

GAMER GUIDE

VALORANT
EDITION



the need to know you didn't know you needed

WHAT IS IT?



Valorant is a free-to-play first-person hero shooter developed and published by Riot Games in June 2020. The game takes inspiration from the popular tactical shooter Counter-Strike and even borrows some mechanics such as the buy menu and spray patterns. Tactical shooters are, as the name suggests, heavily focused on cooperation, coordination, and planning. *Valorant* was developed with two goals in mind. Number one, make tactical shooters more accessible to new players, and two, make esports more accessible while attracting a large, fresh competitive scene.



They have definitely accomplished their goals! Now, at the time of writing, the game has been thriving for over two years with an established player base averaging around two million active daily players. Valorant Champions Tour, a tournament series hosted by Riot Games themselves, has just completed its second season which shattered previous viewership records for *Valorant* esports events, with over 1.5 million live viewers watching the Grand Finals in Turkey between OpTic and LOUD. The game is set to become a major contender in esports.

This means you need to roll up your sleeves and check out this guide because there's a W out there with your name on it!

BREAKDOWN THE BASICS

Gameplay

Valorant is a 5v5 team-based game, and your typical match starts with each member of the team choosing an Agent. Each Agent has their own unique set of abilities that should be used strategically in order to win the match. You'll start with basic equipment and you'll be able to purchase other weapons and ability charges in-game with the cash you earn from your participation in the previous round.



Modes

Valorant has a variety of modes to keep players busy. The most underrated of these are the practice game modes. Here you'll learn all of the basics you need for online gameplay as well as keep your skills sharp:

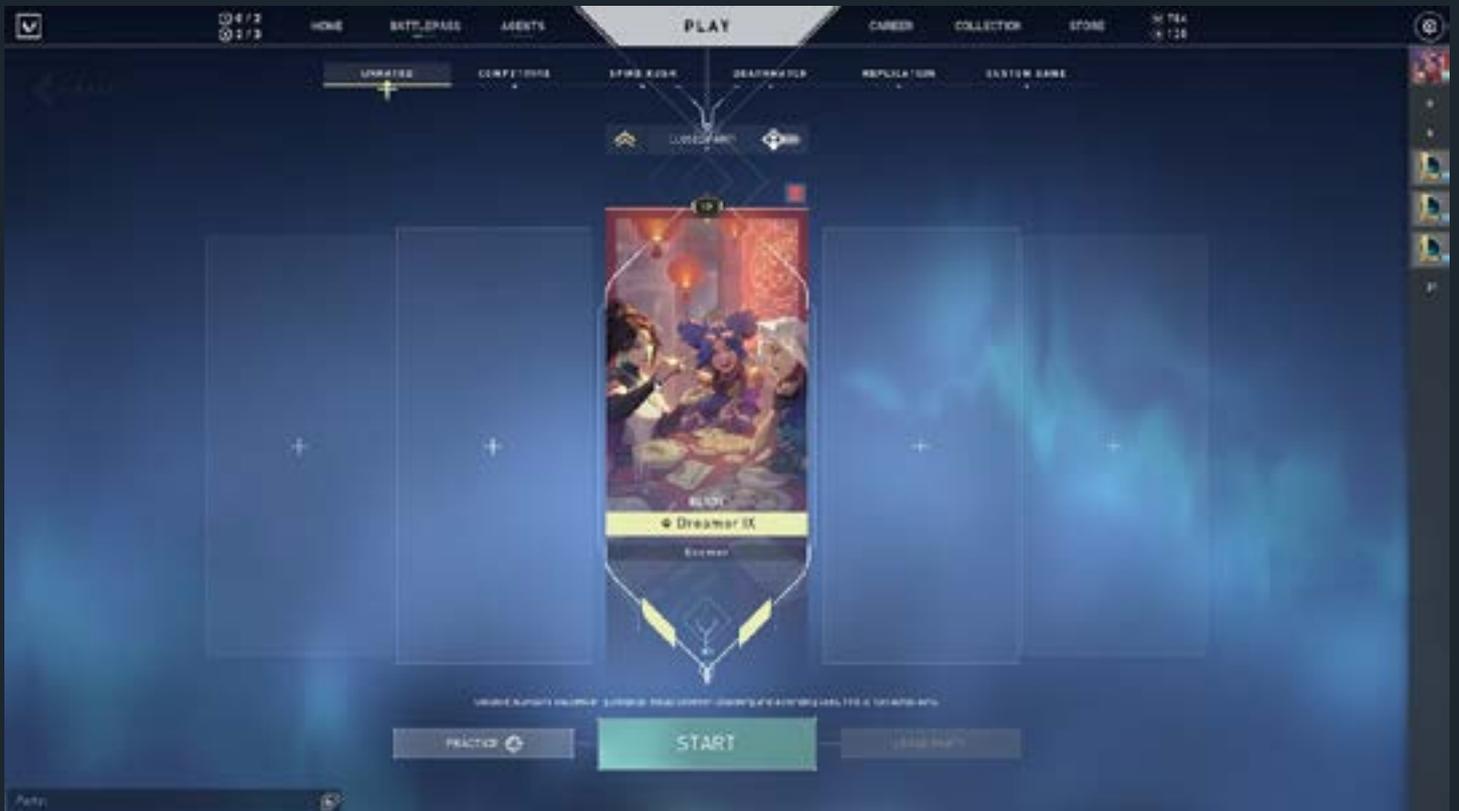
Shooting Test: Test your gun skills with a variety of shooting challenges.

