

# 1

# BAD BUCKS

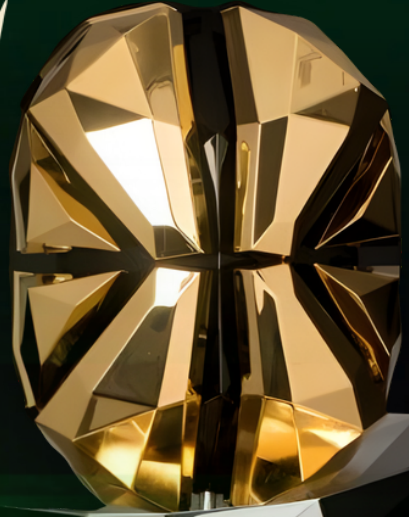
MEET THIS YEAR'S NBA 2K  
LEAGUE 5V5 CHAMPS

## GOTY

Reviews & more

### THE FIGHT SCENE

Tournament &  
gaming recaps



*Congrats!*



**OHKO**  
MAGAZINE



INSIDE AT A  
GLANCE



**OHKO**  

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**MAGAZINE** •

**BUCKS GAMING**

Special Edition Championship Articles

**REVIEW**

Pick for Game of the Year

**NEW FIGHTERS**

New Fighters on the Block

**EVO WINNERS & MORE**

Tournament Recaps

**NETS GC VISIT**

Look into Summit Esports (Nets GC Donation)



**BUCKS**  
**GAMING**



# SPECIAL THANKS

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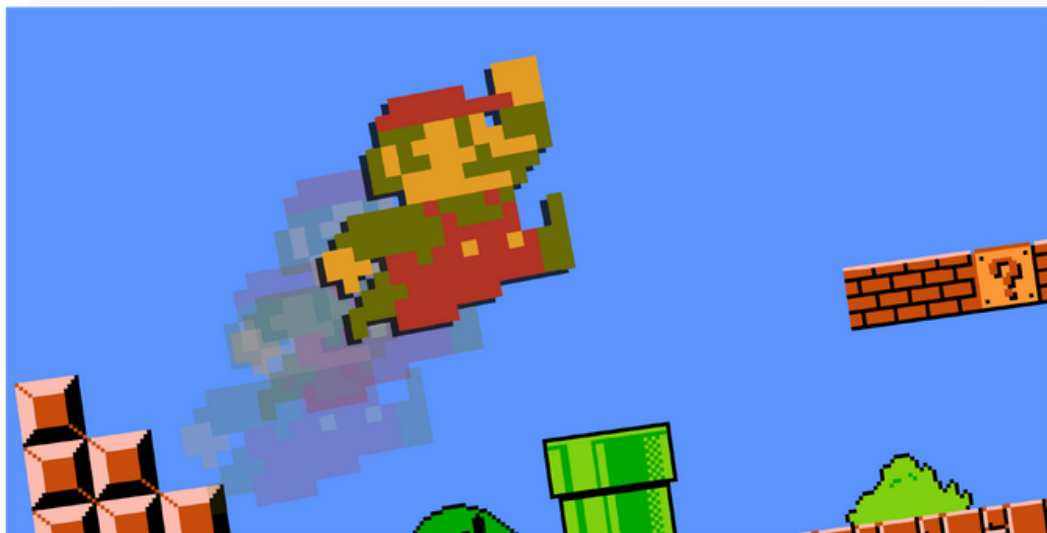
The Legend of Zelda: The Wind Waker Any% (English, No Tuner) 60		
Hero's Sword	-4.7	10:50
Leaving Outset		18:24
Forsaken Fortress 1		29:23
Wind Waker		38:59
Empty Bottle		42:17
Delivery Bag		47:00
Kargaroc Key		52:21
Grappling Hook		55:27
Enter Gohma		56:38
Dragon Roost Cavern		59:38
Northern Triangle		1:02:53
Greatfish		1:04:01
Bombs		1:09:33
Deku Leaf		1:17:13
Enter Kalle Demos		1:21:33
Ganondorf		4:51:34
<b>10:56.48</b>		
Previous Segment	-4.7	

# What's a Speedrun?

## QUICK DIVE INTO SPEED RUNNING

Speedrunning is when players race for the fastest times, doing various things across many videogames, such as getting certain items or completing the game. Most streamers who stream their speedruns usually keep track of their times, not just for the entire session, but for each section of the game that they must get through or what items and bosses they may need to defeat. Speedrunners often practice and execute these "runs" for hours on end, mostly due to the fact that there are usually things in many games that may ruin their best times. For some games, certain code may be generating in the game at random, and may vary and change something in the game like, enemies or item location, each time you play it. This is known in gaming as RNG (random number generators) or just sheer luck and can sometimes create obstacles for the runner that may cause them to get slower times.

Runners typically choose optimized routes to get through their games, carefully calculating which ways are fastest, also taking things like RNG into consideration. Asking themselves what bosses can be skipped, or how can they be beaten faster. Anything a runner can do to get a faster time in their category is usually fair game. With this in mind and do to the core nature of this genre of gameplay, most gamers here utilize glitches in their runs that alter the game in a way where they get faster times. These glitches include obtaining unobtainable items, skipping certain sections and much more. There are rules to doing this however. For some glitches, they are more difficult and sometimes impossible to do on official consoles. This is why when doing speedruns, unless the community accepts it, use of emulators are not accepted for submission. Which leads us to our next topic of discussion. . .



# What's a Speedrun?

## TAS VS RTA

TAS stands for Tool-Assisted Speedrun. What this means is that an emulator or a modified video game is used to complete a speedrun in order to get a theoretical perfect possible time. Due to the nature of how TAS' are done, they are not allowed for official runs. Many times, TAS runs implement some controls that would be mostly impossible for a person to do in a RTA (real time-attack). RTA runs are usually done on actual hardware, however u may find some communities and games that will have a separate leaderboard to keep track of runs completed on emulators. You can even find videos online of what some of the best possible times are and what runs look like completed by computer inputs.

Another appealing aspect to speedrunning, or streaming speedruns is the diversity of both gamers and games. Titles range from old to new and good and bad across many different generations. One of the biggest speedrun series is the Super Mario franchise, most notable Super Mario 64 and Super Mario Bros, games that released in 1996 and 1985 respectively. With such a variety in games found in the genre, many different gamers of different ages and backgrounds have tried their hands at speedrunning, making it more accessible, inviting and entertaining for all kinds of players and may find some being introduced to games from days past or new games redefining the generation.



MARIO	WORLD	TIME	MARIO	WORLD	TIME
072900	8-2	345	061350	8-2	345
400					
<b>03:21.70</b>	<b>TAS</b>	Time difference:	<b>RTA</b>	<b>03:23.10</b>	
player: HappyLee (1/1/2011)		<b>00:01.40</b>	player: darbian (10/5/2016)		





# HARRISBURG U *INVITATIONAL*

**Harrisburg university hosts an annual collegiate esports invitational at their home campus in Harrisburg, PA.**

Hue Fest is a collegiate esports invitational, hosted by Harrisburg University, home of the HU Storm. We took a trip to the event to get a look at the college level gaming scene, and to learn more about their facility.

At the invitational, colleges from all over the country competed for a prize pool earned across different titles including Rocket league, Overwatch and league of legends. The event space was filled with many notable schools including Boise state, Miami, Bellevue, the HU Storm themselves and many more.

As for the winners of the tournaments, we have West Virginia University winning Rocket League, the Illinois State Redbird esports taking overwatch and the University of St. Thomas clutching the win in League of Legends.



During our time at the University, we had the opportunity to explore the school a bit and check out more of the Storms gaming space. We were able to meet with Joe Gramano, director of the esports program, and pro player who has played for elite teams such as Faze Clan.

The Gaming Facility itself is amazing. A huge space dedicated solely to the team, featuring plenty of space for play, a large, interactive screen area which tracks gameplay and more information, as well as many other unique features that make the arena home for the players who gather there.

The school also features a great online program, a strong option for students who wish to have a comprehensive education program, without the need to be physically present.

to learn more visit  
<https://www.harrisburgu.edu/>



CONGRATS  
CHAMPS



NBA 2K  
LEAGUE



BUCKS  
GAMING

@bucksgg





# OUR INNOVATION LAB

In partnership with **BROOKLAN, HYPERX & NETS GC**

***The Innovation lab at Summit Charter School  
in Red Hook Brooklyn***

**Featuring the latest consoles from Microsoft  
& Nintendo**

This lab aims to educate students and hone their skills for the next level.

**Respawn Gaming Chairs - Courtesy of the  
NBA 2K League's NETS GC (Brooklyn Native)**

NETS GC's own Shotz & OG King Curt came by and delivered respawn chairs to the new lab and spent some times with the staff and students, talking new innovations, community service, future opportunities & staying motivated!

**Headsets Provided by our sponsor, HyperX**

HyperX Cloud II headsets provide students with competitive

**CEI Robotics Program**

The CEI robotics program also operates within the STEM Lab, bringing another wonderful career path to students.

**New Esports curriculum**

CEI Esports will continue to implement new and competitive lessons to help our students truly understand gaming concepts.

**SPECIAL THANKS TO ALEC  
POLSEY & BROOKLAN**



Owner of BrookLAN esports lounge Alec Polsley has been a huge part of the launch and development of the innovation lab. He has brought in his expertise of the business and what will make our space at Summit Charter School truly unique and successful.



