

# PYRO GAMING

# CSGO ESEA Open '18 Tournament Coverage

## **CSGO ESEA '18 Season Wrap-Up**

As the ESEA Open Season ends for our CS:GO team, let's take a moment to look back on what made for a solid season. From the players to the results one thing is certain. We, at PYRO Gaming, are proud of our team.

### **REGULAR SEASON RESULTS**

The team closed out the season with a 15<sup>th</sup> place finish, out of more than 400 teams, in the EU division on the back of a five-game win streak. Teams from 9<sup>th</sup> through 18<sup>th</sup> place shared our 13-3 record. Our 227 rounds for (RF) to 130 rounds against (RA) put us in the middle of that grouping.

Had it not been for a late June scheduling mishap, a forfeit match to 11<sup>th</sup> place SISU Sports could have resulted in a couple different outcomes. PYRO Gaming could have finished right behind SISU Sports with a loss, or as high as 7<sup>th</sup> place with a win. PYRO CS:GO pro PGNORE had every confidence in the better of the two possibilities.

Our other losses came at the hands of Warde on June 12<sup>th</sup> and FeenixGG ACD on the 18<sup>th</sup>. The loss to Warde was particularly close with a map finish of 12-16. The celebration of map wins in a loss may seem odd, but only one map victory separated us from 14<sup>th</sup> place Team SDS in the final standings.

### **UPCOMING TOURNAMENT**

A season's end means playoffs, and PYRO's 15<sup>th</sup> place finish was more than solid enough for a tournament bid. Each team, from a total of 128 qualifiers, seeds into a single-elimination bracket style tourney. From these, only the final 8 win the coveted promotion to ESEA Main for the next season. Of these 8, the absolute winner takes home €2,000.

PGNORE feels we have what it takes for an easy top 8 finish, but remarks we are "going for first place, obviously." Considering that, without our one forfeit, PYRO could have finished top 8 for the season, an easy top 8 finish seems well within reach.

### **FIRST TOURNAMENT OPPONENT**

Every level of the tourney from the starting 128, to the next 64, to the final 2, is a best of 3 matches. Each match itself follows the standard season match best of 30 (BO30) rules.

PYRO's first opponent, Pringles Man (Pring-) ended the regular season 10-6 for a 115<sup>th</sup> place finish. That finish looks better on the surface, but Pring- took 4 of their 10 wins through forfeits. The PYRO team should pop their tops and not stop, ensuring Pring- lives up to their namesake.

The matchup takes place July 25<sup>th</sup>. You can catch the stream at [www.twitch.tv/pgnore](http://www.twitch.tv/pgnore).

## CSGO ESEA Open Playoffs '18 Round 1

PYRO Gaming's CS:GO team won their first matchup, defeating Pringles Man (Pring-) in a 2 – 0 sweep to secure advancement into next round of ESEA EU Open playoffs. We couldn't be prouder of our boys. You can catch the replay [here](#).

### BUILT ON THE BACK OF HARD WORK

Nothing demonstrated the pure skill of the PYRO boys than the very first round in match 1 on Mirage. Pring- drew first blood with an early pick, but the setup was on. PYRO served up vengeance within seconds, leveling Pring- handily.

Our boys wondered if Pring- was just a "meme team," with names featuring plays on *yeet* and other popular memes in the warmup and pre-match login period. How quickly the Pring- bodies dropped in that first round left no wonder who the pros were.

Pring- may have held out some hope to snatch an early win in the best of three after withstanding the first third of the map's rounds up on PYRO 7 – 4.

### THAT PYRO FIRE HEATS UP

PYRO answered back with 11 straight rounds won before Pring- snatched away one last victory for Mirage. If not for a stutter step leaving audible footfalls, one of a few minor errors PYRO made in the match, Pring- would have had no victories in the map's second half.

PYRO finished map 1 the victors at 16 – 8. Between rounds, Pring- focused less on how to overcome their initial defeat or improve going into map 2 and more on how to pour out salt on the battlefield.

While our boys were discussing on coms their respect for how "Pring- has strats," even though they can't aim, the Pring- team spent the downtime falling apart. PYRO maintained sportsmanship as Pring- threw barbs about how their team only ever plays together on match days, while ours probably spend all day playing. Fact is, one of PYRO's players in the matchup was a stand-in.

### SMELLING BLOOD IN THE WATER

Nothing says defeated spirit in an enemy than excuses and crosstalk. If there was crosstalk in PYRO's game, it happened at the beginning of map 2 on Cache. A bit of confusion and disagreement on coms in the early rounds made for a slow start.

What could have been an impressive boost play to escalate Pring-'s tilt level, ended in disagreement over whether the play was too complex or should have been used, or if it was even in the playbook before that moment.

Captain and sniper, Jaylol, commented this early confusion lead to the 10 – 5 PYRO deficit at map's halftime. He credited PGNORE's ability to lead the squad in-game and Cryptic's expert rifleman skills as reasons why his own AWPS (sniping) game was more effective.

### PYRO GOES HAM

The first half's highlight, PGNORE straight up deleting a Pring- player's head as it came around a corner, was the visual equivalent of the team's second half. The latter rounds on Cache were almost identical to those on Mirage.

An eleven round run made for a second half sweep and finished the final crumbs in the Pring- can. When repeated, even the boost plays came together. As Jaylol put it, he "can't quite say what the turnaround was . . . I guess it's just because we settled in."

When the final score is 2 – 0 with 38 rounds for (RF) and a mere 18 against (RA), settling in might be an understatement. So far, after the day's games, only PROLAND had fewer RA than PYRO with 15 in their 1<sup>st</sup> round victory over Ancientz Esports.

## **A LOOK AROUND THE CORNER AT ROUND 2**

Fans can look forward to seeing our boys compete in round 2 next week against either FITNESS or myRevenge EV Algeria (myR.DZ). The odds favor 78<sup>th</sup> ranked FITNESS over 51<sup>st</sup> ranked myR.DZ despite the seeding. Both teams may have finished the regular season 11 – 5, but FITNESS earned every win while myR.DZ pulled that record out via 2 wins by forfeit.

myR.DZ also closed out the regular season on a 2 deep losing streak. FITNESS proved the mirror opposite finishing with 2 straight wins. Both teams have a similar RA while FITNESS has fewer RF, but myR.DZ also got 32 free RF with 0 RA from 2 forfeit wins.

Being so close in in RA could mean FITNESS pushes their way through to face PYRO in round 2.

## **WHAT'S IT MEAN FOR PYRO'S CHANCES?**

Jaylol said, "realistically, our mistakes are small," and felt it was good to hone in on these errors early versus a weaker opponent rather than breeze through and lose a tougher round to a small mistake. At the same time, he also knows what any good pro knows: "We can't underestimate our enemy either."

If the boys can play the way they did when they went on their second half runs, then Jaylol feels "top 1 will be easy," for PYRO.

Follow the PYRO CS:GO team on Twitch.tv and never miss a match: [www.Twitch.tv/pgnore](http://www.Twitch.tv/pgnore) .

## **CSGO ESEA Open Playoffs '18 Round 2**

PYRO Gaming's CS:GO team advanced to round 3 of the ESEA EU Open Playoffs after defeating myRevenge eV Algeria (myR.DZ) 2 – 1 in a best of three series.

### **A STRONG OPENING**

In round 1 against Pringles Man (Pring-), PYRO GG struggled out of the gate, posting negative numbers in the first half of both maps, only to turn it around with second half sweeps, aside from one round in the back half of map 1.

Facing myR.DZ was different. After losing the opening round on Mirage, the match's first map, PYRO GG struck back to finish the first third up 7 – 4. PYRO's PGNORE commented that, "we didn't get a lot of warmup games in this week," but felt once the team settled in, everything would be easy.

### **EZ KILLS, EZ LIFE**

Before PGNORE's stream had to be shut off due to technical glitches, including a required game pause for him to restart his CS:GO client and dropped framerates while myR.DZ players sorted out ping issues, spectators caught a few fantastic plays. In the 8<sup>th</sup> round, the PYRO boys pulled off a sick bomb defuse on the back of a pincer movement that caught the last living myR.DZ player behind a stack of crates.

The very next round, PGNORE seemed to heat up, popping off a series of great AWPS, or Arctic Winter Police Sniper rifle, kills to secure another point for PYRO GG. In the 10<sup>th</sup> round, PGNORE wasn't as lucky, catching a bullet early.

### **THINKING MAN'S GAME**

Death didn't stop PGNORE from making some snap decisions and quick callouts while spectating the remaining PYRO GG players. One key callout helped his two remaining teammates adjust their poor positioning to get better vantages.

The callout proved worthwhile when the new position put incoming myR.DZ players straight in PYRO crosshairs. Another quick call to point out footfall direction of the final myR.DZ player allowed the final kill to be nothing more than a formality.

After last round's victory over Pring-, team captain Jaylol pointed out the team's success in game would depend greatly on PGNORE's ability to lead PYRO in executing Jaylol's game plan in live competition.

### **FIRST MAP, FIRST LOSS**

PYRO GG went on to lose Mirage 16 – 13, despite solid play early and good coordination. The loss on Mirage puts PYRO at 1 – 1 on that map for the playoffs overall. Our boys turned it around on the second map, Cache, with a dominating 16 – 6 victory, making us undefeated in that map through two playoff rounds.

The final map, Dust2, would end much like Mirage in a 16 – 13 score. Only this time, the PYRO boys proved too much for myR.DZ and took home the victory in the best of three maps contest.

### **LOOKING AHEAD TO ROUND 3**

Of the 32 teams remaining, only nine teams have more rounds against (RA) than PYRO GG. Our next opponent, 46<sup>th</sup> seeded Solaris eSport (SLRS), has the fewest RA in the playoffs with 0. Of course, it's easy to pull off such a amazing two-round, four map sweeps when both SLRS victories came via forfeit—both of which are pending vetoes.

PYRO will be SLRS' first real opponent in the tournament. If PGNORE and Jaylol have anything to say about it, the series should be an easy win. A round 3 win would put PYRO one victory away from hitting the coveted top 8 teams who will advance to ESEA Main the following season.

You can catch all the round 3 PYRO action vs. SLRS on August 2<sup>nd</sup> at [www.twitch.tv/pgnore](http://www.twitch.tv/pgnore).

## **CSGO Roster Update**

PYRO Gaming has an updated CS:GO roster. While these changes happened prior to the ESEA EU Open Tournament, we are proud to have these new players, PGNORE and Cryptic, on our team!

