horizontal smoothness tracking and partial reactivity at a beginner level.

8.   `Vertical Smoothness Training Popcorn` - ***5 runs***

     a.   **Description:** Features a target that moves exclusively vertically.

     b.   **How:** Focus on being precise without resetting your mouse often or at all if possible.

     c.   **Why:** Helps practice your vertical tracking and smoothness at an easier level.

9.   `Apex MLSI Headshot Click` - ***5 runs***

     a.   **Description:** A midrange long strafing cylinder that strafes horizontally and has a headshot multiplier and is invincible.

     b.   **How:** Carefully read the target's movement and try to deal as much damage by exclusively clicking the cylinder's head.

     c.   **Why:** Specifically helps with precision and hybrid clicking in Apex, think of when you have to use the wingman and a player is strafing in front of you.

10. `Pasu 360 Reload Goated 2-Click Easy` - ***5 runs***

     a.   **Description:** Multiple spheres on a 360 degree map that take two shots to be eliminated.

     b.   **How:** Carefully read the target's movement and shoot each target twice to eliminate it, then switch to the next one as fast as possible while maintaining a clean motion from one target to another.

     c.   **Why:** Works on your precision and reading skills, helps with hitting targets with erratic movement in Apex.

11. `B180 Voltaic Easy` - ***5 runs***

     a.   **Description:** Eliminate multiple small spheres that bounce and move in an arc motion on a 180 degree map.

     b.   **How:** Read the movement of each target carefully and move your mouse from one target directly to another. Avoid unnecessary movements.

    c. **Why:** This task helps with your reading, click-timing and precision skills on small but predictable targets.

12. voxTargetSwitch Smooth - *5 runs*
    a. **Description:** Multiple sphere shaped bots that strafe at slow speed on a wide map and have regenerative health.
    b. **How:** Acquire a target, track it shortly and switch to the next target as fast as possible. Always make sure to have the next target in mind. Make sure each and every switch is as clean as possible.
    c. **Why:** Helps with target acquisition and speed.
13. Close LS Easy Dodge - *5 runs* optional
    a. **Description:** Full range of movement scenario with a long strafing target.
    b. **How:** Play this by holding left **OR** right strafe, and only left or right strafe, for the entire bot. Switch strafe direction when you kill a bot. This should cause you to circle the bot
    c. **Why:** I like playing this scenario, in the described way, a bit more than revolving tracking strafes because you learn how your own inputs with the keyboard and mouse will transition your aim from mirroring to anti-mirroring a target. Be mindful of this transition into anti-mirroring and circling the target.
14. Manwing Strafe Gallery Easy V3 - *5 runs* optional
    a. **Description:** Scenario with multiple cylinder shaped bots that strafe horizontally. Targets have headshot multipliers and movement scoring is present in this scenario.
    b. **How:** Carefully read the target of each individual target and exclusively hit the target's head multiple times until it gets eliminated. Make sure you are moving at all times during your run, practice doing strafes that both help your aim as well as strafes that throw off your aim for optimal practice.
    c. **Why:** Helps you develop your reading and hybrid clicking skills while moving. Specifically helpful in situations where you need to strafe heavily and hit headshots with the Wingman or other clicking weapons.

VT APEX 2.0 ADVANCED

*Recommended for **Diamond** and above*

VT APEX 2.0 COMPLETE FOCUS

Duration: 60-70 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

KOVAAKSCHATFRAGGINGCHESTNUTTOPFRAG

1. Revolving Tracking - *5 runs*
    a. **Description:** Forced circle strafing while attempting to hit a stationary bot.
    b. **How:** Keep the crosshair on the target by using your arm to smoothly track across your entire mousepad. Do not reposition until you are forced to switch targets.
    c. **Why:** Arm warm up scenario that will help with becoming more comfortable on all areas of your mousepad, and understanding the physical mouse movements required to circle strafe a target.
2. fuglaab180t or B180T Voltaic Regen - *5 runs*
    a. **Description:** Track a target with high ttk and regen that has a predictable arc pattern
    b. **How:** Focus on being as smooth as possible when tracking the target.
    c. **Why:** This helps you become more precise and helps you track targets that are jumping off of buildings or high ground since they'll usually have a predictable movement pattern when falling.
3. Controlsphere - *5 runs*

- a. **Description:** Track a small gently jumping bot as it flies around you at varying distance and speed.
  - b. **How:** Be smooth and react to the directional changes of the target. Try not to overcorrect/overshoot.
  - c. **Why:** Improves your horizontal and vertical smoothness tracking.
4. Close Tappy Strafes - *5 runs*
  - a. **Description:** A rectangular, medium sized map with a single humanoid bot conducting strafes that increase in difficulty on each elimination. The scenario timer starts at 30 seconds and counts down, each bot elimination adds 14 seconds to the scenario timer.
  - b. **How:** Start off smoothly tracking the initial bots' long strafes, and react to the occasional jumps. As the bots progress to being more reactive, adjust your approach to deal with faster strafes and more frequent jumps.
  - c. **Why:** The dodge patterns of the bots in this scenario are some of the most realistic you can find in Kovaak's. Realistic meaning that the strafes closely resemble the movement you may see from an opposing player.
5. Close Fast Strafes Easy Invincible   or   CFSE Thin Shotgun HS - *5 runs*
  - a. **Description:** A rectangular, medium sized map with a single large invincible bot conducting introductory level reactivity strafes. The scenario ends after sixty seconds elapse, scoring is added for every point of damage given to the bot.
  - b. **How:** Focus on building reactivity fundamentals by focusing only on visual feedback, avoid predicting strafes and follow the bot through its entire traversal.
  - c. **Why:** Understanding the basics of reactive strafes will aid significantly in your ability to track enemies that are intentionally trying to move evasively.
6. PGTI Voltaic Slower - 60% or Smoothbot Voltaic - *5 runs*
  - a. **Description:** PGTI Voltaic Slower - 60%: Scenario that features a bot with a predictable yet difficult to hit arc pattern at slower speed. Smoothbot Voltaic Easy: Track a cylinder shaped bot as it flies around you at various distance and speed.
  - b. **How:** Focus on being smooth and precise against vertical angles on a relatively small target
  - c. **Why:** Great for improving your smoothness tracking. These tasks get you to start using most of your mousepad, so you may find yourself on awkward parts of your mousepad you've hardly used before.
7. Thin Aiming Long Invincible - *5 runs*
  - a. **Description:** Thin horizontal moving cylinder that changes directions and is invincible.
  - b. **How:** Focus on being as smooth as possible and reacting quickly to the directional changes.
  - c. **Why:** Helps develop your horizontal smoothness tracking and partial reactivity at a beginner level.
8. Vertical Smoothness Training Popcorn Small - *5 runs*
  - a. **Description:** Features a target that moves exclusively vertically.
  - b. **How:** Focus on being precise without resetting your mouse often or at all if possible.
  - c. **Why:** Helps practice your vertical tracking and smoothness at an easier level.
9. Apex MLSI Headshot Click - *5 runs*
  - a. **Description:** A midrange long strafing cylinder that strafes horizontally and has a headshot multiplier and is invincible.
  - b. **How:** Carefully read the target's movement and try to deal as much damage by exclusively clicking the cylinder's head.
  - c. **Why:** Specifically helps with precision and hybrid clicking in Apex, think of when you have to use the wingman and a player is strafing in front of you.
10. Pasu 360 Reload Goated 2-Click - *5 runs*
  - a. **Description:** Multiple spheres on a 360 degree map that take two shots to be eliminated.
  - b. **How:** Carefully read the target's movement and shoot each target twice to eliminate it, then switch to the next one as fast as possible while maintaining a clean motion from one target to another.
  - c. **Why:** Works on your precision and reading skills, helps with hitting targets with erratic movement in Apex.

Game specific aim training routines by Voltaic

11. `B180 Voltaic` - *5 runs*
    a. **Description:** Eliminate multiple small spheres that bounce and move in an arc motion on a 180 degree map.
    b. **How:** Read the movement of each target carefully and move your mouse from one target directly to another. Avoid unnecessary movements.
    c. **Why:** This task helps with your reading, click-timing and precision skills on small but predictable targets.
12. `voxTargetSwitch Smooth` - *5 runs*
    a. **Description:** Multiple sphere shaped bots that strafe at slow speed on a wide map and have regenerative health.
    b. **How:** Acquire a target, track it shortly and switch to the next target as fast as possible. Always make sure to have the next target in mind. Make sure each and every switch is as clean as possible.
    c. **Why:** Helps with target acquisition and speed.
13. `Close LS Easy Dodge Thin` - *5 runs* `optional`
    a. **Description:** Full range of movement scenario with a long strafing target.
    b. **How:** Play this by holding left **OR** right strafe, and only left or right strafe, for the entire bot. Switch strafe direction when you kill a bot. This should cause you to circle the bot
    c. **Why:** I like playing this scenario, in the described way, a bit more than revolving tracking strafes because you learn how your own inputs with the keyboard and mouse will transition your aim from mirroring to anti-mirroring a target. Be mindful of this transition into anti-mirroring and circling the target.
14. `Manwing Strafe Gallery V3` - *5 runs* `optional`
    a. **Description:** Scenario with multiple cylinder shaped bots that strafe horizontally. Targets have headshot multipliers and movement scoring is present in this scenario.
    b. **How:** Carefully read the target of each individual target and exclusively hit the target's head multiple times until it gets eliminated. Make sure you are moving at all times during your run, practice doing strafes that both help your aim as well as strafes that throw off your aim for optimal practice.
    c. **Why:** Helps you develop your reading and hybrid clicking skills while moving. Specifically helpful in situations where you need to strafe heavily and hit headshots with the Wingman or other clicking weapons.

VT APEX 2.0 CATEGORY SPECIFIC

Recommended for Diamond and above

VT APEX 2.0 CLICKING FOCUS

Duration: 60-100 minutes

KOVAAKSCLEARINGCLOSESTART

1. `Apex MLSI Headshot Click` - *5 runs*
    a. **Description:** A midrange long strafing cylinder that strafes horizontally and has a headshot multiplier and is invincible.
    b. **How:** Carefully read the target's movement and try to deal as much damage by exclusively clicking the cylinder's head.
    c. **Why:** Specifically helps with precision and hybrid clicking in Apex, think of when you have to use the wingman and a player is strafing in front of you.
2. `VoxTargetSwitch Click Heads` - *5 runs*
    a. **Description:** Eliminate multiple static spheres on a wide map.

Game specific aim training routines by Voltaic

b. **How:** Acquire each target swiftly, click it and switch to the next target as fast as possible. Always keep the next target in mind.

c. **Why:** This task improves target acquisition and speed.

3. `Popcorn Voltaic Goated` - *3 runs*

a. **Description:** Full 360 degree map with small targets and predictable arc movements and height variances.

b. **How:** Focus on hitting as many targets as possible while reading them and working on your crosshair placement. Usually, you'll want to go for targets that are at their apex and focus on not reloading as much as possible.

c. **Why:** The larger targets make it easier for you to continue learning crosshair placement and reading the bot's pattern at an appropriate level.

