

Strange habits of gamers when playing shooters

There are many things that have become familiar to all people who play shooters. Even the gamers themselves do not realize their strange habits.

Shooting games are the most popular game genre for gamers. It can create satisfying, high-speed matches or provide extremely memorable experiences for players. For long-time shooters, there are many actions that seem to have become their habit. It is so familiar that it seems that players themselves do not notice what they are doing when they play.



Adjust the graphics level

Not all games come with graphics settings that are right for your PC. There are people who own a great PC case, but there are also people who have a low or medium PC case. Besides, the custom graphic level is extremely necessary, especially for FPS shooters. 'It is better to leave the Low level smoother than to Medium or High to play jerky'. Only the custom that makes the whole game smoother, minimizes lag lag, you get the perfect FPS game experience.

Adjust the mouse speed

This is also a sure thing that gamers will have to adjust, even before the need to press the Start button. Games always default mouse speed is quite sensitive. It makes it difficult for players to aim at the target. You may not need to know all the function keys in the game, but the mouse speed must always be reduced first. In my

opinion, the most appropriate mouse speed is in the range of 10 to 20% compared to the highest landmark.



Bending to look at his feet

I don't know when I have this habit but when I first start in an FPS shooter, I will bend over to look at my feet first. If I had feet, I would take a few steps back and forth, seeing if the direction of the light or the steps was real. And I believe this is also the habit of so many people. The old FPS shooters have no legs, so maybe when the legs or any small details appear, the gamers are also curious, interested in watching and playing. There are even gamers who shoot themselves in the foot to see what happens.

Check where is the grenade throw key

For longtime gamers, perhaps the 'G' or 'F' key or the middle mouse is the most familiar grenade throwing key. But there are some games that change the grenade throw key to a completely different one. It is essential to check and change the grenade throw key. If this key doesn't match your reflexes, you probably won't be able to throw it or press the wrong key to make yourself or the whole team open.



Friendly Fire

Not all games allow Friendly Fire, which is useless when shooting at your teammates. Tactical FPS shooting games will take damage if you accidentally or intentionally shoot at your teammates. So testing is extremely important. I also think this is a problem that every player is curious. Unfortunately, the game has a damage when I shoot at my teammates, there are countless highlight videos to life.

Shoot 1 bullet, replace the magazine

It seems that all gamers think that they must always be equipped with guns before going into battle. So even if one shot accidentally, players must also replace bullets for peace of mind. The change of bullets when only shooting 1 bullet has probably become the reflex of all FPS shooter players. In many cases, a missing bullet can also decide to win - lose, so gamers are far from easy to understand. However, sometimes, the careful replacement of such ammunition is a loophole for the enemy to bring themselves to . the altar.



Shoot to see if the tank explodes

Red barrels will often explode, which is familiar to all gamers in all genres. But what if it's a different color bin? Does it explode like a red barrel when it is also in close proximity to the enemies? To know this maybe only way is to shoot it. Most of the other tanks with red color won't explode, but firing it sometimes has a 'positive east and west' effect, distracting the enemy. From there, your character can easily pass through or perform stealthy scenes. For single-player shooters it also morphs into another habit of throwing barrels to see if it . breaks. Often some games hide ammunition in boxes that can be broken. Half-Life is the most classic example.

Aim at the head

Not just shooters, any game, the targeting is also the instinct of gamers. The head is often considered the enemy's weak spot, always producing the highest damage. Although there are games that put the enemy's weakness in another position on the body, but aiming at the head seems to have become the reflex of every gamer. Not to mention the shooting in the head also creates a level of voyeuristic, much more satisfied than other positions. That is why many gamers believe that the mechanism of destroying Necromorph in **Dead Space** is actually that the game makers intentionally troll this habit of gamers.

You finished reading the article "**Strange habits of gamers when playing shooters**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.