### **PARTING WAYS**

Former PYRO CS:GO pro, Shinji, opted to leave the organization for amicable reasons. There are no hard feelings, according to team captain Jaylol, as Shinji's motivation was mainly to find an all-French team. The more local team geography would make his LAN participation less costly. We wish Shinji the best of luck in his CS:GO career.

### **NEW FACES IN KEY PLACES**

Jaylol scouted new players through Faceit, where he noticed PGNORE and Cryptic. After trialing for PYRO, both players decided our organization was a fit. While both were recruited in plenty of time for the ESEA EU Open Playoffs, Jaylol didn't have the same luxury when rounding out the playoff roster.

Due to ESEA constraints, rosters are locked leading into the playoffs. It's a sensible rule which prevents roster stacking from skewing the playoff results. For PYRO Gaming, it meant starting a roster stand-in, Songbird, in the final slot for the postseason.

Songbird performed well in the first round. Should his ability prove out through the rest of the playoffs, its possible Songbird slots into the 5<sup>th</sup> spot permanently.

### **LOOKING TO THE FUTURE**

While roster changes are a no-go during the playoffs, teams can adjust them leading into the next season. A top 8 finish would mean a promotion to ESEA Main. If Songbird's postseason play lacks the punch to get the team to first, but proves enough to secure the top 8 finish, his tenure may not last.

The demands for top play and results only increase when a team is promoted to ESEA Main, so PYRO's roster may see a change leading into the next season. While nothing is concrete in terms of that final roster slot, according to Jaylol, PYRO is in talks with both a Norwegian player and a Swede.

### **ROUND TWO AROUND THE CORNER**

In the quest to hit ESEA Main, our PYRO boys hope to take another victory in round 2 of the playoffs. So far, only one team has played multiple matches as well as won both, F1Racecar. In PYRO's bracket, FITNESS proved myRevenge eV Algeria's (myR.DZ) two regular season wins by forfeit hadn't gifted them anything they didn't deserve.

FITNESS managed 5 rounds won in the first map, Overpass, but failed to stop the sweep in the second map. On Inferno, myR.DZ swept FITNESS 16-0 to take the win handily in the best of three maps match. Against Pringles Man (Pring-), PYRO lost 18 rounds against (RA) total. PYRO feels confident in our ability to stop myR.DZ dead in their tracks, but with a 13 RA difference, we absolutely must respect our opponent come game day.

Our 14<sup>th</sup> ranked PYRO squad will take on 51<sup>st</sup> ranked myR.DZ this Tuesday, July 31<sup>st</sup>. As before you can catch all the action on [PGNORE's stream](#).



### **CSGO ESEA Open Playoffs '18 Round 3**

PYRO Gaming advanced to ESEA EU CS:GO Open Playoffs Round 4 after defeating 46<sup>th</sup> seed Solaris eSport (SLRS) 2 – 0 in a best of 3 (BO3) on August 2<sup>nd</sup>. Fans can watch map 1 [here], and map 2 [here]

#### **SLOW BURN IN EFFECT**

The PYRO crew took no map losses in their win against SLRS, but it still took them time to warm up. On the first map, Mirage, SLRS' MaestroMSH carried hard with his 1.241 Frags-per-Round (FPR) and two 4Ks (Four Kill Rounds) outshining the rest of his team. By contrast, Skitzoo pulled down a grand total of 8 frags in 29 Rounds Played (RP) for SLRS.

Every player on PYRO pulled their weight, with no player under five 2Ks (Two Kill Rounds), though PGNORE set the tone with his role as Fragger at 28 frags on the map. Among the rest of the team, the range difference in frags was small with Songbird at 19, Jaylol at 22, and the other two in between.

SlaiineR put in serious accuracy work dropping a 37.3% mark in the headshot category on a total of 20 frags. Crypticly put in great work cleaning up with a map high, for either team, 8 assists. By map's end, PYRO heated up to secure a 16 – 13 victory.

#### **MAP TWO, HOW WE DO**

Like always, once the boys were warmed up, SLRS stood no chance on Cache for map two. The highlight from Cache may well have been PGNORE pulling off a successful 2v1. A play like that can crush an opposing team's morale. SLRS managed to win only one round all map, and it came in the first half as Counter-Terrorist.

By the second half, PYRO could feel the defeat in their enemy. On Terrorist half, we dropped in with 13 successful bombs planted (BP), and won and lost by team wipe once each. PGNORE pulled out four 3Ks (Three Kill Rounds). PYRO's team 78 frags to 35 deaths ratio proved SLRS never had what it took to withstand prolonged firefights and engagements.

[inset quote] Jaylol on facing F1Racecar in Round 4: "No it's not intimidating at all."

#### **ROLE OUT TO DOLE OUT**

It's worth noting, PGNORE's top notch play could have been the result of a recent role switch. After only a short stint trying PGNORE as the in-game shot caller, where he'd execute Jaylol's playbook in matches, Jaylol is back to shot calling.

The team felt, as the fragger, PGNORE couldn't focus on his game and getting in the zone while trying to worry about the calls and strategies. As a result, the first two rounds PYRO got off to slow starts. The boys even gave up their only map loss against myRevenge eV Algeria (myR.DZ) in round 2.

With PGNORE able to focus on his game, we could see a lot more 3Ks and 4Ks from him like the ones he pulled off against SLRS. If the change was to credit for his performance against them on Cache, then we could see a change in the AWPS role. Remember, Jaylol stepped down from in-game shot calling to concentrate on his AWPS performance.

#### **ROUND 4, WHAT'S THE SCORE?**

PYRO will face 3<sup>rd</sup> seeded F1Racecar (F1Race-) in round 4. When asked if the boys were intimidated by facing a top-3 seed, Jaylol said, “no, it’s not intimidating at all. They’re a mixed team and have ranks way below us, so individually we’re a lot better.” If you look at the records and the season finishes, you might think Jaylol is overconfident.

A thorough inspection of F1Race-’s season record shows some glaring issues. For example, of their 7 regular season victories by 16 – 0 sweep, 6 were won by forfeit. Only the win against Pyctophobia GG (Pyct-) was legit and ended when Pyct- rage quit down 5 – 0 on map 1.

If PGNORE can get into the zone quickly, without having to make callouts, and Jaylol or the team can manage the AWPS role against Jaylol’s need to make play calls during matches, then F1Race- should pose no threat to the boys at PYRO GG.

### **MAJOR FUTURE IMPLICATIONS**

Should PYRO pull off the upset against 3<sup>rd</sup> seed F1Race- and reach round 5, the Quarterfinals, they’ll make the cutoff for advancement into the ESEA EU Main Division for Season 29. Our boys have every confidence in their ability to make the coveted round of 8.

PYRO fans can catch all the action on [ [link here](#) ]. Hopefully, PGNORE will be streaming our matches again soon, but technical difficulties as yet haven’t been resolved. Cheer along with us on [Twitter] with #PYROGG

# Pro Player Announcements and News

## **Jonathan “Reaper” Powell Joins SC2 OSC League**

PYRO Gaming’s excited to announce that our Starcraft II (SC2) pro, Jonathan “Reaper” Powell, joined an Online Sports Championships (OSC) league where he will compete in partnered tournaments for cash prizes.

### **LEAGUE STRUCTURE**

The OSC is an overarching body designed to oversee a multitude of Starcraft (SCR) and SC2 events and tournaments throughout each year. As players win challenge matches, as well as win or place in the finals and semi-finals of partnered tournaments, they accrue OSC points.

OSC maintains a running list of the top players and money finishers in these tourneys [here]. There’s also a bounty list for extra cash prizes when taking down opponents from it. As of yet, Reaper has not had a match where a bounty was in play.

Most prize finishes in partnered tourneys, outside first place, are typically small enough that it’s commonplace for players to redirect their winnings into the year-end tournament prize pool. Reaper’s placed in the semi-finals and finals of events this year several times. Each time, he’s added his earnings to the OSC Championship pool.

### **THE BIG TIME MONEY**

The top 50 OSC points leaders at year’s end advance to the OSC Championship to compete for \$10,000. If Reaper can amass enough OSC points before the big tourney, he’ll earn a spot to compete alongside the best players in the world.

Reaper plays in as many partnered tourneys as his schedule allows. He never misses his favorite, the Platy-Pro, a weekly tournament put on by Nistic and dedicated to pros who’ve amassed less than \$8,000 career earnings.

[center and large for inset quote] “I study opponents a lot . . . the more you expect it, the more comfortable you’ll be.”

### **THE PATH TO OSC GLORY**

Even though Reaper feels there are probably a few SC2 players out there who do outmatch him, he’s used to being the underdog and taking away wins against the odds. Reaper’s made a career out of raising the bar for himself time and again. When it comes to rising up the OSC rankings, Reaper “plans [to] keep on surprising everyone until they get used to” his skill.

To pull off these upsets, Reaper studies his opponents and pays particular attention to the ones he feels will give him the most trouble. Studying video for evidence of a timing habit or a common mistake to take advantage has always separated the good from the great competitors.

### **NEVER BACKS DOWN**

More than fear his opponents, Reaper is curious about them and looks forward to facing them. He’s faced a top NA SC2 player, Starkiller, before as well as in several practice games. Instead of hoping to get through tournaments without having to face him down, Reaper wants to play against him again.

That killer instinct, that belief you can win any match any given day, is the hallmark of a champion caliber player. The way Reaper looks at it, though, if you “study opponents a lot . . . the more you expect it, the more comfortable you’ll be,” against them.

Having faced down the top gross income earning non-Korean player of all time in Snute, Reaper knows there are still some opponents in the world to have concerns over. He also has the confidence to feel, despite that concern, that he can take a few games off Snute just the same.

### **REAPER’S OSC EXPECTATIONS**

With the likes of Snute and Starkiller out there alongside other OSC top ranked players, Reaper feels he’s not yet at that skill level, but knows he could be. Right now, he hopes to catch up to them and keep proving he’s the player to watch in the OSC rankings.

Like Reaper himself, PYRO Gaming believes he has what it takes to take the top 50 by storm and earn a slot in the year-end OSC Championships.

## PYRO Welcomes SC2 Pro, Reaper

Reaper is a Starcraft II player who just broke into the pro scene two months ago. He credits a “massive skill jump,” after everything started to just click into the zone, with his ability to “suddenly compete with the best.” Reaper had made it into Proxy Tempest finals before, but his skill jump has pushed him to new heights. Now he’s even accrued enough OSC points to even compete in the year-end \$10k online cup. The rise might seem sudden, but Reaper’s a dedicated pro who has put in the work and theorycraft time to get where he is.

