

GAMER GUIDE

Valorant Edition

Aim for success and secure undeniable victories with our VALORANT Gamer Guide.



WHAT IS VALORANT?

VALORANT is a team-based, first-person tactical hero shooter developed by Riot Games. It is free-to-play, with the option to purchase cosmetic items and Battle Passes, which have no impact on gameplay.

Riot Games began development on VALORANT in 2014, and the game was first teased under the codename “Project A” in 2019. VALORANT was officially released on 2 June 2020 for Windows PC. In June 2024, the game was ported to the Xbox Series X/S and PlayStation 5 family of consoles.

At its core, VALORANT is a highly competitive title, with beautiful, unique maps, an ever-growing roster of characters called “Agents”, fun and engaging game modes to compete in, all in a secure online platform.

The game is set in the near future. Aspects from different cultures worldwide are featured, which can be seen in both Agents and the diverse lineup of maps. Boasting a bustling esports scene and consistent, planned content updates, VALORANT is a game that keeps on giving—ageing like a fine wine.



VALORANT GAME MODES

At its core, VALORANT is a tactical, team-based title where teams of five players each attack “Spike” sites while the other team defends from the attackers. The default Plant/Defuse mode features rounds and an in-game economy system. Let’s look at the various VALORANT game modes, including short descriptions, so you know what to expect.

UNRATED

Standard 5v5 VALORANT action with Plant/Defuse rules on all regular maps. Each team plays 12 rounds on the Defence and 12 on the Attack, swapping sides halfway through the best-of-25 match. The first team to score 13 rounds wins. If teams are tied 12-12 near the end of a game, they play an Endgame round to determine the winner.

COMPETITIVE

The ranked mode in VALORANT. It is nearly identical to Unrated, played on the active Plant/Defuse maps. Instead of the Endgame round, Competitive features Overtime to determine a winner. Players can earn or lose Rank Rating depending on the outcome, to climb the ranks each season.

SWIFTPLAY

Uses the same 5v5 Plant/Defuse ruleset and maps as Unrated, but with one significant change. It’s much faster-paced than Unrated or Competitive, featuring a best-of-nine structure, where teams switch sides after the first four rounds. Perfect for those with less than 30 minutes to enjoy a VALORANT match.

SPIKE RUSH

The first team to four rounds wins in this fast-paced, unique, thrilling game mode. Players power up using Orbs scattered throughout the maps, attaining boosts to speed, health recovery, and more. This is a best-of-seven game mode, where everyone starts with random weapons, and Agent abilities are available right from the start.



VALORANT GAME MODES

ESCALATION

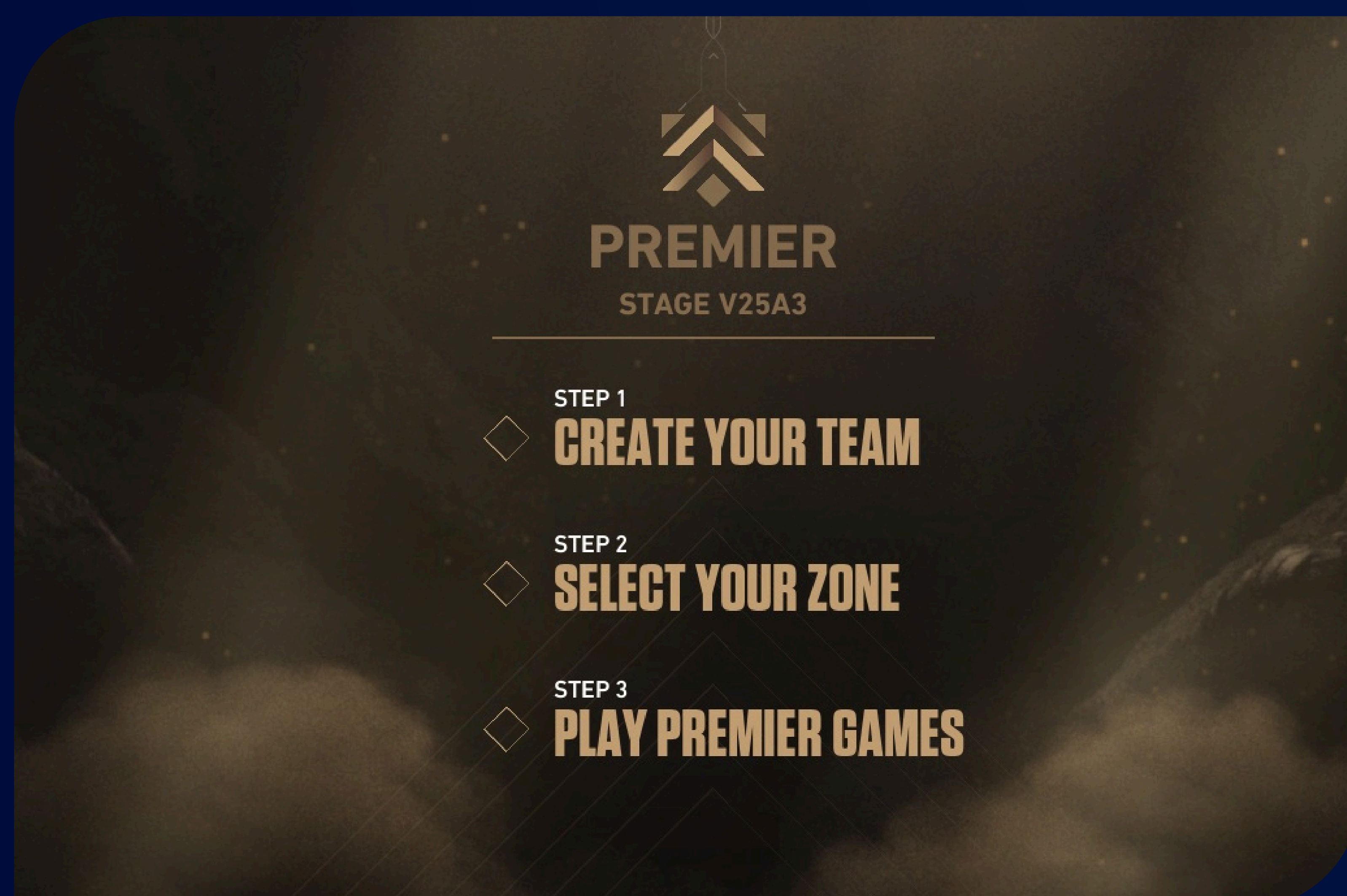
Like “Gun Game” in many other popular shooters, Escalation sees teams of five players work through 12 levels. Each level features a weapon that all players must use to earn kills, resulting in chaotic and fun gameplay.