***Please stay tuned for more news on the  
Summit Charter School Innovation Lab***





# SUMMIT EAGLES ESPORTS

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AFTER A STRONG FINISH,

# BUCKS GAMING WON THE 5V5



After an outstanding performance in the end, Bucks Gaming stood strong against Wizards District, and the team was able to pull out a 3-1 victory to secure the championship.

The last game of the series was a close one with the score being 58 to 61, coming down to strong hustle efforts, close shots and a few free throws on both ends of the court. This championship win marks the first for the team.

After hearing from Bucks members, it was apparent that a huge part in their success came from working on their team work and chemistry. As it went from low to high times, it was important to lock in and focus on the end goal.

We the team "what were some of the factors that had an impact on your success this season?" Point Guard Cooks replied;

"One of the main factors was trusting our teammates. I feel like during the turn we all gained a different level of trust for each other and that made everyone's job easier, in that aspect. Also balancing out the mental part, eating right, sleeping at a good time and being mentally prepared to stay in Indianapolis for 13 straight days."

The mindset shared by his fellow teammates allowed them to come together and do for them what hasn't been done yet, bring home the 2K League Championship.

## CHAMPIONSHIP MVP

Dimez performance at Center with the Bucks definitely played a role in their championship run. It was no surprise to many that he was able to lock down the status of finals MVP by years end.

A long standing member of the league, Dimez spent most of his play time with Mavs Gaming, through consecutive seasons from 2019 to 2021 when he was traded to Raptors Uprising.

He was then traded for the 2022 season to Bucks Gaming, where history was made for the team. Dimez has expressed gratitude for the team's win and the individual effort each of his teammates put forward to make this possible.

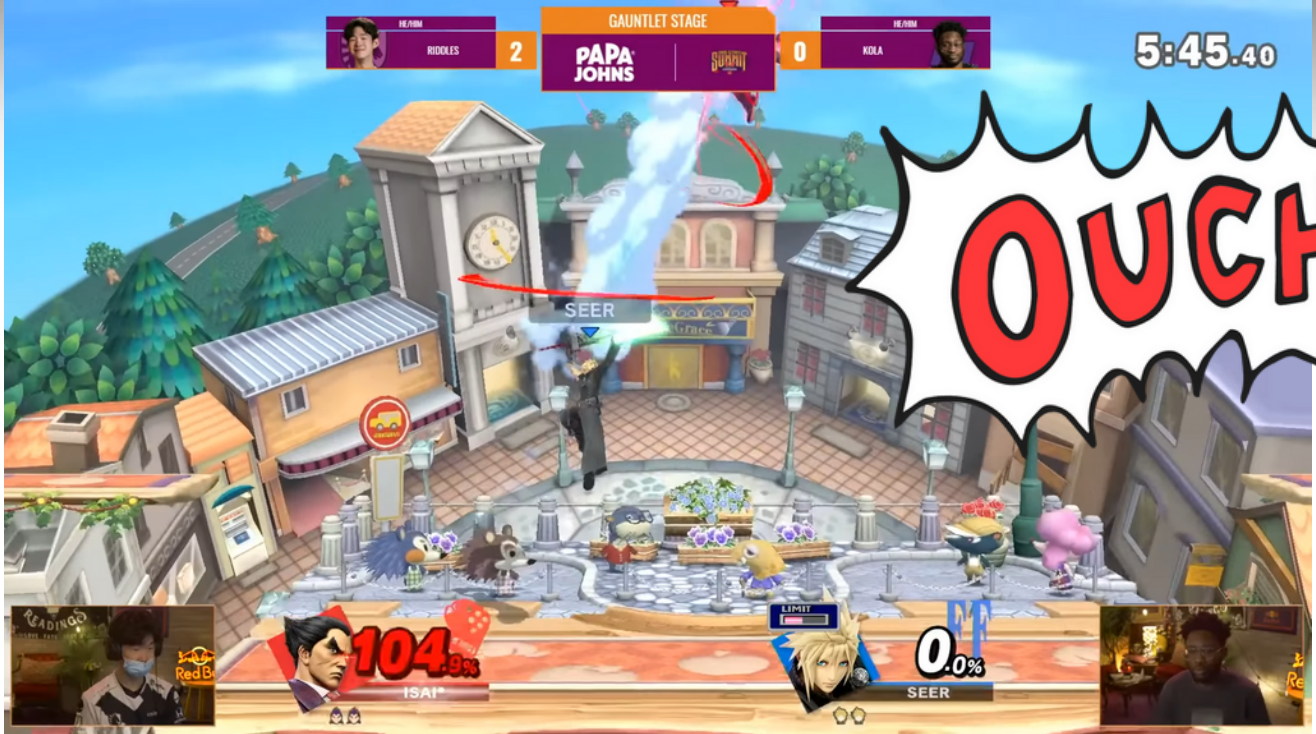


## GM PATRICK GLOVOSKY

As for Patrick, he came in to take over for the team before the start of the 2022 season, with Bucks Gaming not seeing as much success in their previous run. However, hard work and consistency for the team has paid off, surely in large part to Patrick's integration into the team.

We spoke to Patrick about what he would like to highlight as it pertains to the success of the team. His focus was to simply convey the phenomenal turn around this season, and the tremendous effort put forth by everyone to make this championship dream, anything but.

A strong example of leadership, vision, and teamwork.



## LET'S TALK MAJORS

Recap of play  
Nazo



One of the most anticipated Smash events to ever happen, is Smash Summit. Ultimate Summit, in particular, tends to harbor some of the strongest top players the Smash Ultimate scene has to offer. Glorious bouts, intensifying sets, and most importantly, the most shocking of upsets. Here at OHKO!, we're going to be covering the chaos that was the Main Singles bracket of Smash Ultimate Summit 5!

Let's get right into it with the roster. The event's invited players were some of the strongest players to ever do it in the game, featuring: Mkleo, Dabuz, Tweek, Light, Protobanham, Gluttony, Riddles, Kola, acola, and the shocking final invite of the event, Sparg0. With Sparg0's hiatus from the game back in the summer of this year, it was a pleasant surprise to see him return for Summit, which helped to reinvigorate his passion for the game. The crowdfunded players included some surprise picks from Myran, the solo Olimar main. Ouch?!, the Canadian Wolf main. T3 DOM, the best Richter Belmont player to ever do it. And finally Jahzz0, the best Ken player in the state of Georgia. And finally, we have the two players who qualified through their placings in the bracket qualifiers. Those being the R.O.B. player Anathema, and the Aegis Wielding Cosmos. All 16 of these players would put their hearts into Ultimate Summit 5, and no matter what their placement was, every one of them put on a marvelous show to behold.



Unfortunately though, there has to be someone who didn't do very well in Summit 5. T3 DOM, Myran, Cosmos, and Jahzzo would all end in 13th place. And whilst they may have lost, they all poured their hearts out in every match they played. Now, for the truly insane upsets. From the prior matches a day earlier, there were many players who would end up on the losers side of the bracket immediately. And whilst players like Anathema, Ouch?!, and Dabuz wouldn't be able to clutch it against their opponents, it was Mkleo losing that was the shock of the night. After what was considered by many, the best set of the tournament, in an iconic clash between Mkleo and Tweek, Tweek would emerge victorious. This meant that Mkleo wouldn't place in the Top 8 of a tournament, a result he hasn't suffered since Umebura Japan, a major in 2019 where he would place 33rd, his worst Ultimate result to date. After Summit 5, the throne for the best player in the world couldn't be more up in the air.



# FIGHTERS PERFORMANCE

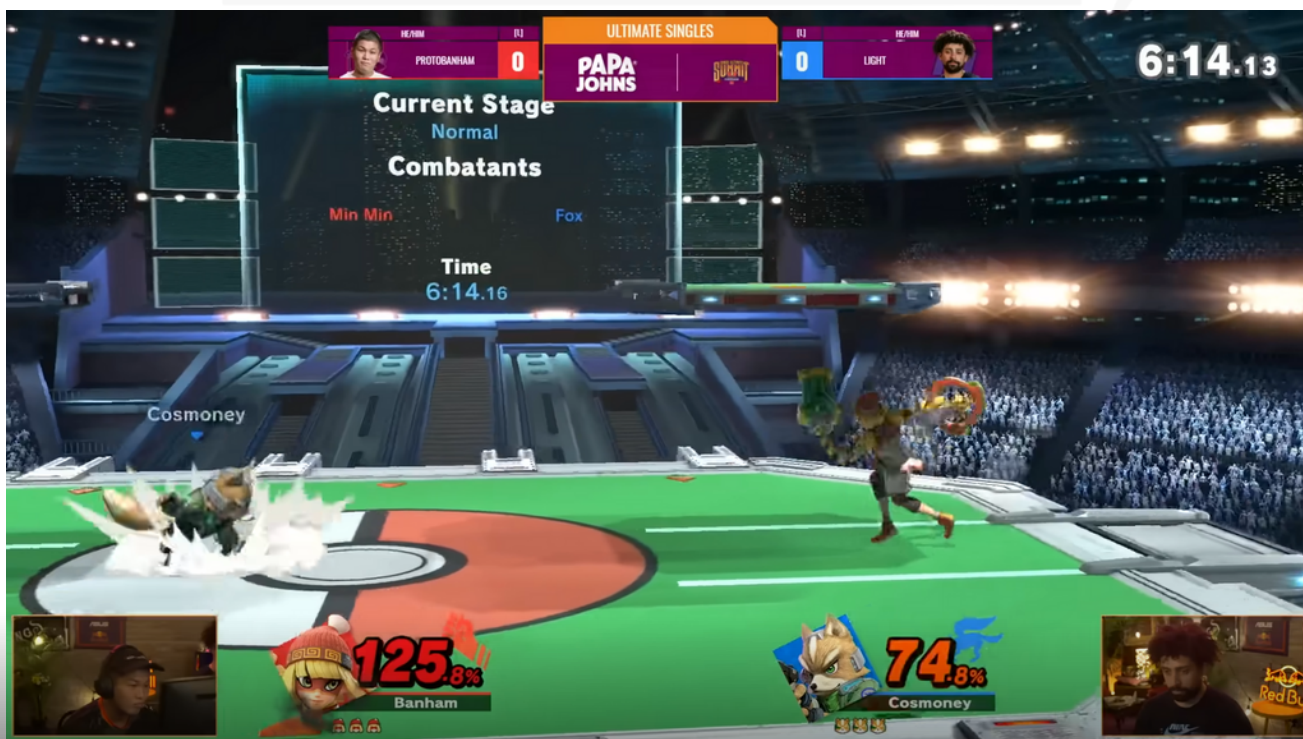
How about top 8?

