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This map is a CSGO version of an old Counter-Strike community map called de\_cpl\_strike. They created the original map for the Cyberathlete Professional League (CPL), then a non-CPL version dubbed de\_mirage was created too. The maps were popular with the Counter-Strike community, and the version even made its way into Counter-Strike: Source. After CSGO was released, Valve remade the map and included it as the official Bomb Defusal card. So while Mirage may technically be new as the official card, it has been a fan favorite for years already. There have also been no major gameplay changes made to the map yet, although it has received some minor layout settings for the 2013 release. In general, Mirage has remained virtually unchanged since its inception, with the exception of the cosmetic elevator. The map originally had an Italian-themed cosmetic style, but it was re-released in 2013 with a more Middle Eastern or Moroccan theme. Mirage callouts (review) While Mirage is on the bigger side, it's a larger mid-size card compared to some others in CSGO. That being said, there are still over 50 callouts to learn for this map and the layout encourages different strategies. The Mirage has many corridors, corridors, small doorways, stairs, and a handful of large outdoor areas as well. Bombs can be found diagonally opposite each other on the Mirage, with the site being very close to fighting terrorists caviar. They install both Bombsites in open rooms, which are very different from the corridors and narrow corridors that sprawl throughout the map. Combined with various holes in walls and objects that can be used as a potential coating, moving through some areas can be dangerous, but the cover is enough to provide adequate protection. The most complex areas of the map are directly around both bombs. The rooms that keep them large are open, with several options around the room and potential chokepoints through the doorways. Terrorists and counter-terrorists also generate almost diagonally opposite sides of the map to each other. Because of the location of the map, Defenders have the fastest access to the middle of the area while attackers have to spend more time traveling through the corridors to reach the middle of the map. To do this, it is important for attackers to quickly decide on the strategy and move as quickly as possible. If you want to take a look at other CSGO callouts for other competitive cards consider checking: Bombsite site A is at the bottom of the map and close to counter-terrorism caviar. Based on the back of the room, Bombsite is next to a wooden balcony that also has an area under someone can hide underneath. There are also different boxes around Site A, including two popular hideout positions called Firebox and Ninja, that terrorists can sometimes forget to check if they are attacking from the middle. It is located on the the bottom of the stairs, go from the side of T Spawn, where there are many shelters upstairs. On the left side is the CT Ladder area leading to CT Spawn and the front of Site A, there are two doors leading in the middle and to the sniper's nest. How to protect bombsite While it needs two players to protect the site, because of its proximity to CT Spawn most attacking teams will move to Site B in the first place. However, if this happens, then expect terrorists to throw smokes to CT Spawning, Jungle and Ladders to isolate defenders. Some of the best hideouts for this area are the anti-terrorist ladder zone, ninja, firebox, and ticket booth. As a bonus, someone can go to the ticket stand spot to see for smoke grenades. Once the smoke comes, defenders should call to back up and wait to see if the intruders click on this attempt. If they push, someone can throw a flashbang at the site while the defender jumps on the ticket booth for easy prey. In addition, open shooting in smoke is also a good step when you hear a bomb planted. For experienced players, there is an opportunity to smoke ramp and jump up to the balcony. Once in, someone can throw a flashbang to help you get in off the stairs that could help you get a free kill at the beginning of the game. If you can't get killed, then it slows down the promotion allowing you to either move to protect the site or click further to T Spawn if you can handle it. How to attack bombs when moving on site A, the best thing to do is to use smoke grenades. Blocking CT Spawn, Jungle along with the stairs and ramp makes it easier to access the area and isolates it. After that, strategies can change. Some teams like to rush it and aim to trade kills to make three against three situations, some would like to move slower and others would like to use other throwers. Hammers can be useful for cleaning behind some boxes in this area, especially the Firebox location. Once the team is in place, don't let the Defenders stop the bomb from being planted. This can cause your team to lose its momentum here. This would allow the rotating attackers a chance to get into the best positions to repel him. Taking control of Mid will be much easier to attack the site because it provides more attacking options. Cleaning the room window can only be done with smoke from T Spawn, but that won't stop the potential to peek out of the connector in the Top Mid. T caviar intruders spawn on the opposite side of the map on the B site and almost diagonally opposite Spawn CT. It's to the top right side of the map in an open area with corridors leading to the site, middle and B site. From T Spawn, players must go in the opposite direction to corner they spawn next to and follow the right path around to reach The Ramp, which then leads to site A. Taking left to left then takes them through the palace and onto the balcony that overlooks the site and can give some view of the anti-terror ladder. To reach Site B, players must follow the nearest round angle completely, which leads to Top Mid. Staying at the same level and taking the first right takes players through the podium and in B Short leads to Site B. Players can also use a number of boxes to go to Apps Ramp and enter the flats, leading to Site B too. CT Spawn Based on the lower left side of the card, CT Spawn is set close to the action. The right corner immediately leads to the CT ladder and to Bombezit A. To get to Site B, however, players must run to the end of the left path, make a small doorway and follow through the market to the end to reach the area B site. For Mid, there are several path options, and the underpass makes it easy to rotate without too much trouble. One method is from CT Spawn, where players can follow the left path and then turn right halfway down the path. There's an access point to the jungle from there and turning left in this room leads to the sniper's nest, further forward leads to the stairs room that runs through B Short to access the B site from another angle. From the jungle, however, that also leads into the site area and taking the next left once in that zone leads into the connector and in the middle. Ramp While there are other entry points to Site A, Ramp is the main and most commonly used one for terrorists. The left side of the wall leads to a stack of boxes affectionately known as Tetris, which also has cubby holes in the wall. This can provide adequate coverage when trying to attack the site. Because of the popularity of this