4. `Pasu 360 Reload Goated 2-Click Small` - *5 runs*

a. **Description:** Multiple spheres on a 360 degree map that take two shots to be eliminated.

b. **How:** Carefully read the target's movement and shoot each target twice to eliminate it, then switch to the next one as fast as possible while maintaining a clean motion from one target to another.

c. **Why:** Works on your precision and reading skills, helps with hitting targets with erratic movement in Apex.

5. `Pasu 360 Reload Goated` - *2 runs*

a. **Description:** Read each target carefully, move your mouse in one smooth motion from one target to another and click with minimal corrections.

b. **How:** Read each target carefully, move your mouse in one smooth motion from one target to another and click with minimal corrections.

c. **Why:** This task helps with your reading, clicking timing and precision skills.

6. `B180 Voltaic` - *5 runs*

a. **Description:** Eliminate multiple small spheres that bounce and move in an arc motion on a 180 degree map.

b. **How:** Read the movement of each target carefully and move your mouse from one target directly to another. Avoid unnecessary movements.

c. **Why:** This task helps with your reading, click-timing and precision skills on small but predictable targets.

7. `1w2ts Perfected` - *3 runs*

a. **Description:** 1w2ts features consists of a wall and 2 small static targets that will instant spawn upon being eliminated.

b. **How:** Focus on keeping straight lines when going from target to target and making sure you're on the target before clicking to maintain precision. Focus on the next flick during the micro corrections so you can be more prepared to land accurately on or near the target.

c. **Why:** Helps practice micro corrections, micro flicking, and cluster practice.

8. `Pasu Voltaic Easy` - *4 runs*

a. **Description:** Read each target carefully, move your mouse in one smooth motion from one target to another and click with minimal corrections.

b. **How:** Read each target carefully, move your mouse in one smooth motion from one target to another and click with minimal corrections.

c. **Why:** This task helps with your reading, clicking timing and precision skills.

9. `6wall18targets small reload` - *2 runs*

a. **Description:** 18 static targets that spawn on randomly on any of the 6 walls in the scenario.

b. **How:** Focus on keeping straight lines when going from target to target and making sure you're on the target before clicking to maintain precision. Focus on the next flick during the micro corrections so you can be more prepared to land accurately on or near the target.

c. **Why:** Helps practice micro corrections, micro flicking, and cluster practice.

10. `Manwing Strafe Gallery V3` - *5 runs*

a. **Description:** Scenario with multiple cylinder shaped bots that strafe horizontally. Targets have headshot multipliers and movement scoring is present in this scenario.

      b.   **How:** Carefully read the target of each individual target and exclusively hit the target's head multiple times until it gets eliminated. Make sure you are moving at all times during your run, practice doing strafes that both help your aim as well as strafes that throw off your aim for optimal practice.

      c.   **Why:** Helps you develop your reading and hybrid clicking skills while moving. Specifically helpful in situations where you need to strafe heavily and hit headshots with the Wingman or other clicking weapons.

11. `Pasu Dodge Easy` - *4 runs*
      a.   **Description:** Read each target carefully, move your mouse in one smooth motion from one target to another and click with minimal corrections.
      b.   **How:** Read each target carefully, move your mouse in one smooth motion from one target to another and click with minimal corrections. Ensure that you keep moving during the entirety of the scenario.
      c.   **Why:** This task helps with your reading, clicking timing and precision skills.

VT APEX 2.0 TRACKING FOCUS

Duration: 60 minutes

KOVAAKSCLICKINGCLUTCHKILLSTREAK

1. `Revolving Tracking` - *1 run*
      a.   **Description:** Forced circle strafing while attempting to hit a stationary bot
      b.   **How:** Keep the crosshair on the target by using your arm to smoothly track across your entire mousepad. Do not reposition until you are forced to switch targets
      c.   **Why:** Arm warm up scenario that will help with becoming more comfortable on all areas of your mousepad, and understanding the physical mouse movements required to circle strafe a target

2. `B360TI Sparky Small Popcorn` - *3 runs*
      a.   **Description:** Track a small bouncing target around a 360 degree map
      b.   **How:** Focus on being smooth and precise against vertical angles on a relatively small target
      c.   **Why:** Great for improving your smoothness tracking. These scenarios get you to start using most of your mousepad, so you may find yourself on awkward parts of your mousepad you've hardly used before.

3. `FuglaaXYZ Voltaic No Blinks small` - *4 runs*
      a.   **Description:** Track a bot that moves smoothly.
      b.   **How:** Read the movement of the bot and smoothly track it as it changes directions.
      c.   **Why:** Improves reading skills and tracking at various diagonal angles.

4. `Controlsphere` - *1 run*
      a.   **Description:** Track a small gently jumping bot as it flies around you at varying distance and speed.
      b.   **How:** Be smooth and react to the directional changes of the target. Try not to overcorrect/overshoot.
      c.   **Why:** Improves your horizontal and vertical smoothness tracking.

5. `Air Angelic 4 Voltaic Smaller` - *5 runs*
      a.   **Description:** Track a small sphere as it strafes erratically on both vertical and horizontal angles.
      b.   **How:** Be smooth and react to the directional changes of the target. Try not to overcorrect/overshoot.
      c.   **Why:** Improves your horizontal and vertical smoothness tracking.

6. `Close Tappy Strafes` - *3 runs*

a. **Description:** A rectangular, medium sized map with a single humanoid bot conducting strafes that increase in difficulty on each elimination. The scenario timer starts at 30 seconds and counts down, each bot elimination adds 14 seconds to the scenario timer.
   b. **How:** Start off smoothly tracking the initial bots' long strafes, and react to the occasional jumps. As the bots progress to being more reactive, adjust your approach to deal with faster strafes and more frequent jumps.
   c. **Why:** The dodge patterns of the bots in this scenario are some of the most realistic you can find in Kovaak's. Realistic meaning that the strafes closely resemble the movement you may see from an opposing player.

7. `Close Fast Strafes Easy Invincible` - *1 run*
   a. **Description:** A rectangular, medium sized map with a single large invincible bot conducting introductory level reactivity strafes. The scenario ends after sixty seconds elapse, scoring is added for every point of damage given to the bot.
   b. **How:** Focus on building reactivity fundamentals by focusing only on visual feedback, avoid predicting strafes and follow the bot through its entire traversal.
   c. **Why:** Understanding the basics of reactive strafes will aid significantly in your ability to track enemies that are intentionally trying to move evasively.

8. `Thinbot Plaza Raspberry Invincible v2` - *5 runs*
   a. **Description:** A rectangular prism shaped map with a 360 degree viewing angle, occupied by a single thin and cylindrical bot conducting a mixture of long and short strafes throughout the map.
   b. **How:** Attempting to predict bot movement on this scenario, as with most reactive scenarios, will most likely end with you throwing your crosshair off of the bot. Avoiding this will allow you to properly take advantage of the bot's longer strafes when it does them.
   c. **Why:** A slightly more intense test of reactivity designed to further reactive fundamentals you've learn, but on a more difficult to hit target in both size and movement.

9. `PGTI Voltaic Slower - 60%` & `PGTI Voltaic Slower - 80%` - *2 runs*
   a. **Description: PGTI Voltaic Slower - 60%:** Scenario that features a bot with a predictable yet difficult to hit arc pattern at slower speed.
   b. **How:** Focus on being smooth and precise against vertical angles on a relatively small target
   c. **Why:** Great for improving your smoothness tracking. These tasks get you to start using most of your mousepad, so you may find yourself on awkward parts of your mousepad you've hardly used before.

10. `Thin Aiming Long Invincible` - *4 runs*
    a. **Description:** Thin horizontal moving cylinder that changes directions and is invincible.
    b. **How:** Focus on being as smooth as possible and reacting quickly to the directional changes.
    c. **Why:** Helps develop your horizontal smoothness tracking and partial reactivity at a beginner level.

11. `raspStrafes 360 Easy` - *3 runs*
    a. **Description:** Map is a rectangular prism that covers a 360 degree viewing angle, with a single invincible bot conducting small adjustment strafes, while floating throughout the map. Scenario is complete when 60 seconds elapse.
    b. **How:** The macro movement the bot takes over the course of a run is very slow and would otherwise be smooth if not for it's consistent strafes. This means tracking the bot on the whole should be relatively simple if you focus on not overreacting to its adjustments.
    c. **Why:** Builds reactivity principles while not being overwhelmingly difficult. Mouse control elements learned in this scenario will serve as a backbone for feature reactive challenges.

12. `RaspStrafesCata Invincible` - *3 runs*
    a. **Description:** The player camera sits on an elevated platform separated from their target by a small moat. The bot across from the player, has a dual elevation platform that can be transitioned between by a single set of stairs.
    b. **How:** Play this scenario with standard reactivity fundamentals with the exception of making minor vertical adjustments if the bot chooses to use the stair way.

c. **Why:** This adds a slight variation on elements of reactivity you've already seen, while keeping you honest by offering a dodge profile you're presumably not accustomed to yet.

13. Reactive Dot Invincible - *3 runs*
   a. **Description:** Scenario map is a three dimensional oval containing a single spherical bot, conducted long strafes with rapid direction changes on every axis.
   b. **How:** The most difficult aspect of this scenario is not being caught off guard on the fast direction changes, otherwise don't be deterred by the three dimensional bot movement.
   c. **Why:** Builds upon reactivity principles while also introducing depth to three dimensional aim training.

14. Plaza Low Ground Sparky 50%HP - *3 minutes*
   a. **Description:** A tall and shallow rectangular prism shaped map, with the player camera on the floor and a single bot conducting smooth medium paced angular strafes mixed with blinks.
   b. **How:** Play this scenario how you would play the first bot from flicker plaza, reacting to it's strafes while constantly being prepared to make a large adjustment flick when it blinks. Make sure the impact looking up has on your crosshair traversing your upper vision cone is minimal.
   c. **Why:** In Apex you have to eliminate opponents from all sorts of positions, this includes being beneath them.

15. Vertical smoothness training popcorn small - *2 runs*
   a. **Description:** Features a target that moves exclusively vertically.
   b. **How:** Focus on being precise without resetting your mouse often or at all if possible.
   c. **Why:** Helps practice your vertical tracking and smoothness at an easier level.

16. Pole long dodge extra thin - *3 runs*
   a. **Description:** Extremely simple scenario with a stationary pole as the target, and the ability to move anywhere on the map
   b. **How:** Ignore your score and the movement bar. Move however you want but keep your crosshair on the target. Try to practice close and far distances. Move more erratically for a more difficult challenge. If you are unable to move erratically and still hit a high %, keep practicing this routine and coming back to the scenario.
   c. **Why:** Being able to hit a stationary target while strafing in all directions with your keyboard hand is a critical step. We must be able to do this before we can also start to hit a moving or dodging target. A stationary target will also help you easily notice smoothness problems when strafing in these directions, so be on the lookout for a jumpy crosshair.