Spike Planting: Take control of the site, plant the Spike, and defend until detonation.

Spike Defuse: Methodically defeat enemies and defuse the Spike before time runs out!

Open Range: A fully open range where you can test everything and warm up before competitive matches.





Unrated: This is *Valorant's* standard Plant/Defuse mode. Teams play twelve rounds on attack or defence, then switch to the other side for the next twelve rounds. The first team to thirteen rounds wins, with a possible "endgame" round should scores draw. This mode lasts for 30-40 minutes.

Competitive: Same match style as Unrated with the added component of competing for a rank. Should a game reach a 12-12 scoreline it will trigger overtime where the first team to get a 2-round lead on their opponent wins the game. Players can vote every two rounds on whether to continue overtime. This mode lasts for 30-40 minutes.

Replication: 5v5 best-of-nine mode where all players on a team play as the same agent. Players vote for an agent they want to play and the game then randomly selects one of the choices. This mode lasts 10-15 minutes.

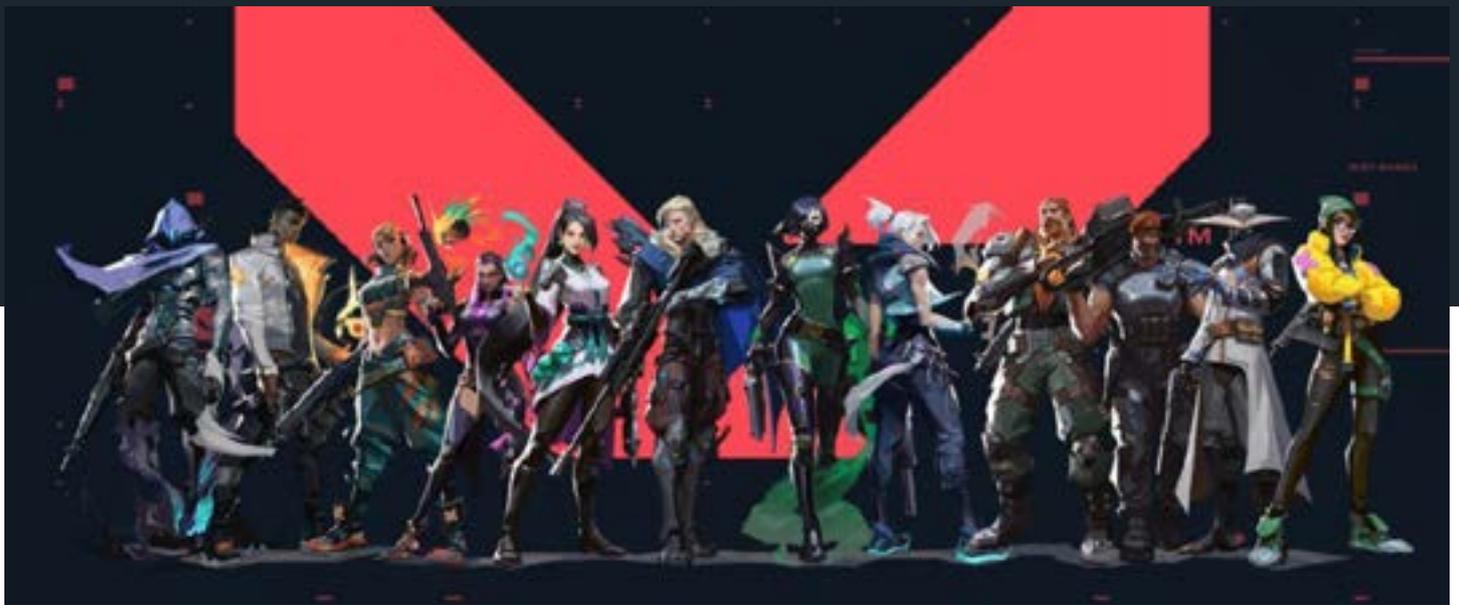
Spike Rush: Best-of-seven 5v5 mode where all players start each round with the same random weapon. Orbs spawn around the map that players can collect to grant buffs for themselves and/or their teammates or afflict enemies with debuffs. This mode lasts for 8-12 minutes.