When you hear him talk about his evolution as a gamer, it’s easy to understand where his dedication to success comes from. The day his all-time favorite Fallout 4 was released, Reaper ran for thirty minutes to get to a friend’s house just to play it. Similarly, he first got into the Starcraft universe with some games of Brood War at a family friend’s house. Then, in high school, he played Starcraft II after seeing friends play it. As with Fallout 4, not having a powerful enough rig to play SC2 didn’t stop his interest.

Reaper developed his love of esports as a spectator of games he yearned for a boss enough machine to run them on himself. Seeing the teamplay and people “working together toward one goal, supporting each other,” on the way to victory drew his interest as a player. By 2016 he dipped his feet in the ranked waters of ladder matches, where he did pretty good for, “not know[ing] what builds [to use] or a 3<sup>rd</sup> base was,” and placed in Platinum I. Within two days, Reaper ascended to Diamond III.

Diamond III proved to be a bit of a struggle while Reaper rounded out his knowledge of the Terran forces and builds. At the beginning of the 2017, Reaper hit his stride and opened the new season in Diamond I. The chance to duke it out with the best of the best was just the breadth of one rank up away now, and he could feel it. Reaper was as stoked as he was determined to hit Masters, but Diamond I held him in its grasp for another year.

Reaper came out this past season with a sheer determination proved out by his first day’s 70 games played. The work paid off, though, and he made it. He hit Masters III—the end-game. Reaper sat above an esports threshold and felt a sense of accomplishment like never before. Rather than settle for hitting that goal, he set his aim higher and smashed his way through opponents en route to a seat among the top 2% ofSCII players worldwide. Reaper credits his mind game and ability to outthink his opponents for his ascendance more than any particular macro or setup.

Gaming isn’t all practice, hustle, and grind for Reaper, though. His routine values study and relaxation as much as practice and getting in games. As Reaper himself frames it: “Normally, I wake up, drink some coffee and relax for 30 minutes, and then [. . .] play around 15 - 20 games [. . . and . . .] then [in] the afternoon I mainly study other games [and] do theory crafting.” Beyond that he’s taking it easy until nighttime when he gets back to it, “since that’s when most of [his] fav streamers are on, playing around 40 games while listening to streams.”

Always looking to the future, Reaper’s goals include winning a major tournament, being able to train in Korea at a team house. The way he trains, studies, and dominates already, there’s no doubt he’s got what it takes to meet and exceed any goals he sets his sights on in esports.

## **PUBG Duos Tournament**

PYRO Gaming's PUBG pro team member, [Ripp3r], will participate in the eSports Underground (ESU)'s PUBG Legends [Duos] Tournament next month. Best of luck out there!

### **WHAT'S AT STAKE**

The tournament is part of a "monthly Premium Access tournament" series for the battle royal (BR) favorite, PUBG. Teams whose members each paid into the \$9.99 fee not only enjoy benefits of upgraded public servers (pubs), but also gain an entry into the Legends version of the tournament as compared to the Challengers.

Three regions—NA, EU, and OCE—all compete for a prize pool totaling \$6000. In each region, the 1<sup>st</sup> place team takes home \$1250, while 2<sup>nd</sup> and 3<sup>rd</sup> places net \$500 and \$250 respectively. In all, that's some pretty serious money for a monthly event.

### **TOURNAMENT STRUCTURE**

Competition occurs in three stages, starting with 72 teams in the Open Qualifier. Ripp3r will be placed alongside 18 other players in one of four lobbies, A through D, for this first round. From there, each lobby competes in a best of 10 rounds (BO10) over a two-day period to determine who advances to the Closed Qualifier.

Round two features only 54 teams in three lobbies, A through C, each comprised of 11 Open qualifiers from round one joined by 6 "instant" division invites and 1 lateral invite "rewarded to top tier teams selected by an ESU committee (based on LAN events and other league placings)." Lobby C's numbers vary slightly with only 10 Open qualifiers and an additional lateral invite. Division and Lateral invites enjoy a BYE in the first round.

After the Open and Closed Qualifiers, 18 teams remain in the Finals. These teams are the top 6 from each of the Closed Qualifier lobbies.

### **SIZING UP THE COMPETITION**

While the seeding is based on an expected 72 teams, should there be more entries, the number of lobbies and teams advancing to the Finals would increase accordingly. No mention's been made of the effect this would have on prize pools or points awarded per round. The point system determines the winner, as well as advancing teams from round to round.

Every kill nets a team 7 points in addition to placement points. Placement points are awarded to teams each round. 1<sup>st</sup> place gets 200 points. 2<sup>nd</sup> place earns 150, while 3<sup>rd</sup> and 4<sup>th</sup> are each 25 points less. 5<sup>th</sup> place nets 90 points, and each place beyond that earns 10 fewer points. 13<sup>th</sup> and 14<sup>th</sup> places both award 10 points, while 15<sup>th</sup> and 16<sup>th</sup> both award 5. A finish below that is worth 0.

### **WHAT ARE RIPP3R'S EXPECTATIONS**

The matches won't be streamed by PYRO Gaming, but you can catch a breakdown of the results each step of the way here, with me, your trusted esports guide.

## **PYRO's Reaper Smokes Grandmaster Avilo**

PYRO Starcraft II (SC2) Pro, Reaper, took down grandmaster ranked Avilo, widely known as a toxic player, in a head to head ladder match on July 4<sup>th</sup>. Cheesadelphia caster, Temp0, casted the replay for his Twitch stream.

### **PUSH TOO FAST AND NEVER LAST**

Reaper made it a point to develop a solid economy in his first base, as well as a compliment of structures necessary for churning large armies out quickly. For Avilo, his early choice to push hard at a second base, to the north of his first, may have sealed his fate before the two players even exchanged a single blow.

Reaper went with a 13/12 build which punishes the enemy's economy through attrition. The idea being that while Reaper gets to a third base more slowly, each base will be more robust, while his enemy's weaken more and more with each skirmish.

### **TAKE THE TOXIC AND BOX IT**

At this point, Avilo made it a point to showcase his toxicity with the quip: "unless you allin [sic] me then f#@\* u" Reaper kept his cool though and decided to kill him with kindness instead, saying "T\_T but I'm bad."

Where Reaper's attacks were unrelenting, for Avilo only toxic barbs proved persistent throughout the match. Avilo sent in a drone to scout out Reaper's first base, but could only manage another, "f#@\* u" when he saw Reaper had already sent in his Zerglings (Lings) to do work, opting to scout in force.

[inset quote]"The most mannered and fair Zerg player in all of NA, the most cool, collected, never whined about balance in his life, . . . , my role model: Avilo."

### **KEEP UP THE TEMPO, KEEP UP THE PACE**

Avilo pushed hard for a 3<sup>rd</sup> base early to bolster his economy, but Reaper was ready with the counter. Instead of trying to push for the large army from the extra base, Reaper put resources into early harassment.

The strategy proved fruitful as Avilo's 3<sup>rd</sup> base didn't last long enough for the long economy game to work. With Avilo's forces crippled, he had two choices, focus the short game and survive or double down on the 3<sup>rd</sup> base.

## **PYRO FIREWORKS FOR JULY 4<sup>th</sup>**



Reaper sent wave after wave of Zergling out to destroy Avilo, who refused to play the Zerg race to its strengths. Instead of using the practical swarm and rush tactics that make the Zerg shine, Avilo opted, as Temp0 pointed out, to play the more stationary Spine Crawlers to guard his bases as he built up like it was Mech Terran. Even as the strategy failed, Avilo pushed the 3<sup>rd</sup> base anyway at times.

As a result, Avilo's long game never happened, and the Spine Crawlers couldn't withstand Reaper's reckoning. Reaper munched Avilo's forces apart meticulously, as could be seen each time he'd take down drones to ensure Avilo's economy game never played out.

### **WE'RE IN THE END GAME NOW BOYS**

It didn't matter Reaper's Zerglings would die during the short attacks. With Avilo unable to push back against Reaper and hit him in his own territory, Reaper's economy was flush with drones to continue with mining and gas extraction.

By the end of the match, Reaper could have made a thousand mistakes and Avilo's hopes would still be dashed. The early mistake and refusal to play Zerg race to its strengths erased any chance of recovery. Once an economy is done for, it's hard to make a significant come back.

### **CATCH MORE EXCITING ACTION**

In the end, Reaper claimed Avilo's soul for his collection, another notch in his belt to prove he has everything it takes to continue his rise in the SC2 pro scene.

Reaper posts casted and non-casted replays to his [Youtube channel]

<https://www.youtube.com/channel/UCKG5n5zUJCmGYZffUrHpluw>

**PYRO PUBG GLL  
TOURNAMENT '18**

## **PUBG GLL \$200 Tournament**

PYRO Gaming's PUBG team came in 3<sup>rd</sup> in their most recent GLL tournament. We're proud of their performance, which included one round's winner winner, chicken dinner finish.

### **HARD CLIMB TO NUMBER ONE**

The PYRO crew noticed from the start the competition might be stiff. The GLL lobby had 24 squads including one squad of players from a team whose been banned from other organizations for cheating.

Team captain, Ripp3r, called for the late jump strategy at Shooting Range (SR) to help avoid getting hot dropped and taken out before the guys had a chance to get looted and booted. While the team converged from their spread out drop positions around SR, JCraw had less luck finding a weapon and had to run a considerable way to catch up to the team.

### **ROUND ONE OVER AND DONE**

After a brief confusion over where to proceed next, the team got holed up nicely in a house in a small compound. PYRO saw no action until only 69 players remained alive. Another squad rolled up on the house and our boys tagged them fairly well but picked up no knocks or kills.

After scaring the other squad off, PYRO rolled out in a pair of jeeps, with JCraw on foot holding the back line from flankers and to help counter a car ride gone bad. At 47 players remaining, Ripp3r, DELIRIOUS, and ManZo faced off against another squad.

The PYRO squad managed to knock and kill a couple, while weakening the rest. The favorable position turned south when ManZo made an overaggressive play. Ripp3r later commented that sometimes, "ManZo believes he can kill anybody," and how that can get him into trouble. Having been behind on the flank, JCraw managed to survive long enough for a 13<sup>th</sup> place finish in Round 1 for PYRO.

### **ROUND TWO, EXECUTE**

After round one, PYRO decided abandoning the vehicles early probably contributed more to the early round one exit than ManZo's aggressive play. To ensure the squad would have adequate transportation, JCraw dropped away from Ripp3r, DELIRIOUS, and ManZo.

JCraw had a notion to hit Prison and go for a car early while the rest of the boys got looted and ready for action. Everything seemed to be in place until JCraw noticed another squad hot dropping him on prison.