17. Close LS Easy Dodge Thin - *2 runs*
   a. **Description:** Full range of movement scenario with a long strafing target.
   b. **How:** Play this by holding left **OR** right strafe, and only left or right strafe, for the entire bot. Switch strafe direction when you kill a bot. This should cause you to circle the bot
   c. **Why:** I like playing this scenario, in the described way, a bit more than revolving tracking strafes because you learn how your own inputs with the keyboard and mouse will transition your aim from mirroring to anti-mirroring a target. Be mindful of this transition into anti-mirroring and circling the target.

18. Revolving Tracking Strafes - 5 runs
   a. **Description:** The map is shaped as three dimensional figure eight, with a transparent panel separating both loops. Each loop has a bot conducting short fast strafes in the center while the player automatically traverses the space with their back to the scenario wall.
   b. **How:** Do your best not to reset and track the target for as long as possible.
   c. **Why:** This helps work on your wide angle tracking, and in certain scenarios when you slide around a target.

19. Anti-Mirror LS 360 Thin Robsai - *4 runs*
   a. **Description:** Anti-mirror floating thin targets that are relatively long TTK
   b. **How:** Focus on being smooth and anti-mirroring these bots, get warm and DO NOT reposition unless out of mousepad space.
   c. **Why:** helps with anti-mirroring at somewhat vertical angles and will help identify and assist with smoothness tracking problems

VT APEX 2.0 SWITCHING FOCUS

Duration: 34 minutes

1. Oblique Tracking Goated - *1 minute*
   a. **Description:** A rectangular prism shaped map with a single bot that cycles locations upon each elimination. The bot will strafe at various diagonal angles and a semi-rapid pace, the scenario ends after 60 seconds elapse.
   b. **How:** The bots will strafe at even intervals, so it's ok to become accustomed to the movement pattern for the sake of making your fast strafes smoother. Make sure the transitions on each strafe doesn't throw you off.
   c. **Why:** It's important to be comfortable tracking at awkward angles, so you aren't thrown off by erratic movement. Starting the routine with fast strafes will make the transition into longer smooth strafes in the latter portions of the routine feel easier as well.

2. fuglaab180t - *2 minutes*
   a. **Description:** A variation of the common Bounce 180 Tracking evasive switching scenario, but the bots all have a much higher time to kill. The scenario completes after 60 seconds elapses, score increases on each bot elimination.
   b. **How:** The higher time to kill will force you to track most of the bots you kill through their bounce, something that would otherwise be bad practice on standard Bounce 180 tracking scenarios. Do not preemptively switch away from a bot before it's eliminated.
   c. **Why:** Verticality and long arc jumps are common enough in Apex where being familiarized with that kind movement pattern is beneficial. Beyond this, switching fundamentals and smoothness will always come in handy in a variety of mouse control situations.

3. Target Switching 360 Static Extra Thin - *4 minutes*
   a. **Description:** A 360 degree rectangular prism shaped map with three cylinder shaped bots attached to the walls at random locations around you. Score is increased upon damage given, and the scenario completes after 60 seconds elapse.
   b. **How:** Prioritize completing every bot elimination before you switch, make sure you have your next targets in mind. If your screen is devoid of targets a 180 degree turn will most likely yield hidden bots.
   c. **Why:** There are going to be situations where an opponent is in a location you did not anticipate, or you need to get visual information on several locations consistently for an extended period of time. Being able to look at a specific location in your entire 360 degree cone at your discretion will let you reorient, and may even save your life a few times.

4. xenTargetSwitch - *3 minutes*
   a. **Description:** A tall rectangular prism shaped map with 6 spherical bots that conduct very slow long strafes across the map.
   b. **How:** All standard switching fundamentals come into play here: properly timing your switches, completing each and every bot elimination, and landing your initial flick. The only distinguishing factor is the extreme verticality of the map, which may require a higher fov such as 125 Overwatch.
   c. **Why:** Vertical adjustments are commonplace in apex, and due to the geometry of the player camera mouse movements towards the top and bottom of a players "sphere of vision" feel vastly different from what you may be used to.

5. voxTargetSwitch Smooth - *2 minutes*
   a. **Description:** Multiple sphere shaped bots that strafe at slow speed on a wide map and have regenerative health.

b. **How:** Acquire a target, track it shortly and switch to the next target as fast as possible. Always make sure to have the next target in mind. Make sure each and every switch is as clean as possible.

c. **Why:** Helps with target acquisition and speed.

6. kinTS Voltaic mini - *4 minutes*

a. **Description:** A smaller version of the evasive switching Voltaic benchmark, this scenario's map a spacious rectangular prism, with five bots.

b. **How:** Don't be intimidated by the bots' strafe pattern, while it may not be a straight line it's still very smooth and can be tracked in its entirety though you may find floor or ceiling bots to be more difficult.

c. **Why:** This combines switching fundamentals that are most commonly built on speed switching scenarios, with an evasive element that you will want to be prepared to face when it comes to specific gunfights.

7. Skeet Tracking Goated smaller - *3 minute*

a. **Description:** Focal point of the map is a window where four bots jump from varying heights on either side of the window to the opposite side. Scenario completes when 60 seconds elapse.

b. **How:** While it may be easier to focus on the apex of each bots path, try to master all points of the arc the bot takes for good practice.

c. **Why:** The narrow window forces you to acquire bots and read their movement quickly, target acquisition is an underrated aspect of mechanical ability that is distinguished amongst top players.

8. Controlsphere TS - *5 minutes*

a. **Description:** A rectangular prism shaped map with angular corners, covering a 180 degree viewing angle occupied by four bots. Each bot moves in a compact, smooth evasive pattern and the player's score is increased with damage given.

b. **How:** Play as you would play the standard **Controlsphere** scenario but implement switching fundamentals.

c. **Why:** Evasive switching is a staple of Apex as previously addressed in the **kinTS** description. Reading movement after reorienting your sight picture is a must for success in high time to kill shooters.

9. canTS - *3 minutes*

a. **Description:** Scenario map is similar to 1wall5targets_pasu, but the bots health regenerates if the player's crosshair leaves the target before it's eliminated.

b. **How:** In regeneration scenarios like this it's more imperative than ever to prioritize completing your eliminations before you conduct your timed switch to the next target. You may feel like you're missing more than you're accustomed to at first, but it's the nature of the scenario to expose the details of your errors in tracking.

c. **Why:** Well executed smooth tracking on evasive targets will make weapon specific recoil the only barrier between you and being able to effectively beam fast evading targets.

10. Bounce 180 Tracking - *3 minutes*

a. **Description:** Eliminate multiple small spheres that bounce and move in an arc motion.

b. **How:** Read the movement of each target carefully and move your mouse from one target directly to another. Avoid unnecessary movements.

c. **Why:** This task helps with your reading, click-timing and precision skills on small but predictable targets.

11. patTargetSwitch Dodge 360 v2 - *4 minutes*

a. **Description:** Multiple cylinder shaped bots that strafe horizontally and have headshot multipliers.

b. **How:** Move during the entirety of the scenario and switch directions when the movement bar is about to be full, acquire and track each target briefly. Go for headshots exclusively.

c. **Why:** Improves target acquisition, speed and strafe tracking.

VT APEX 2.0 STRAFE AIM FOCUS

Duration: 40 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

KOVAAKSCOUNTERSTRAFINGCOPPERBLOOM

1. Revolving Tracking - *1 minute*
   a. **Description:** Forced circle strafing while attempting to hit a stationary bot
   b. **How:** Keep the crosshair on the target by using your arm to smoothly track across your entire mousepad. Do not reposition until you are forced to switch targets
   c. **Why:** Arm warm up scenario that will help with becoming more comfortable on all areas of your mousepad, and understanding the physical mouse movements required to circle strafe a target

2. Rhombus Dodge - *3 minutes*
   a. **Description:** Track a horizontal moving sphere that is locked inside a Rhombus
   b. **How:** Practice Mirroring, Anti-Mirroring, and erratic movement while tracking an easy to hit target
   c. **Why:** Warms up your keyboard and mouse hand getting in sync with movement and aiming

3. Pole long dodge extra thin - *3 minutes*
   a. **Description:** Extremely simple scenario with a stationary pole as the target, and the ability to move anywhere on the map
   b. **How:** Ignore your score and the movement bar. Move however you want but keep your crosshair on the target. Try to practice close and far distances. Move more erratically for a more difficult challenge. If you are unable to move erratically and still hit a high %, keep practicing this routine and coming back to the scenario.
   c. **Why:** Being able to hit a stationary target while strafing in all directions with your keyboard hand is a critical step. We must be able to do this before we can also start to hit a moving or dodging target. A stationary target will also help you easily notice smoothness problems when strafing in these directions, so be on the lookout for a jumpy crosshair.

4. Revolving Tracking Strafes - *3 minutes*
   a. **Description:** Improve your tracking by revolving around a strafing target.
   b. **How:** Do your best not to reset and track the target for as long as possible.
   c. **Why:** This helps work on your wide angle tracking, and in certain scenarios when you slide around a target.

5. Close LS Easy Dodge Thin - *2 minutes*
   a. **Description:** Full range of movement scenario with a long strafing target.
   b. **How:** Play this by holding left **OR** right strafe, and only left or right strafe, for the entire bot. Switch strafe direction when you kill a bot. This should cause you to circle the bot
   c. **Why:** We like playing this scenario, in the described way, a bit more than revolving tracking strafes because you learn how your own inputs with the keyboard and mouse will transition your aim from mirroring to anti-mirroring a target. Be mindful of this transition into anti-mirroring and circling the target.

