

Mirage

A-Site Playbook

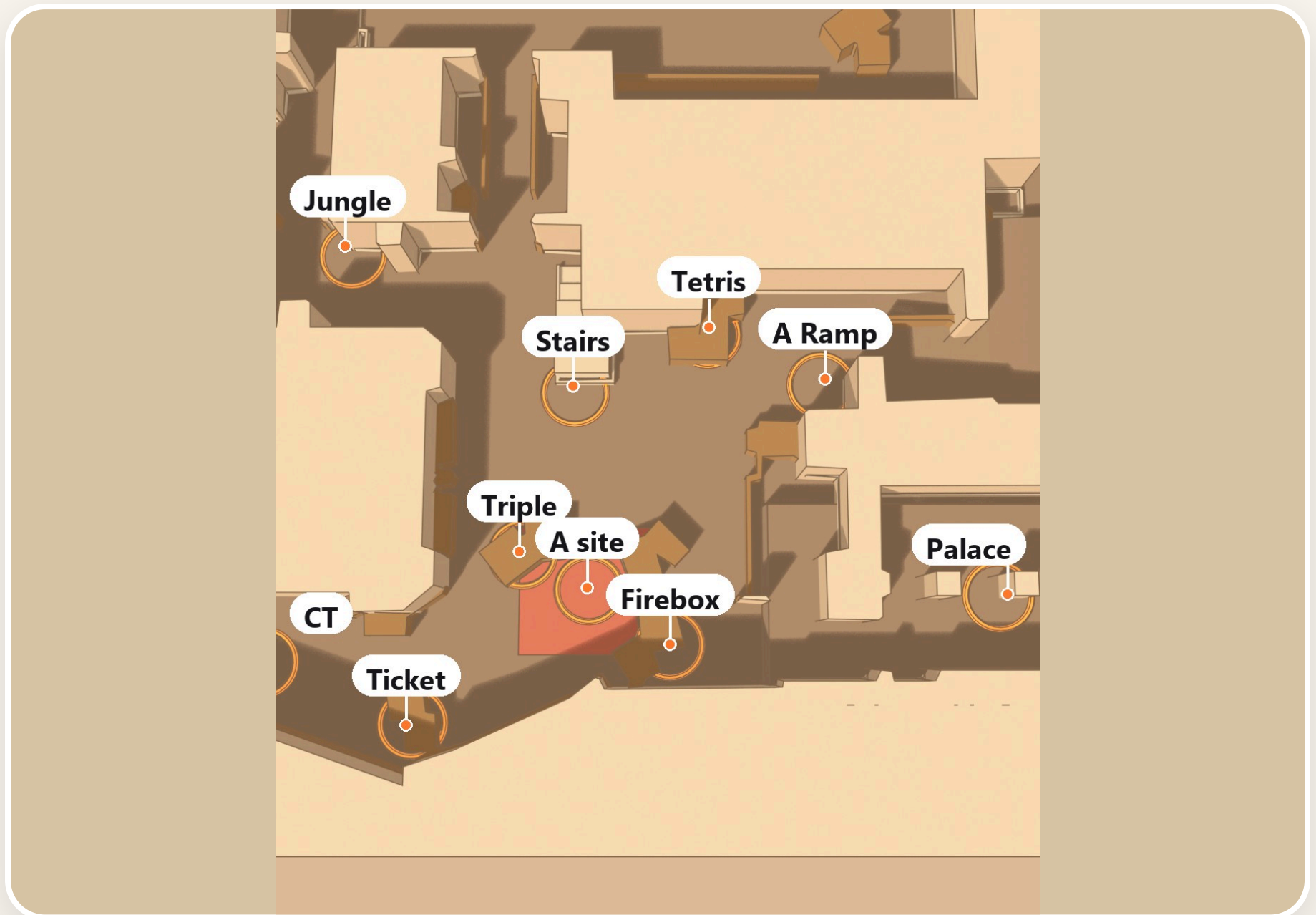
Every callout, one clean execute, where to defend, and where to hide after the plant. Built from the real layout.