He managed to clean out the loot available at Prison without getting into a scuffle with the hot droppers. Unfortunately, they made off with the vehicle JCraw had set his eyes on when he decided to drop at Prison.

### **THE PYRO FLAME SPREADS**

By 70 players remaining, JCraw caught up to the rest of the squad who'd managed to snag a buggy for transport. Within moments, JCraw caught up and the PYRO squad dropped their first body in a field to push the game to 67 remaining.

At 53 remaining, our boys made a move against another squad in the cabins. Everything went smooth until they got 3<sup>rd</sup> parted from the rear. Some quick action and great shots gave us the room necessary to make the push into the cabins.

Hunkered down there, the PYRO squad safely made their way into the las 39 remaining. When the circle came, the boys made a move northeast of Mansion. By 30 remaining we'd taken the compound and secured a new safe house within which to weather attacks.

### **KNOCK, KNOCK, WHO'S THERE?**

A couple knocks and near kills later, the PYRO squad saw its first real test of the round. Another squad attempted to take the compound and flush PYRO out, but we weathered the storm. Even if the enemy took a bit of health from us, it didn't stop us from taking their lives from them.

The firefight ended with a mere 18 remaining. After another six players died, PYRO felt the pain of another flank pushing in to take their safe house. Only JCraw and DELIRIOUS were able to stay alive, and at 8 remaining players, they had to make another move to avoid the circle.

### **WINNER WINNER CHICKEN DINNER**

With a mere 5 players remaining, JCraw got tagged hard. He got off a bandage, and under the cover of smoke, he and DELIRIOUS reduced the field to 3. In a 2v1, DELIRIOUS pulled off the improbable and smoked the remaining squad.

The PYRO boys took home the win for Round 2, including a massive 12 kills by JCraw. The victory and kills were enough to hoist them into second place for the tournament. Another victory or enough kills, and it would be a tournament win for PYRO.

### **LUCK IS THE GAME**

Rounds 3 and 4 were not quite as lucky for the PYRO squad. In round 3, the boys got early picks in arena courtesy of JCraw, but so did the enemy. DELIRIOUS went down somewhat early at 42 players remaining. The bad luck seemed to abate as JCraw and ManZo pushed an embankment resulting in knocks and kills.

With 30 players remaining, ManZo rolled out with JCraw behind on foot to protect the flank. Ripp3r had a bit of bad luck, hitting road debris that sent his car spinning and nearly killing him in the process. The downturn continued when JCraw got popped peaking a moment later.

PYRO made it into the final 10 remaining before the live stream cut out. Bad luck, such as 3<sup>rd</sup> parties taking kills from our knocks and hard work, would affect our point total in the end.

### **THIRD'S THE WAY TO QUALIFIERS**

After an unlucky Round 3 and overaggressive end to Round 1, it came down to Round 4. The PYRO squad was unable to repeat the performance from Round 2 or improve upon the performance in Round 3. Ultimately, PYRO would take home a third-place finish.

While the team didn't take home the \$200 prize, we walked away knowing on any given day, we can beat anybody. That confidence will prove useful in the coming week as the PYRO PUBG team takes on the best the GLL has to offer in qualifiers on August 28<sup>th</sup>. Catch the matches on JCraw's channel.

### **CATCH UP ON THE ACTION**

If you missed the livestream of the tournament and can't live another moment knowing all the sick action you weren't party to, don't panic. You can catch the VOD here:

## **PUBG GLL Qualifiers '18**

PYRO PUBG team advances to the next round of the GLL Qualifiers. Their third-place finish, in a lobby of roughly two dozen squads, came on the back of some amazing play in the later games.

### **NOT WHERE WE PARKED THE CAR**

The boys got off to a slow start in the first game with two of them, Ohhnoe and DELIRIOUS, limited to one kill a piece. In the order of teams knocked out, PYRO finished 8<sup>th</sup>. Ripp3r's three kills pushed the total to five, and those crucial 50 kill points were enough to push our first game finish to 7<sup>th</sup> with 140 points total.

ManZo looked to answer back with some frags after finishing the game with no kills. Unfortunately, as with any online event, he'd encounter some technical difficulties in the second game.

### **LIGHTS OUT, W T F?**

ManZo put up another goose egg in game 2, but to no fault of his own. As soon as the plane drop began, ManZo got booted from the GLL Qualifier game lobby. That PYRO pulled off a 9<sup>th</sup> place, top half of the lobby, finish is nothing short of impressive down a man from the jump.

Ohhnoe and DELIRIOUS again put up matching numbers in the kill category, but this time they did the heavy lifting for Ripp3r who finished with a single kill. At two kills apiece, they put up 40/50 kill points that game.

### **IT'S JCRAW TIME**

JCraw was a late arrival to the round 1 games due to the GLL postponing qualifiers for a day, which affected his availability. It's almost like they knew he'd come in fragging as hard as he did. In game 3, JCraw put up six kills to Ripp3r's two, while the other half of the squad put up goose eggs.

While PYRO only managed a 6<sup>th</sup> place finish in game 3, the lineup change had an obvious and immediate impact. Game 3 was the boys' best finish to that point, netting them 210 total points. Without JCraw's 60 kill points, the finishing points total may have looked more like the first two games.

## **WE'RE ALL EATING CHICKEN NOW**

The final game of round one was also PYRO's best of the night. On the back of 5 kills apiece by JCraw, Ripp3r, and DELIRIOUS, with ManZo putting down 4 players himself, PYRO took home their only chicken dinner of the night.

The chicken dinner finish was exactly what we ordered to maintain eligibility for GLL's Bravo level within the qualifying tournament. With 19 total kills, netting 190 kill points, and a first place finish worth 300 points, PYRO put up 490 total points for the round to finish 3<sup>rd</sup> in their lobby after the first round.

## **LOOKING AHEAD TO QUALIFIERS ROUND TWO**

Beyond PYRO's lobby, teams performed quite well at the top. As a result, PYRO ranked 17<sup>th</sup> among the entire field after round one with 960 total points. To keep head and shoulders above the competition, PYRO will have to muster more of the skill from game 4.

Should the boys put up more high-frag games like that, the competition should prove stiff, but not enough to keep PYRO from hitting Bravo. We look forward to seeing what the boys can do in round 2 on August 5<sup>th</sup>. Catch the action on JCraw's stream.



PUBG Online  
Showdown '18 Tier 1  
Tournament

## **PYRO to Compete in PUBG Online Showdown Series**

PYRO Gaming's own PUBG team is competing in the upcoming PUBG Online Showdown Series.

As PUBG Online heads into its second season and the Showdown Series starts up again, PYRO Gaming is proud to be one of sixteen organizations fielding a team in the tournament. Having racked up several top finishes in recent scrims and events, we're confident in the team's ability to perform in the series.

### **FORGET ABOUT RAMBO**

In the FirstBlood Survival Sunday series, a few weeks ago, the PYRO boys pulled down a top finish to secure an invite to the next week's matches. In their second outing, the squad put up a solid third place result on the back of some heavy fragging and high kill counts, despite never finishing a round with a placement higher than 5<sup>th</sup>.

It's worth noting the top finisher, team P9, only out-fragged PYRO Gaming in the final round. If not for an early exit in the first round, still with more kills than half the teams in lobby, PYRO Gaming would have easily walked away with another win. Unfortunately, the 14<sup>th</sup> place finish, out of 16 teams, in round one

### **A VERITABLE WHO'S WHO OF TALENT**

The PYRO Gaming PUBG squad consists of: team manager and fragger, Connor "LilProdigy" Moran, whose insane sensitivity settings might require Dramamine for viewing; IGL, Joe "HappyHoneyBadger" Haylock; support, Cody "KidCody" Sutphin; and sniper, John "ChubbabubbaTV" Maloney.

In PUBG 2018 Season 1, HappyHoneyBadger finished with a #380 final ranking in FPP squads, according to pubgtracker.com, indicating a pedigree of domination and destruction while maintaining ultimate survivability. KidCody put up top percentile numbers for K/D while maintaining a top-10 finish rate just under 27%.

ChubbabubbaTV puts the 'snip' in sniper owning a lifetime K/D of nearly 4 and an FPP Solos win rate among the best in North America (NA) at 9%. One only needs to watch LilProdigy for a few minutes to understand why he dominates as a fragger—the guy's got an insane twitch rate, allowing him to put his crosshairs atop every window in a three-story building within a matter of seconds

## **CHECK YOUR SCHEDULES**

The PUBG Online Showdown Series begins Friday, November 2, 2018 at 8PM EST. Each day, for nine days, the teams will play a total of five games for a grand total of 45 games. As per PUBG standards, points are awarded for both finishing position and kill totals. A finish in the top five is worth between 400 and 210 points, while a finish in the bottom five is good for, at most, 40 points while dead last gets 0.

The overall prize pool for the nine-day event is \$5,000 USD, with \$3,000 going to the team with the highest point total for the event, while \$1,500 and \$500 are awarded to the second- and third-place teams, respectively. Adding to the excitement is the kill bounty, where each kill is not only worth 16 points, but also \$3, making each round's player lobby worth \$192.

## **HEADS IN THE CLOUDS**

Some of the biggest names in esports are among PYRO Gaming's competitors in the event. Our boys will go up against the likes of Cloud9, OpTic Gaming, Ghost Gaming, Tempo Storm, eUnited, and Team Envy to name a few. Even Spacestation Gaming, an arm of the NBA's Utah Jazz organization, features a team in the competition.

Of these heavyweights, there is no clear favorite, but the strongest proven squads based on prior tournament results appear to be C9, OG, and Envy. However, none of their results demonstrate enough dominance for this not to be any squad's game. Among the squads poised to upset them, an argument could be made for PYRO Gaming as the most likely.

## **TUNE IN AND START #HeatingUp**

Make sure to watch the PYRO Gaming boys making sweet plays and fragging out by tuning in at 8PM EST this Friday the 2<sup>nd</sup> at [www.twitch.tv/pubgonline](http://www.twitch.tv/pubgonline)

## **PYRO PUBG Online Showdown Series Day 1 Recap**

PYRO's PUBG Squad looks to improve on its 2<sup>nd</sup> place Day 1 finish with a strong outing in Day 2.

PUGB Online's Showdown Series is underway after the Day 1 games on this past Friday. Our PYRO boys put down a 2<sup>nd</sup> place finish overall with \$534 over DUEL's \$514 and OpTic's \$493. Team Envy managed \$439, while Cloud 9 finished 10<sup>th</sup> with \$280. Only Ghost Gaming topped PYRO Gaming with a money total of \$689 after one day.