6. Anti-Mirror LS 360 Thin Robsai - *2 minutes*
   a. **Description:** Anti-mirror floating thin targets that are relatively long TTK
   b. **How:** Focus on being smooth and anti-mirroring these bots, get warm and DO NOT reposition unless out of mousepad space.
   c. **Why:** helps with anti-mirroring at somewhat vertical angles and will help identify and assist with smoothness tracking problems

7. Rhombus Vertical Dodge - *2 minutes*
   a. **Description:** Full range of movement scenario while tracking a easy to hit vertical target
   b. **How:** Practice moving in all directions while tracking the target
   c. **Why:** Will help with vertical tracking a target while moving around the map

8. ==Hyperscape VT Dodge Easy== - *2 minutes*
   a. **Description:** Track a blinking small target at extreme vertical angles
   b. **How:** Ignore your score and work on moving all around the play area while tracking the target, try to avoid strafing in ways that would also make you extremely easy to hit
   c. **Why:** To practice movement while tracking a precise target on vertical angles
9. ==Pasu Dodge Track Pure== - *3 minutes*
   a. **Description:** Track a small erratic dodging target around a 360 degree map
   b. **How:** Ignore Score Practice anti-mirroring and erratic movements while tracking, DO NOT mirror the target as much as possible
   c. **Why:** Why this works
10. ==Manwing Strafe Gallery V3== - *3 minutes*
    a. **Description:** Scenario with multiple cylinder shaped bots that strafe horizontally. Targets have headshot multipliers and movement scoring is present in this scenario.
    b. **How:** Carefully read the target of each individual target and exclusively hit the target's head multiple times until it gets eliminated. Make sure you are moving at all times during your run, practice doing strafes that both help your aim as well as strafes that throw off your aim for optimal practice.
    c. **Why:** Helps you develop your reading and hybrid clicking skills while moving. Specifically helpful in situations where you need to strafe heavily and hit headshots with the Wingman or other clicking weapons.
11. ==Pasu Dodge Easy== - *3 minutes*
    a. **Description:** Read each target carefully, move your mouse in one smooth motion from one target to another and click with minimal corrections.
    b. **How:** Read each target carefully, move your mouse in one smooth motion from one target to another and click with minimal corrections. Ensure that you keep moving during the entirety of the scenario.
    c. **Why:** This task helps with your reading, clicking timing and precision skills.
12. ==voxTargetClick Easy Strafe== - *2 minutes*
    a. **Description:** Click very slow moving targets as you slowly move around a platform
    b. **How:** Practice moving erratically while clicking targets as fast as possible maintaining an 85%+ accuracy
    c. **Why:** Helps practice accurate clicking while moving
13. ==patTargetSwitch Dodge 360 v2== - *3 minutes*
    a. **Description:** patTargetSwitch but while moving on a 360 degree map
    b. **How:** move erratically while trying to do as much damage as quickly as possible to all the targets
    c. **Why:** Will help you with dodging while quickly switching targets, as well as making large flicks that are often in Apex matches
14. ==Close Range LG Duel== - *4 minutes*
    a. **Description:** Track an fast dodging target around a very small map with full range of motion
    b. **How:** Do not mirror the target for maximum score, please dodge as if you were attempting to throw off your opponent's aim. work on anti-mirroring, quick direction changes, fakes, etc.
    c. **Why:** Pure close range 1 on 1 tracking action. Great practice as long as your dodging is not just mirroring
15. ==Stralroom FS Dodge== - *2 minutes*
    a. **Description:** Track targets on different platforms as you are able to move around a single platform
    b. **How:** Track targets as best as possible, use movement to help your aim
    c. **Why:** Learn how to kill erratic dodging targets at close and far distances that are confined into a small dodging area
16. ==lgc3 Reborn Varied Thin== - *1 minute*
    a. **Description:** Track targets that spawn in different areas around an arena style map

Game specific aim training routines by [Voltaic](#)

b. **How:** Do as much damage as possible while strafing in directions that do not make you an easy to hit target. understand that knockback exists in this scenario but does not in flying Apex targets

c. **Why:** Helps with hitting targets that are dodging in hallways or rooms.

17. `Air Dodge` - *1 minute*
   a. **Description:** Track large spheres that have different dodging profiles around a large map
   b. **How:** hold +back for bots 1,3,5,7 so that you can avoid skybots**.**
   c. **Why:** Do as much damage as possible and work on hitting targets pressuring you, as people in apex love to W-key

VT APEX ORIGINAL

ABOUT THIS ROUTINE

The Apex routine below is effective practice, because it includes scenarios that are very closely related to in-game situations, such as Close Long Strafes Headshot where you need to track a target smoothly and deliberately focus on the head. Ground Plaza Sparky v3 also adds an important element like smooth tracking with fast reacting to blinks and varying movement changes. Smoothness is always useful and helps you use the right amount of tension so it's easier to be precise. Both Plaza High and Low ground are optional, but can be useful if you struggle when you're angled at a disadvantage or advantage. The hybrid scenario Close Long Strafes HST should help you focus on reading a target and constantly reacting to its direction changes, while timing your clicks consecutively on the head in order to eliminate the target. Basic types of switching scenarios should still be useful for Apex, because you learn to read targets, acquire them and switch quickly then eliminate them efficiently. The clicking scenarios should apply to all the click-type weapons such as the Wingman (hence why it's called Manwing), Scout et cetera. Close Fast Strafes Easy Thin Shotgun, is especially useful to make sure to line up your shots effectively, this is what Apex players tend to struggle with. Both the movement type scenarios are useful so you can learn to take advantage of your movement to line up your shots better.

APEX ORIGINAL ROUTINE

Duration: 60-100 minutes

KOVAAKSGEARINGFASTUFO

1. `Ground Plaza Sparky v3` or `Apex CLS Headshot` - *10 minutes*
   a. Try GP Sparky Thin for more challenge
   b. Try Apex CLSI Headshot or Apex MLSI Headshot or Apex MLS Headshot alternatively (CLSI stands for Close Long Strafes Invincible and the MLSI stands for Midrange Long Strafes Invincible)
   c. Try Thin Gauntlet as an alternative to work on smoothness
   d. Try VSS Close-Mid Long or VSS gpaio for more varied strafes
   e. Try Midrange Fast Strafes Invincible or VSS GP9 to work on reactivity from further away
   f. Try Midrange Long Strafes Invincible (Thin) or Close Long Strafes Invincible (Thin), as these basic scenarios are still useful for Apex
2. `Air no ufo no skybots` or `B180TI Sparky` or `Smoothbot Invincible Goated` - *10 minutes*
   a. Try Air no ufo no skybots small for more challenge
   b. Try Leap 180 Tracking Invincible as an alternative to B180
   c. Try Smoothbot Unvincible Small Goated for more challenge
   d. Try Air 2 Smooth to work on smoothness on both horizontal and vertical angles
   e. Try the regular Air to work on more reactivity and vertical angles
   f. Try Popcorn GTI to work on vertical smoothness and precision
3. `Plaza High Ground Sparky` or `Plaza High Ground Easy` - *5 minutes* `optional`

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a. Focus on a target that's angled on low ground and where you're positioned on high ground

4. Plaza Low Ground Sparky or Plaza Low Ground Easy - *5 minutes* optional

   a. Focus on a target that's angled on high ground and where you're positioned on low ground

5. Apex CLS Headshot Click or Apex MLS Headshot Click - *10 minutes* optional

   a. **Apex CLS(I) / MLS(I) Headshot Click:** Focus on a higher-TTK target with headshots only
   b. Try **Apex CLSI Headshot Click** or **Apex MLSI Headshot Click**

6. Bounce 180 Tracking Sparky or patTargetSwitch no reload or devTargetSwitch no reload - *10 minutes*

   a. Try **Bounce 360T Sparky** for more challenge
   b. Try **patTargetSwitch 360** for more challenge

7. 1wall5targets_pasu reload or Popcorn Sparky - *10 minutes*

   a. Try **Popcorn Sparky Easy** if you struggle way too much
   b. Try **1wall5targets_pasu slow** if you struggle way too much
   c. Try **Pasu small reload** for more challenge

8. CFSE Thin Shotgun HS or CFSEI Thin Shotgun HS - *10 minutes*

   a. Go for headshots only and try to maximize your damage output
   b. See [cody's](#) guide on how to practice: [CFSE Thin Shotgun](#)

9. B180 Manwing Sparky or Bounce 180 Sparky - *10 minutes* optional

   a. Try **Vertical Hand Warmup small** for verticality
   b. Try **Bounce 180 Manwing From Above** for verticality
   c. Try **Manwing Microshot** for micro flicks
   d. Play the 360 version for larger angles if available

10. Manwing Strafe Gallery V3 or Close FS Dodge Manwing Nomag - *10 minutes* optional

   a. Try **Pasu Dodge ES** for more challenge

11. Air Angelic Dodge or XY Tracking Dodge - *10 minutes* optional

   a. Smaller and slower Air Dodge variant, for more precise type movement tracking
   b. Play **XY Tracking Dodge**, if you still struggle too much with fundamental movement tracking
   c. Try **Close FS Easy Dodge** if you want to work on mirror-type movement tracking

In-game

Firing range 1v1's should be the closest to real game practice, as it involves the exact in-game player models, weapon control, movement and game-mechanics, which are all essential for performance in-game.

[10-60 minutes](#)

1. Firing Range 1v1's - *10-30 minutes*

   a. with 1 or 2 other people, load into the firing range and practice 1v1's using whatever weapon you want to focus on
   b. remember to practice different scenarios such as short/medium/long engagements, different angles of verticality, gibby dome fights, etc...
   c. **Note:** you can quickly heal back up to full by pressing your map key and switching legends

Game specific aim training routines by [Voltaic](#)

OVERWATCH

Recommended FOV for <u>Overwatch</u>: **103 ow** | <u>routine vods</u>

About this routine

The Overwatch routine below is effective practice, because it includes scenarios that are very closely related to in-game situations, such as Popcorn GTI where you need to track a target precisely and accurately so you can maximize your damage output. Ground Plaza Sparky v3 OW also adds an important element like smooth and fast tracking with fast reacting to blinks and instant acceleration movement changes. This applies to heroes like Soldier and Tracer. Smoothness is always useful and helps you use the right amount of tension so it's easier to be precise. Both Plaza High and Low ground are optional, but can be useful if you struggle when you're angled at a disadvantage or advantage. The hybrid scenario Air no ufo no skybots Click should help you focus on reading a target and constantly reacting to its direction changes, while timing your clicks consecutively on the target in order to eliminate it (McCree, Ashe, Ana etc.). Basic types of switching scenarios should still be useful for Overwatch as well, because you learn to read targets, acquire them and switch quickly then eliminate them efficiently. The clicking scenarios should apply to all the click-type heroes such as Widowmaker, McCree, Ashe, Anna and even Reaper & Roadhog[4]. All the movement type scenarios are useful so you can learn to take advantage of your movement to line up your shots better.

