

Hello,

I'm glad you're taking the time to take a **sneak peak** at *Fragging Fundamentals* book, I hope you walk away with a few insights, that you enjoy reading it as much as I enjoyed writing it and that you're tempted to take the dive and get the full version of *Fragging Fundamentals*.

Even if you don't purchase the book, I want to leave with you lasting content that you can use immediately. That is why I carefully crafted this sneak preview with tricks and tactics you can use right now while still giving you a feel for the entire book.

- Table of Content (Full)
- Chapter 1 - Introduction (Full)
- Chapter 2 – Importance of Setup (2 out of 27 pages)
- Chapter 4 – Aiming (6 out of 17 pages)

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<http://www.fraggingfundamentals.com>

To Purchase the full version, visit:
<http://www.fraggingfundamentals.com/fraggingmore.html>

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INTRODUCTION

If you're reading these first few words, it's likely that you are interested in becoming a better first person shooter (FPS) player. This book will provide you with the tools to become the best player you can possibly be in any first person shooter game.

If you play games just for fun and don't care about winning, then this book probably isn't for you.

However...

If you have the inner drive, motivation and desire to be the best at the game that you play, then you have just found the vehicle to get there. This book is about growing and improving your game, it is about making faster, smarter decisions with strategies used by professional athletes all over the world.

From tennis to FI, professionals have been using special techniques to train in order to become the best. Here, you will find how to apply those techniques to the world of gaming. I'm not reinventing the wheel. I'm simply adapting it to a new vehicle.

What makes someone great at any given game is not just knowledge of all the little game-specific tricks. Great players have mastered the universal fundamentals that apply to every first person shooter. This is why this book will work with all past, present and future first person shooter games.

You'll learn everything from knowing how to set up your machine to have the advantage right from the start, to knowing how to dance circles around your opponents, to outsmarting them completely and finally, out-aiming them every time.

Once you know the fundamentals, you can implement them into any game and quickly learn how to be the best in a short period of time.

To benefit from this book, you must apply the knowledge contained within. It does not matter if you are a beginner, intermediate or seasoned player; the fundamentals are always the same.

In fact, it is better if you are a beginner because you will not have any of the bad habits that more advanced players have. If you are an advanced player, then forget all that you knew about FPS, because we are going to start over - clean slate.

1.1 How This Book Will Help You Become a Better Player

Some of the greatest achievements in sports history have been the result of good coaching.

In basketball for example, in 1984 a college team by the name of The Blue Panthers won 10 championships in a row over the period of 5 years. Even though the players were not the same because students would graduate, the team continued to be unstoppable until the coach retired.

Everyone attributed the championship victories to the coach even though he wasn't playing on the field and his team kept on changing!

So what did this coach do?

He made every single player on his team practice the fundamentals of basketball. He would take a player that was the best in the world at shooting free throws and make him practice every day.

The players would sometimes object: "But I can already shoot free throws!"

It's practice that makes perfect, and practicing the same thing every day assures that in the key moment, under intense pressure, you'll hit the shot.

So if you'll let me be your gaming coach, then I'll make sure you that you master the fundamentals of first person shooters. Whether it's a headshot or a rocket to the feet, whichever your game requires, I'm going to mold you into the perfect gaming machine.

Now I might not be able to be by your side all the time, but as you read this book, I'll try to motivate you to take action on a daily basis.

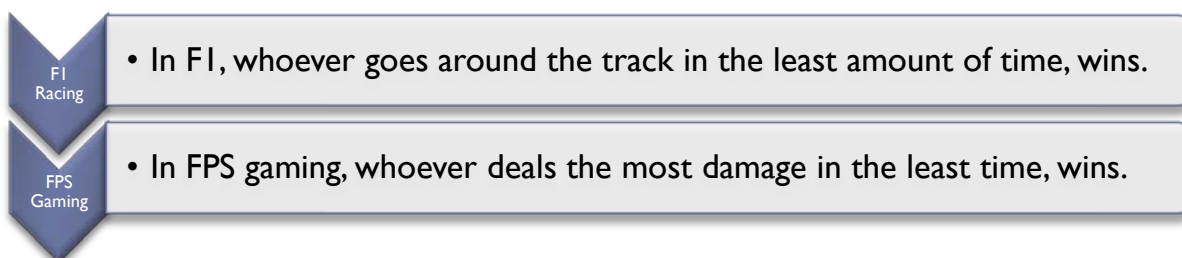
You might not like me in the process, but I'm hoping you'll forgive me afterwards when you see the results.