### **WE GEL ON ERANGEL**

Of the five games played on Day 1, the first three were played on Erangel. Each time, PYRO PUBG dropped at or near Yasnaya Polyana. For game one, it was pretty much a straight drop in, contested only by the team from Transcend, and further out, OpTic Gaming.

Early on, Transcend lost 2 members to OpTic Gaming's incursions, giving PYRO plenty of extra space to work as the circle fell to the extreme southwest of Yasnaya Polyana with 58 alive. Wildcard Gaming went out early at 48 alive as the circle fell directly onto the pier.

### **A SPACE STATION IN THE CLOUDS**

Spacestation wiped Cloud 9 off the map with 37 alive. Around the same time PYRO's HoneyBadger took it hard to Mylta Padre, halving their squad size. Shortly after, eUnited took it hard to Team Envy, and Spacestation moved in to third-party them all.

The PYRO boys found a nice spot split into pairs hiding in two shacks on the beach. The circle landed favorably a couple times, but eventually luck ran out, and PYRO had to make a move.

### **HONEYBADGER DON'T CARE**

On the back of some serious fragging by HoneyBadger, PYRO eliminated Tempo Storm with 19 alive. Spacestation's Hwinn, again with the timely third-party tactic, put shots into KidCody to leave PYRO down one. Our boys quickly avenged KidCody by taking down Hwinn.

Hwinn's thirst proved costly when DUEL pushed them for the wipe. DUEL continued the push straight into PYRO territory wiping everyone but HoneyBadger at 10 alive. At the same time, Ghost Gaming pushed OpTic hard for the elimination.

## **GHOSTED GAME ONE**

At 5 alive, HoneyBadger's luck ran out at the hands of Ghost Gaming, who would go on to win Game 1. PYRO finished a strong third with a kill total high enough to push the team to 2<sup>nd</sup> place in the overall standings after one.

In Game 2, PYRO found themselves again opposing Transcend in Yasnaya Polyana, but after a little bit of a jaunt from vehicles. In fact, most teams seemed to react to the previous game's harsh circle by securing vehicles before moving in to their real drop points.

## **TIME FOR A LITTLE MAD MAX**

The PYRO boys dropped pretty spread out, which almost hurt them when so many teams dropped far out to secure vehicles. At one point, Chubbabubba was the only PYRO member to still be cut off from the squad. Once he caught up, the boys made a push for mansion, where the circle would continue to bless them for several rotations.

In fact, by 50 alive, PYRO still hadn't had to move, while Cloud 9 was eliminated by Team Gates and Wildcard Gaming was reduced to the last man standing by Tempo Storm. PYRO's LilProdigy killed Caden to eliminate Team Envy from Game 2

## **CIRCLE LOVE IS LIFE**

With 32 alive, PYRO got the circle again, though right on the edge. Not just yet, but a move was in the works for PYRO knowing the circle would certainly not favor them another time. At 31 alive, Tempo Storm crashed the 2-story building the remaining Team Dignitas were holed up in.

By 24 alive, Tempo Storm had finished off Dignitas. At 22 alive, PYRO engaged with Tempo Storm. At 18 alive Chubbabubba killed Tempo Storm's Zanzah. While OpTic and Transcend went at it with 15 left, Chubbabubba third-partied for a kill.

## **PYRO's #HeatingUp AGAIN**

KidCody killed one from OpTic Gaming while Tempo Storm got eliminated for a 6<sup>th</sup> place finish. Only Ghost Gaming, OpTic, and PYRO remained, but only our PYRO boys had a full squad. With that advantage we took it to OpTic and Ghost hard.

With a total of eight kills, PYRO Gaming finished first to take 1<sup>st</sup> place and the chicken dinner in Game 2. For the moment, PYRO Gaming was in first overall with \$501 earned, topping Ghost Gaming and OpTic Gaming.

## **MAD MAX BEYOND YASNAYA**

Game 3 started out a lot like game 2, only the vehicle spawns put teams a little close to each other without anyone really being ready or looted for a fight. PYRO and Team Dignitas duked it out in a little three-car demolition derby.

Despite having the extra car advantage, PYRO lost LilProdigy to the mechanical mayhem of cars and trucks clashing in battle, and traveled to Yasnaya Polyana with only three team members up. As the circle fell northwest of PYRO's location, the odds grew against us.

## **UNLEASH THE STORM**

With 54 alive, PYRO eliminated Tempo Storm on the back of a solid rotation and frags from Chubbabubba and HoneyBadger. Luck turned against us, though, when Team Envy showed up and eliminated everyone but KidCody.

While Mylta Padre took out OpTic Gaming and Team Gates, KidCody lurked and hid to increase the PYRO placement points any way he could manage. As the last PYRO man standing, a lot of lurking was his only hope.

## **THIRD TOP TEN IN A ROW**

KidCody managed to kill one from Team Envy before getting eliminated to secure PYRO a 10<sup>th</sup> place finish in Game 3. Team Dignitas went on to take the chicken dinner, but PYRO stayed atop the rankings at 2<sup>nd</sup> place with \$514. Chubbabubba popped off and deleted heads to the tune of 3<sup>rd</sup> place in total kills among all players.

## **MIRAMAR SCHMIRAMAR**

Games 4 and 5 took place on Miramar, where PYRO Gaming dropped west of Pecado each time. In game 4, PYRO looked off as they ran each other over with cars on accident. To be fair, a number of teams in the lobby were suffering the same mishap throughout the night.

Game 4 underwent a reset due to technical glitches at 37 alive. When restarted, everything went underway nearly exactly as before. Unfortunately for PYRO, the glitches seemed to persist as a team. With nearly a full lobby remaining, PYRO Gaming went out dead last at 16<sup>th</sup> place.

## **NOT SO SWEET SIXTEEN**

Game 5 was a near repeat of Game 4 and PYRO found themselves again eliminated first in 16<sup>th</sup> place. Fortunately, a lot of teams eliminated other teams favorably for PYRO and the night ended with us still holding onto 2<sup>nd</sup> place overall with \$534.

Day 2 of PUBG Online Showdown Series Season 2 happens Monday, November 5, 2018 at 8PM EST. Be sure to check in and see us dominate Erangel and eat more chicken dinners. [[link to twitch here.](#)]

## **PYRO PUBG Online Showdown Series Day 2 Recap**

PYRO Gaming's PUBG Squad takes the lead in PUBG Online Showdown Series S2 after Day 2.

PYRO's PUBG boys put up enough steady placements and finishes in Day 2 of PUBG Online's Showdown Series to edge out DUEL for the top spot overall by \$5 with \$1040 for PYRO and \$1035 for DUEL. The steady placements in the first three games proved especially deciding as they were played on Miramar, where we went out in last place both times in Day 1.

### **TOP TEN AGAIN**

PYRO faced their demons early as Day 2's first three games took place on Miramar. In Game 1, PYRO dropped very spread out south of Los Leones. LilProdigy went out first in the lobby when eUnited's PistolaTime got a gift from the RNG gods in the form of a 4x scope and a mini14 rifle.

The first circle dropped northeast of PYRO's position, then when the second one came, it redirected south a bit again. Teams played things a lot safer than they did, on average, on Day 1, as 60 remained alive when the second circle landed. Other than PYRO only Team Gates suffered early when half their squad bit the dust.

### **ENVY GETS THE BEST OF PYRO**

Cloud9 went out early again, continuing their form from Day 1, with 55 alive. The PYRO boys were southeast of the third circle border when it landed, west of Hacienda, giving them a decent position to rotate from. While PYRO rotated in, OpTic Gaming took down Spacestation with 48 alive.

Wildcard moved in with the third-party strategy in effect, wiping OpTic out to push the game to 42 left alive. Unfortunately, eUnited had a similar idea, and the fight got the better of both teams. Wildcard and eUnited's battle left both teams out of health and out of time to adjust to the encroaching gas, and both teams went out at 33 remaining.

The PYRO boys were next to go out in a low-kill, moderate 10<sup>th</sup> place finish. Team ENVY knocked and killed KidCody and HappyHoneyBadger to put an end to PYRO's Game 1 hopes. In the end, Game 1 saw a victory for Mylta Padre, as they edged out DUEL in the final firefight.



## **MISTAKES WERE MADE**

PYRO dropped spread out again, but this time north of El Azahar. Unlike Game 1, the circle benefitted PYRO to some degree, when its northeast edge fell around El Azahar. That didn't stop our PYRO boys from being proactive, though, and with 58 players remaining, we made the push west of Junkyard.

En route to Junkyard, at 57 remaining, LilProdigy somehow knocked HappyHoneyBadger around the same time the rest of the squad noticed OpTic's Hetror nearing Junkyard from across the way. PYRO chose not to engage with OpTic, instead opting to push for higher placement and better positioned battles.

## **FORESIGHT PAYS OFF HUGE**

With 53 alive, the circle fell on Minas Generales. The PYRO boys were outside the southwest edge and pushing in when their decision not to engage OpTic outside Junkyard paid off. Team Dignitas eliminated OpTic with 42 alive.

It wouldn't be until only 20 players remained that PYRO would have to make a rotation for circle again. That need to rotate could've proved troublesome when our location, and only cover, was a small divot. If anyone had noticed, it would have been Nade City: Population PYRO.

We survived that rotation and the next one when the circle fell to our north. At 10 remaining players, PYRO had half a squad remaining with LilProdigy and HappyHoneyBadger still alive. Mylta Padre took down LilProdigy with a combination of a well placed grenade and some timely blue gas as the final circle hit.

[inset quote] "The whole [PYRO] squad should just uninstall." – PUBGO Casters

## **BACK TO BACK SMACKED**

At 5 players and 3 teams remaining, Spacestation eliminated HappyHoneyBadger to push PYRO out in 3<sup>rd</sup>. In return, a mostly living Mylta Padre eliminated the beleaguered Spacestation to take their 2<sup>nd</sup> win of the night. PYRO remained in 4<sup>th</sup> place overall in the lobby through the first two games.

Game 3, the last played on Miramar, saw PYRO drop spread out at Campo Militar. As with Game 2, one PYRO player dropped furthest from the rest and died before reaching the rally point. This time, HappyHoneyBadger made the early exit.

### **EARLY MISTAKES PROVE COSTLY**

The early loss of HappyHoneyBadger didn't help matters when the first circle dropped away from the entire lobby in the extreme southwest of the map. Having to move such a distance down a player is never easy. With 60 remaining, 16 teams remained in a circle west of Chumacera.