We still haven't even covered Top 8, where some of the best Smash Ultimate gameplay would be waiting for us. Gluttony would eliminate Sparg0, and while he was a little rusty, Sparg0 had nothing to be ashamed of finishing in 7th place. But despite playing the set of his life against MkLeo, it didn't matter to acola, who would defeat Tweek in a close 3-2 set, cementing him a place in Losers Quarters. On the winners side of the bracket, Kola would defeat Light in an intense and combative 3-2 set, whilst Protobanham would defeat Riddles 3-1.

Whilst Light was set to make the losers run, defeating Gluttony, Riddles was unable to do the same and was defeated by acola. In ANOTHER Game 5 scenario, Light would defeat acola and send him into 4th place, before getting the runback on Kola and dominating him with a 3-0. The stage was set, Grand Finals between Protobanham and Light. Light showed promise, taking the first set 3-0 to reset the bracket. But after taking the time to mentally prepare himself, Protobanham would not give in. He would defeat Light 3-1, and take Smash Ultimate Summit 5 as it's Champion.



All in all, the best way to describe Smash Ultimate Summit 5 was chaotic and bombastic. So many intense and close sets, and an insane amount of upsets that would go down in Smash Bros. History. No matter the placement, everyone that participated showed why they are considered to be the best of the best. Thank you so much for reading our coverage on the main bracket of Smash Ultimate Summit 5, and we'll see you all in the next tournament cover up!



# RECAP



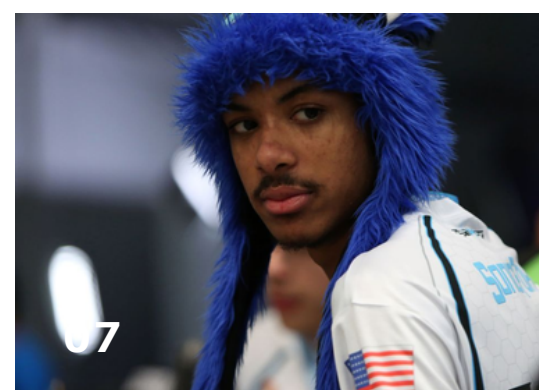
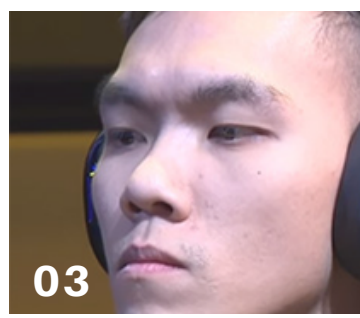
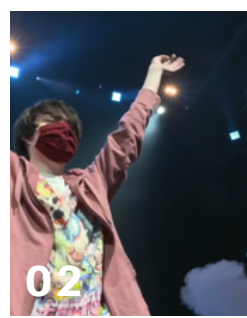
**OHKO**  
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*FINALS OUTCOMES*

**WHO WINS ON  
THE MAIN  
STAGE**



- 01 **EMS** - WAWA  
(Dragon Ball FighterZ)
- 02 Razer UMISHO  
(Guilty Gear -STRIVE-)
- 03 ZJZ  
(The King of Fighters XV)
- 04 Scorpionprocs  
(Mortal Kombat 11)
- 05 Jing  
(Melty Blood: Type Lumina)
- 06 **Good Squad 8/HITBOX**  
- Kawano  
(Street Fighter V: CSE)
- 07 **Evil Geniuses** -  
Sonic Fox  
(Skull Girls: 2nd Encore)
- 08 Gamera  
(Granblue Fantasy: Versus)
- 09 **DRX** - Knee  
(Tekken 7)



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**OHKO**  
MAGAZINE



# NETS GC DONATES TO SUMMIT INNOVATION LAB

BY TREE

**CEI Esports** has partnered with NETS GC of the NBA 2K league to further bridge the gap between education and esports. Team GM, Ivan "OG King Curt" Curtiss, as well as Shotz, Power Forward for the team, paid visit to the home of our esports program. A school in Red Hook Brooklyn, Summit Academy Charter. The team donated Respawn gaming chairs to the academy's new esports lab, sponsored by HyperX.

the NETS GC spent time with the students and staff, which gave the school a glimpse of what is to come with hard work and motivation.

After spending some time with OG during his interview with the Reachin' & Teachin' Podcast, the Nets team knew that they wanted to be apart of our efforts to bring up our school and community.

After donating the chairs, and support from the school and program teams, the CEI Esports team was able to transform an empty classroom into a brand new and exciting lab to help kids learn and grow in the esports space.

Vincent "Big Perm" Valerio, CEI Esports coordinator who is stationed at the Summit Lab, said;

"It's truly amazing to see how we all came together to make this happen. None of us really had this growing up, so I think it was easier for us to band together to make sure the kids had something that they could use to create opportunities for themselves. That's the whole point of what we're doing right?"





The high school students attending the academy got an opportunity to play Shotz, and get a feel of what some pro experience is like, which also set the tone for students to see their potential earlier, rather than later. On behalf of the CEI Esports & OHKO magazine team, we would like to give a huge thanks to Nets GC, HyperX, BrookLAN, Joe Pascoe, Summit Academy Charter School staff and everyone who made the transformation of the Summit Eagles Esports Arena/Innovation Lab Possible.



# **HYPER**



HyperX Quadcast Microphone <sup>TM</sup>



# HYPERS



HyperX Cloud Headset <sup>TM</sup>



# GOTY

## ELDEN RING™

“

Tree

@ohkomagazine



Elden ring tells the story of a Tarnished, someone or something that has lost the grace of the Erd Tree, a holy tree that houses the elden ring, and is a symbol of the golden order in the Lands between. As a revived Tarnished, your task is to explore the lands in search of the shattered pieces of the elden ring in order to become elden lord, one who resides above all in the land. This doctype is meant to help our users create various business or project proposals and help them get approved. Proposals themes can be categorised per industry or function: marketing, agency (advertising or pr or design), event, retail, social media, website design, etc.

### The Journey

After spending over 200 hours in the game, and feeling that I have seen, for the most part when dealing with a From Software, everything that the game has to offer when it comes to the story and lore, and when it comes to gameplay and mechanics. For me, it was the greatest game released this year at the time of writing, and was a huge success to the fan base. Let's talk about how this game stacked up for me, and some things that make it so rage inducing for the community.

Release: February 25th, 2022



**GAME OF THE  
YEAR**

# GOTY

## ELDEN RING

### The Gameplay

Aside from the insane story and lore this game has within that I cant fully cover here, the gameplay is phenomenal. With an RPG system for level progression, obtainable spells and skills, summoning features and just a ridiculous numbers of bosses, there's plenty to grind for, and what a grind it is. The game is brutally difficult, a necessary component for a true from software game, so go into it knowing that whatever level you are at start, is nothing compared to what you need for the first boss, especially as a beginner to these types of games. It takes an open world approach, different from the linear paths that fans may be use to from the souls-bourne series, but it's done well here. Exploration is up to the player, but the game teaches you early that just because you see an enemy or open space doesn't mean that attacking or running straight through is the best option. For beginners, even the most basic mobs can take you out instantly,

forcing players to quickly get familiar with the combat system, which is tied to your player build and can vary from person to person. You can customize your character to be anything from a big weapon swinging powerhouse, to a swift moving magic user and all in between.

The combat mechanics are tight, and learning how to jump, parry, block and dodge is essential to survival, and timing is everything. Enemies in this game, especially the bosses have extremely varied attack timings and patterns that sometimes have no discernable way to predict. Dodging is your main choice for avoiding damage, and if you mis-press, you will suffer greatly, sometimes instantly dying to one attack, dropping all of your runes (currency for upgrades and leveling up. If you die again before returning to where they were dropped, they are gone forever).