CHAPTER 2, THE SETUP, HARDWARE AND SOFTWARE

If there is one thing that will make or break a gamer, it's his setup. The computer setup, usually the most overlooked aspect of gaming, can be the biggest advantage or crutch to a gamer trying to get to the next level.

Playing with sub-par hardware is like going on a race track with a Honda Civic when your opponent has an F1 car. Of course! You might know the track better, you might be a better driver and practice it more... but the F1 is **STILL GOING TO WIN EVERY TIME** even if the driver isn't as good as you!



Now having an F1 versus F1 fight... That's when real skill comes into play.

So unless you're using food stamps, supporting your grandma and 2 kids, then take some of that money you would have used to buy those hundred dollar jeans or an expensive night out and put it towards something you'll use for a **LONG** time.

Put it towards getting better gaming hardware. (I'm slightly biased, I'll admit.)

If you're still not convinced that having better gaming hardware will make you a better player, then consider this: The difference between winning and losing is only a few milliseconds. If you're in a situation where both you and your opponent come face to face, one of the major factors in "who will shoot first" depends on your entire setup.

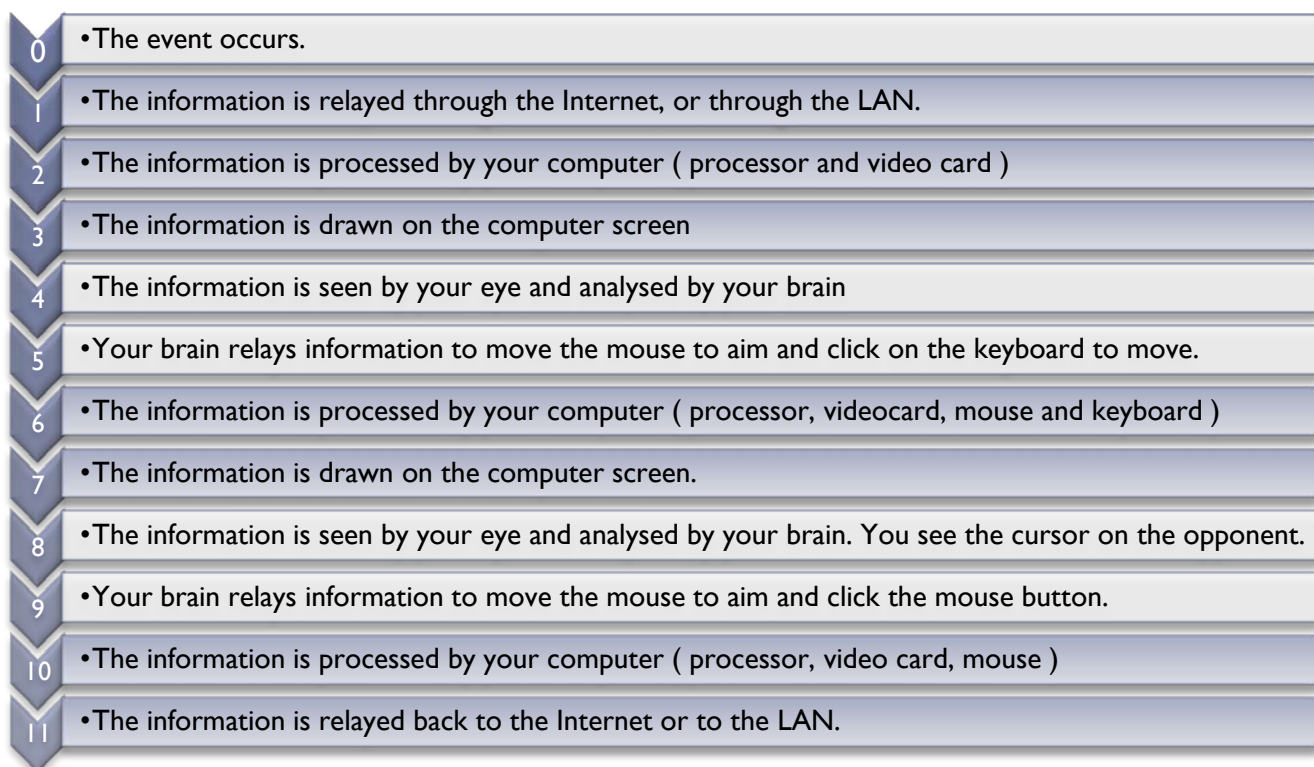
Usually in a face to face situation, a shot will be fired within 400ms. If the average human reaction time is 150ms, then that leaves the rest of the 250ms up to the machine.

