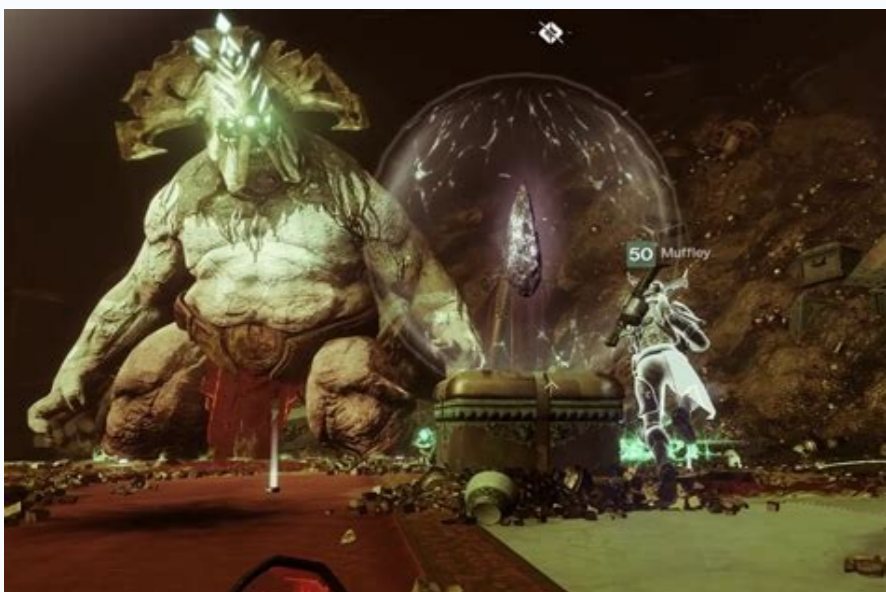


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So, I saw a post on here posted a few hours ago? Claiming to be distinguishing good vs bad players. But it was really surface level information and I feel, with everyone complaining in the replies, that I would give this a try. However I'm not the best player there is, so I'm only giving my personal experience. Feel free to correct me in doing so. Basics of the Game- The objective of this game is to get the enemy's base, nexus, whatever you want to call it. Of course, the game teaches you that. But here we'll go a bit more in depth over the decision making you should do. For starters, you start out in laning phase. This phase is a combination of ganks from the jungler, whether it be in top, middle, or bottom lane, and 1v1/2v2 battles of the lanes. Mid is a 2v2 lane between the enemy jungle and mid laner. Mid is essentially a second jungle. When the lane is cleared, they're supposed to rotate and choose which lane to assist OR follow jungle for a potential invasion. Of course, this all depends on who your mid laner is, what that shiki is capable of, and if your jungler is worth anything. For jungling, it's recommended you start bot side for faster leash. Due to season 9 changes, it's no longer 100% lane advantage for bot if you start top side. In higher elos, like Elite+, bot is usually heavily camped to disable to adc, or the main damage dealer of the team. Junglers rarely rotate top (especially if it's tank vs tank) unless it's absolutely needed. As a mid laner, during the first few bits of the laning phase (first 6 minutes I think?) you'll want to rotate as soon as lane is cleared, unless you're playing against someone who is potentially deadly if farmed up. If so, push them into tower. You shouldn't rotate if you feel it's not needed. Farming is important as well. If you lose the matchup, do your best to not engage or get low. That's a cue for a tower dive from the enemy jungler. The same goes for bot lane. As for mid, if you can get middle tower, that will always be more important than the team fight almost. Middle towers are more important. Top and bot can lose, but mid is basically the most pushable lane. So it's most important to keep that in tact and not give away the lane. Have a good idea of how the wave moves before you gank any lane so that you don't come back to middle tower being destroyed. Although some instances it's okay, like a snowballing top or bot, or even the jungler. Map awareness is key to the game. The map displays timers for buffs and objectives (kraken, orochi, nen) Basically what orochi does is strengthen the wave and summons more minions. It's made for pushing, and the buff heals the team who gets it (over time ofc), there may be other effects, but I'm not aware of them. Kraken is basically a free tower push regardless of minions, and a buff also comes with it. Use it wisely. It's better to use it behind a minion wave. For instance if top is pushed in, you can go through enemy jungle and use kraken there to sneak a tower, since vision is based on minions and towers, the enemy won't know until kraken is already there. If you summon kraken too far, they'll destroy it before it can do any damage to towers. Map awareness is also key to team fights, roaming, and etc. It's so you know if you're split pushing, when you should leave, and how you should leave. If you're being flanked, go the other way. Positioning is key in team fights as well. A team fight, by the way, is basically anywhere from a 3v3 to a 5v5. If you're being cornered by the enemy team in a team fight, you should readjust instead of going in blind. Although, the feel for these kinds of things are measured by experience. And finally, there's the Nen buff. Nen is the tankiest objective, even post 16 minutes. I believe it was post 15-16 minutes where all of the objectives get a buff? Since the game is going on that long, that's when those objectives are most important. Nen drops a revival potion and also gives the team a buff. Depending on who is dying the most and who is carrying the most, revival potions are usually given to the adc or jungler. Possibly the tank but, not viable. Please do keep all of this in mind as you are playing the game. 2. Learning the Game- As I said beforehand when responding to the post a few days ago, there are guides on key elements within the game. These elements include map awareness, wave management, lane pressure, key decisionmaking that I explained in the previous point, gold advantages and etc. These all can be caught onto by just playing the game itself. The guides specifically for league will be a lot more helpful, since OA is a dumbed down version of the game. That way you'll learn the bare minimum of the game's mechanics and be able to apply it. Experience is big in this game. Wanna get better? Play it. Want to stop feeding? Feed some more. And by that I don't mean actually feed some more. I mean feel free to feed to learn your boundaries against different shiki matchups. Research the different characters in the game. Learn what they do. Play as much as you can to learn their patterns. You can only do so much by just reading about it. Breaks are essential for your mental state as well. A game like this that is populated by both