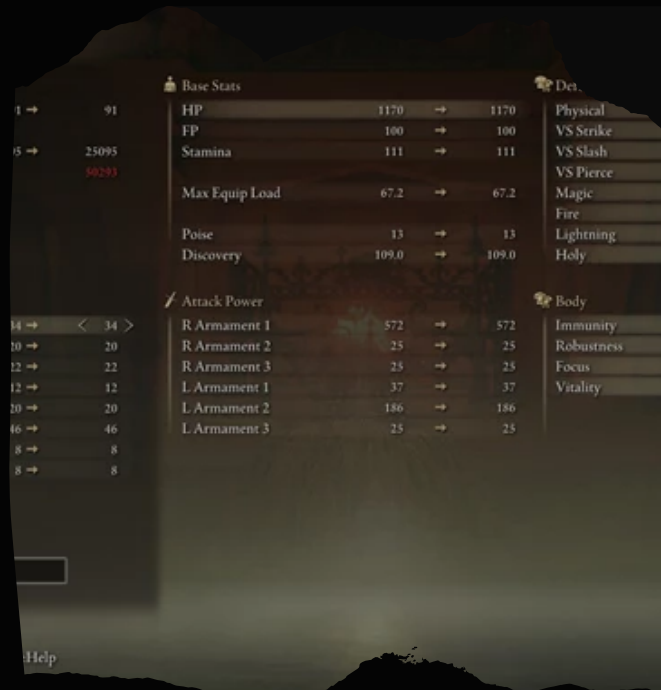
# GOTY

## ELDEN RING

### The Gameplay

Although this was extremely frustrating to deal with 99% of the time, the game never really felt too janky or unfair. Instead, I always had the feeling that I did something wrong, and simply needed to get better. Being defeated doesn't seem unfair due to its combat system.

Weapons, armor, shields, and spells vary greatly and can be purchased from merchants or found along the way. From bows to Swords, there are weapon types for many players. Different weapons and shields require different attributes and stats to use them, so knowing what build you want to make and understanding the stat chart is important. For those players who have played through the game several times, are bored of their current playstyle, or made mistakes when making their build, eventually gain the ability to redistribute their stat spread. This give more freedom to the player and promotes experimenting with different options, another thing that is healthy for the longevity of the title. The process to redistribute your stats can only happen a limited number of times each playthrough though, so give it some thought.





## The World

The map of the open world is huge. With so much to explore, I'm not sure if it's even possible to cover everything in one playthrough. The game features so pausing options, so you need to be constantly aware of your surrounding while navigating menus, not to mention the game saves everything that happens, so while can quit playing to save your game, you cant load different files of the same build if you make a mistake. Along your journey you will find touches of grace, points in the map illuminated with a golden glow. When you interact with a grace, you are then able to fast travel to others you have visited, making it very convenient to backtrack if needed. This is also where you make adjustments to your characters, and upgrade him as you see fit.

The story itself as mentioned at the start, is a long one. As the ending itself has 6 discovered outcomes, none but one of which I'm my opinion, changes the remainder of the playthrough itself. As the player you make a decision to explore as much, or as little as you like outside of what is mandatory for progression, and there is a lot out there. Encounters with different individuals in the world may change your prospective on what you think is happening, and may possibly change the course of your playthrough entirely. In this way, the game offers a ton in replay value with new game plus, as many players can play through the game again, keeping their levels and items while finding new things, learning new lore, or taking a path they have not chosen yet or was locked out of because of a choice that was previously made.

# GOTY

# Issues

The game does allow for online co op with some limitations, being a player cannot go where they have yet to explore, or past a boss that hasn't been beaten. Still, it was fun enjoying taking on the brutal world of this game with friends, especially during my second play through where the difficulty is ramped up. Even without this feature though, the game offers more than enough from the offline, single player experience.

Of course, there are things that I don't like personally. Most things that players will complain about with this game, are things that were intentionally implemented by the devs. Such as losing all of your runes upon death, or being utterly destroyed by a random player in the world invading your game to kill you (yes, this is an actual part of the game that you cannot stop, only prepare for while playing online).

This also wouldn't be as horrible if it wasn't for the fact that there doesn't seem to be skill based matchmaking online. You may get invaded by a player who is simply too much to deal with. There are also some things though that the devs have taken care of with patches, such as exploits and glitches and others they have not, like terrible camera angles when dealing with larger enemies, or complete game freeze or lag, something I mainly dealt with on the PC version of this game. The game has glitched for me several times where a boss would disappear, or I would be prevented from continuing because of a bug. Speaking of bosses, they are no joke. Seriously, I spent literally 5 hours just to kill the first boss of the game. Not to mention how many times, I would nearly finish them off, and they would survive on what has to truly be 1 health point, killing me because I exhausted all of my healing resources in the first 2 swings of their weapons.



ELDEN RING





## Weapons & Conclusion

On the point of weapons, even though there is a variety, there are clear winners. Online players usually being seen using the same weapons and techniques often due to how strong some of them are. Even when playing alone, many of the weapons could not be used with my build because of their requirements. Some weapons require high stats, and some a lot higher than what should be expected at the time of obtaining said weapon. This also makes things difficult because not only do some weapons require opposing stats to use effectively, the difficulty of the game makes it difficult to obtain runes required to get there, forcing many players like myself to focus on being good at mainly one thing, instead of being more diverse, despite that being an option on the table.

Elden Ring is very dark tale, but brimming with life and refined by developer execution. It offers a rich, deeply lore driven story that gets you invested to learn more. The solid fighting mechanics were brutally hard, but made me want to spend more hours on every boss learning their patterns. The further you get in the story, and with every challenge you face, you truly feel yourself improving as a player. There are flaws here yes, just as in any title, but the sheer volume of content, replay value, and solid mechanics, makes this one an easy pick for this year's best. At least for now.



9/10

# TOP 5

Super Smash Bros. Characters  
By Tree



@ohkomagazine

We will always reserve a special place for Super Smash and all the characters within its world. Here, we will take a look at my top 5 Smash characters. For any reason, whether it is viability or personal preference, these are the entries that resonate with me the most. Let us know who your favorites are!



## Meta-Knight

**First Appearance In Smash: Super Smash Bros. Brawl**

At number 5 we have meta-knight. Now to be fair, meta-knight doesn't hold as much weight as he used to with the increase in competition. However, in the Brawl Era of smash, there was no denying that he had a choke-hold on the meta game at the time and for the complete life of the game, prompting bans in competitive formats, being a whole tier of fighter class on his own. Having much more of an impact on the game than basically every fighter choice. Although not a personal favorite, there's no way I could ignore him.



## Fox McCloud

**First Appearance In Smash: Super Smash Bro. (N64)**

The next spot at number 4 is Fox McCloud. Fox is here for reasons similar to meta-knight, however, Fox's success has been much more consistent and pronounced, in my opinion. From the games inception in 1999, Fox has always had viability in all formats of gameplay, although, he has tended to shift from tier to tier in certain metas throughout the years, but none the less has remained close to the top for the life of the franchise. He will always be a top choice.



## **Little Mac**

**First Appearance In Smash: Super Smash Bros. Brawl**

Hear me out. Little Mac may not be a character that you use for competition. His air recovery is non-existent, he doesn't have much variety in moves. Although he is fast, he doesn't provide much air support or technical prowess. I will tell you though is that he is extremely enjoyable to fight with. His punching moves are both extremely fast, and very strong. His Knock Out meter that fills with damage is satisfying and honestly, a little nostalgia kicks in for those who are familiar with the Punch-Out!! Series.



## **Kazuya Mishima**

**First Appearance In Smash: Super Smash Bros. Ultimate**

He's dangerous. Kazuya's combo abilities are insane, taking attributes from the game he hails from. He is able to juggle characters, causing high damage percentages with just a few follow-up attacks after his initial blow. He is able to easily take an entire stock off of one combo by an advanced player with ease if unchecked. He has several ways to guard the edge, both from on the stage and off, thanks to reliable recovery. The way in which he is able to easily juggle other fighters for high damage and in such a short time definitely qualifies him for this position.



## **HONORABLE MENTION**

### **Steve/Alex**

**First Appearance In Smash: Super Smash Bros. Ultimate**

Before I talk about this pick, I will give Steve an honorable mention. With his versatility in his moveset, combined with his resources at his disposal to disrupt player movements, combo opportunities, and how he can literally block your path back to the stage, he is a great candidate for number 1.

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BRIDGING THE GAP  
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ESPORTS



1



This time however, Nostalgia takes over and Sora from the Kingdom Hearts franchise, steals this spot. Sora was announced as the final DLC character for what many fans believe to be the last Smash game . . . for now. He instantly saw success with his aerial versatility, options for recover and the quiriness to his move set, being a high tier fighter. More than his success in smash for me however, is the impact the character had on my childhood. Kingdom Hearts is a Square Enix-Disney derived story that over the years has been one of my favorite stories (albeit convoluted at times) every told in gaming. It still remains one of my favorite series to date and it doesn't hurt that he's a good choice to fight with in Smash.

What did you think of the list? *Be sure to follow us on Twitter and Instagram and let us know who is on your top 5 fighters list.*

**GET READY  
FOR THE  
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**TEKKEN 8**™

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**2023**

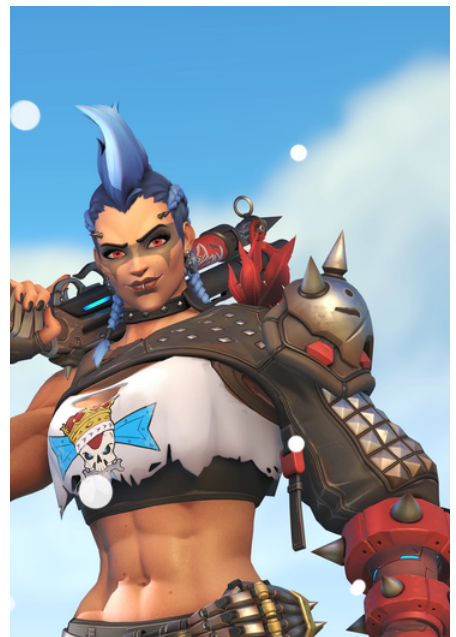


# OVERWATCH 2

INITIAL IMPRESSIONS FROM LAUNCH

*By: Tree*

Overwatch 2 is the follow up (sort of?) To the original 2016 title. I have gotten a chance to spend a good amount of time in game so ill just touch on a few notes here. The game is free to play, so if you would like to learn more, download it and give it a go.