While Cloud9 engaged Dignitas, Tempo Storm eliminated Spacestation to make its first real impact of the night. The PYRO boys moved in on the weakened Cloud 9, but again ENVY had other plans for us, and we made an early exit at 15<sup>th</sup> place and dropped to 6<sup>th</sup> place overall. eUnited would eventually eliminate OpTic to win Game 3.

### **GAME FOUR GIVE US MORE**

Game 4 was the first of two games played on Erangel. PYRO dropped the same as they had on Day 1's Erangel map games. While everyone else was in Yasnaya Polyana, KidCody dropped more slowly, taking his time to find a vehicle to land. Transcend repeated their Day 1 Erangel drops as well, landing next to our PYRO boys.

For the possibly the only time on Day 2, the first circle fell favorably for PYRO as it centered on Rozhok. PYRO made the rotation toward center circle. HappyHoneyBadger was now the straggler far behind still in Yasnaya Polyana. The circle stayed centered around Rozhok the next time it fell, with 33 alive, but at a smaller size which PYRO had to rotate west around to get back in.

### **HALF A LOBBY DOWN IS WHAT NOW?**

The crate dropped right next to our position, and we made a move for it. The move proved too costly as the risk failed to pay off. Despite an attempt to retreat under fire, and with half a lobby of players eliminated, PYRO went out at 12<sup>th</sup> place in Game 4 with 28 players remaining.

Wildcard would go on to defeat OpTic for the win in Game 4. PYRO remained at 6<sup>th</sup> overall and HappyHoneyBadger climbed back into the top 10 players with the most frags at 7 total from both days.

## **UNINSTALL GAME? NAH. UNINSTALL LOBBY.**

Despite a rocky start clipped, shared, and viewed by over 40,000 people—at the time of this writing—the PYRO boys pulled off a stunning upset in Game 5. Things looked grim when we lost sub, Zeveren, early after he tried to force a motorcycle kill onto a lone enemy player.

Zeveren got punched off of and subsequently run over by his own motorcycle. The remaining PYRO boys similarly failed to run over SmeagL in a UAZ and drove off down a player. At this point the PUBGO casters suggested our entire team uninstall the game.

## **OCEAN MAN, SWIMMING TO LAND**

PYRO seemed screwed when the gas hit them across the water from a circle centered on Southern Military Base and they couldn't find a boat. The PYRO boys made the best of it and swam, surrounded by gas, completely across the channel toward the beachhead near Novorepnoye with 48 remaining.

At 23 alive and 8 teams left, PYRO eliminated eUnited. ENVY took down Wildcard shortly after to leave 17 alive. When the circle closed in for the 2<sup>nd</sup> to last time, it seemed like PYRO had the best position within the only compound inside the circle.

## **WINNER WINNER, CHICKEN DINNER**

With only 3 teams left, KidCody trades with woo1y, leaving only LilProdigy and HappyHoneyBadger to fight for a PYRO victory. HappyHoneyBadger knocked most of the remaining DUEL squad near the house across from the PYRO position.

LilProdigy eliminated Team Transcend leaving only the two PYRO boys and the remaining housebound DUEL player alive in the final circle. With a clutch flashbang, the PYRO boys moved in on the final DUEL player to secure the win.

## **TUNE IN FOR MORE WITH DAY 3's GAMES**

With this win and the staggering amount of kills that came with it, PYRO edged their way to the top of the overall standings. Eliminating DUEL in the final fight was pinnacle in pushing them into 2<sup>nd</sup> place below us.

Day 3 promises more action from the top PUBG team in North America, right now, in PYRO Gaming. Tune in and watch the games with the PYRO crew here:

## **PYRO PUBG Online Showdown Series Day 3 Recap**

PYRO PUBG Finishes Solid on a First Blood in PUBGONLINE Day 3

The PYRO PUBG boys had their favorite map, Erangel, for the whole night following the tournament's rule changes to 3 games per night, one map only, along with the increases in prize pool money. As usual the PYRO squad dropped near or on Yasnaya Polyana every time.

### **CAN'T WIN 'EM ALL**

Game 2 mirrored some of the finishes from our less favorite map, Miramar, in previous games. Instead of our typical domination or decent placement, PYRO Gaming's PUBG team went out dead last at 16<sup>th</sup> place.

Everything started out bad when KidCody was pinned down away from the squad. At 62 remaining, OpTic Gaming took one from Team Gates while Cloud9 took one from Spacestation. After the brief exchange with Team Gates, OpTic set sights on PYRO.

### **THEY'VE BREACHED THE COMPOUND**

OpTic pushed the compound we sat in, quickly taking out HappyHoneyBadger and KidCody. LilProdigy made OpTic pay for the kills by taking one of theirs out, too. OpTic's Valliate responded in kind, knocking LilProdigy before killing ChubbaBubbaTV.

With a 56 people still in the game, OpTic eliminated PYRO at 16<sup>th</sup> place. eUnited would go on to best Team ENVY in the final fight for 1<sup>st</sup> place. The standings after this match found PYRO at 5<sup>th</sup> places with \$1930 behind 1<sup>st</sup> place eUnited, 2<sup>nd</sup> place Wildcard Gaming, 3<sup>rd</sup> place Ghost Gaming, and 4<sup>th</sup> place Mylta Padre.

### **FIRST BLOOD, FIRST MONEY**

As with most matches played on Erangel, PYRO dropped in Yasnaya Polyana alongside Transcend. Making things a little more exciting, though, Team Dignitas decided to drop in as well. At 62 remaining, we took First Blood and second, for that matter, by killing one from each Transcend and Dignitas.

Completely screwing 80% of the lobby, the circle dropped square on the Sosnovka Island to the south, where nearly no teams dropped. Quickly, Dignitas and Transcend continued the battle from Yasnaya en route to the boats coast-side. At 57 remaining, Dignitas was eliminated in the gas by Transcend.

### **TOP TEN, BACK AGAIN**

PYRO managed to find vehicles and rotated south, avoiding the swim they were forced to make in the Day 2 winning match. While rotating, OpTic had us potentially sandwiched from the front and the rear, but we managed to make it to the bridge across from Sosnovka.

At 50 remaining, only LilProdigy and ChubbaBubbaTV were alive for PYRO. At 42 alive, they crossed the bridge. Once across, ChubbaBubbaTV threw every smoke spawned on the map, practically, in order to get away from eUnited.

### **CATCH MORE OF US #HeatingUp**

LilProdigy didn't make it, but ChubbaBubbaTV snuck out and managed to stay safe in a bush in the circle's edge until 18 alive. PYRO Gaming went out at 6<sup>th</sup> place as the gas closed in on the western edge of the island.

Can the PYRO boys snag a win on Miramar? Tune in tonight and find out at [www.twitch.tv/pubgonline](https://www.twitch.tv/pubgonline).

## **PYRO PUBG Online Showdown Series Day 4 Recap**

PYRO Gaming's PUBG squad heads into Day 5 of PUBG Online Showdown Season 2 looking to improve upon their 10<sup>th</sup> place overall finish after Day 4's matches.

### **CLOUD9 VS. PYRO GAMING**

All three maps were played on Miramar for the Day 4 games. For the first match, PYRO Gaming's PUBG squad dropped Pecado, where Cloud9 had set their sights as well. Cloud9 drew First Blood, for the bonus cash, when they killed KidCody after PYRO took an ill-advised early shot and gave away their position.

HappyHoneyBadger was himself trapped on an upper story balcony across the street from the Cloud9 players, PrOphie and Nerf, who'd eliminated KidCody. Unable to move and nowhere near looted, without any armor to his credit, HappyHoneyBadger found himself in an inevitable death situation. He was only able to move a little bit to aim toward the stairs when LilProdigy and ChubbaBubbaTV, for PYRO, drove off from Pecado to a more loot-able location.

### **THIRD OF A LOBBY DOWN AND OUT**

The remaining two PYRO boys rotated south of El Pozo to loot up and get situated in the game. Mylta Padre wasted Tempo Storm, who went out last place. The circle fell centered on San Martin and PYRO found themselves atop a ridge overlooking Team ENVY.

DUEL moved in just north of and past ENVY, while ENVY was split in pairs around them. Despite the advantageous situation and only 48 remaining alive, the remaining PYRO boys went out in 15<sup>th</sup> place. Team Dignitas went on to top OpTic Gaming for the win. PYRO dropped to 8<sup>th</sup> overall with \$1945.

### **GAME TWO, LET'S GET THROUGH**

PYRO opted to drop north of Water Treatment and avoid the fight with Cloud9 for claim of Pecado in the second match. The boys split up to various areas around Water Treatment to loot up, before they got grouped up at Torre Anumada. The circle fell centered between El Pozo and Crater.

With 63 remaining, Spacestation Gaming took First Blood of OpTic. By 60 remaining, ENVY owns the highest, most coveted, spot of the available map area. PYRO rotated around from the northeast and traded shots with Wildcard Gaming. HappyHoneyBadger is away from the squad on his own at the time.

### **EARNING GREEN FROM ENVY**

By 48 remaining players, HappyHoneyBadger linked up with the squad who continued to trade shots with Wildcard. KidCody and ChubbaBubbaTV team up to kill one from FlyQuest. At 30 remaining HappyHoneyBadger finally made the shots traded with Wildcard pay off, eliminating one of them.

With 20 players alive and 8 teams left in the fight, Dignitas eliminates eUnited while the PYRO sit inside the northeast edge of the circle which itself is east of Trailer Park. Team ENVY was near enough that at 16 players alive and 6 teams left, ChubbaBubbaTV killed one of them.

Team Gates pushed in for the third-party option and wiped everyone for PYRO but ChubbaBubbaTV, who went prone in a divot from where he knocked one of the Gates' boys. Wildcard got revenge on PYRO, killing HappyHoneyBadger to put us out at 6<sup>th</sup> with 3 kills. Gates went on to eliminate Wildcard for the win.

### **ANOTHER EARLY EXIT**

Game 3 PYRO dropped Torre Anumada while the first circle fell between Chumacera and Los Leones. Wildcard took First Blood from Spacestation. With 63 remaining, LilProdigy moved west to loot while ChubbaBubbaTV and KidCody moved east to loot Campo Millar.

At 62 remaining, the circle closed in on the same epicenter. At 61 remaining, PYRO rotated around from the east toward Los Leones before moving southeast and toward the south. The circle fell atop the mountain peak southeast of Chumacera. PYRO pushed in from the east.