1 • CALLOUTS

Learn the names first

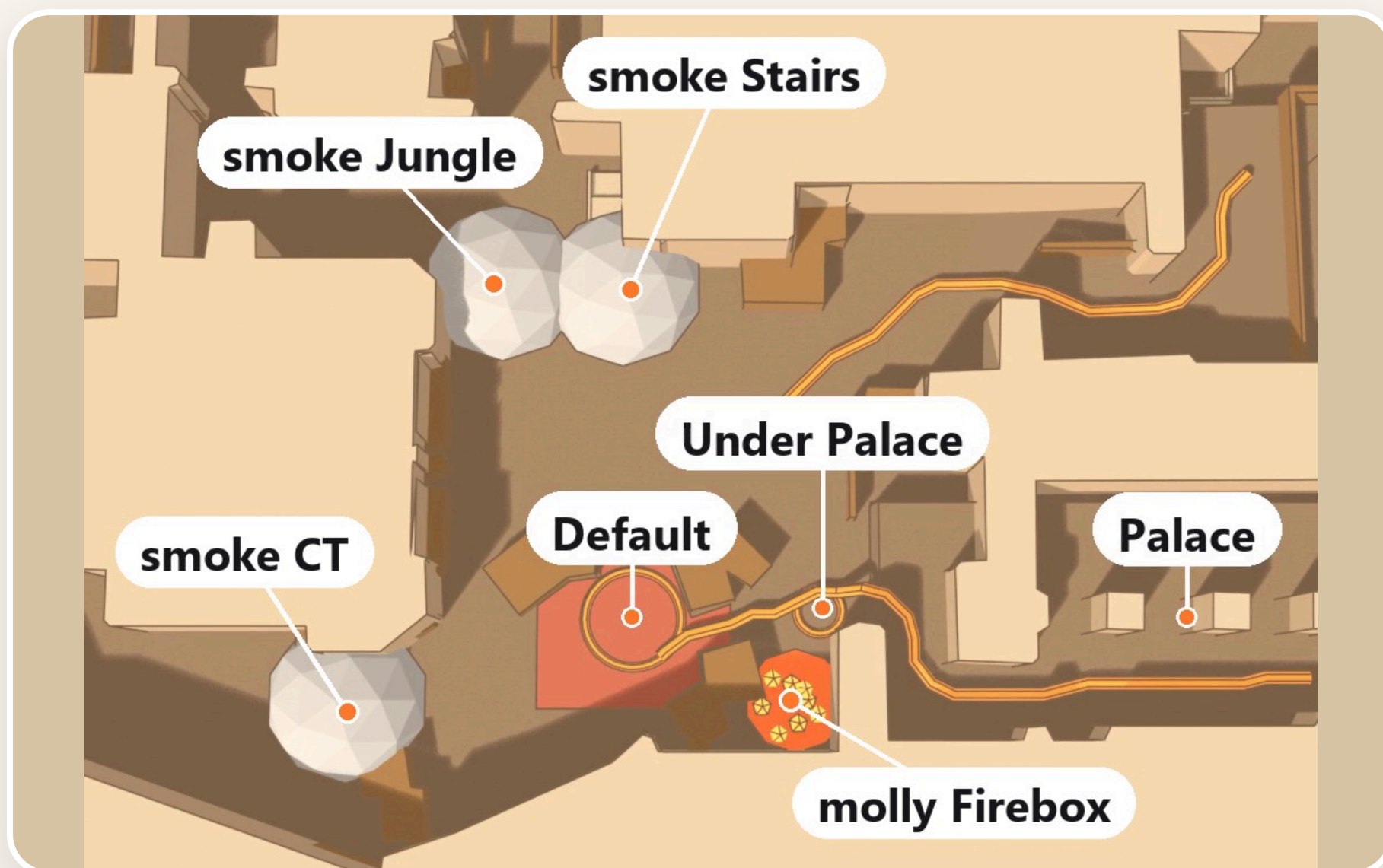
Comms are only fast if everyone uses the same words.



- **Ramp** and **Palace**: the two ways in from T side.
- **Tetris**, **Firebox**, **Triple**: the boxes on and around the site.
- **Stairs**, **Jungle**, **Ticket**, **CT**: where defenders hold from.