First off, the launch of the game was a complete disaster. Servers were full or just plain inaccessible. Even I started in at 499 in the queue, which at first glance isn't that surprising for the launch of the Overwatch sequel (again, not really.) After over an hour waiting I never moved up in the queue, and was soon met with the error message most people encountered. When trying to get back in I jumped up to 799 in line to get in. So yeah, definitely not the best start to a game that was already late for the party.

Once I actually got in (over a day later), I finally had a chance to play. Honestly, it's Overwatch. To my eyes it looks pretty much the same. Character models have changed and abilities have been tweaked. It definitely does feel much newer compared to the first. The thing is though, is that it doesn't really feel like a sequel. There isn't much groundbreaking changes compared to the original formula.

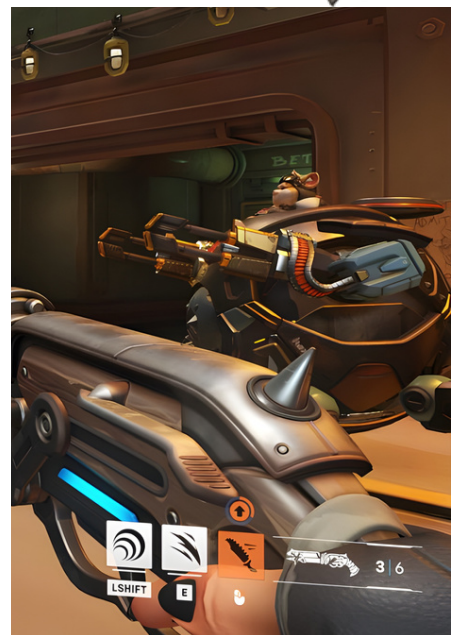




It's great to get a new coat of paint, but I personally was expecting much more. I can say that since the game is free to play across all major platforms, the wait and changes to the game seem much more justifiable.

As far as the feel of the gameplay itself, it's slot. Controls are great and the changes to the rosters moves, along with the brand new playable characters are definitely refreshing and gives you more of a reason to explore other choices.

Overwatch 2 is fun. It is also Overwatch. So if you enjoyed the original, you will find all you love here, with some well welcomed additions.



## HOW GOOD WAS IT?

# POKEMON: LEGENDS ARCEUS. THE GOOD, BAD & UGLY... BUT STILL REALLY GOOD

By. Tree

Pokémon: Legends Arceus has been out for a bit of time now and has shown that the dev team at Game Freak is completely prepared to take the series into a new era.

Featuring a vastly more open world than we've seen in the Sword & Shield entry into the main series, the game has done a great job expanding on the idea, with new features that reimagine how players interacted with the Pokémon universe. With that being said, the game has received critical acclaim and here, we will take a look at what made the game one of the best and what the game left to be desired, as we look toward Pokémon: Scarlet & Violet.

## THE GOOD

The region to explore in Pokémon: Legends Arceus is the Hisui region, which players know now as the Sinnoh region, but from a long ago era. Aside from the story, which will be told in similar dialogue and cutscene fashion as previous game, allows players to explore different sections of the map as you would in a the Wild Area & DLC from Sword & Shield. Unlike those games however, the player can catch Pokémon in the overworld, without engaging in battle. As you can approach wild Pokémon, they can also range in how they respond, from being aggressive to more docile. Aggressive Pokémon will attack the player if he/she chooses not to send a Pokémon out to defend themselves. This has been the biggest change and seems to create the most enjoyable experience. In the past, you would engage Pokémon in typical RPG turn based fashion. Although this is still present in the game when engaged in a Pokémon battle with a trainer or when you choose to send out your Pokémon against a wild one, this change of allowing players to interact with the Pokémon in this way makes you feel more immersed in the world and see more character and personality from existing Pokémon. Outside of that, the world feels familiar to Zelda, Breath of the Wild, where resources and items would also be available in the open world for crafting or in battle use. Even having the ability to ride and fly around on Pokémon to help traverse the different landscapes. This way of play seems to be ideal for many and what so many fans asked for, and what to be expanded upon. Oh and the music is great too.





# THE BAD

## OHKO MAGAZINE

The problems don't reveal themselves as shamelessly as many other games out there. Some may be more glaring than others, but it seems the gameplay itself has shined though and allowed the game to be played for the most part, as Game Freak intended. That doesn't mean that issues aren't there. One of the first issues noticeable in-game is mechanical. Some things that stand out are not being able to catch Pokémon using ride Pokémon. It is possible to do so when on the water ride Pokémon, Basculegion, but not the others. There is also an issue with actually catching Pokémon. Using Pokéballs on hills or angles can be a nightmare, and catching them in the water is especially difficult when not trying to battle them first. It is also possible to battle several Pokémon in the wild at once, but you the player can never send out more than one Pokémon at a time. This is an issue considering double battles, and even triple battles, were mechanics in main series games. Not to mention that story battles will see opposing trainers using sometimes 3 Pokémon against your one. There is also a pasture area, like a Pokémon ranch, to house your captured Pokémon, however breeding is not an option. What is more troublesome is the lack of online battling. There is no option for this in the game. Trading is currently available, however, you must have a predetermined code to search for a trading partner, which has led to the community all choosing "1's" as a code to quickly find a trade. This is a regression of many years from the main series.



Here at the trading post, you can exchange Merit Points for items and trade Pokémon with others.



# THE UGLY

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Soon the problems become less subtle and more obvious. As you play through the game you start realizing more about the world your in. For this game, there isn't a whole lot happening outside of the obvious. First, the maps are a bit bare. Aside from the landscape and wild Pokémon roaming around, there's not much else going on. You can encounter NPC's but they wont do much more than offer a quick chat or send you on a quest. Once its finished, you will most likely never interact with that NPC again. There's never any interaction between an NPC and a truly wild Pokémon either, like seeing them battling, which is a bit of a missed opportunity. Not only that, but in Jubilife Village, which is essentially the hub of the game, has villagers throughout, that will not even move. The only times when other players move aside from the main protagonist, are during cutscenes. This makes the world feel a bit boring and doesn't give you the experience of a truly living world, outside of the wild Pokémon, who are seen in amazing fashion. What's more are the graphical issues. At first glance, the game looks vibrant and full of depth. As you play and gain a closer look however, you notice its not all as it seems. Render distances for the landscape is not great, having trees and the like constantly spawning in front of you. Blurred lines and jagged edges are everywhere and when moving through caves, both you and your Pokémon have this very uncomfortable glitch where your bodies are weirdly outlined. Finally although I think the music is nice, there's not much of it. That wouldn't be an issue if the world didn't already feel like it was lacking substance.



# BOTTOM LINE

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All in all, with all things considered though, Pokémon: Legends Arceus is a fantastic game. Although there are changes that need to be made and issues to address to help bring the features that made the game work into the newest coming entries in the franchise. The design choices and solid gameplay shines through it all and the game has taken innovative steps to continue to evolve the franchise. The Hisui Region was fun and gives you a new feel for the series. We truly look forward to seeing how they tweak and expand on these new ideas in the new games and really perfect the formula. If someone at Game Freak said this game is a fraction of what's to come, then fans are in store for a treat.





COMING 2023



**SPIDER-MAN 2**

# BLAST FROM THE PAST



The lore of a game and  
a gamer

## Does the legacy still stand?

The last Metroid is in captivity. The galaxy is at peace. Super Metroid, the third canonical title in the Metroid series, would take every part of the world by storm when it was released on March 19th, of 1994.

Despite the critical acclaim of the Metroid titles that would come after, Super Metroid is still called one of the greatest Metroid games of all time. And in this blast to the past, we're going to tackle the question that you're all dying to know the answer to:

*Is Super Metroid still a gem to be cherished, or a relic that should be left to the past?*

## Story

Taking place after Return of Samus, on the Nintendo Gameboy, Super Metroid begins by setting the stage for the events after Samus retrieves the lone baby Metroid at the end of the prior title. Samus takes the newborn alien to a Galactic Federation Ceres Station, where the scientists aboard agree to take the Metroid and study it, as a way to possibly use the Metroids to bring peace to the galaxy.

## Trouble

However, after leaving the station, Samus receives a distress signal from Ceres and is forced to return. Further investigation reveals that the leader of the Space Pirates, Ridley, has invaded Ceres and taken the Baby Metroid for himself. Samus must then chase and follow the Space Pirate towards a familiar planet: Zebes.

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## On Arrival

Upon landing on the planet from the first adventure of Samus, the narrative takes a backseat to allow the player to take in all of the scenery of Planet Zebes. With no dialogue and or NPCs to speak of, Samus is left alone to fend for herself.

It creates a powerful sense of isolation and atmosphere, and evokes that sense of dread in how you're only here on this barren planet with nothing but the hostile aliens. It's a feeling that the Metroid games afterwards would integrate as one of the series' main core aspects.

