

Case Study 11296(b): Nootropics

Huperzine A & Gaming [CSGO]

Date of Study: 02/19/2017 (control); 02/26/2017 (nootropic)

Vendor Name: Pirate Botanicals

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

Vendor Product: Piratall (active nootropic: Huperzine A)

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02/19/2017, 02/26/2017

Nootropics
 Huperzine A
 Pirate Botanicals
 Piratall

Case Study 11296(b): Nootropics, Huperzine A					
Date of Study.....	02/19/2017 (control), 02/26/2017 (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 12 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 12 trials of CSGO on the same map during the same sitting on another date using 1 single "dose" of the Nootropic Piratall.				
Map Selected.....	Train				
Control Scores.....	Game #	K/D Ratio	Kills	Deaths	Gamer Focus (1-10)*
	Game 1	1.62	42	26	5
	Game 2	1.59	46	29	6
	Game 3	1.12	37	33	7
	Game 4	1.81	49	27	7
	Game 5	1.33	32	24	8
	Game 6	1.38	51	37	8
	Game 7	1.24	41	33	8
	Game 8	1.36	38	28	6
	Game 9	1.5	36	24	5
	Game 10	1.38	40	29	4
	Game 11	1.15	39	34	4
	Game 12	1.76	37	21	3
Nootropics Scores.....	Game #	K/D Ratio	Kills	Deaths	Gamer Focus (1-10)*
	Game 1	1.32	41	31	6
	Game 2	1.33	44	33	6
	Game 3	1.73	45	26	8
	Game 4	2.04	47	23	8
	Game 5	2	28	14	9
	Game 6	2.1	44	21	9
	Game 7	2	52	26	10
	Game 8	1.5	51	34	10
	Game 9	1.93	54	28	10
	Game 10	1.53	46	30	10
	Game 11	1.36	49	36	9
	Game 12	1.14	33	29	7

*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 experienced drastic increase in concentration during the nootropic trial, reporting far greater focus nearly each round. Volunteer ended the nootropic trial with immense increase in energy and morale, being very satisfied with the enhanced performance and resulting score.

Volunteer suggested that the nootropic trial was "the single greatest gaming experience ever had."

Volunteer won 33% of all games played with an average kill/death ratio of 1.44 during the control.

Volunteer won 75% of all games played with an average kill/death ratio of 1.67 during the nootropic trial.

Volunteer's win percentage increased by 42% and volunteer's kill/death ratio increased by .23 during the nootropic trial.