The execute: three smokes, a molly, a flash

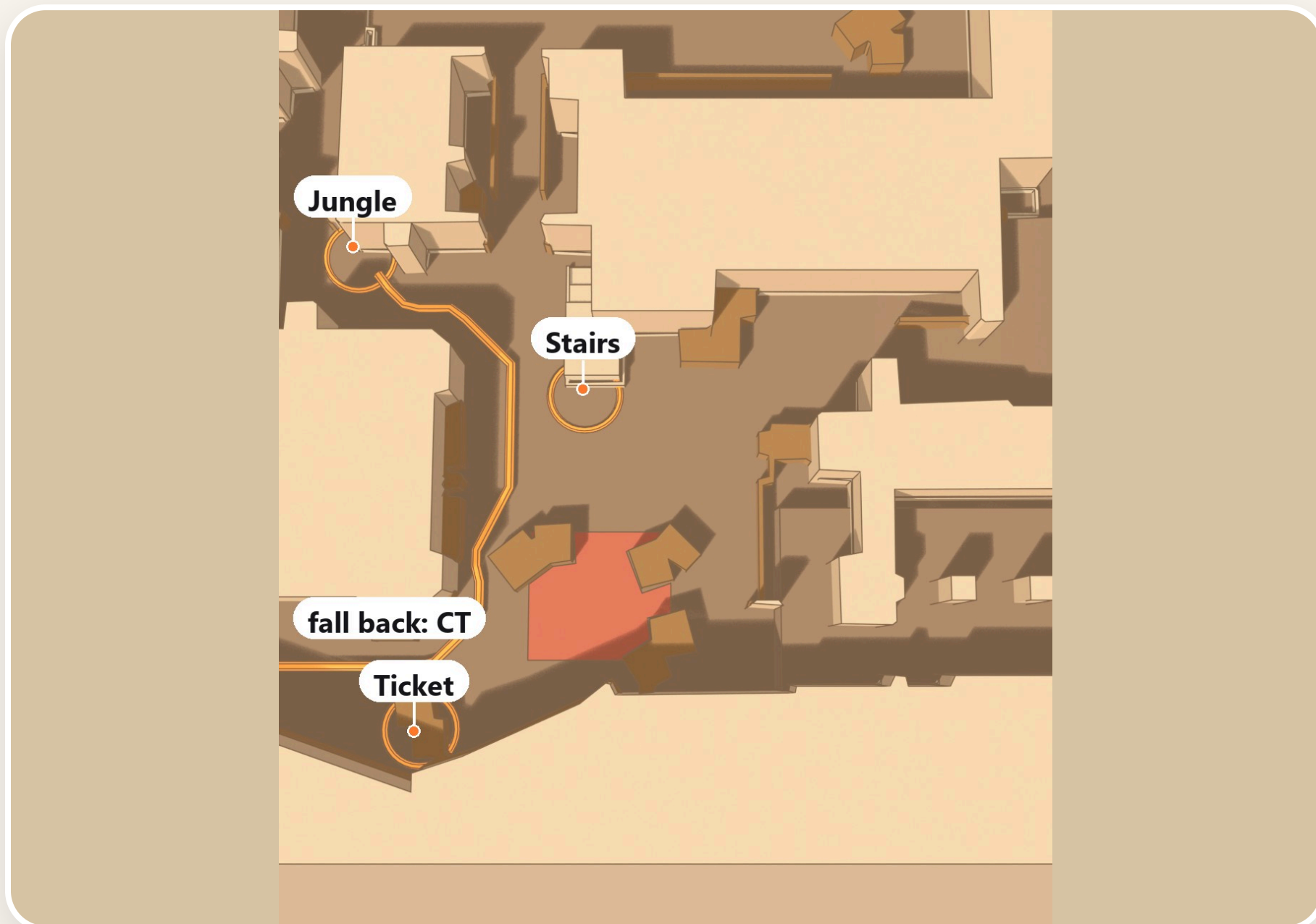


1. **Smoke CT, Jungle and Stairs.** That's three angles gone.
2. **Molly Firebox** from the top of Ramp, so the close box has to move.
3. **Pop a flash** over the ramp wall as you walk out.
4. **Clear Default and Under Palace** while they're blind. Palace swings with you.



Never walk up Ramp alone: five spots can see you.