*The areas to explore are not only plentiful of secrets and goodies, but with the help of the SNES, are astounding to look at and play through.*

Know the world, and  
pace your game

## Pacing

Thankfully, atmosphere and world building aren't all that Super Metroid has to offer. Even to this day, Super Metroid's gameplay is still rich and brimming with life. And this is mainly because of how the game allows for different kinds of playthroughs. You can go throughout the game slowly, exploring every corner of Zebes as you uncover all of its hidden treasures and become strong at a consistent pace.

## Options

Or, you can choose to play the game at a speedrunners pace, using the games unique wall jump mechanics or bomb jumping tricks to uncover powerful items early on within the beginning of the game. Not only is it immensely empowering to feel like you're playing the game out of order, Super Metroid's open endedness almost encourages this type of sequence breaking.

# WORLD

# AT YOUR OWN SEQUENCE



## A CLASSIC FOR THE AGES

## VERDICT

*Super Metroid is included as a reward, alongside many other SNES titles, for subscribing to the base Nintendo Switch online membership. It can also be played through purchasing an SNES classic, where you can even play the game with a version of its original controller.*

*No matter what method you choose to play Super Metroid with, it is absolutely a gem that could be considered as one of the greatest games ever made.*



**VERIFIED: GEM!**



# MULTIVERSUS

## REVIEW

### DEEPER THOUGHTS



There are many things to enjoy here and it does a pretty good job at setting itself apart from its source of inspiration. That doesn't mean it doesn't come without flaws, and some have almost ruined the experience for me completely.

To start, the game sometimes seems awfully unbalanced. The dodging in the game is definitely a needed mechanic and it does work, but there is no shield or guard system, aside from characters who can specifically use them. Dodging is important, but I don't think it should serve as a replacement here, especially since dodging is limited to a stamina meter.

There are also already clear choices for who the top players are using competitively and the list isn't very long, showing that players have no need to use multiple characters because some far outshine others. As an example, some members of the roster sometimes seem impossible to K.O. or launch far distances,

while others are able to launch opponents off in no time and this in my personal experience went beyond just the tank class.



Tree

@ohkomagazine



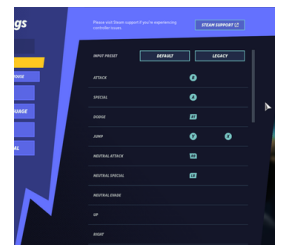
### What is it?

Multiversus is an online arena platform fighter, another potential contender for the omnipresent super smash bros. It works in the same way where damage is done by the fighters and their unique move sets to launch the opponent off of the stage and into the blast zone, earning you the knock out.

The winner is the team or fighter in the case of a 1v1, that earns two knock outs. It features crossover characters from Warner Bros. across several universes, including the likes of Bugs bunny, Iron Giant, Taz, Batman and many more from beloved franchises. The game is strong in many areas. The roster of playable characters is large enough for the time being featuring over 15, with continuous updates planned, and some already rolled out featuring more. Each character has several special moves and normal attacks that feel unique to them, and is definitely reminiscent of their source material.

### Control

Controls can be swapped around if the player chooses allowing for more customization. With being able to launch several attacks in the air, a lot of combat tends to take the battle both above and off stage, placing a huge emphasis on edge guarding and chasing.



Players have dedicated Dodging controls for avoiding damage as well as an extensive move set for many characters. You can choose from 5 types of fighter, bruiser, tanks, support, assassin and mage, each providing specialized roles and interesting playstyles. The game is very fast past, with more closely resembling Brawlhalla, another platform fighting title. With 2v2 or 1v1 online modes, as well as local multiplayer, there's different options for who and how you play.

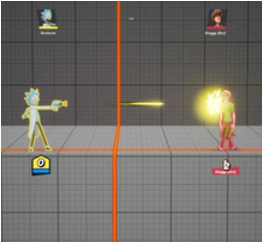
### Game Elements



There are skills that fighters earn as they level up through play that can be equipped and gives bonuses to their stats, or adds unique quirks to their abilities. This adds a fun element to the game and has players giving extra thought into their playstyle and load out each game, while abilities stack with your team.

The stages are familiar places, many being pulled from their respective universe, such as the bat cave. Some stages are also interactive, having the ability to be destroyed by players or otherwise altered in some way. We have been having a lot of fun playing and can easily see how it was able to make an appearance while still in bet at EVO 22.





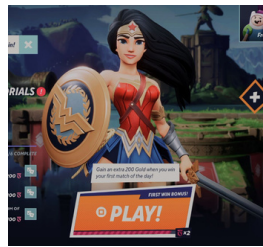
## More or Less?

Although the variety in unique moves for the fighters are welcome, it sometimes feels like a bit much. Along with having several special moves, neutral and air attacks and chargeable moves, many of them work in conjunction with each other, seeing use constantly throughout a match.

This is compensated by the characters special moves having to cool down after use, along with move decay, which weakens moves after repeated use. This would feel better if it effected characters the same. Some fighters that deal with cool down don't seem to be as effected as others. Due to the nature of Some of their moves, they can afford a few seconds of cool down because of how much they can do. Other characters like Taz, who WAS my main closer to launch, has suffered a bit more and became almost unplayable to me, due to his move set being centered mainly around one move, his tornado.

## Balance

Some moves like this tend to get nerfed due to their capabilities, there are usually things in place to compensate the loss. This is something that through dev patches I don't feel they are hitting the right formula. When one top character is changed, another one is buffed to take their place, but it's not increasing all characters overall viability.



This combined with exploits that players have uncovered over the course of the beta, though much has been patched, has made me put down the controller several times. As for the online eco system, it's a bit shallow. There aren't many special modes to be excited about or competitive tourney options. There is a party system but it doesn't have voice chat (**time of writing**) and games are limited to just 4 at a time, which adding more stage variety and bigger settings could help with. It also doesn't offer a lot in terms of bonus content aside from a battle pass that doesn't give much more than currency or skins for fighters.



## Game Elements

There's no character bio screen, trophy models, or anything that would justify hours of gaming aside from just wanting to fight. I understand that the game is still in beta, but they are also charging up to 100 dollars for game bundles, that provide nothing more than cosmetics and tokens to unlock characters without having to grind playing for coins.

All in all, with everything considered, Multiversus has a lot of potential. It's fun to play and the combat is interesting, competitive and does a lot to showcase what makes each character special. The variety in the current roster and projected upcoming releases make me excited for the final product. Even though it seems that the game has not figured out its balancing in terms of mechanics and power scaling or filled the game with enough content for long lasting play, the effort that has been put in is evident, and is supported by the developers planned road map to continued patches and content releases.



# 7/10

... For Now

# MULTIVERSUS REVIEW



# THE NEXT STREET FIGHTER

## INITIAL FEELINGS



**CAPCOM**<sup>®</sup>



Street fighter is a timeless and competitive classic fighter that has maintained a strong presence in the esports scene for some time. With street fighter 5 having been released in 2016, Capcom is ready for the next phase in the franchises seasoned career.

With the release date of Street Fighter 6 slated 2023, a closed beta was dropped for a limited time to some players. Unfortunately, I wasn't able to participate. Nevertheless, I have invested time in watching and observing the gameplay and demo work given to those who participated. I have to say we are definitely excited to see what the final product will look like.

First, the presentation. The game is very appealing. The graphics overall definitely look new and improved, but the normal appeal of the street fighter we have been used to for 6 years.

Character models look a little exaggerated with dubbing in cutscenes but it's fine. The Battle Hub looks like the main draw. Creating a fighter is an amazing addition and creates a whole new experience and individual identity for the player, plus it adds a huge variety of customization options for a beta. We will have to wait and see what they would look like in online matches, which was something that was shown in the opening introduction to the game's battle hub.

This has to be monitored though because games have shown that when taking this mode of having players create their own player or fighter in this instance, they tend to lean towards more micro transactions or paid based incentives for either progression or boosts, aside from cosmetics, which I feel is a "pick your poison" market.

The hub is a place to gather with others online. It seems you will be able to access every menu offered in game from the area. Created players could connect with others via the arcade stations running the game in the hub. Dedicated servers and server tournaments look interesting.

Capcom has always embraced and chased its competitive standing in the gaming community and it seems clear that they will continue to build their community of vets while welcoming new comers and expanding on their stamp in the genre of fighting.

touching back on presentation, it has a gritty graffiti kind of feel. Honestly this street fighter is more reminiscent of street fighter 3, third strike, which for many including myself was one of, if not the best street fighter games to date.

## OHKO MAGAZINE



# COMING 2023



There are new fighters to use as well as our favorites making a return. Street fighter has done a great job through its sequels to uphold each character to their trademarks and what makes them special and evolving. More can be said here. As you see the characters in game and by design, they are continuing to evolve and feel new, both in play and visually. It makes returning vets to the roster feel fresh and invites both new and old fans to the story line.

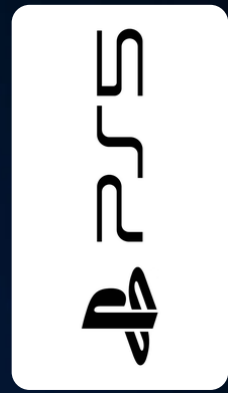
The controls offer a simple mode and a manual option for those looking for maximum control. As with usual simple controls on fighters, it offers easier inputs, like making one buttons capable of performing special actions without directional inputs. This is great for new players while still offering the usual setting for those returning.