KovaaK 2.0

Duration: 60-90 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

KOVAAKSBOTTINGMIDEGG

1. Ground Plaza Sparky v3 OW or CLS Headshot OW or MLS Headshot OW - **10 minutes**
   a. Try **GP Sparky OW Thin** for more challenge
   b. Try **CLSI Headshot OW** or **MLSI Headshot OW** - (CLSI stands for Close Long Strafes Invincible and the MLSI stands for Midrange Long Strafes Invincible)
   c. Try **Close Fast Strafes (easy) Invincible** alternatives for more reactivity
   d. Try **Thin Gauntlet, Centering I, Centering II** or **Smooth Thin Strafes** as alternatives to work on smoothness
   e. Try **VSS Close-Mid Long** or **VSS gpaio** for more varied strafes
   f. Try **Midrange Fast Strafes Invincible** to work on reactivity from further away
2. Air Divine or Popcorn GTI or Smoothbot Invincible Goated - **10 minutes**
   a. Try **Air no ufo no skybots small** for more challenge
   b. Try **Air 2 Smooth** to work on smoothness on both horizontal and vertical angles
   c. Try **Smoothbot Unvincible Small Goated** for more challenge
   d. Try **Overhead Jumps** to practice tracking a target that jumps over you
   e. Try the regular **Air** to work on more reactivity and vertical angles
   f. Try **Popcorn GTI** to work on vertical smoothness and precision
3. Plaza High Ground Sparky or Plaza High Ground Easy - **5 minutes** optional *
   a. Make sure to try these scenarios as High and Low ground scenarios are underrated and can be quite common in-game
   b. Focus on a target that's angled on low ground and where you're positioned on high ground
4. *Plaza Low Ground Sparky* or Plaza Low Ground Easy - **5 minutes** optional *
   a. Focus on a target that's angled on high ground and where you're positioned on low ground
5. Air no ufo no skybots small click or CLS Headshot Click OW or CLSI Headshot Click OW - **10 minutes** optional *

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[4] The more precise you are the more pallets will hit, which will increase the damage output

Game specific aim training routines by <u>Voltaic</u>

a. Focus on higher-TTK targets by just clicking
b. Try **Air no ufo no skybots click** if the small version is too difficult
c. **CLS(I) / MLS(I) Headshot Click:** Focus on a higher-TTK target with headshots only
d. Try **MLS Headshot Click OW** or **MLSI Headshot Click OW**
e. Try **Overhead Jumps Click** to practice clicking against targets jumping over you

6. Bounce 180 Tracking Sparky or Air Dodge Target Switch - *10 minutes*
   a. Try **Bounce 360T Sparky** for more challenge

7. Popcorn Sparky or 1wall5targets_pasu reload - *10 minutes*
   a. Try **Popcorn Sparky Easy** if you struggle way too much
   b. Try **Popcorn Sparky NoReload** if the original version is too difficult
   c. Try **1wall5targets_pasu slow** if you struggle way too much
   d. Try **Pasu small reload** for more challenge

8. B180 Manwing Sparky or Skeet Clicking - *10 minutes*
   a. Try **Vertical Hand Warmup small** for verticality
   b. Try **Bounce 180 Manwing From Above** for verticality
   c. Try **Manwing microshot** for micro flicks

9. Manwing Strafe Gallery V3 or Close FS Dodge Manwing V2 nomag - *10 minutes* optional *
   a. Try **Pasu Dodge ES** for more challenge
   b. Try **Arc Dodge Click** or **Popcorn Dodge** as alternatives
   c. Try **Pistol Strafe Gallery Sparky Small (Good version)**

10. Air Angelic Dodge or XY Tracking Dodge - *10 minutes* optional *
    a. Smaller and slower Air Dodge variant, for more precise type movement tracking
    b. Play **XY Tracking Dodge**, if you still struggle too much with fundamental movement tracking

11. LGC3 Reborn Varied OW or Arc Dodge - *10 minutes* optional *
    a. LGC3 Reborn with varied strafes based on Overwatch
    b. **Arc Dodge** can be played for vertical smoothness

In-game

These game modes should provide decent aim practice outside matchmaking. Tryhard FFA puts you in a situation with all the in-game angles. Aim Arena is constant shooting and the Custom Aim maps offer KovaaK-esque scenarios to practice on all the different aiming styles.

10-60 minutes

1. Tryhard FFA - *10-30 minutes*
   a. Search for "tryhard" in the server browser
   b. Very good practice for realistic scenarios that includes verticality
2. Aim Arena - *10-30 minutes*
   a. Search for "aim arena" in the server browser
   b. Alternatively you could play this in a 1v1 setting
   c. Very little verticality (high or low-ground), but constant aiming/shooting
3. Custom Aim maps - *10-30 minutes*
   a. There are a few decent custom maps made for aim training inside Overwatch
   b. You can find some of the codes on this website: https://workshop.codes/search/aim%20training

CALL OF DUTY & BATTLEFIELD

Recommended FOV for <u>Call of Duty</u>: **90-110 source** | <u>routine vods</u>
Recommended FOV for <u>Battlefield</u>: **90-110 source** | <u>routine vods</u>

About this routine
The Call of Duty & Battlefield routine makes use of mostly switching scenarios with a few clicking scenarios. This is because Call of Duty and Battlefield don't have any type of dodge in them, and the targets are all low-ttk. For this reason a large selection of the scenarios are all switching scenarios[5]. The switching scenarios help working on improving target acquisition and speed, to effectively and efficiently take out targets as fast as possible. Most basic switching scenarios are useful for this reason. The 360 version offers larger angles, which are often replicated in-game. The clicking scenarios help with target acquisition, fundamental aiming drills (straight and smooth motion) and pure click-timing.

KovaaK 2.0

Duration: 60 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

KOVAAKSGHOSTPEEKINGFEDMONSTER

1. Bounce 360T Sparky or Target Switching 360 Thin - *10 minutes*
   a. Try Bounce 180 Tracking Sparky if this is too hard
   b. Try Target Switching 360 or Target Switching 360 Static if this is too hard
2. patTargetSwitch 360 or Pokeball Frenzy Auto Small 60s - *10 minutes*
   a. Try patTargetSwitch if this is too hard
3. kinTargetSwitch 360 no reload or patTargetSwitch v2 - *10 minutes*
   a. Try kinTargetSwitch no reload if this is too hard
4. devTargetSwitch goated no mag or Skeet Tracking Goated - *10 minutes*
   a. You may also try Skeet Tracking Goated Small
5. voxTS Voltaic or Floating Heads 50% Health - *10 minutes*
   a. Try voxTargetSwitch 250% more hp for more challenge
   b. Try Floating heads 50% HP 400% for more challenge
6. 1w3ts or 1w4ts reload - *10 minutes*
   a. Focus on hitting as many targets
   b. Try the TE version if the small targets are too difficult
   c. This is especially helpful to train your longer flicks
   d. Play voxTargetClick or patTargetClick to practice reading clicking skills
   e. Alternatives to these scenarios: 1w2ts reload, 1w6ts reload & small dot frenzy
7. Reactive Clicking - *10 minutes* optional
   a. Acquire a target then click it and move to it again to finish it before it escapes

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[5] Switching scenarios still require tracking, but the time-to-kill is not high enough for it to be considered a tracking scenario. The primary objective of the scenario is to eliminate as many targets as possible, by efficiently taking down each target and then switching to the next ones.

HYPER SCAPE

Recommended FOV for [Hyper Scape](): **103 ow** | [routine vods]()

About this routine

The Hyper Scape routine below is effective practice, because it includes scenarios that are very closely related to in-game situations, such as Popcorn GTI where you need to track a target precisely and accurately so you can maximize your damage output. Ground Plaza Sparky v3 also adds an important element like smooth and fast tracking with fast reacting to blinks and varying movement changes. This applies to weapons like Ripper, Harpy and Hexfire. Smoothness is always useful and helps you use the right amount of tension so it's easier to be precise. Both Plaza High and Low ground are optional, but can be useful if you struggle when you're angled at a disadvantage or advantage. The hybrid scenario Air no ufo no skybots Click should help you focus on reading a target and constantly reacting to its direction changes, while timing your clicks consecutively on the target in order to eliminate it (Riot One). The clicking scenarios should apply to all the click-type weapons such as Riot One, Protocol and the Mammoth MK 1. The movement type scenarios are useful so you can learn to take advantage of your movement to line up your shots better. Hyper Scape VT Dodge is excellent practice for precision-esque tracking and reacting to abilities such as teleport or slam.

KovaaK 2.0

Duration: 60-90 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

> **KOVAAKSBOUNCINGMIDNIGHTBLUEBRUSH**

1. `Smoothbot Invincible Goated` or `Ground Plaza Sparky v3` - *10 minutes*
   a. Try **GP Sparky Thin** for more challenge
   b. Try **Smoothbot Unvincible Small Goated** for more challenge
   c. Try **Close Fast Strafes (easy) Invincible** alternatives for more reactivity
   d. Try **Thin Gauntlet** as an alternative to work on smoothness
   e. Try **VSS Close Mid-Long** or **VSS gpaio** for more varied strafes
   f. Try **Midrange Fast Strafes Invincible** to work on reactivity from further away
2. `Popcorn GTI` or `Fountain Tracking` or `Slide&Bounce Tracking` - *10 minutes*
   a. Try **Popcorn GTI** to work on vertical smoothness and precision
   b. Try **Vertical smoothness training popcorn small** to train pure precise verticality
3. `Air Divine` or `Air no ufo no skybots` or `Overhead Jumps` - *10 minutes*
   a. Try **Air no ufo no skybots small** for more challenge
   b. Try the regular **Air** to work on more reactivity and vertical angles
4. `Plaza High Ground Sparky` or `Plaza High Ground Easy` - *5 minutes* `optional`
   a. Focus on a target that's angled on low ground and where you're positioned on high ground
5. `Plaza Low Ground Sparky` or `Plaza Low Ground Easy` - *5 minutes* `optional`
   a. Focus on a target that's angled on high ground and where you're positioned on low ground
6. `Air no ufo no skybots small click` or `CLS Headshot Click OW` or `CLSI Headshot Click OW` - *10 minutes* `optional`
   a. Focus on higher-TTK targets by just clicking
   b. Try **Air no ufo no skybots click** if the small version is too difficult
   c. Try **Arc Dodge Semi** to practice clicking on a higher-TTK target on vertical angles
   d. **CLS(I) / MLS(I) Headshot Click:** Focus on a higher-TTK target with headshots only
   e. Try **MLS Headshot Click OW** or **MLSI Headshot Click OW**
   f. Try **Overhead Jumps Click** to practice clicking against targets jumping over you
7. `Fountain ClickTiming` or `Slide&Bounce Sheriff` or `apa3's Bounce House` - *10 minutes*
   a. Helps to practice on vertical angles on falling targets

Game specific aim training routines by [Voltaic]()

      b.   **Wide Strafe Humanoid (Riot One)** | **Wide Strafe Humanoid**, to practice specifically on humanoid targets

8.   `Popcorn Sparky` or `Vertical Hand Warmup small` - *10 minutes*
      a.   Try **Popcorn Sparky easy** if this scenario is too difficult

9.   `Arc Dodge Click` or `Popcorn Dodge` - *10 minutes*
      a.   To practice movement while clicking a precise target on vertical angles

10. `HyperScape VT Dodge` or `Arc Dodge` - *10 minutes*
      a.   To practice movement while tracking a precise target on vertical angles
      b.   **Arc Dodge**: is a movement version of Popcorn GTI, but slightly easier target and movement requirement.
      c.   Play **Arc Dodge** if **HyperScape VT Dodge** is too difficult.