DEATHMATCH

As VALORANT’s free-for-all game mode, 12 players work for themselves in Deathmatch. There are no Agent abilities, and you respawn after each death. Pick your favourite weapons and go wild! The player who reaches 40 kills first is the victor. There’s also a Team Deathmatch variant, where teams of six players compete to see which team can score 100 kills first.

PREMIER

The crème of the crop for competitive VALORANT players. Gather five to seven friends, register in your region, and compete in divisions in a tournament-like structure. Premier features the same in-game rules as Competitive, with best-of-25 games and the possibility of Overtime.



PRO TIP:

Look for limited-time modes coming your way, such as the Snowball Fight mode during the festive season, or when Riot Games releases a new map!

MEET THE AGENTS


Agents are unique characters with lore, memorable voice lines, countries of origin, and four unique abilities. When VALORANT first released, there were only a dozen Agents. The roster has increased significantly. Let's greet the VALORANT Agents, outlining their ID numbers, Roles, countries of origin, and voice actors.

AGENT ID	NAME	ROLE	ORIGIN	VOICE ACTOR
01	Brimstone	Controller	United States	Steve Blum
02	Viper	Controller	United States	Ashly Burch
03	Omen	Controller	Unknown	Jason Marnocha
04	Killjoy	Sentinel	Germany	Eva Feiler
05	Cypher	Sentinel	Morocco	Nabil Elouahabi
06	Sova	Initiator	Russia	Aaron Vodovov
07	Sage	Sentinel	China	Naomi Yang
09	Phoenix	Duelist	England	Afolabi Alli
10	Jett	Duelist	South Korea	Shannon Williams
11	Reyna	Duelist	Mexico	Karina Altamirano
12	Raze	Duelist	Brazil	Carolina Ravassa
13	Breach	Initiator	Sweden	David Menkin
14	Skye	Initiator	Australia	Miranda O'Hare

MEET THE AGENTS



AGENT ID	NAME	ROLE	ORIGIN	VOICE ACTOR
15	Yoru	Duelist	Japan	Daisuke Takahashi
16	Astra	Controller	Ghana	Effie Nkrumah
17	KAY/O	Initiator	Alternate Timeline Earth	Gabe Kunda
18	Chamber	Sentinel	France	Hugo Pierre Martin
19	Neon	Duelist	Philippines	Vanille Velasquez
20	Fade	Initiator	Türkiye	Selin Çuhadaroğlu
21	Harbor	Controller	India	Sunil Malhotra
22	Gekko	Initiator	United States	Alejandro Antonio Ruiz (Creature voices: Jan Johns, Kellen Goff, and Paul Guyet)
23	Deadlock	Sentinel	Norway	Nora Gjestvang
24	Iso	Duelist	China	Unknown
25	Clove	Controller	Scotland	Isla Campbell
26	Vyse	Sentinel	Unknown	Marta Svetek
27	Tejo	Initiator	Colombia	Victor Turpin
28	Waylay	Duelist	Thailand	Mo Rodvanich