My objective is to get every last millisecond out of your setup, so that when a situation like this occurs, you are victorious over your opponent. That's why you got this book, right?

2.1 Synchronizing You and the Machine

The following process is important and will be repeated throughout the book depending on the section that we are in. It explains, in detail, events which occur in a typical face to face scenario. From the time you see your opponent (Time 0), to the time your opponent gets hit (Time 11), this is what happens.

I included it here so you can see how your hardware setup fits into the equation.



All of this occurs under 400ms.

As you can see from the previous example, 7 out of 11 time-producing events are **directly** related to your computer, internet connection and software setup. If you consider that your machine is related to how fast you aim and click, then that number goes up to **10 out of 11** time-producing events being related to your system's performance. So read carefully as we squeeze every last millisecond out of your setup.

The full version of FF continues with 27 pages on getting every last millisecond out of your setup. However, I really want to show you the beginning of Chapter 4, the Fundamentals of Aiming.

CHAPTER 4, AIMING

Aiming is one of those things that everyone concentrates on the first only to find out later that it really doesn't matter that much because when you have a good strategy, aiming is secondary.

In reality, aiming should be the last aspect you concentrate on.

Why?

Because aiming is not consistent.

On some days, you might be insanely accurate and on others days you won't be able to hit a guy who's AFK (away from keyboard).

The biggest problem of people who are having difficulty moving up from an intermediate level to an advanced level is that *they rely too much on their aim*.

Ideally, you want to be in such a good position that it's practically impossible for you to miss.

However, consistent aim is a skill you can develop.

It can get you out of tough situations, it will allow you dominate others in a head to head encounter and in a high level competition where both players are using the exact same strategy, aim can be the deciding factor that determines the winner.

4.1 What You MUST Know About Aiming Before You Start

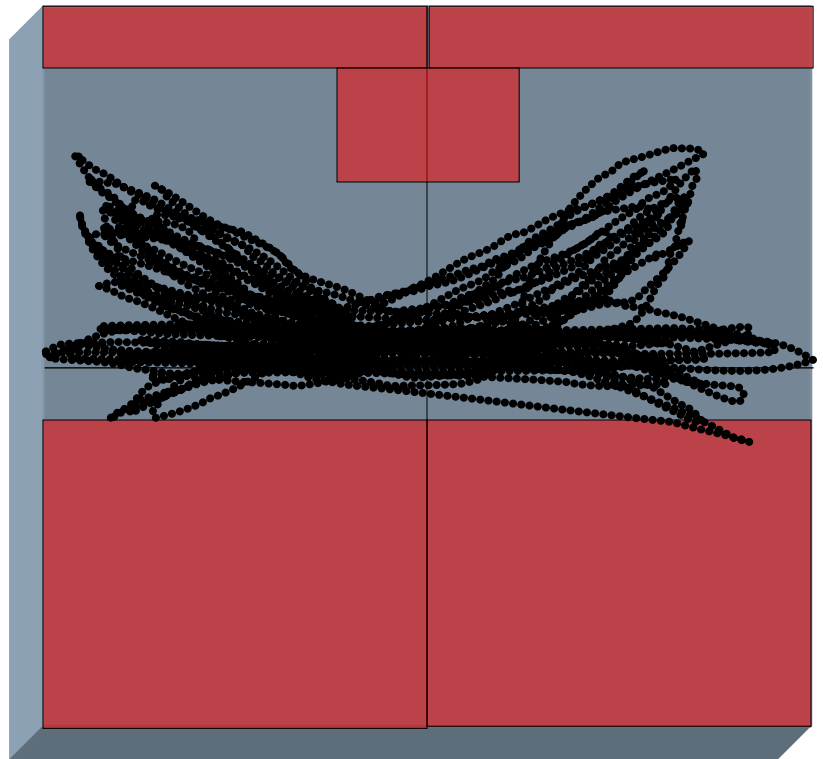
If you look at how the human body is structured, you'll notice a few things about our hands that can be immediately applicable to gaming. First, it's important to notice that your hand movement is not equal in all directions.