Deathmatch: Twelve-player free-for-all game mode designed to allow players to warm up and improve their aim. The match lasts until either a player reaches forty kills or nine minutes have passed, at which point the game will end.

Escalation: 5v5 team deathmatch mode where players kill and race the enemy team through a cycle of different weapons and abilities, advancing together as a team through Escalation levels. The first team to finish level 12 (or the team with the most progress) wins the game. Each level has a specific weapon or ability that the player is equipped with. Killing enemies grants points for the team that help to advance levels. This mode lasts for 7–9 minutes.

Snowball Fight: 5v5 team deathmatch mode where the first team to fifty kills wins. All players have access to is a Snowball Launcher that fires lethal projectile-based snowballs. Gifts also appear on the map that contain temporary power-ups for the player.



Characters

Agents are the playable characters in *Valorant*. When you first download the game you won't have access to all the Agents, but they can be unlocked for cash or recruited for free simply through playing. *Valorant* currently has nineteen Agents, each with a selection of abilities as well as an Ultimate. These abilities place the Agents in different categories:



Controllers

All about map control, they can block off areas to make offence or defence easier:
Brimstone, Viper, Omen, Astra



Sentinels

They're the defensive class, good for crowd control and stopping enemy pushes:
Sage, Cypher, Killjoy, Chamber



Duelists

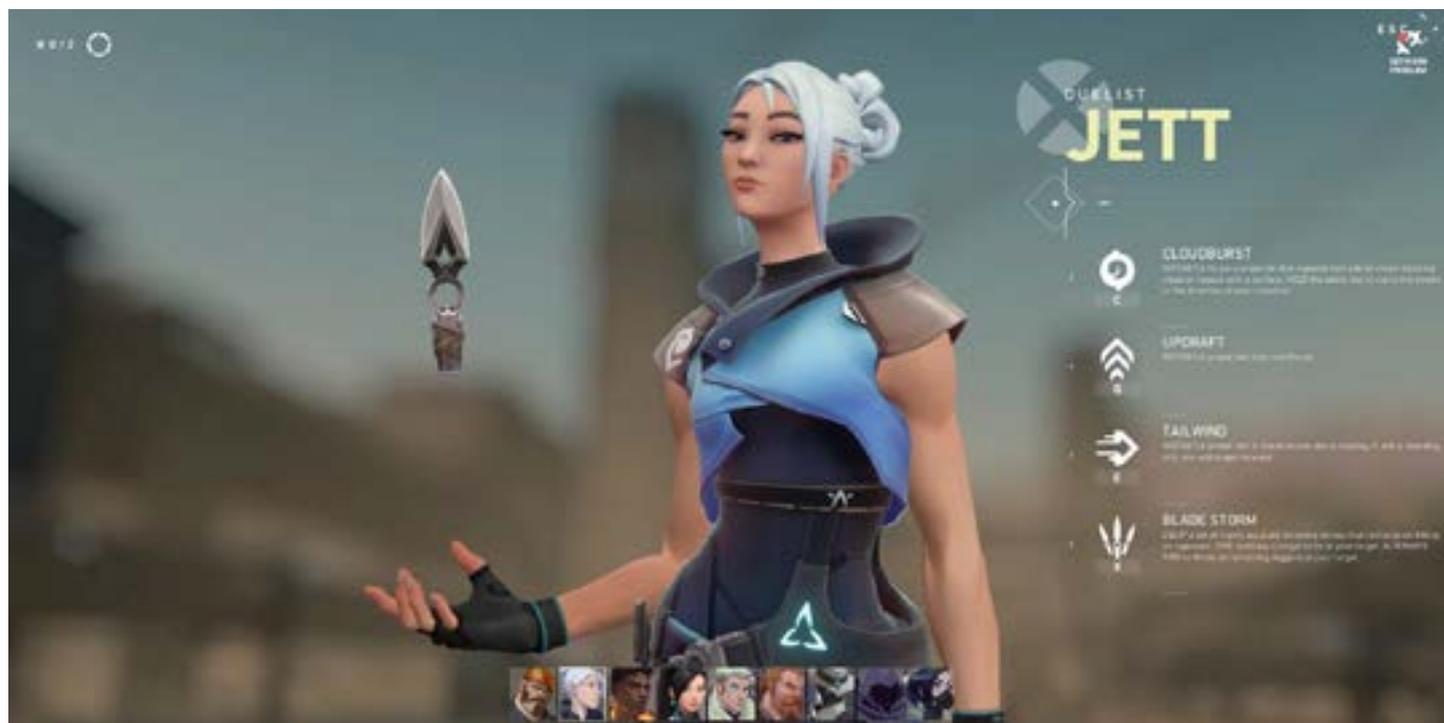
They are the offensive class of Agents who excel in one-vs-one fights:
Phoenix, Reyna, Jett, Raze, Yoru, Neon