### **RESTING IN THE CLOUDS**

Team Gates went out at 16<sup>th</sup> with 55 players alive. For such a small play area, the number of teams alive would force the situation quickly. At 42 remaining, Cloud9 downed LilProdigy. By 33 players left, Cloud9 finally finished off our PYRO boys at 12<sup>th</sup> place.



After the three games on Day 4, PYRO sat in 10<sup>th</sup> place with \$2035. eUnited held 1<sup>st</sup> with \$3545 with Wildcard and Mylta Padre trailing behind with \$2910 and \$2625 respectively. Day 5 games can be seen, as always, at [www.twitch.tv/pubgonline](http://www.twitch.tv/pubgonline).

## **PYRO PUBG Online Showdown Series Day 5 Recap**

PYRO Gaming's PUBG team sits in the top ten leading into PUBG Online Showdown Season 2, Day 6.

The PYRO boys finished Day 5 at 10<sup>th</sup> place in the overall standings with \$2410, while Team Dignitas, Wildcard Gaming, and eUnited finished 1<sup>st</sup> through 3<sup>rd</sup> with \$3890, \$3735, and \$3680 respectively. To catch up, PYRO will have to put down a couple chicken dinners in Day 6.

### **EARLY SNAGS PROVE COSTLY**

All three games were played on Erangel, and as per usual both PYRO Gaming and Transcend dropped Yasnaya Polyana in Game 1. The circle centered right atop our boys, giving us a solid advantage. The PYRO squad split up a bit at this point with HappyHoneyBadger watching the north approach from a compound against the road.

Team Dignitas sat north of the circle and, when they pushed in, managed to kill HappyHoneybadger at 60 remaining. By 55 players alive, LilProdigy found himself isolated from KidCody and ChubbaBubbaTV. Having pushed the north road, Dignitas had little trouble pushing LilProdigy in his compound.

LilProdigy tried to make the escape from the upper story window only to be gunned down from across the valley approach by the Dignitas sniper-scout. By 53 remaining, ChubbaBubbaTV gets killed by Ghost Gaming, leaving only KidCody alive for PYRO Gaming.

### **SNAKE IN THE GRASS BABY**

Somehow, with 36 teams alive and 13 teams remaining, KidCody is still alive and prone, snaking his way through the placements. He rotated north of the circle while letting Dignitas pass him by from the relative safety of a bush.

At 21 alive and only 8 teams left, KidCody still snaked his way into the top ten. Mere feet away from his position against a low wall, OpTic Gaming made a push toward the center. At 16 alive and 7 teams, KidCody used the auditory cover of enemy smoke grenades to hide his movement sounds as he snaked into the circle's safety.

### **TOP FIVE, STILL ALIVE**

With only 10 players remaining, KidCody was finally spotted and eliminated, landing PYRO Gaming a miraculous 5<sup>th</sup> place finish. In the end, Dignitas wiped Wildcard Gaming for the win in Game 1. KidCody may have been born in a ghillie suit.

Game 2 started as always at Yasnaya Polyana, but this time PYRO went out to grab vehicles before coming back and looting, because the circle fell to the extreme west of the PYRO position. Team Gates took First Blood off Ghost Gaming. At 60 alive, HappyHoneyBadger died to Transcend. By 57 remaining, so did the rest of PYRO except for ChubbaBubbaTV.

### **ANOTHER EARLY EXIT**

By 55 remaining, OpTic had spotted ChubbaBubbaTV and killed him to knock PYRO out at 16<sup>th</sup> place. Again Dignitas took the chicken dinner, but this time over Tempo Storm. Game 3 may have started with the same drops, but everything was different this time.

PYRO had revenge on their mind after Transcend got the better of them during their vehicle fetch and regroup in Game 2. They took First Blood off Transcend, and by 61 players left, only 1 Transcend player was standing. The circle fell far to the south between Farm and the Military Island.

### **ENVY SOLO SQUAD UP**

At 49 remaining, PYRO is nearing the western bridge with Optic and Team Gates. In a stretch of absolute brilliance, ENVY's PAT\_KAPS solo wiped the entire FlyQuest Gaming squad. At the same time PYRO took one from Gates while OpTic knocked KidCody, though were unable to finish them.

At 37 alive, PYRO's opted to not force the heavily occupied western bridge and pushed the eastern one with everyone still up. The circle fell south of the bridge. As we started the crossing, Tempo Storm knocked ChubbaBubbaTV. In return, PAT\_KAPS, of ENVY, wiped another squad off the map, eliminating Tempo Storm.

### **THE OLDEST TRICK IN THE BOOK**

At 28 remaining, PYRO swam across the river toward PAT\_KAPS position under the bridge. The casters had their money on PAT\_KAPS wiping the PYRO boys as they came out of the water just as he had with Tempo Storm.

LilProdigy had other plans and crossed the bridge on foot apart from his squadmates. As they all left the water to surely be gunned down by the waiting PAT\_KAPS, LilProdigy pulled off his best 80s action movie moves, dropping from the bridge right behind him. PAT\_KAPS didn't stand a chance, and the PYRO boys made across safely.

### **OOOOH, PIECE OF CANDY**

The boys got a bit of luck when the next crate dropped right through our rotation along the northwest edge. The circle was not favorable by any means, and the PYRO boys had no choice but to throw smokes across the field for cover.

Only ChubbaBubbaTV made the crossing with fire from all sides at 15 remaining. At 14 players left, with 4 teams still in the fight Spacestation kills ChubbBubbaTV to push PYRO out at 5<sup>th</sup> place. Cloud9 took the win this time, eliminating Wildcard to get it done.

The PYRO boys will try #HeatingUp to take back their rightful place atop the standings Saturday, November 17, 2018. You can catch the action at [www.twitch.tv/pubgonline](http://www.twitch.tv/pubgonline).

## **PYRO PUBG Online Showdown Series Day 6 Recap**

PYRO Gaming's PUBG squad remains in the top 10 after PUBG Online Showdown S2 Day 6.

PYRO Gaming sits 9<sup>th</sup> with winnings totaling \$2770. Wildcard Gaming sits atop the overall leaderboard with \$4985. They're followed by Team Dignitas, Cloud9, and eUnited with winnings totaling \$4355, \$3945, and \$3760 respectively. PYRO needs two chicken dinners to crack the top 3 and four wins to take the lead from Wildcard.

### **TIME FOR #HeatingUp IS NOW**

All three games were played on Miramar for Day 6. As usual PYRO dropped on, and spread out away from, Cruz de Valle. The circle fell over Los Leones, so PYRO had a bit of a journey to get inside, but not as bad as the military circle games from Day 5.

At 58 remaining, Cloud9 took it hard to Ghost Gaming, eliminating them at 16<sup>th</sup>. PYRO rotated from the northeast and entered the circle just past Junkyard. The circle closed in even tighter on Los Leones. With 48 remaining, 14 teams were somehow still in the fight.

### **OOOOH! SHOTS FIRED**

Wildcard and PYRO traded kills with ChubbaBubbaTV claiming one for PYRO. HappyHoneyBadger and KidCody died to Wildcard's rifles in the exchange. By 33 remaining, there were still an astounding 12 teams in the fight and only LilProdigy alive for PYRO.

PYRO went out 12<sup>th</sup> with 22 players still representing the remaining 11 teams. LilProdigy traded kills, but was eliminated before his target ultimately bled out. PYRO's losses to Wildcard proved especially costly when Wildcard lived on to eliminate Team Gates to win Game 1.

### **GETTING OUR BEARINGS**

Game 2 started similarly for the PYRO boys with HappyHoneyBadger taking up residence in Cruz de Valle while the rest of the squad looted up in Torre Anumada. The circle finally did us a favor and, after a string of games spent rotating in, PYRO sat pretty, well within its blue borders.

HappyHoneyBadger took an early shot at Team Gates' smithy87 from his position dead center in the circle. Team Dignitas had been pursuing smithy87 for some time after putting several shots into him in what seemed like a battle for a vehicle. When Dignitas heard HappyHoneyBadger's shot, they knew they had a player out alone. The circled back and took him out for First Blood.

### **DOWN A MAN, BUT NOT OUT**

At 61 remaining, and without HappyHoneyBadger to hold the position and watch their entry, the PYRO boys rotated in from the north toward the center peak. Luckily, Dignitas didn't take up residence there after killing HappyHoneyBadger. Team ENVY's rifles had a few things to say in our direction, though.

With 52 remaining, PYRO had Wildcard to their west and Spacestation Gaming to their east and northeast. ENVY still sat south of us, having opted not to force the fight to keep our boys from ascending the high ground. The next circle favored us, but only by a slim margin as our peak on the ridgeline fell barely inside the easternmost spot.

### **WE'LL TAKE SIXTH, FOR NOW**

The next kill was ours as LilProdigy eliminated Maluke from Tempo Storm. In Game 2 teams proved equally hard to eliminate as in Game 1. ENVY saw to it that Cloud9 went out at 16<sup>th</sup> with only 48 players alive. At 40 players alive and with 14 teams still in it, the casters noted, "ENVY and PYRO fight for the high ground here," despite the initial reticence.

With 34 alive, ENVY's CAD3N eliminated ChubbaBubbaTV. At 31 alive, Venerated took out LilProdigy, leaving KidCody alone again to snake out placements. At 27 players and 11 teams remaining, RNG gave KidCody a little help, dropping a circle that forced ENVY to move while he was safe.

With 17 players and 8 teams still in it, KidCody rotated in from the east. The snaking proved fruitful, though at 11 players left, Spacestation spotted and eliminated KidCody to push PYRO out at 6<sup>th</sup> place. Spacestation would go on to win after eliminating OpTic Gaming.

### **A GAME OF THREES**

Game 3 saw PYRO drop Cruz de Valle again, while the circle fell west of San Martin. The boys split up at 63 remaining, with one pair going to Torre Anumada as before. At 60 players left, PYRO's still split up with one of the pairs in the gas outside the safe zone.

The circle centered over La Cobreria next. Mylta Padre rotated between PYRO's two pairs and got caught in a crossfire. Our PYRO boys eliminated 2 from Mylta Padre in the exchange. As in the previous games, with 49 remaining, Transcend went out in last place.

### **PYRO's PEAKING AGAIN**

At 47 alive and 14 teams in it, the circle fell centered on the peak west of La Cobreria. PYRO rotated in from the north onto the peak's north side. By 39 players and 12 teams remaining, PYRO had taken the peak. LilProdigy eliminated OpTic\_hypoc with 33 alive.

HappyHoneyBadger moved back down to the north side base of the mountain, and by 27 players and 10 teams alive, PYRO is controlling the entire peak and ridgeline. ChubbaBubbaTV takes one each from Mylta Padre and Tempo Storm with 23 players and 7 teams left in the fight.