RAINBOW 6 SIEGE

Recommended FOV for Siege: **90 Vertical 1:1 (or check the #siege channel's pins for FOV and Aspect Ratio conversion help) |** routine vods

This section is provided by Toast of War

About this routine
This basic routine provides a focus for each major aiming style that you'll encounter when playing Rainbow 6 Siege for any skill level of player. The prioritizations of each genre of mouse control are ordered in such a way that they flow seamlessly into one another to form a complete routine while still being entirely applicable to Siege's fundamental gunplay. Our thin tracking scenarios facilitate smoothness for situations when room-clearing, peeking doorways, and following strafing enemies. The selected target switching options strengthen the all-too-important 'snap' to a target that is required to gain the edge on an enemy during a gunfight, or when multiple enemies are in your field of view. Our click-timing scenarios are varied in such a way that they prioritize different situations with similar concepts. 1wall5targets_pasu provides less predictable targets on a smaller field while the proceeding click-timing scenarios provide more predictable targets on a significantly wider playing field. Lastly our static click-timing scenarios practice the most efficient pathing between targets as quickly as possible for effective target transitioning and general mouse control.

KovaaK 2.0

Duration: 60 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

> **KOVAAKSBUNNYHOPPINGMINIINTELLIGENCE**

1. Thin Gauntlet V2 or Centering I - ***10 minutes***
   a. *Tracking is a non-dominant aiming style in Siege, but is incredibly useful for following heads, tracing doorways while clearing angles, shooting drones, and overall smoothness*
   b. Focus on being as smooth as possible while tracking
   c. Try the other **Centering** scenarios for faster strafing variations
2. PatTargetSwitch no reload - ***10 minutes***
   a. A good blend of tracking and snapping to targets; practical for when you're being pushed by multiple enemies
   b. Try to avoid bodies and only go for headshots while holding the fire button as much as possible
   c. Try DevTargetSwitch Goated for a lower FOV scenario with targets at a variable depth
3. voxTS Voltaic - ***10 minutes***
   a. Similar to the previous target switching situation, but this time with a prioritization of speed over tracking
4. 1wall5targets_pasu reload - ***10 minutes***
   a. Useful for emulating the sporadic motion of a head on a moving player
   b. Practice is most effective when played as accurately as possible without sacrificing speed
5. voxTargetSwitch Click or Floating Head Timing 400% - ***10 minutes***
   a. Good for practicing wider range engagements with slow moving targets to strengthen micro-adjustments
   b. Focus on accuracy as much as possible
   c. Try DevTargetSwitch 1shot for a lower FOV scenario with targets at a variable depth
6. 1w4ts reload or 1w3ts - ***10 minutes***
   a. Practicing small static targets is beneficial for improving general click-timing mouse control; practical for shooting utility or long range headshots

Game specific aim training routines by Voltaic

  b. Prioritize having the most efficient and direct pathing when switching between your target

  c. Try 1w3t or Wide Wall 6 Targets Small for wider angle movements on a larger FOV map

In-game

<u>10-30 minutes</u>

1. <mark>Terrorist Hunt - Single Fire only</mark> - *5-15 minutes*

  a. *Choose any 3-speed 1-armor operator with your favored optic magnification (you can alternate scope magnifications after each run if you desire)*

  b. *Run any small Lone Wolf T-Hunt map (preferably Outback, Border, Coastline, Plane, etc.) on your preferred game mode (Defuse has the most enemies per round) while on Normal difficulty*

  c. *Change your weapon's fire mode to single-fire and run the T-Hunt with the intention of not missing a single headshot*

  d. *Play aggressively and put yourself in disadvantageous positions when engaging opponents; do not worry about dying but rather being accurate*

  e. *This is useful for practicing your first bullet accuracy*

2. <mark>Terrorist Hunt - Full Auto</mark> - *5-15 minutes*

  a. *Choose any operator with your favored optic magnification (preferably a different magnification than when running single-fire only)*

  b. *Repeat the previous process but with the intention of accurately switching between targets' heads while full-auto spraying your weapon.*

  c. *This not only practices your practical target switching, but also your recoil control with your choice of weapon*

- *Keep in mind that while this is a mouse control routine, mechanics such as crosshair placement, character movement, recoil control, etc. are just as important to practice when running T-Hunts.*

DESTINY 2

Recommended FOV for [Destiny 2](): **101 overwatch**

This section is provided by [sini]() and [pattycakes]()

About this routine

This routine is meant to complement your aim in Destiny 2. The tracking scenarios focus on smooth reactivity and pure smoothness to make sure you are being conservative with your aim. The target switching scenarios are covering large angles as well as smooth switches, to make sure you eliminate the target you've damaged. The clicking scenarios will aid both your Hand Cannon and Shotgun aim, by offering drills that develop appropriate habits, such as precise clicking, click-timing and target acquisition.

IN COLLABORATION WITH [PATTYCAKES]()

KovaaK 2.0

Duration: 60-110 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

KOVAAKSGLIDINGFLANKEDENTRYFRAGGER

1. Ground Plaza Sparky v3 or Flicker Plaza or FuglaaXYZ Voltaic - ***10 minutes***
   a. Focus on being as smooth as possible while tracking
   b. Try **CFSI** you can focus on more reactivity
   c. Play **Flicker Plaza** to focus on a blinking target
   d. Try the other **Centering** scenarios for faster strafing variations
2. Smoothsphere Voltaic or Smoothbot Goated Invincible or B360 TI Sparky - ***10 minutes***
   a. Focus on being as smooth as possible while tracking
   b. Try the smaller **Smoothbot** scenarios for more precise tracking
   c. Try the **B180 TIS Sparky** for more precision
   d. Try **Popcorn GTI** if you want even more precise Smooth tracking
   e. Try **Vertical Smoothness Trainer Popcorn** if you want to train pure vertical tracking
3. GP Sparky TS v2 or PatTargetSwitch 360 no reload or Bounce 360 Tracking Sparky - ***10 minutes***
   a. A good blend of tracking and snapping to targets; practical for when you're being pushed by multiple enemies
   b. Try to avoid bodies and only go for headshots while holding the fire button as much as possible
   c. Try **DevTargetSwitch Goated** for a lower FOV scenario with targets at a variable depth
4. tamTargetSwitch smooth or voxTS Voltaic - ***10 minutes***
   a. Similar to the previous target switching situation, but this time with a prioritization of speed over tracking
   b. Try **tamTargetSwitch Smooth Hard** if you want more challenge
5. Close Fast Strafes Shotgun - ***10 minutes*** optional *
   a. Useful for getting better at lining up shotgun shots on a fast strafing target
6. Pasu 360 Reload or Pasu 360 Reload Small or Destiny 2 Hand Cannon and Sniper v2 - *10 minutes*
   a. Useful for emulating the sporadic motion of a head on a moving player
   b. Practice is most effective when played as accurately as possible without sacrificing speed
7. Pasu 3-Click v2 or Floating Head Timing 400% or voxTargetSwitch Click - *10 minutes* optional *
   a. Good for practicing wider range engagements with slow moving targets to strengthen micro-adjustments

Game specific aim training routines by [Voltaic]()

      b.   Focus on accuracy as much as possible

      c.   Try patTargetClick Destiny alternatively

      d.   Try DevTargetSwitch 1shot for a lower FOV scenario with targets at a variable depth

8.   1w4ts reload or 1w3ts - *10 minutes*

      a.   Practicing small static targets is beneficial for improving general click-timing mouse control; practical for shooting utility or long range headshots

      b.   Try ww3t Voltaic for easier difficulty and practicing a faster pace

      c.   Prioritize having the most efficient and direct pathing when switching between your target

      d.   Try 1w3t or Wide Wall 6 Targets Small for wider angle movements on a larger FOV map

9.   Pistol Strafe Gallery Sparky Small or patTargetClick Dodge - *10 minutes* optional

      a.   To practice movement while clicking high-TTK fast moving horizontal targets

10. Psalmflick Strafing SRR - *10 minutes* optional

      a.   To practice clicking multiple evasive targets

11. Psalmflick Strafing Tracking - *10 minutes* optional

      a.   To practice tracking and switching to evasive targets

WARZONE - CALL OF DUTY

Recommended FOV for [Call of Duty](#): **103-120 overwatch** | [routine vods](#)

About this routine

The Call of Duty Warzone routine makes use of mostly high ttk[6]/regen switching scenarios, tracking, and a few clicking scenarios. This is because Warzone has minimal movement, and the targets are mostly high ttk due to the armor in Warzone. For this reason, a large selection of the scenarios are mostly switching and tracking scenarios[7]. The high TTK/regen switching scenarios improve target acquisition and the ability to maintain your crosshair on a target. The clicking scenarios help with target acquisition, fundamental aiming drills (straight and smooth motion) and pure click-timing.

To effectively play this routine, cycle through the scenarios everytime you play the routine. For example, if one day you play tamTargetSwitch Smooth, play tamTargetSwitch control, etc.

RECOMMENDED BY [STARSHIIPER](#)

KovaaK 2.0

Recommended for **Platinum** *and above* `New`

Duration: 60 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

KOVAAKSBUYINGMOUNTEDDODGE

Some of the scenarios below are marked as **Hybrid** because it involves both Target Switching and Tracking skills due to the health regeneration when targets are not tracked perfectly. This can dramatically increase the time to kill based on your level of tracking.

1. `tamTargetSwitch Smooth` or `tamTargetSwitch Control` or `Controlsphere` - *4 minutes*
   a. **Description: TamTargetSwitch Smooth** is a scenario that involves small long strafing bots that switch direction and regenerate health while firing at them. **tamTargetSwitch Control** is the same as the former, but has bots that have shorter strafes and gently wiggle back and forth.
   b. **How: tamTargetSwitch Smooth**, **tamTargetSwitch Control**: Focus on smoothly tracking each bot with as little jitter as possible before switching to the next one. **Controlsphere:** Focus on precision and smoothness to track the bot to account for the variance in its strafes and direction change.
   c. **Why:** This helps with your **Precision** and ensures that you don't leave a target before it is eliminated. Useful for most Fully automatic weapons.
   d. **Increased Difficulty**: Try **tamTargetSwitch Smooth Hard** or **tamTargetSwitch Control Hard**
2. `kinTargetSwitch Small No Reload 300%HP` - *4 minutes*
   a. **Description: kinTargetSwitch Small No Reload** is a scenario that involves small evasive targets with a considerable amount of health. It is a tracking version of the original kinTargetSwitch, but with smaller targets, increased health and no reload mechanics.

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[6] TTK - Time To Kill
[7] Switching scenarios still require tracking, but the time-to-kill is not high enough for it to be considered a tracking scenario. The primary objective of the scenario is to eliminate as many targets as possible, by efficiently taking down each target and then switching to the next ones.

Game specific aim training routines by [Voltaic](#)

    b. **How:** Focus on smoothly tracking each bot with as little jitter as possible before switching to the next one.

    c. **Why:** This trains your reading skills, so that you can eliminate Precise and Evasive targets better.

3. `canTS` or `canTS Smooth Hard` - *4 minutes*

    a. **Description:** canTS is a scenario that involves diagonally moving targets that regenerate health when you start shooting them.

    b. **How:** Focus on smoothly tracking each bot with as little jitter as possible before switching to the next one. Try to make smooth and clean motions that land directly from one target to another.

    c. **Why:** This trains your reading skills, so that you can eliminate Precise and Evasive targets better, especially on diagonal angles.