Initiators

Support class, they can provide info for the team and initiate fights:
Sova, Breach, Skye, Kay/O, Fade

Everyone has a different playstyle. You won't know what yours is until you've played all the agents. But since you're just starting out, we'd suggest checking out Sage or Sova. Sova has strong recon abilities which make staying on top of enemies and learning angles or positions, much easier in the beginning. Sage has some great supportive abilities which make her a great pick when you want to play for the team.



Abilities

There are four types of abilities in *Valorant*:

Basic: Abilities are abilities that most agents have to purchase using credits to be able to use. Most agents have two basic abilities.

Signature: Abilities are abilities that agents are guaranteed to be able to use every round. Each agent has at least one signature ability that will give them one free charge for them to use.

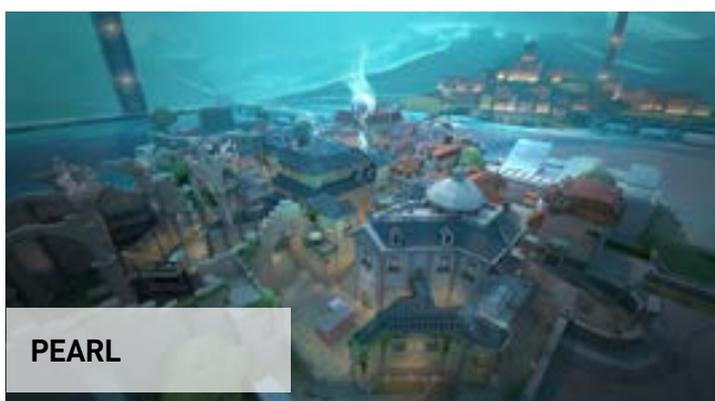
Ultimate: Abilities are the strongest in the game. To use an ultimate, players must acquire ult points. These are earned through gameplay. Once a player has earned enough ult points, they can use them up to cast their ultimate.

Passive: Abilities or effects that some agents have in addition to their standard basic, signature, and ultimate abilities. Most are linked with agents' other abilities, though some can be completely independent effects.



* Environment & Movement +

Maps feature a spawn area for each team, barriers that limit accessible areas during the Buy Phase, and objective sites where the spike is to be planted. There are currently eight playable maps in *Valorant* not counting the training map The Range.



Items +



Weapons

Weapons are divided into two categories: Sidearms and Primary Weapons. They can be purchased using creds during the pre-round sequence. Each Agent is equipped with a Knife and the Classic sidearm for free by default. Agents will keep the weapons they purchase through each round until they die. Weapons can also be picked up off the ground from deceased players, both friendly and hostile, which will carry on with the player into the next round.

Guns have limited amounts of ammo but come with reserve magazines. Bullets deal different amounts of damage depending on the gun, the body part they hit, and the distance between the shooter and the target. Find a gun that suits your Agent role and playstyle!

Melee:

Tactical Knife

Sidearms:

Classic | Shorty | Frenzy | Ghost | Sheriff

SMGs:

Stinger | Spectre



Shotguns:

Bucky | Judge

Rifles:

Bulldog | Guardian |
Phantom | Vandal

Sniper Rifles:

Marshal | Operator

Machine Guns:

Ares | Odin



TIPS & TRICKS

Get the most out of every match with these tips from the pros:

1. Comms, comms, comms

Discuss planning and strategy with your team before the match, and call out enemy locations and in-game movements during the match. Don't give the enemy an advantage for free!

2. Get to know your guns

Pick a gun and stick with it until you understand the gun's recoil and rate of fire. Once you've learnt these two components, you will get faster with your shooting and have definite kills.

3. Don't run and gun

At first, that is! Movement affects your accuracy a great deal, so if you're just starting out try to shoot standing still.