hardcore, toxic, and casual players alike (and boosted ones, NA is full of those) will obviously piss a lot of people off. And so will the long queue times. So practice patience. If you truly want to get better, put in the effort and dedication it takes to do so. This doesn't mean play all day every day. Play when you can, if you want to. I've been off and on with it since season one. There's no real rush. Learn the items. And how to build specific characters. If you're new new, start off with one lane and gradually learn another. Only knowing one position, especially since unlike league, we don't have draft pick, isn't viable. You'll find yourself being desperate or selfish for that one role, and that hinders your and others' experience. Eventually, at least in mid-diamond or before elite, please take the time to be mediocre at all roles. Find a shiki or two to excel in while you're still learning each role, and do your best to be considerate even if others won't be. That way it won't be a race to who can autolock mid the fastest. READ THE PATCH NOTES. READ THEM. READ THEM. Too many players still think Yamakaze has CC immune. He DOESN'T. READ THE NERFS AND BUFFS PLEASE FOR THE LOVE OF GOD. Also read up on what the kirin buffs do if you're jungling haha. Mastering the Game- All in all, I'm not going to make a guide right now about specific positions because I still kind of suck at top and jungle and not really amazing at mid, besides I'm sure you all don't want that kind of advice from a support main just yet. But once you figure out everything, you move on to correcting mistakes you make in game and mistakes you make mentally. Learn to accept there are bad players, boosted players, and toxic players. They will always exist. So it's better to breathe and just overall not really expect much. I don't play to win the game unless I'm ranking. I encourage others to do the same. It's not like I intentionally lose well I do sometimes but that's not the point, it's more that playing to win and boosting your ego will only make losing impact you much worse. You lose morale and motivation and you simply don't want to participate because it's a team oriented game, and you're "literally a god and shouldn't be losing". That mindset is self destructive. So is stereotyping ranks, players, shiki playerbases, etc. Just do the best you can. And if you lose, you lose. Even if you lose, there's something to learn from that loss. Once you start hitting masteries on a shiki (Master, Grandmaster, Supreme), I feel you shouldn't be glued to them too much. It's too much familiarity and you aren't challenging yourself anymore. I stray away from playing shiki like Miketsu, Chin, Hakuro, Kingyo, Higabana... etc. because they seem like easy win characters. And idk to me that's just not entertaining LOOL If you always follow meta then it's just the characters carrying you and not your own individual skill and expertise. I literally have grandmaster on Kusa and I literally avoid playing her for the most part. Even with all of this applied, remember to enjoy the game. Games, even competitive, should be less of a job you hate and more of a task you enjoy. It won't always be fun but at least it's enjoyable. That's really all I can say. I've been hardstuck elite since season 3 so maybe my advice isn't that helpful. I'm also just generally too lazy to wait hours to rank soloQ since soloing in elite+ is like cancer incarnate. I hope I did some good for you though and thank you for reading. Hi, so I'm completely new to moba games so there's a lot I don't know. I'd like some tips from other ppl who like to play support or from dps/carries and I've got a couple of questions too. So, I start off at the bottom lane with another player. I support that player, destroy some turrets and then they leave. Do I follow them or do I look for other players who need help? If it's the latter then, I'm not rly sure which lane is ok to help. Like, I see top lane players saying they like top lane because it's a solo lane. Does that mean I shouldn't go there and help? Let them 1v1 it out? Any other tips you guys have would be much appreciated. Also, any do's or don't's? Hi, so I recently started playing Onmyoji Arena, current at gold 2. Mainly like playing jungle and may be top. Shikigami pool consist of itan moment(main), yamakaze, kosodenots and yoto hime. I need some general jungling tips & tricks, specific hero tips and hero suggestion for both roles. Any game guides/videos r also appreciated (since I can't find any proper content in the net for some reason). Are they any easier way to learn what every shikigami does.... it literally takes 10-15 mins to read & remember what a hero does as every skill does like a million things in description xd. Also I heard that we can play the game in pc is it possible & how to. I have played dota & ml previously so I think it's safe to say I am not completely clueless about moba. Thanks :)

A quick guide to applying epoxy resin floor paint. For the consumer market there are epoxy paint floor coating products that consist of one component (these are available for example at Bunnings as garage floor coatings). However, traditional epoxy resin floors are a 2K system and this provides a far superior finish to the one component options.

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