SENTINEL

KILLJOY

INFO

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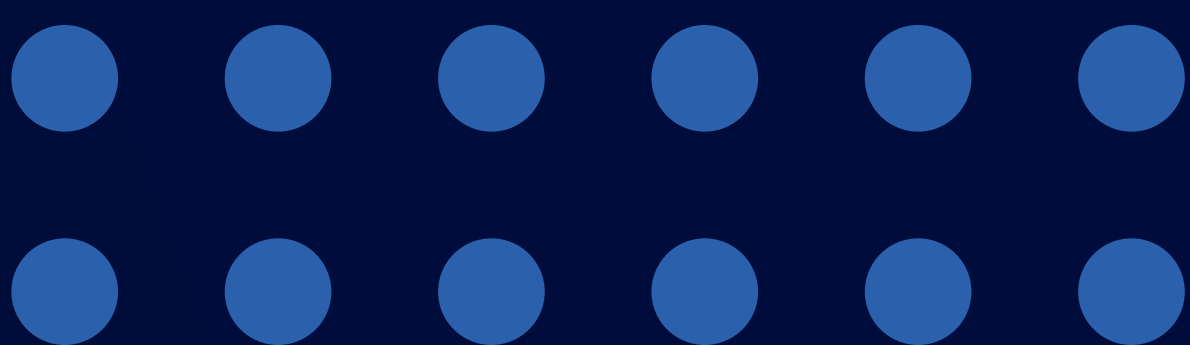
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The genius of Germany, Killjoy effortlessly secures key battlefield positions with her arsenal of inventions. If their damage doesn't take her enemies out, the debuff her robots provide will make short work of them.

SENTINEL
Sentinels are defensive experts who can lock down areas and watch flanks, both on attacker and defender rounds.



PLAYER/AGENT ROLES

We outlined all the VALORANT Agents on the previous page and mentioned their roles. Now, it's time to dig a little deeper, as we explain precisely what each of the four Agent roles entails, and what players must know when they choose to specialise in a specific role.

DUELIST

As the primary damage dealers, Duelists are the deadliest Agents, boasting abilities that allow them to take down enemies easily. Duelists are self-sufficient, allowing them to quickly get in and out of action. We recommend Phoenix when first playing the Duelist role, since you can heal yourself with the kit!

INITIATOR

If you love a more flexible role and setting up your team for success, then playing as an Initiator is the perfect fit. Initiators can gather information with their abilities, mark enemies, and indicate to their team when, for example, a Spike site is empty or a corner is clear. Their kits can be used both on the defence and offence. We recommend trying Breach first, as he can flash enemies through walls.

SENTINEL

Want to hold an area of a map on your own? Feel like supporting your teammates? Then choose the Sentinel role, perfect for those who want to act as a squad's anchor. Our recommendation for first-time Sentinel players is Sage, as she can stall pushes with ease, heal herself and teammates efficiently.

CONTROLLER

Widely considered the most challenging role in competitive VALORANT, a Controller specialises in setting up those perfect smokes when pushing or defending a Spike site and blocking off the enemy's line of sight. The in-game leaders of many pro teams take on the Controller role, calling the shots on the server.

PRO TIP:

Don't be afraid to test Agents from different roles. You might think a Duelist role suits you best, but after a couple of months, you could become the best Controller on the block, cutting off enemy movements with vigour.

A DEADLY ARSENAL

In the default Plant/Defuse game mode, players start with a Classic Pistol and some signature ability charges. As players earn more Credits, they can purchase new equipment, including various deadly guns. The VALORANT arsenal includes sidearms, primary weapons, and a standard melee weapon.

PRIMARY WEAPONS AND TYPES

Bucky (Shotgun)
Judge (Shotgun)
Stinger (SMG)
Spectre (SMG)
Bulldog (Rifle)
Guardian (Rifle)
Phantom (Rifle)
Vandal (Rifle)
Ares (Machine Gun)
Odin (Machine Gun)
Marshal (Sniper)
Outlaw (Sniper)
Operator (Sniper)

