

# Case Study 11294(b): Nootropics

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## *Huperzine A & Gaming [CSGO]*

**Date of Study:** 02/16/2017 (control); 02/23/2017 (nootropic)

**Vendor Name:** Pirate Botanicals

**Vendor Website:** <http://PirateBotanicals.com>

**Vendor Product:** Piratall (active nootropic: Huperzine A)

**CASE STUDY 11294(b)**

02/16/2017, 02/23/2017

Nootropics  
 Huperzine A  
 Pirate Botanicals  
 Piratall

Case Study 11294(b): Nootropics, Huperzine A					
Date of Study.....	02/16/2017 (control), 02/23/2017 (nootropic)				
Vendor Name.....	Pirate Botanicals				
Vendor Website.....	http://PirateBotanicals.com				
Active effects tested for.....	Piratall (active nootropic: Huperzine A)				
Games tested for.....	Counter Strike Global Offensive (CSGO)				
Case Study Description.....	Gamer played 14 trials of CSGO on the same map during the same sitting without any psychoactive, narcotics, nootropics or other medicine or herb in the system; another 14 trials of CSGO on the same map during the same sitting on another date using 1 single "dose" of the Nootropic Piratall.				
Map Selected.....	Nuke				
Control Scores.....	Game #	K/D Ratio	Kills	Deaths	Gamer Focus (1-10)*
	Game 1	1.41	24	17	7
	Game 2	1.53	29	19	7
	Game 3	1.3	30	23	8
	Game 4	1.63	31	19	8
	Game 5	1.4	21	15	6
	Game 6	1.2	24	20	6
	Game 7	1.21	29	24	7
	Game 8	1.26	34	27	6
	Game 9	1.3	30	23	7
	Game 10	1.6	26	16	8
	Game 11	1.8	36	20	6
	Game 12	1.19	25	21	5
	Game 13	1.6	32	20	6
	Game 14	0.96	24	25	4
Nootropics Scores.....	Game #	K/D Ratio	Kills	Deaths	Gamer Focus (1-10)*
	Game 1	1.21	23	19	7
	Game 2	1.39	25	18	8
	Game 3	1.93	31	16	9
	Game 4	1.53	26	17	8
	Game 5	1.42	27	19	9
	Game 6	2.21	31	14	10
	Game 7	1.82	31	17	10
	Game 8	2.85	37	13	9
	Game 9	2.4	35	15	8
	Game 10	1.83	33	18	9
	Game 11	1.36	30	22	7
	Game 12	1.84	35	19	8
	Game 13	1.47	28	19	6
	Game 14	1.38	29	21	6

\*Gamer ranked focus after each match on a scale from 1-10, 1 being dead tired, 10 being fully attentive.

**Conclusion**

Huperzine A product "Piratall" improved gamer performance significantly in kill-death ratio, focus and overall wins with (1) dose recorded in one sitting, compared to a control sitting one week prior with no medication or supplement (and no nootropics).

## Conclusive Analysis

Volunteer performed increasingly better on the nootropic-Huperzine A-based product Piratall, than on no nootropic at all. Volunteer described increased focus, communication skills, and reaction times. Volunteer also noted improved decision making, emphasizing an improvement on strategizing.

Volunteer also took note of an improved impulse response, stating that "the piratall makes it easier to react to your opponent with more fluidity."

Volunteer won 36% of all games played with an average kill/death ratio of 1.39 during the control.

Volunteer won 64% of all games played with an average kill/death ratio of 1.76 during the nootropic trial.

**Volunteer's win percentage increased by 28% and volunteer's kill/death ratio increased by .37 during the nootropic trial.**