Focus moves make a return as the new drive impact. Drive impact is a move performance that allows you to counter, punish and stun your opponent. The move is very versatile and can be canceled into, making it move viable in combo strings.

Its use is bound to something that's new in this game and is a deviation from past titles, the drive meter. The drive meter is a new gauge added that allows the use of some special actions and ex moves, which previously would consume some of your special meter.

This time around, the meter that relates to you being able to perform ultimate moves are now separated, meaning that you can use more powerful moves which consumes the drive meter, and still have what you have accumulated to do your finishing move, which I think works really well. Each round you get a fresh gauge so your good to go, but it needs to be monitored, as blocking also consumes the drive meter, so it seems it could be lower than you would think it should be at times.

If your meter ever runs out, you enter a state of Burnout. As your meter recharges, you will be at a huge disadvantage. You will take chip damage off block, forces defensive play and leave you without many moves. It does regen over time, and fills when dealing damage though.

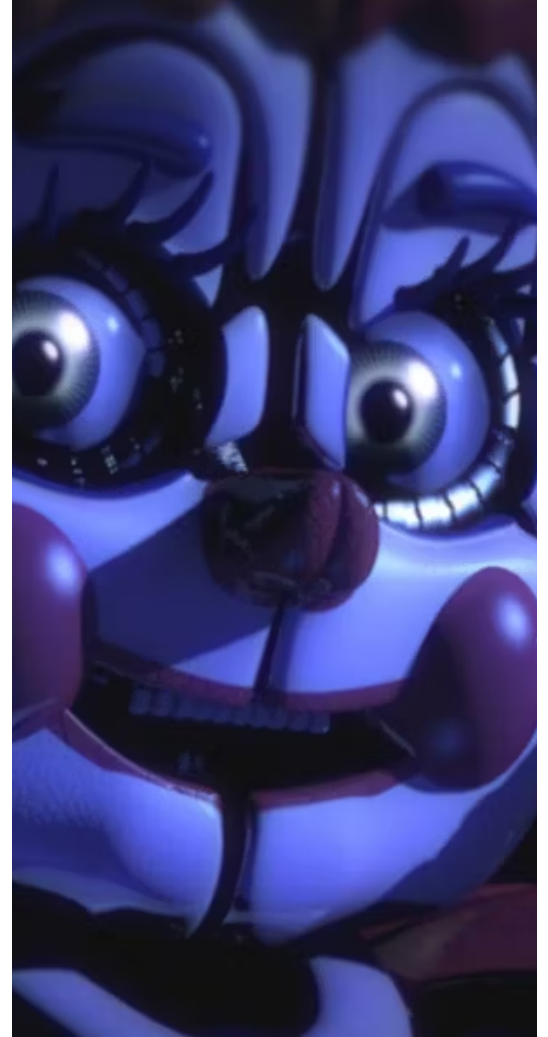


PC

There is also the drive rush, which at the cost of drive, will allow fighters to quickly rush in to follow up on there attacks. Furthering adding I'm more depth to performing combos and allows for some unique opportunities and follow up attacks.

Street fighter has always been a more technical fighting game, different from the more fast paced, combo heavy games like Dragon Ball FighterZ, Guilty Gear or Marvel vs Capcom. SF 6 still maintains that aspect, focusing more on players being more precise with timing and inputs. However, compared to previous titles, sf6 seems a bit more combo forward and fluid with attack chaining. This could potentially be because of a difference in Frame mechanics for the game, which would effect attacks landing sooner or later, or it could be due to the direction street fighter 6 is going in terms of presentation. With a more street, artistic tone, a faster pace to the combat makes sense, in comparison to the more rural, temple tone style we have seen in the past. It could also just be the change in command inputs for characters. With what was given so far, fans are excited.





NAZO

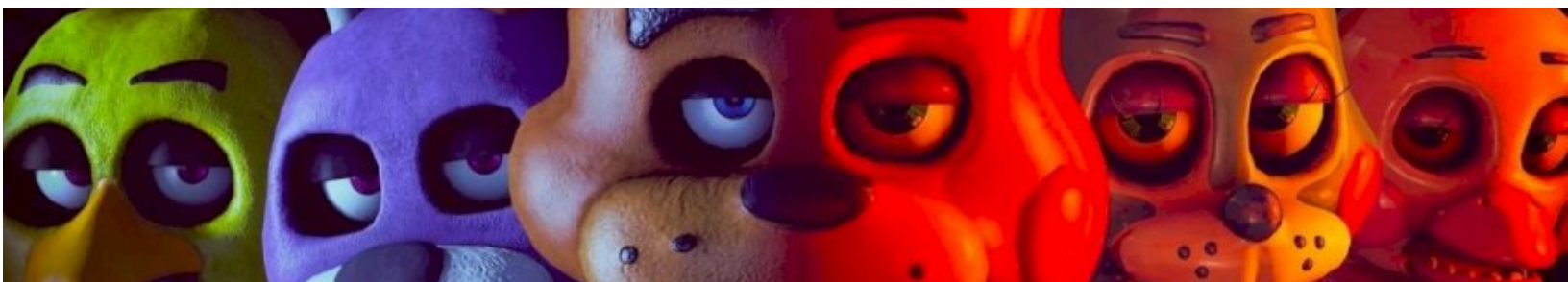
## Freddy Filled Fright

A look into a horrifying phenomenon

Five Nights at Freddy's is an indie horror game that was released on August 8th of 2014, and was something unique among horror games. Relatively obscure creator at the time, Scott Cawthon, somehow created an amazingly terrifying game that brilliantly uses sound design and the concept of tension to create an anxiety inducing and blood pumping game. But how did this formula evolve through the myriad of sequels and games that came out from this franchise?

The first Five Nights at Freddy's presents a simple goal, and easy rules to follow. You need to monitor the animatronics from their stage and watch as they move closer and closer to your office, whilst also running on a limited supply of power. If the animatronics are close, make sure to check your door lights and shut the two doors around you, otherwise they'll make you regret not being resourceful. This acts as a way to efficiently remove control from the player, whilst also granting the illusion that they can gain that control back through proper resource management. It creates this powerful sense of anxiety that feels like you're trapped within a horrific nightmare.

As the sequels went on, this obstruction of senses became a core aspect of what Five Nights at Freddy's did to scare the player. From FNAF 2, and how its lack of doors removes even more control as you monitor more threats. To FNAF 3, which actively takes away your ability to see, distract, and even hear the animatronic that's tracking you down. And FNAF 4's emphasis on sound especially, with having to hear every single small and miniscule sound to even attempt to survive, continues this sense of dread and tension that the series is known for. Experimenting around the idea of overloading or taking away your core senses, allowed for the Five Nights at Freddy's series to create experiences that don't just live for the jump scare.





## Something's off . .

However, this didn't carry over to the newest title named FNAF Security Breach. Being the first real free roaming game in the series, the game had tons of potential to make a game that was fresh and new, with you now having to explore an entire MALL, but still held true to what Five Nights at Freddy's was all about. What we got instead though, was a glitchy launch title that not only spat on the terrifying elements the series had been known for, but replaced those core attributes with what could be equivalent to a monotonous goose chase as you slog your way to the end.

## Still Special.

All of the Five Nights at Freddy's titles can be purchased on Steam.com or most modern consoles such as the Switch, PS5, and Xbox Series. Though its current newborn leaves a lot to be desired, the Five Nights at Freddy's series has continued to evolve its simple rules by introducing more and more elements that add to its extremely horrifying values. It's a series that I'd highly recommend to anyone that's growing tired of the current horror game trends. Seriously, it's still a fantastic bundle of titles.



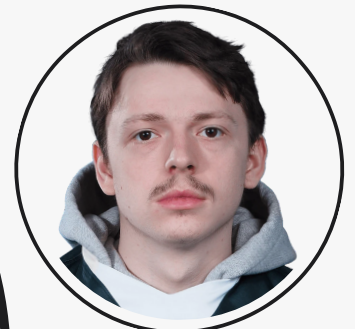
# Five Nights at Freddy's™

has been cemented as a cultural sensation, and is a franchise worth exploration.

*Talk about your build.*

**MORE FROM THE TEAM**

**HEAD COACH**



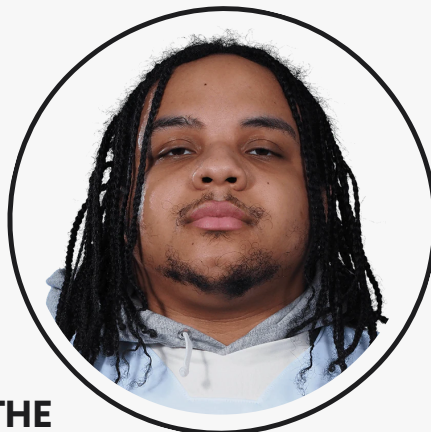
Seese



Johnny



Dawsix



Cooks

*How does it fell to be champion?*

**LANCE**

"Taking photos with my team after winning the championship. Just to see their faces and really understand that we did it."

"Some days I still cannot believe it, but then you look back at photos or anything and you kind of relive that moment and those are really special moments."

*Quote to live by?*



Dimez

*Favorite moment from the season?*



**INSIGHT & QUOTES FROM THE TEAM**

**COOKS**

"The feeling is crazy especially watching it back and realizing nobody had us making it this far so to watch us go through the entire playoffs and get better every series was something fun to do and be apart of with such a young team."