For the following examples we'll assume that you are right handed and consequently, use your right hand to aim with the mouse. (Sorry lefties, just reverse the following information so it applies to you)

When holding the mouse with your right hand, the optimal movement zones are as follows:



Optimal Mouse Motion (Top View)



In order to aim in different locations such as the bottom right quadrant, you must pull your fingers back on the mouse and pull the mouse into the palm of your hand. By pulling the mouse back with your fingers, you can move the mouse into the bottom right quadrant, but your movement will be limited and less accurate.

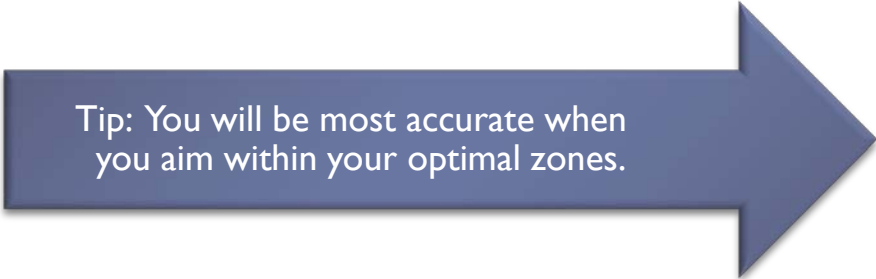
Your optimal aiming zones are the ones highlighted in grey blue. These are the zones in which your hand can control the mouse more comfortably. The red zone on the bottom right will be called the dead zone.

Consequently, players develop patterns and playing styles based on these optimal zones.

Even though most people don't know it, this affects your entire game!
From how you play, to how you aim, you'll constantly be drawn to aim into those zones.

It's also important to note that it's in those zones that you're the most accurate. So if you're a right-handed player that's constantly trying to aim in your bottom right quadrant... you're going to have a MUCH more difficult time than someone who's using their optimal zones.

The first thing you want to do, before you continue reading the chapter on aiming... is to think about how you shoot and notice, are you shooting frequently while in the dead zone?