4. Don't jump

Crouch if the fight lasts long as it helps in controlling recoil. If you're able to crouch and strafe simultaneously, even better! Don't ever jump and shoot or you will definitely miss your target. Jumping is most useful when you want to avoid giving your opponent an accurate shot while you are trying to get to cover. In such a situation, jump in an irregular pattern.

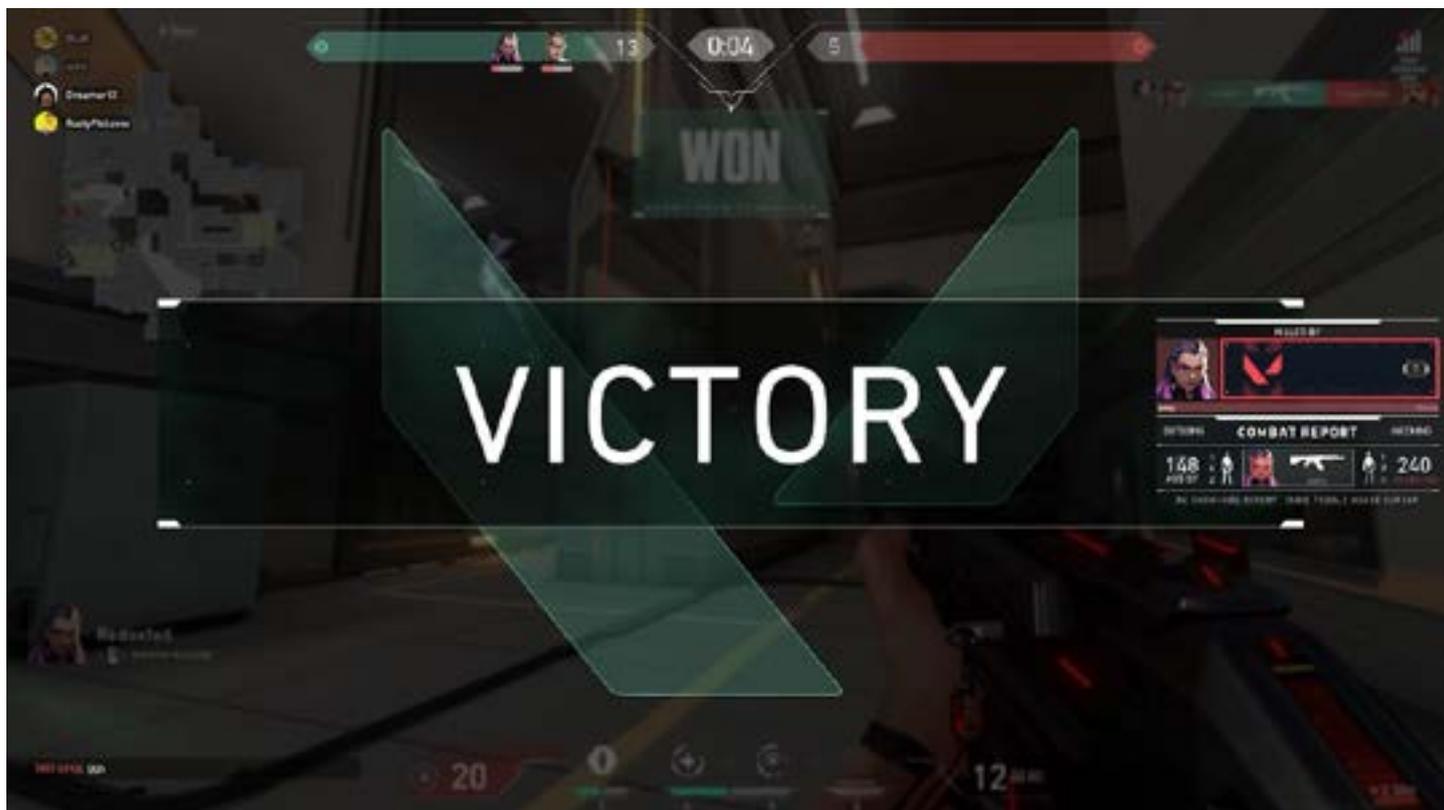
5. Knives up

Remember, you run faster with a knife in your hand instead of a gun. When you are trying to get across the map, equip with a knife to move faster.



Tips From A Pro, HutchieOG:

- First Tip: Learn what each and every agents abilities do. You don't have to play every agents but just have an understanding of what you're going up against.
- Second Tip: Stick to at least 3 agents all from different roles and master them so you'll always be able to fill your teams roles well.



CONCLUSION

Remember to be patient when you're just starting out. It takes time to learn maps, movement, skills etc. Watch the pros, and most importantly, practice! You'll catch your dub before you know it!