4. `voxTargetSwitch Smooth` - *4 minutes*

    a. **Description:** voxTargetSwitch Smooth is a scenario that involves slow, low-ttk and long strafing targets. Targets regenerate health if not tracked perfectly.

    b. **How:** Focus on smoothly tracking each bot with as little jitter as possible before switching to the next one. Try to make smooth and clean motions that land directly from one target to another.

    c. **Why:** This trains your Target Acquisition Speed and Accuracy, so that you can switch targets faster and more accurately.

5. `FuglaaB180T` or `Bounce 360T Sparky` - *4 minutes*

    a. **Description:** FuglaaB180t is a scenario that features small high ttk bots that have a predictable arc pattern. Bounce 360T Sparky is a scenario that features larger bots with a lower ttk and predictable arc pattern but spawn all around the player making it 360 degrees.

    b. **How:** For FuglaaB180t, focus on tracking the bot's arc as smoothly and precisely as possible since there is a high ttk. For Bounce 360T Sparky since the ttk is low, focus on target acquisition by quickly switching between targets after eliminating them.

    c. **Why:** The Purpose of these scenarios is not too mimic the movement patterns in-game, but to increase your control for smoothly tracking targets with a predictable trajectory

6. `psalmTrack Voltaic` - *4 minutes*

    a. **Description:** psalmTrack Voltaic is a scenario that involves multiple vertical and diagonal moving targets.

    b. **How:** Focus on smoothly tracking each bot with as little jitter as possible before switching to the next one. Try to make smooth and clean motions that land directly from one target to another.

    c. **Why:** Improves your Reactive Tracking skills, specifically with more vertical moving targets. This also trains your Target Acquisition ability versus Evasive targets.

7. `Glider Goated` or `FN Gliders 360 HS Invincible` - *4 minutes*

    a. **Description:** Glider Goated is a scenario where you track the bots going through the sky towards you on invisible gliders. The bots are invincible and glide from the top to the bottom then disappear and respawn. FN Gliders 360 HS Invincible features a single bot that is small and glides top to bottom and vice versa that features long diagonal strafes.

    b. **How:** For both of these scenarios, focus on precision and smoothness by committing to the direction the bot is going and tracking it in one smooth motion rather than multiple small ones. If the bot changes direction, react quickly to the change of direction.

    c. **Why:** By doing these exercises,

8. `Close Long Strafes Warzone` - *4 minutes*

    a. **Description:** Close Long Strafes Warzone involves a long strafing cylinder shaped bot that strafes exclusively horizontally, the target has a head hitbox so that players can focus on head level tracking.

    b. **How:** Focus on the target so that you can read its movement and react quickly to its direction changes. Commit to the direction the bot is going and track it in one smooth motion rather than multiple small ones. Go for headshots only.

Game specific aim training routines by Voltaic

    c.   **Why:** This ensures that you are able to track Close and Long strafing targets at head level. It helps with both Precise and Reactive Tracking, specifically with fully automatic weapons.

9.   `Kindaclose Mid Strafes HS` or `Kindaclose Mid Strafes Humanoid HS` - *4 minutes*

    a.   **Description:** Kindaclose Mid Strafes HS involves a close to midrange horizontally strafing bot, it is cylinder shaped. The target has a head hitbox so that players can focus on head level tracking.

    b.   **How:** Focus on the target so that you can read its movement and react quickly to its direction changes. Commit to the direction the bot is going and track it in one smooth motion rather than multiple small ones. Go for headshots only.

    c.   **Why:** This ensures that you are able to track Close and Long strafing targets at head level. It helps with both Precise and Reactive Tracking, specifically with fully automatic weapons.

10. `Fountain Tracking Easy` or `PGTI Voltaic Easy` - *4 minutes*

    a.   **Description:** Fountain Tracking involves a platform where small spheres rain down from above like a fountain. PGTI Voltaic is a scenario with a tiny sphere that bounces up with a tall arc trajectory.

    b.   **How:** Fountain Tracking: track each individual target with as little jitter as possible, switch quickly from one target to another in one smooth motion. PGTI Voltaic: Track the bot as smoothly as possible, try to steady your aim once you're on target.

    c.   **Why:** To train Precision versus predictable overhead targets, like targets that parachute or skim above above your head, specifically for headshot accuracy.

    d.   **Increased Difficulty:** Try Fountain Tracking or PGTI Voltaic

11. `Pasu Voltaic Chicken` or `Tamspeed 2bps` or `B180 Voltaic Chicken` - *4 minutes*

    a.   **Description:** Pasu Voltaic Chicken is a clicking scenario with erratic moving targets on a single wall, tamspeed 2bps is a semi-fast clicking scenario with 2 targets down a hall that strafe left and right, B180 Voltaic Chicken is a horizontal clicking scenario with bouncing targets of various height

    b.   **How:** With Pasu Voltaic Chicken and B180 Voltaic Chicken, you should focus on timing of your clicks, don't spam click, as well as your next target. for tamspeed 2bps you should always have your next target in mind so practice clicking and switching to you next target as fast as possible.

    c.   **Why:** Helps with Basic Target Acquisition, Reading and Click-Timing with click-based weapons on Warzone. Tamspeed is good for oneshot hits switching from one target directly to another

    d.   **Increased Difficulty:** Play Tamspeed 2bpes

12. `Pokeball Frenzy Auto Small 60s` or `Reflex Poke-Micro++ Regenerating Goated` - *4 minutes*

    a.   **Description:** Pokeball Frenzy Auto Small 60s is a scenario with multiple small pokeball shaped spheres. The bots are all static and respawn immediately upon being eliminated. Reflex Poke-Micro++ Regenerating Goated: Reflex based Pokeball Scenario.

    b.   **How:** Pokeball Frenzy Auto Small 60s: hold down during the entirety of the scenario, switch from one target directly to another. Use a smooth motion, with as little micro correcting as possible. Reflex Poke-Micro++ Regenerating Goated same as before.

    c.   **Why:** Helps with precision and Speed target acquisition skills, a good way to build up fundamental habits and make clean switches from one target to another.

13. `1w2ts reload smallflicks` - *4 minutes*

    a.   **Description:** Static sphere scenario with 2 small targets to switch between

    b.   **How:** Make clean lines that land from one target directly onto the next one

    c.   **Why:** Helps with small flicks and focuses on small micro adjustments

14. `Floating Heads Timing 400%` - *4 minutes*

    a.   **Description:** Tiny floating spheres that strafe in one direction for long periods of time

    b.   **How:** Make clean lines that land from one target directly onto the next one

    c.   **Why:** This scenario should help with sniping and precise marksmanship guns

15. `Reactive Clicking Hard` - *4 minutes**

    a. **Description:** Reactive Clicking Hard is a scenario that features bots that are static prior to clicking them, then when you do, the bot moves in any direction and you must click it again in order to eliminate it completely.

    b. **How:** React quickly to the change of direction of the bots after clicking them.

    c. **Why:** Reactive Clicking Hard helps to recognize the movement direction of a target quickly

Additional Scenarios

*Not mandatory, change the duration to your liking

1. <mark>Revolving Tracking</mark> - *4 minutes**

    a. **Description:** A scenario where you will be dealing as much damage as possible while your character is being moved in an infinite eight-shaped carousel

    b. **How:** Focus on being smooth and using a lot of your mousepad to keep your crosshair on the target through the entire forced circle strafe. Do not reposition your mouse until you switch circles/targets.

    c. **Why:** This scenario will help you with being comfortable and smooth outside of the center of your mousepad or your comfort zone.

2. <mark>Apa3's Bounce House</mark> or <mark>Air Invincible Bounce House</mark> - *4 minutes**

    a. **Description:** In this scenario you are being bounced around in a cube

    b. **How:** Apa's Bounce House: The objective is to eliminate as many fast strafing air bots as possible. Air Invincible Bounce House: The objective is to deal as much damage as possible, try to avoid lifting your mouse for the best practice.

    c. **Why:** These scenarios will help you track targets independently from how you are moving, and can assist to help you learn to track fast strafing targets from uncomfortable hand/arm positions.

3. <mark>Close LS Easy Dodge</mark> - *4 minutes**

    a. **Description:** Movement scenario where you will track a long strafing bot at close to mid range

    b. **How:** Move and Strafe while dealing as much damage as possible to eliminate each target effectively. Mix up your own dodge patterns, and don't mirror the bot all the time.

    c. **Why:** Tracking practice where you control the movement.

In-game

<u>30 minutes</u>

This can be used as training if you don't own KovaaKs or as a warm-up method in general. The amount of matches is arbitrary, feel free to change it to fit your needs. We recommend not to spend more than 30 minutes on in-game training, because the in-game practice methods do not isolate your training enough.

1. <mark>Plunder Mode</mark> - *1-3 matches*

    a. **Description:** Plunder Mode is a gamemode in Warzone, in this mode, teams drop into a race to collect as much in-match Cash as possible by raiding Supply Boxes, eliminating opponents, completing Contracts or by controlling Cash deposit locations throughout the map.

    b. **How:** Use the guns and loadouts that you want to practice with, prioritise Airborne Targets for more vertical training. Focus on headshots exclusively in order to train your Precision. In addition, try to switch targets quickly and efficiently (Speed), by moving your mouse in one smooth motion from one target to another.

    c. **Why:** Plunder Mode has far less down time as there are plenty of targets on the map to shoot. This is because you and your opponents can spawn back in upon death and with 200 players on the map, there should be no issues with finding targets to shoot. Lastly, you can train both your Evasive and Speed Switching skills, as well as your Precise and Reactive Tracking skills using this mode

2. <mark>Custom Game</mark> - *1-3 matches*

    a. **Description:** If you own the Multiplayer mode you can boot up a Custom Game and add bots to practice against. We recommend using a small map and as many targets as possible.

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b. **How:** Focus on exclusively headshotting all the targets and quickly acquiring each and every target. Adjust the bot's health to anything between 100-200 (150 is a good baseline). The more health you give the bots the more tracking-heavy it becomes. The less health you give the bots the more switching-heavy it becomes. Use settings that accommodate what you want to work on (note that in-game practice methods are limited).

c. **Why:** Custom Games have far less down time than the actual game, due to the smaller map and being able to spawn back upon death. With Higher TTK bots you can focus more on your Precise and Reactive Tracking Skills and with Lower TTK bots you can focus on your Speed Switching Skills.