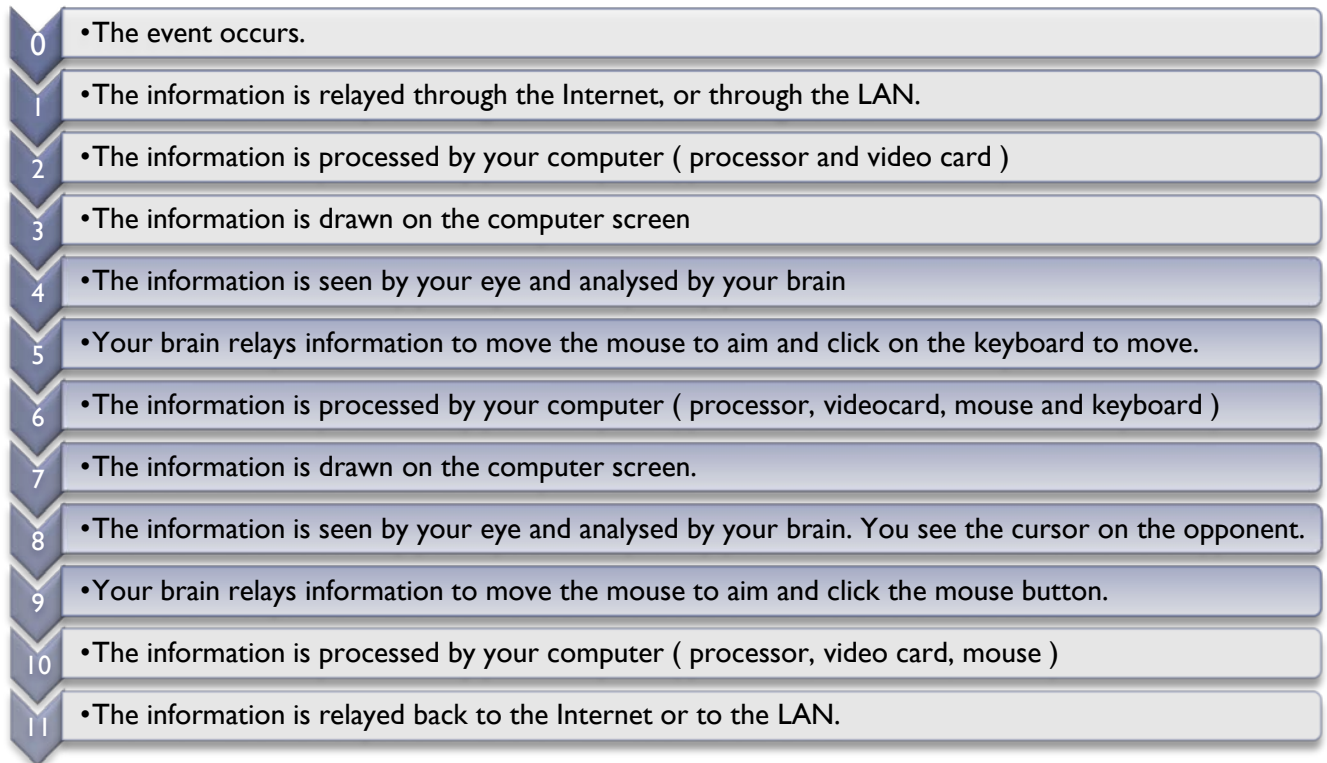


Tip: You will be most accurate when you aim within your optimal zones.

