

Case Study 11297(b): Nootropics

Huperzine A & Gaming [CSGO]

Date of Study: 02/21/2017 (control); 02/28/2017 (nootropic)

Vendor Name: Pirate Botanicals

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

Vendor Product: Piratall (active nootropic: Huperzine A)

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02/21/2017, 02/28/2017

Nootropics
 Huperzine A
 Pirate Botanicals
 Piratall

Case Study 11297(b): Nootropics, Huperzine A					
Date of Study.....	02/21/2017 (control), 02/28/2017 (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.....	Dust2				
Control Scores.....	Game #	K/D Ratio	Kills	Deaths	Gamer Focus (1-10)*
	Game 1	1.87	56	30	4
	Game 2	1.5	54	36	4
	Game 3	1.59	59	37	5
	Game 4	2.52	63	25	7
	Game 5	1.63	52	32	7
	Game 6	1.87	43	23	7
	Game 7	1.69	49	29	7
	Game 8	1.81	58	32	8
	Game 9	1.79	61	34	8
	Game 10	1.25	50	40	7
	Game 11	1.77	55	31	6
	Game 12	2.35	54	23	6
	Game 13	2.36	52	22	5
	Game 14	2.82	48	17	5
Nootropics Scores.....	Game #	K/D Ratio	Kills	Deaths	Gamer Focus (1-10)*
	Game 1	1.86	54	29	4
	Game 2	2.27	50	22	5
	Game 3	2.23	58	26	8
	Game 4	2.32	65	28	8
	Game 5	2.13	66	31	8
	Game 6	1.8	54	30	9
	Game 7	2.27	59	26	9
	Game 8	1.91	67	35	9
	Game 9	2.35	73	31	8
	Game 10	2.1	63	30	9
	Game 11	2.09	67	32	8
	Game 12	2.37	64	27	6
	Game 13	2.74	63	23	6
	Game 14	2.81	59	21	5

*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 exhibited increased reaction times, began leading the team (not typical for this player), and almost immediately scoring instantly higher. Volunteer had a light lunch on both days, control and nootropic trials. Volunteer performs regularly in CS tournaments and is a professional gamer.

Volunteer reported that the nootropic Piratall had "felt like it allowed for full use of the brain during gameplay" going on to explain that "everything became easier, my aim improved, I more easily communicated with my teammates, and felt as though I knew exactly what was going on, all over the entire map at any given second. Piratall made me a beast of beasts."

Volunteer won 29% of all games played with an average kill/death ratio of 1.92 during the control.

Volunteer won 71% of all games played with an average kill/death ratio of 2.23 during the nootropic trial.

Volunteer's win percentage increased by 42% and volunteer's kill/death ratio increased by .31 during the nootropic trial.