### **TOP THREE WAY TO BE**

At 19 players and 6 teams remaining, PYRO eliminated OpTic on the back of KidCody's 2 eliminations. The fight took one from PYRO as well when the circle fell west of our peak position and LilProdigy couldn't make it out of the gas in time.

HappyHoneyBadger killed one from Cloud9 at 13 players and 5 teams remaining. Unfortunately, by 10 alive only KidCody was still up for PYRO, thanks largely to Wildcard's third-party finish of Cloud9. With only 7 players and 3 teams in it, KidCody was still alive on the west peak.

### **SOLID TOP TEN OVERALL**

The circle fell away from KidCody's peak, forcing him to make yet another snake move. At 6 remaining, KidCody was spotted, though he managed to eliminate one before he bit the dust. PYRO finished a solid 3<sup>rd</sup> place. Wildcard went on to defeat Dignitas for the win.

You can catch our PYRO boys playing again on Monday, November 19, 2018 at 4PM EST. Broadcast coverage will be at [www.twitch.tv/pubgonline](http://www.twitch.tv/pubgonline).



## **PYRO PUBG Online Showdown Series Day 7 Recap**

PYRO Gaming's PUBG squad remains in the top 10 after PUBG Online Showdown S2 Day 7.

PYRO Gaming sits 10th with winnings totaling \$2880. Wildcard Gaming sits atop the overall leaderboard with \$5050. They're followed by Cloud9, Team Dignitas, and OpTic Gaming with winnings totaling \$4975, \$4965, and \$4210 respectively. PYRO needs to nearly sweep the chicken dinners to crack the top 3 or even take the lead from Wildcard.

### **LET'S START #HeatingUp BOYS**

All three games were played on Erangel for Day 7. PYRO bucked the usual drop trend for them and, when the plane path forced them to drop for vehicles, landed in Mylta Power. After getting wheels, the boys headed for Yasnaya Polyana as usual.

With all players alive, LilProdigy still needed to link up with the rest of the squad, and started taking shots, all missing, from eUnited while in route. The circle fell dead center of the map. LilProdigy and Veazyy, subbing as replacement for HappyHoneyBadger, fell off their bike and both get knocked.

### **GROUPING UP THIS TIME**

ChubbabubbaTV and KidCody quickly drove over and got their squad mates back up before Transcend could see them and finish them off. At 63 players remaining, Cloud9 took First Blood off of OpTic Gaming. Circle shrank down at the same epicenter as before.

PYRO was just outside the northeast edge and we rotated in from east, to the south of Rozhok. By 58 players left, the circle fell with Pochinki in its southwest corner. With 53 players left, Tempo Storm went out in last place. At 49 players remaining with 14 teams left in the fight, PYRO was spread out on and around a peak in the east.

### **MISTAKES WERE MADE**

With 48 alive, LilProdigy knocked a player from DUEL, and by 46 remaining he'd killed another. At 42 remaining, PYRO wiped the rest of DUEL from the game. At 39 alive, Team Gates eliminated PYRO's Veazyy. With 37 remaining, ChubbaBubbaTV knocked himself with a misplaced grenade.

By 35 players left, our knocks on Team Gates died in the gas. The Circle fell north of Pochinki. PYRO Gaming went out at 13th and Team Gates went out 12th. In the end OpTic Gaming eliminated Cloud9 for the win.

Game 2 PYRO made the same drop with Transcend, while the circle fell centered over the mountains to the south of Georgopol. At 61 remaining PYRO was still at Yasnaya Polyana, alone, and rotating around and through Shooting Range.

### **IMPROVING ON MISTAKES**

At 56 remaining, PYRO was west of Georgopol between DUEL and Team Dignitas. Mylta Padre rotated between us and Dignitas. DUEL rotated away as the circle fell southwest of Georgopol. At 54 remaining, LilProdigy knocked OpTic's Hypoc. At 53, OpTic's Bahawaka knocked LilProdigy twice in a row.

At 49 remaining, Veazyy knocked a few from OpTic gaming. With 45 remaining, OpTic finally eliminated LilProdigy. PYRO had to rotate in from the northwest when the circle fell east of the ridge to the west of Ruins. OpTic only has Bahawaka left at this point.

### **PYRO MAKES FLYQUEST FLY**

At 41 remaining, Veazyy took it hard to FlyQuest Gaming. At 40 remaining, eUnited's PistolaTime killed Veazyy from atop the peak. ChubbabubbaTV got his revenge. But by 28 remaining, so many teams were still in the fight, that PYRO went out at 12th place. Team Gates went on to beat Team ENVY for the Game 2 win.

Game 3 PYRO dropped Yasnaya Polyana opposite Transcend again. The circle fell with PYRO just inside the edge. At 59 remaining Tempo Storm took First Blood from Wildcard Gaming. With 57 remaining ChubbaBubbaTV killed one from Transcend on the back of two well thrown grenades.

### **WOAH THERE, BIG FELLA**

ChubbaBubbaTV rushed in despite the 2nd grenade toss being successful for the kill. The overextension would prove fateful when Transcend got a bit of revenge, eliminating ChubbaBubbaTV. With 56 players left, LilProdigy knocks Transcend's trigsR, but by 51 remaining, Transcend, only down one player, eliminated PYRO at 15th place. OpTic would go on to eliminate Ghost Gaming for the win.

The next matches will take place on Monday, November 26, 2018 at 7PM EST. You can catch all the hot PYRO action with our boys #HeatingUp at [www.twitch.tv/pubgonline](http://www.twitch.tv/pubgonline).

## **PYRO PUBG Online Showdown Series Day 8 Recap**

PYRO Gaming's PUBG squad heads into the final day of PUBG Online Showdown S2.

PYRO Gaming sits 12<sup>th</sup> with winnings totaling \$3035. Cloud9 sits atop the overall leaderboard with \$5600. They're followed by OpTic Gaming, Wildcard Gaming, and Team Dignitas with winnings totaling \$5360, \$5290, and \$5250 respectively. PYRO would need to kill nearly everyone, secure every first blood, and each chicken dinner to bring home the top prize.

### **THE RULES ARE WHAT NOW?**

Due to rescheduling, the Day 8 games were all played on Erangel as with Day 7, while Day 9 will culminate with Miramar. More than rescheduling and prize pool changes would affect the matches played on Day 8. For some reason unknown, PUBG Online changed the rules mid-tournament, thereby forcing teams to play unprepared into early circles and tripled loot drop odds.

By the time the plane had reached the far end of its journey, near PYRO's usual drop location at Yasnaya Polyana, the first circle was visible. The last teams aboard the plane had knowledge they previously didn't when jumping at this point. As a result, some teams opted to change their drop locations very last second.

### **CAUGHT IN THE OPTICS**

The circle fell with the epicenter between west side of Military Island and Gatka. Seeing how the circle fell, OpTic changed plans and dropped on top of our PYRO boys. The fight broke out quickly with OpTic first knocking Jambawe, who was playing in place of HappyHoneyBadger post-release.

By 62 remaining, KidCody and Jambawe were dead, and by 59 remaining OpTic had knocked ChubbabubbaTV and killed LilProdigy to wipe PYRO from the map at 16<sup>th</sup> place. OpTic didn't let their momentum dip and took out Ghost Gaming for the chicken dinner in the end.

### **A CASE OF PLACEMENT ENVY**

Game 2 saw the circle's center fall north of Military Island, and OpTic decided not to push the three-way fight again at Yasnaya Polyana. This left Transcend and our PYRO boys to do their usual Erangel looting.

Though, by the time Transcend had finished looting and our PYRO squad had left behind them, OpTic again had themselves position to our flank.

At 61 remaining, ChubbabubbaTV knocked OpTic's Hetror. With 59 players left, LilProdigy misses his shot on the flanking OpTic player, allowing him time to get Hetror back up. By 47 remaining, we decided better of the engagement and retreated out in vehicles.

### **LILPRODIGY AND KIDCODY FRAG OUT**

With only 49 players left in the game, PYRO rotated toward the island's west bridge. At 46 remaining, LilProdigy knocked Venerated from Team ENVY. KidCody followed up by making the god-mode bleed, knocking PAT\_KAPS, while LilProdigy knocked yet another.

In the span of a heartbeat, ENVY turned the tables and knocked both LilProdigy and ChubbabubbaTV to leave 41 players alive in the game. By 37 remaining, the prolonged battle came to an end when ENVY finished off PYRO to put us out at 11<sup>th</sup> place. In the end, Tempo Storm would take the win over Ghost Gaming in Game 2.

### **HEADS IN THE CLOUDS**

Game 3 saw us drop the same as always, more or less, with Transcend over at Yasnaya Polyana, but with a twist. LilProdigy landed a bit further away in order to secure a vehicle from the road, and secure one he did. Turning his Mad Max to the max, LilProdigy claimed First Blood off of Mylta Padre with a vehicle double tap—a knock and a kill.

Somehow, KidCody got himself separated at Yasnaya, just a bit, and was cut off from the squad by Transcend. He made the best of a poor situation by looting quietly away from the rest of the PYRO boys. To make things more complicated, due to the early circles, Mylta Padre weren't just fighting for vehicles near us, they'd dropped right in Yasnaya with us.

### **HALF AND HALF, AND HALF**

The circle fell the second time around the north of the map with PYRO tucked securely in the southeast corner. Safety of the secure edge didn't last long, though, and Cloud9 rotated in. At 62 remaining,

Cloud9 killed Jambawe and LilProdigy. The close-in, but split, pairs strategy paid off with half the PYRO squad living to see another fight.

KidCody and ChubbabubbaTV rotated to the north road, west of Severny. Team Dignitas and Mylta Padre pushed near us as well as SetToDestroyX a bit further back. By 55 players remaining, we traded shots with them from the safety of compounds across from each other.

### **DON'T MISS THE FINAL DAY'S ACTION**

The circle next fell just west of PYRO's compound, between Severny and Shooting Range, forcing us into an exposed position earlier than we'd have liked. With 52 remaining, eUnited knocked KidCody and pushed into our location. At 51 remaining, eUnited killed KidCody, and by 50 remaining PYRO Gaming went out in 15<sup>th</sup> place.

Tempo Storm would go on to show who really controls the atmosphere when they defeated Cloud9 for the Game 3 win. The final day of games will take place Thursday, November 29, 2018 at 7:00PM EST. You can catch all the action at [www.twitch.tv/pubgonline](http://www.twitch.tv/pubgonline).