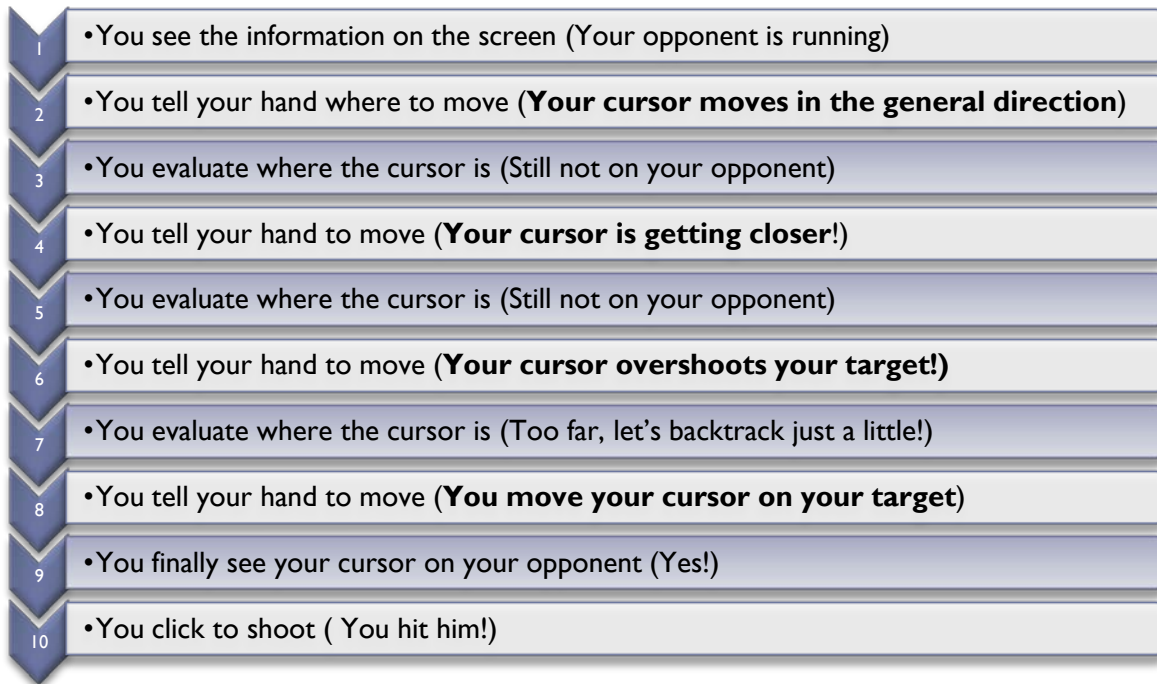
4.2 The Fundamentals of Aiming

Aiming is usually a very rapid process. In most situations, it occurs within less than 400ms and can be the difference between winning and losing.

If we look at our aiming events, aiming takes place between Time 4 and Time 9.



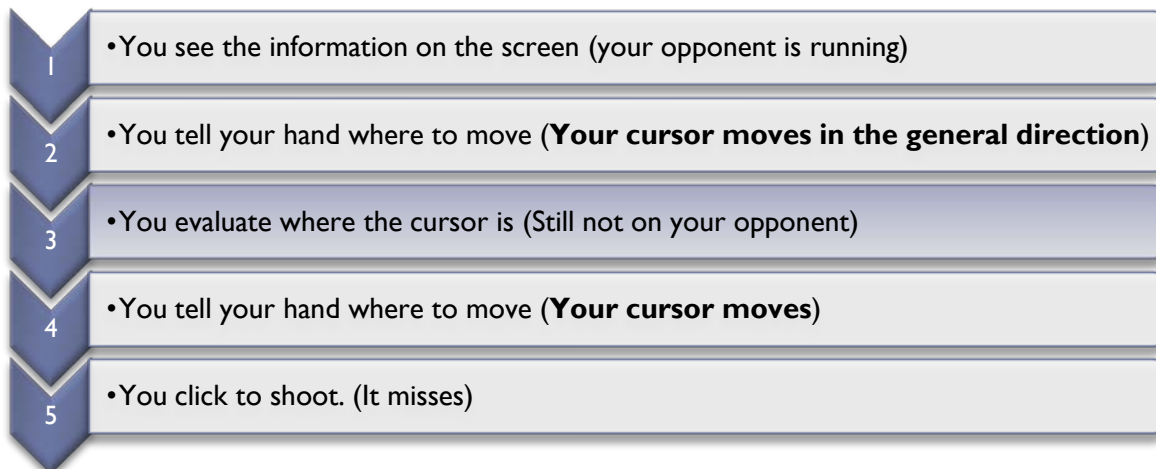
If we expand and analyse Time 4 and 9 in more detail, what happens is:



As you aim, there is a constant re-evaluation of where the opponent is.
Eventually, if you practice *correctly*, the amount of re-evaluations
will diminish while still retaining the same accuracy.



When a gamer MISSES a shot, it's because he skipped a few steps. A missed shot looks like this:



Assuming you're in an environment with instant-hit weapons and no lag, missing means that **you failed to correctly re-evaluate the situation before clicking**. This is often done to 'shoot' quicker in response to your opponent. After all, you might get lucky and hit once in a while.

Unfortunately, this is how MOST people play and it is the reason why people never improve their aim.

The golden rule is: **What you practice, you will become good at.**

People LOVE to practice MISSING!

The more you practice missing, the more you will miss. You might **think** you are practicing your aim, but the failure to click on the target because you clicked too fast just links your brain to thinking: "It's Ok to click even though the cursor isn't on the target."

If you concentrate on hitting the target every single time, then your brain will subconsciously link that every shot must count. Then eventually, as you progress, it will get good at doing this and the amount of re-evaluations will diminish while STILL keeping the same accuracy.

I hope you enjoyed this sneak preview, get the rest here:
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