Hold from Jungle, not the open



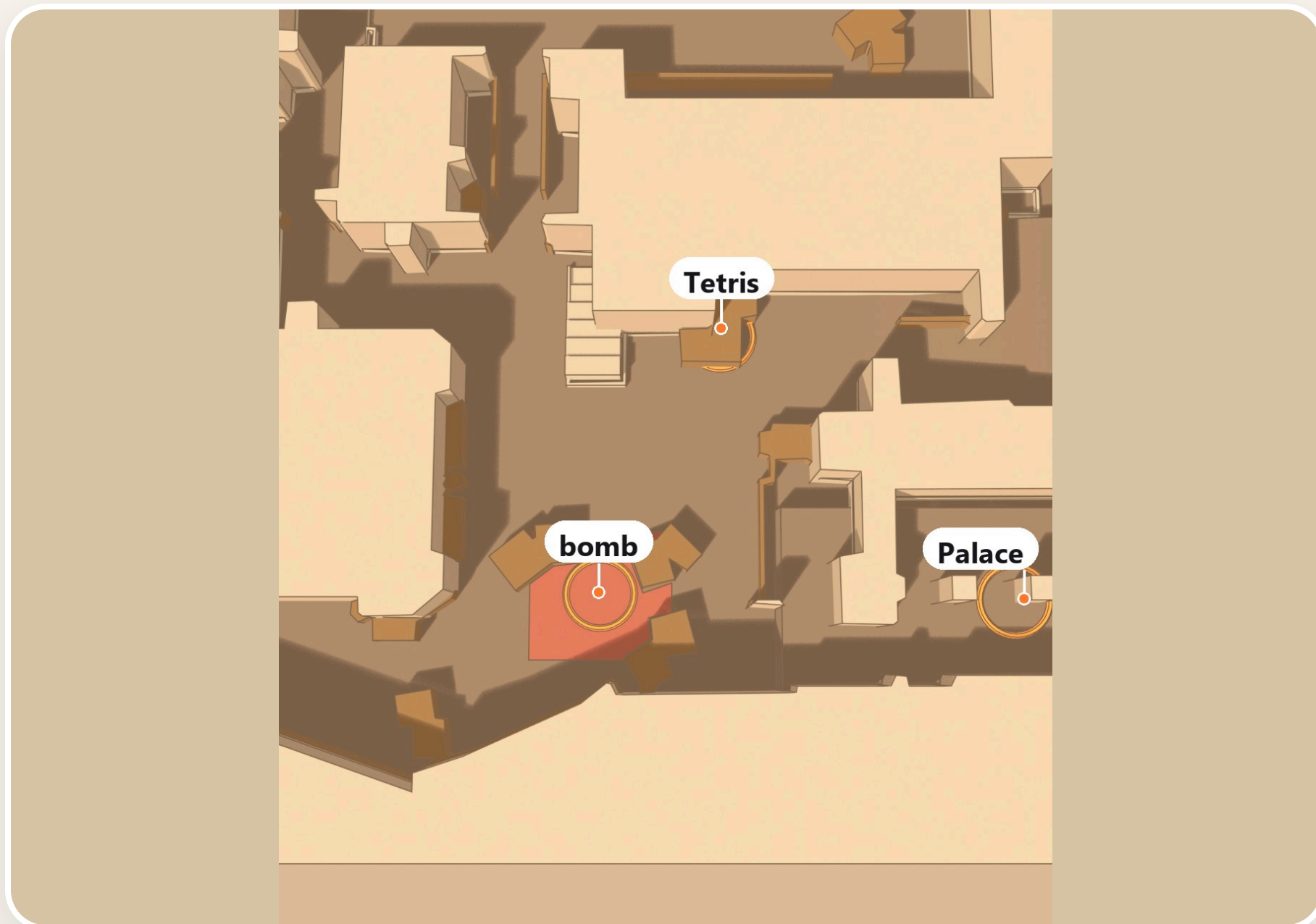
1. **Jungle** sees Ramp and Palace as they come out, and stays hidden from T side.
2. A teammate on **Stairs** or **Ticket** gives you the crossfire.
3. Jungle gets smoked? **Don't wait in it.** Fall back to CT and retake together.



Stay alive for the retake. A lone death on site loses the round.

4 · AFTER THE PLANT

Don't stand on the bomb



1. One player in **Palace**, one behind **Tetris**. Both see the bomb.
2. Anyone defusing is caught in the crossfire.
3. Watch **Jungle** and **CT**: that's where the retake comes from.



Make them come to you.

Five mistakes that lose A

1. Walking up Ramp alone, into five angles.
2. Swinging out of Palace first instead of trading.
3. Waiting inside a smoked Jungle.
4. Standing on the bomb after the plant.
5. Peeking the same angle every round. They learn it.

Not sure which of these you do?

Upload a clip to Callup. The Replay Coach rates the round, finds the moment it went wrong, and gives you a drill.

callup.gg