"Present actions lead to future results"

**JOHNNY** Great minds think alike . . .

"Currents actions determine Future Results"

"For me, my Favorite moment obviously winning the championship but other then that I'd say beating the T-wolves we always had some type of beef with them so sending them home felt so good"

**DAWSIX**

"Better to understand than to know"

"I played lockdown this year some would say the best build in the whole league. my build has great defensive stats and decent finishing and shooting stats, taking most of the hits on the playmaking side. the only thing I would change was to make my player be able to dribble better just a little bit more."



# LOST TECH CITY

Build up to the PANDA Cup

Written By: Nazo

@NazoHarmonia



PANDA  
**MARSS**

LOST TECH CITY 2022  
FIRST PLACE FINISHER



## Spots On The Line

In the build up to the Panda Cup at the end of the year, there are a plethora of Smash Bros majors that are holding spots in the Panda Cup Finale as the big prize. Lost Tech City is one of these majors. With three coveted spots in the PCF on the line, we're coming to you with our coverage on the Lost Tech City top 8. With none of the already qualifying players at this event, it's an all out brawl to see who was able to secure their spots in the PCF!

Our Top 8 would consist of: KirbyKid, the K. Rool main that would make his first ever Ultimate Top 8 at a major alongside Niko, a Cloud player would also have that same achievement. Alongside them we had Lui\$, Scend, Maister, Zomba, Lima, and Marss. Both KirbyKid and Niko finished in 7th place, losing to Scend and Lui\$ respectively. The former of which was a tense Game 5 set. On the Winners side, Marss would claim a victory over Zomba 3-1, whilst Lima would upset Maister and take the victory against him 3-1. Marss and Lima both already secured themselves a spot in the PCF with making it to the Top 3, but now it was all a matter of filling that final slot. Scend and Lui\$ would both lose to Maister and Zomba respectively, and the two winners would meet in Losers Semis.

## Hard Matchups

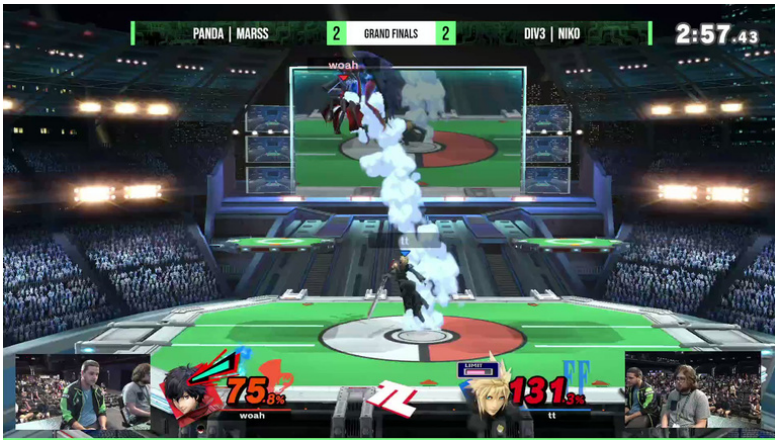
Mr. Game and Watch, Maister's main character of choice, is said to be one of R.O.B.'s worst matchups, according to Zomba of course. After losing Game 1 as the big robot, Zomba would break out Lucina, a secondary that had seemingly given him some promise for those pesky bad matchups. It even took a game against Maister, taking them to Game 3. Unfortunately it wouldn't continue to do Zomba any favors, as Maister took all of the momentum from Zomba's step, and defeated him in a 3-1 fashion. Whilst Maister would go on to qualify for the Panda Cup Finale after making it to Top 3, Zomba would unfortunately not score that chance for now. And whilst there are many other majors leading up to the PCF, all with qualifying slots, Zomba's curse of losing every time he gets so close to qualifying for something seems to be continuing strong.



**OHKO** !  
MAGAZINE •

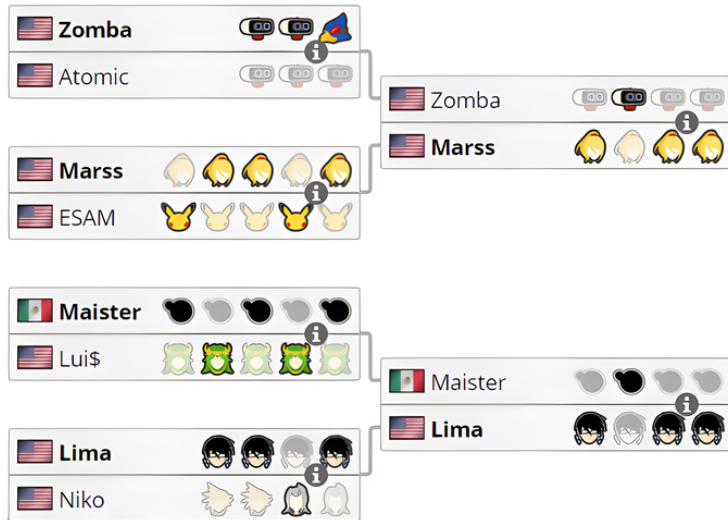
# LOST TECH CITY

## Grand Finale



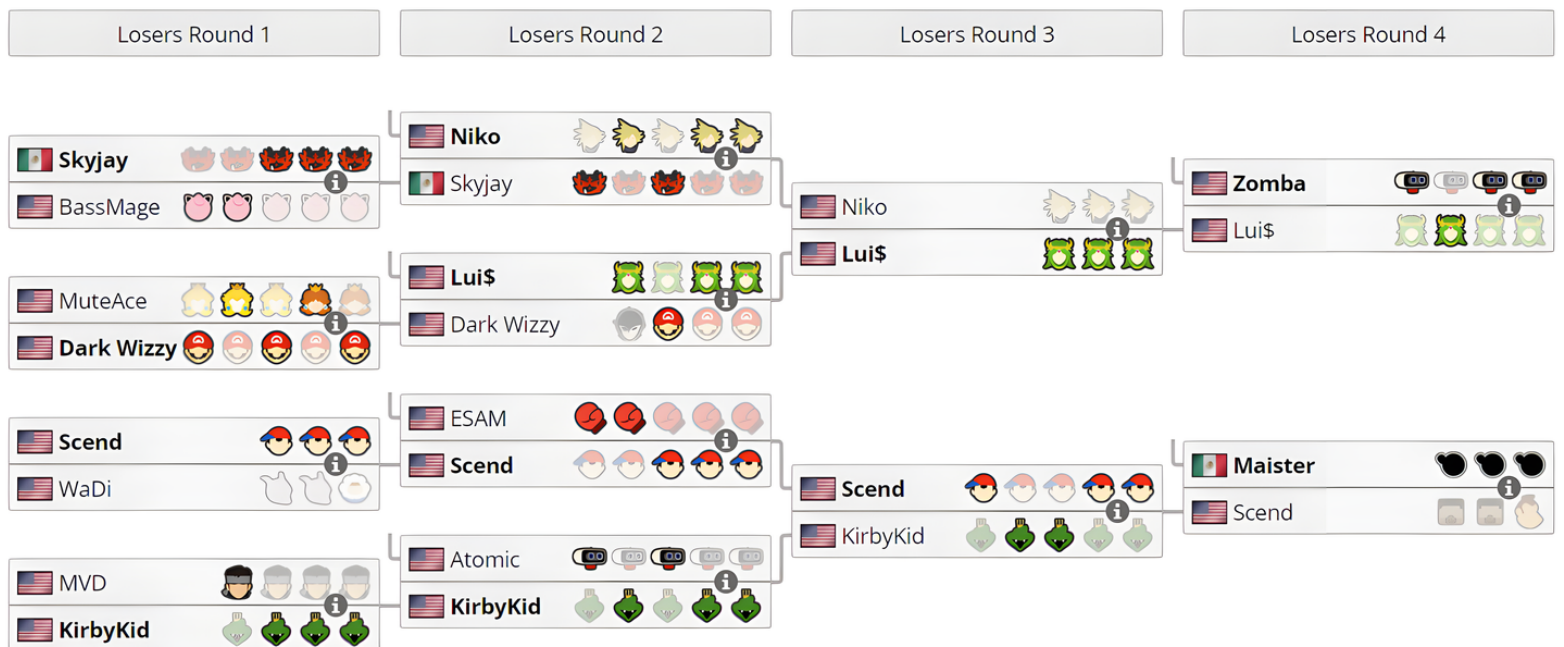
## Spots On The Line

Now faced with the runback, Maister would take on the Bayonetta master Lima, once again. And whilst Lima's tricks and powerful offense was enough to take their first outing in the tournament, Maister learned and conquered. The Game and Watch master would defeat Lima 3-1, and would make it to the Grand Finals, where he would have to fight Marss, the Zero Suit Samus extraordinaire. Whilst Marss had been on a slight decline in terms of placements in tournaments, it seemed like today was his chance to prove he was still one of the best. And he would do just that. Swifty dismantling Maister's Game and Watch, and even his pocket Sora, Marss would dominate the set and take 3 to nothing, emerging from Lost Tech City as its champion.



With how Lost Tech City went, it's important to realize that the Panda Cup Finale is already shaping up to be one insane tournament. With all 8 of the current qualified players not sharing a main, the diversity in roster is a showing to how far Smash Ultimate has come in it's over 3 year lifespan. That's it for us, we'll see you all in the next one where we'll cover more on Smash Ultimate majors coming up! Thank you as always for tuning in!

## Losers Bracket



# OHKO MAGAZINE



*Thanks For Reading*