SIDEARMS

Classic
Shorty
Frenzy
Ghost
Sheriff

RIFLES



BULLDOG



GUARDIAN

SNIPER RIFLES



MARSHAL

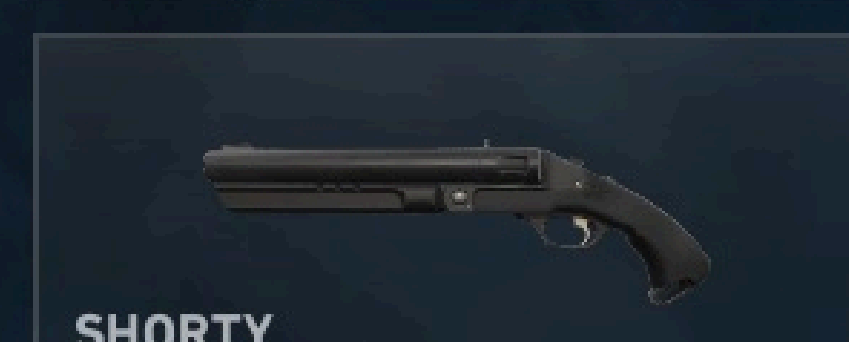


OUTLAW

SIDEARMS



CLASSIC



SHORTY



FRENZY



GHOST



SHERIFF

SMGS



STINGER



SPECTRE

SHOTGUNS



BUCKY



JUDGE

There are some unique weapons only available in specific game modes. For example, the Golden Gun sidearm is used exclusively in Spike Rush, and the Snowball Launcher in the limited-time, festive Snowball Fight game mode.



EXPLORE THE UNIQUE MAPS

When VALORANT first launched, there were only four standard maps available. In mid-2025, the map count had grown to 11 standard and five specific to Deathmatch game modes. More maps are periodically released for all game modes as Riot Games delivers more free content updates every few months.

Maps in Competitive, Premier, and Deathmatch rotate every Act, translating to six yearly rotations. Below is an example of the map rotation for VALORANT Season 2025, Act 3, for Competitive and Premier, followed by the five Deathmatch maps.

COMPETITIVE MAP ROTATION EXAMPLE

Ascent
Haven
Icebox
Lotus
Pearl
Split
Sunset

COMPETITIVE MAP ROTATION EXAMPLE

District
Kasbah
Piazza
Drift
Glitch

Abyss, Fracture, Bind and Breeze are not part of the active map pool in the examples above. The Competitive and Premier map pool always remains at seven.



TIPS TO WIN VALORANT MATCHES

We've got some crucial beginner's tips to share so you can start winning more VALORANT matches with haste.

PRACTICE WITH A HANDFUL OF AGENTS

Agents have four unique abilities: Passive, Basic, Signature and Ultimate. These diverse abilities give every single Agent a distinctive playstyle. That's why we recommend learning just a handful of Agents at a time. Master the first two, then add a third to your roster, up to five. Continue to practise with just five Agents in your preferred role, and keep one as a backup in case other players claim the roles/Agents you are proficient with.

STUDY THE MAPS

Always aim to improve on the competitive VALORANT maps in the current rotation. After all, one of the most critical rules in VALORANT is that if you control the map, you control the game. Increase your map awareness by listening to sound queues, watching the minimap, and anticipating enemy movements. Some Agents might feel better playing on specific maps, so test every aspect in the virtual battlefields.

COMMUNICATE EFFICIENTLY

Once you've become accustomed to each map, it is much easier to communicate efficiently with your team. Use callouts (specific names for points of interest on a map) to indicate where an enemy is positioned, or, for example, where you'll use a smoke as Brimstone to block the enemy's line of sight.

DEVELOP TACTICS

Once you know each map, you can develop specific tactics and communicate with your team efficiently. For example, blocking off an enemy with an Agent ability at a particular corner, or preemptively throwing out damaging utility such as Raze's "Paint Shells", in spots where you would generally find an enemy. Join a dedicated team to develop tactics surrounding planting or defending the Spike, and discuss options with your friends, elevating your teamwork in the process.

AIM FOR ACCURACY

Once you find a cursor sensitivity setting with a few weapons you feel most comfortable handling, we recommend practising crosshair placement on each map. Learn where to aim over a ramp to hit those all-important headshots, where to peek around corners, and how to control bullet spray.

PRO TIP:

Keep an eye on the VALORANT Championship Tour (VCT) and significant esports events to learn about intricate tactics used by the best players/teams in the world. There's no shame in emulating your favourite pro players!

AN EVER-EVOLVING METAGAME

Developer Riot Games remains on the ball year in and year out, delivering huge updates called “Acts” every few months. Acts usher in new content such as Agents, competitive maps, cosmetics for players to grind towards, and a host of other additions.

Riot Games put the “Episode” system to rest. VALORANT now has year-long seasons, starting with Season 2025. Each season features six Acts. In each Act, especially after a significant esports event, players might also see balance changes to certain weapons, Agents, or competitive maps.

All these updates shake up the metagame, bringing new tactics to light as pro teams discover lineup combos, map tactics, and new Agent abilities that can turn the tide of battle.

Staying connected to the game’s massive community and adapting to changes promptly is at the heart of VALORANT.

Keep on playing and improving. Good luck, and have fun!

PRO TIP:

Always diligently read through the patch notes, no matter how insignificant some changes seem, and adjust your gameplay plan/tactics. Knowledge is power!



THANK YOU

The best page