area, Ramp is a common war zone where defenders smoke this place to detain intruders from moving in. Not doing this can cause the Balcony player to get easy kills on the attackers by clicking on the site. In addition, attackers can hold the Balcony with the support of those who are on the ramp. MID Mirage has a lot of things going on in the middle of the map. An underground crossing connecting the middle with an apartment, a sniper's nest, a vent and more. This is a critical area of the map, and managing this area can win the game. This is important for travel, but also contains access to areas that can change the course of the game if someone gets full control of it. Sniper's Nest is a great example here, controlling it provides a complete view of the middle, gives control of the vent, and makes it more difficult for another team to quickly rotate around the map. The underpass is an important part of the map because it connects Apartment B to Mid and can allow intruders change Sites. This may allow Launch an attack on site B so they call there other defenders to help and while the two attackers keep them busy and focused, others may rush to the site and plant there instead. It also allows teams to quickly flank others if they stop paying attention to the underpass. Meanwhile, Vent, who leads to the Sniper Nest room, connects to CT Spawn. Players must shoot from the lid or cut it with a knife to use it. Allowing the Defending team to quickly wash into the Middle using this shortcut. Also, if the attackers take control of this, then they have a quick and alternative path to site A. Bombsite B In the top left card room, the B site is in its small square room with open doors built into all four walls. There is no place to hide on the site itself because of this and it can look very confusing. The area surrounding this room is basically an open space with small holes built into the walls that can provide some protection. The Bombsite area is close to the market that connects ST Spawn to it, as well as the B Apartments on the other side that connects T Spawnn. The B Short area also connects The Bombs with the podium and the middle. The position of The Bombite allows different approaches and forces most Defenders to rotate around this place. How to protect this B bomb Multiple settings and gameplay styles can be used for Site B, but usually for this card, there are two players assigned to the site and two others on site B. The last player will be in the middle to monitor movements. On site B, Defenders one has to watch B Flats and while the other keeps Short. However, some confident players feel they can keep Site B alone. This means that another player can click in the middle or underpass if they are not needed to help on site A. If you protect themselves after that the player will want to control Apartment B and can use the van as a cover to do so. Either peeking or jumping peeking. If they see intruders, then they should run back to the site and into a better position. Throwing Molotov in the doorway can safely run to another location, and if he is followed by a smoke grenade, he can hold the attackers back until the rest of the group responds to help. As you attack Bombsite B on mirage there are many areas that you want to smoke depending on the strategy the team uses. Whatever the plan, it's a great idea to smoke the bench area and block it from watching Bombsite itself, which puts any quarterbacks out there in a difficult position. Once their vision is blocked, jumping from the van or from the apartments allows you to kill them from above. The same could be done do with Molotov, however. Throwing smoke at the site itself is also very important. Defenders should not see how a player places a bomb from anywhere in Site B. While smoking the site Bombsite B has a fast path to the podium and the middle area. If your team is not yet in control of Mid, then B Short also needs to smoke or someone should wait near the corner to listen to potential enemies. From there, the Hammers could detain defenders. There is also an underpass to remember that leads from the middle to the B apartment, so the other player has to control it. In addition, having a player break the market window open and sitting in the corner of the E Box means that the side is also covered. If defenders are heard, then Molotov or other propellers can be used through the window to detain them. Palace attackers will find that this area is very important to them when trying to attack Site A, especially without control of Mid in the first place. Following the left path from T Spawn and taking the left option there leads up to Palace. A building that leads to the site for an alternative path. The area can be used for both travel and combat. The palace leads to the Balcony, which gives an overview of the area of site A. Inside, there are also pillars that can hide behind if necessary, as it is common for defenders to throw Molotov on the balcony. Apartments B for B site, B Apartments are crucial to taking control of the area. To get into the apartment, players must come from the Back Alley on the other side. The rear alley leads to the house and Apps Ramp, where intruders can climb on it to gain access to the B apartment. From the rear alley, there is also an entrance to the underpass that leads to the bottom of the Mid. The actual apartments are a long narrow room and are a potential chokepoint as well. This is considered one of the best routes for intruders to try to take site B. On the left side at the entrance to the apartment is a kitchen with a small wooden window, which can be held by a wall. The best nades, smokes, and Hammers Like most CSGO cards, smoke bombs are useful for controlling Bombsites on this map. Both sides can use them, but there are also different points where The Hammers can be equally useful. There are many places on the Mirage that need to be cleaned before it is safe to move and throwables are the safest way to do so. While there are many potential options on Mirage to use throwables in unique ways; Standard ones include smoking from a line of attractions for Bombsites, as well as using Molotovs at some shelters. Sometimes, flashbangs can also be very useful and play can even detect that grenades can also play a role. Mirage has always been a fan favorite, and now that it's finally the official map, it's easy to see why it's a popular card. The layout can encourage lower-ranked players to use certain strategies, but it also allows a lot of changes and It's harsh but strangely forgiving as a result, since players have so much freedom to create approaches Mirage is difficult to predict as a result, which makes this card always fun to play and watch others play. Bombs are found in large open spaces, but most of the map is formed from corridors of different sizes. Added options that allow you to travel quickly on the map, allowing players to quickly eke out a map for sudden rotations or sudden attacks. It keeps things fresh, allows re-positioning, and gives players a few seconds of grace to re-think strategy when needed. Most importantly, the location of the Mirage keeps it balanced. Balanced. manual cooktop 4 bocas brastemp ative bdt62. manual do cooktop brastemp ative 4 bocas. manual cooktop brastemp ative 4 bocas - bdd62ae. manual cooktop brastemp ative 4 bocas pdf

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