SPLITGATE

Recommended FOV for Splitgate: **103-120 overwatch**

About this routine

This routine involves multiple switching scenarios to start off so you can work on your speed and evasive target switching. This helps when you quickly need to eliminate a target and need to switch to another that is mid-strafe (for instance when using the AR). It also includes dynamic clicking scenarios with hard to hit patterns that offer more challenges as you'll be able to focus on your target acquisition as well as your reading skills (useful for when you use any clicking weapon such as the Pistol, Sniper and Shotgun). In addition we've added a brand new subcategory of aiming scenarios called multiclicking, these scenarios involve higher-ttk clicking targets. In these scenarios you have to click a target at least 3 times before it gets eliminated. The multiclicking scenarios are the favourites of this routine, as it closely resembles the type of aiming you need to be good at in Splitgate. Finally, we included some tracking scenarios to improve your reactivity, so you can track targets that make sporadic movements or change directions often in their strafes as well as some precision tasks to improve your precise tracking skills (mostly useful for fully automatic weapons such as the AR; the reactivity and precision can also help with other weapons).

RECOMMENDED BY VT PUNK

KovaaK 2.0

Playable at any level New

Duration: 60 minutes - *Copy & Paste share code underneath via Online Playlist tab on KovaaKs*

KOVAAKSCALLINGNARROWBFG

1. voxTargetSwitch 360 - *10 minutes*
   a. **Description**: Multiple sphere shaped bots that strafe at slow speed on a 360 degree map
   b. **How**: Acquire a target, track it shortly and switch to the next target as fast as possible. Always make sure to have the next target in mind. Make sure each and every switch is as clean as possible by having clean straight lines.
   c. **Why**: Helps with target acquisition and speed
2. siniTS - *10 minutes*
   a. **Description**: Multiple sphere shaped bots at varying distances that strafe swiftly with instant accel and slight forwards and backwards movement.
   b. **How**: Acquire a target, track it shortly and switch to the next target as fast as possible. Always make sure to have the next target in mind. Make sure each and every switch is as clean as possible by having clean straight lines.
   c. **Why**: Helps with target acquisition and switching skills against targets that are mid-strafe.
3. siniTS 360 - *10 minutes*
   a. **Description**: Multiple sphere shaped bots at varying distances that strafe swiftly on a wide map
   b. **How**: Acquire a target, track it shortly and switch to the next target as fast as possible. Always make sure to have the next target in mind. Make sure each and every switch is as clean as possible by having clean straight lines.
   c. **Why**: Helps with target acquisition and switching skills against targets that are mid-strafe.
4. Sini Click - *10 minutes*

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a. **Description**: Multiple sphere shaped bots at varying distances that strafe swiftly with instant accel and slight forwards and backwards movement.
   b. **How**: Focus, read and click on each target individually and switch to the next one as fast as possible. Always make sure to have the next target in mind. Make sure each and every switch is as clean as possible.
   c. **Why**:
5. Pasu 360 Voltaic - *10 minutes*
   a. **Description:** Five medium to small sized spheres that move diagonally on a 360 degree map
   b. **How:** Focus on reading the movement of each target carefully move your mouse in one smooth from one target to another and click with minimal to no micro-correcting
   c. **Why:** Helps with your reading, click-timing and precision skills on targets that move and change directions sporadically.
6. Sini Multiclick - *10 minutes*
   a. **Description:** Multiple sphere shaped bots at varying distances that strafe swiftly on a wide map
   b. **How:** Focus, read and click 3 times on each target individually and switch to the next one as fast as possible. Always make sure to have the next target in mind. Make sure each and every switch is as clean as possible.
   c. **Why:** Helps with reading, target acquisition and high-ttk clicking skills on targets that are mid-strafe.
7. Pasu 3-Click Angelic - *10 minutes*
   a. **Description**: Two medium to small sized spheres that move diagonally that require 3 clicks to eliminate.
   b. **How**: Focus, read and click on each target 3 times individually and switch to the next one as fast as possible. Always make sure to have the next target in mind. Make sure each and every switch is as clean as possible.
   c. **Why**: Helps with reading, target acquisition and high-ttk clicking skills on targets that are strafing.
8. Floating Heads Timing 400% 3-Click - *10 minutes*
   a. **Description:** Multiple small fast horizontal moving targets on a 180 degree map
   b. **How:** Focus on reading the movement of each target carefully move your mouse in one smooth from one target to another and click 3 times one each individual target with minimal to no micro-correcting
   c. **Why:** Helps with your reading, high-ttk click-timing and precision skills on fast long strafing targets that are small.
9. Ground Plaza Voltaic Invincible 5 - *10 minutes*
   a. **Description:** A cylinder shaped bot that strafes quickly horizontally and has varying strafes. The bot will make stops occasionally throughout the run.
   b. **How:** Focus on the target to the best of your ability, read its movement and react to its strafes and stops accordingly. Try to match the target's movement to the best of your ability.
   c. **Why:** Helps with your reading, target acquisition and reactivity skills
10. B180TI Sparky - *10 minutes*
   a. **Description:** A sphere shaped bot that bounces up in arc motion with vertical bias
   b. **How:** Focus on carefully reading the sphere's motion and try to match it precisely by tracking it while being as steady as possible
   c. **Why:** Helps with your reading and precision tracking skills
11. Smoothbot Voltaic - *10 minutes*
   a. **Description:** Track a cylinder shaped bot as it flies around you at various distance and speed.
   b. **How:** Track the target as precisely as possible by not tensing your wrist and smoothly tracking the bot. Do your best to minimize the amount of times you reset your mouse.
   c. **Why:** This scenario helps practice your 360 tracking and precise tracking. This scenario also teaches you how to use most of your mousepad when tracking a target, and tracking at awkward angles.

Game specific aim training routines by Voltaic

Credits

Below are people who have provided feedback or have assisted in creating these routines, including some trivial information to understand why their help is valuable:

- sini
  - Owner of Voltaic and this document
  - Responsible for all sections, unless otherwise specified
  - Grandmaster II on aim training benchmarks
  - Surrounded by good players to receive feedback and learn
  - Decent amount of experience / hours per FPS genre
  - Benchmark system & coaching
- Krascsi
  - Helped create the entire Apex Legends 2.0 Routine
  - Coach for Voltaic
  - Scenario concepting
- Whisper
  - Knowledgeable and analytical aim training mentor
  - Recorded a lot of the routine vods
  - Scenario creator
  - Grandmaster II on aim training benchmarks
  - Created most of scenarios that didn't exist yet
- bardOZ
  - Competitive Valorant Player
  - Former Ascended on Aim Benchmarks
  - World-record holder in static scenarios on KovaaK 2.0
  - Created the entire bardOZ Advanced VALORANT section
- huekk
  - Former competitive Fortnite player
  - Scenario creator
  - Helped with creating a bunch of scenarios
- Empyrean
  - Grandmaster II aim training rank
  - Assisted and created many of the scenarios in the Apex Legends 2.0 routine
  - Edited all the Routines and Playlists for the Apex 2.0 routine
  - Assisted in creating the Warzone routine and writing its descriptions
- Hasin
  - Master Complete aim training rank
  - Assisted in creating the Warzone routine and writing some of its descriptions
- pattycakes
  - Destiny 2 competitive player
  - Content creator
  - Contributor / collaborator for the Destiny 2 section
- StarshiipeR
  - Content Creator
  - Warzone Player
  - Provided feedback on the Warzone routine
- MrChang
  - Master aim training rank
  - Suggested some of the scenarios for the Warzone routine
  - Recorded most of the routine vods for the Warzone Routine
- Viscose
  - Suggested some of the scenarios for the Warzone routine

Game specific aim training routines by Voltaic

- [Crunchy](#)
  - Professional Valorant Player (Rank 1 Radiant)
  - Tons of FPS Experience
  - Mythic and Grandmaster aim training rank
  - Assisted bardOZ with scenario selection and provided feedback
- [Zeeq](#)
  - Mythic and master aim training rank
  - Rank 1 on most small dot scenarios on KovaaKs
  - Suggested a lot of underrated scenarios for Overwatch, Quake, Hyper Scape and Valorant
- Sarin
  - Scenario creator
  - Grandmaster on aim training benchmarks
  - Created some scenarios and has given good feedback
- [HotRodRe](#)
  - Former Tribes:Ascend Pro
  - Grandmaster on aim training benchmarks
  - Helped with mostly the Arena FPS section
- [patys](#)
  - Highly knowledgeable scenario creator
  - Surrounded by good players
  - Made most good KovaaK scenarios
  - Helped with the Arena FPS section
- [Jaro](#)
  - Apex Guru
  - Competitive apex player / pro
  - High masters aim training rank
  - Helped with the Apex section
- [Masaato](#)
  - Grandmaster aim training rank
  - Former competitive Fortnite player
  - Rank 1 on many notable tracking (and movement) scenarios
  - Suggested some of the CS / Valorant changes
- [Toast of War](#)
  - Siege Guru
  - Incredibly noob
  - Created the Siege section
- [Ransom West](#)
  - Grandmaster on aim training benchmarks
  - Helped with recording scenarios
- [Rob](#)
  - Former competitive Fortnite player / streamer
  - Former Rank 1 on KovaaKs: voxTargetSwitch
  - High Masters on aim training benchmarks
  - Suggested some of the Hyper Scape scenarios
- [Tammas](#)
  - Creator of Aimer7 Addendum
  - Routine / guide guru
  - Given good feedback and provided help
- [Mana](#)
  - Mythic and Grandmaster II aim training rank
  - Former competitive Diabotical player
  - Former competitive Fortnite player
  - Former competitive CSGO player
  - FaceIt level 10

Game specific aim training routines by [Voltaic](#)

- - - 4.2K peak on Overwatch as hitscan
    - Radiant on Valorant
    - Competitive Valorant player
    - Decent suggestions for Overwatch and Valorant
- Tanner
  - Former Overwatch Pro
  - Radiant in Valorant
- Rallex
  - Former Eclipse on aim training benchmarks
- Scuezy
  - Former Ascended on aim training benchmarks
- Seral
  - Grandmaster on aim training benchmarks
  - Immortal 3 on Valorant
  - Former competitive Fortnite player
- Florence
  - Former Ascended on aim training benchmarks
  - Immortal 3 on Valorant
  - Former competitive Roblox player
- Tony
  - Mythic and Grandmaster aim training ranks
  - Diamond 3 on Valorant
  - 4.3K peak on Overwatch, not playing competitively
- Jab
  - Competitive Fortnite player
  - High Masters on aim training benchmarks
- Ins
  - Former Quake / Overwatch Pro
  - Master on aim training benchmarks
- Kariyu
  - Former competitive Fortinite player / semi-pro
- Cody
  - Knowledgeable and analytical aim training coach
  - Grandmaster and Master II on aim training benchmarks
  - 4.2K peak on Overwatch, not playing competitively
- Cookie
  - Former Ascended aim training rank
  - 4.5K peak on Overwatch as hitscan
- Kosei
  - Near-Ascended aim training rank
  - Immortal 3 Valorant
  - FaceIt level 10
- Nymach
  - Grandmaster aim training rank
  - Former Fortnite Pro
  - Former competitive CS player
  - FaceIt level 10
  - Immortal on Valorant
  - Competitive Valorant player

Game specific aim training routines by Voltaic