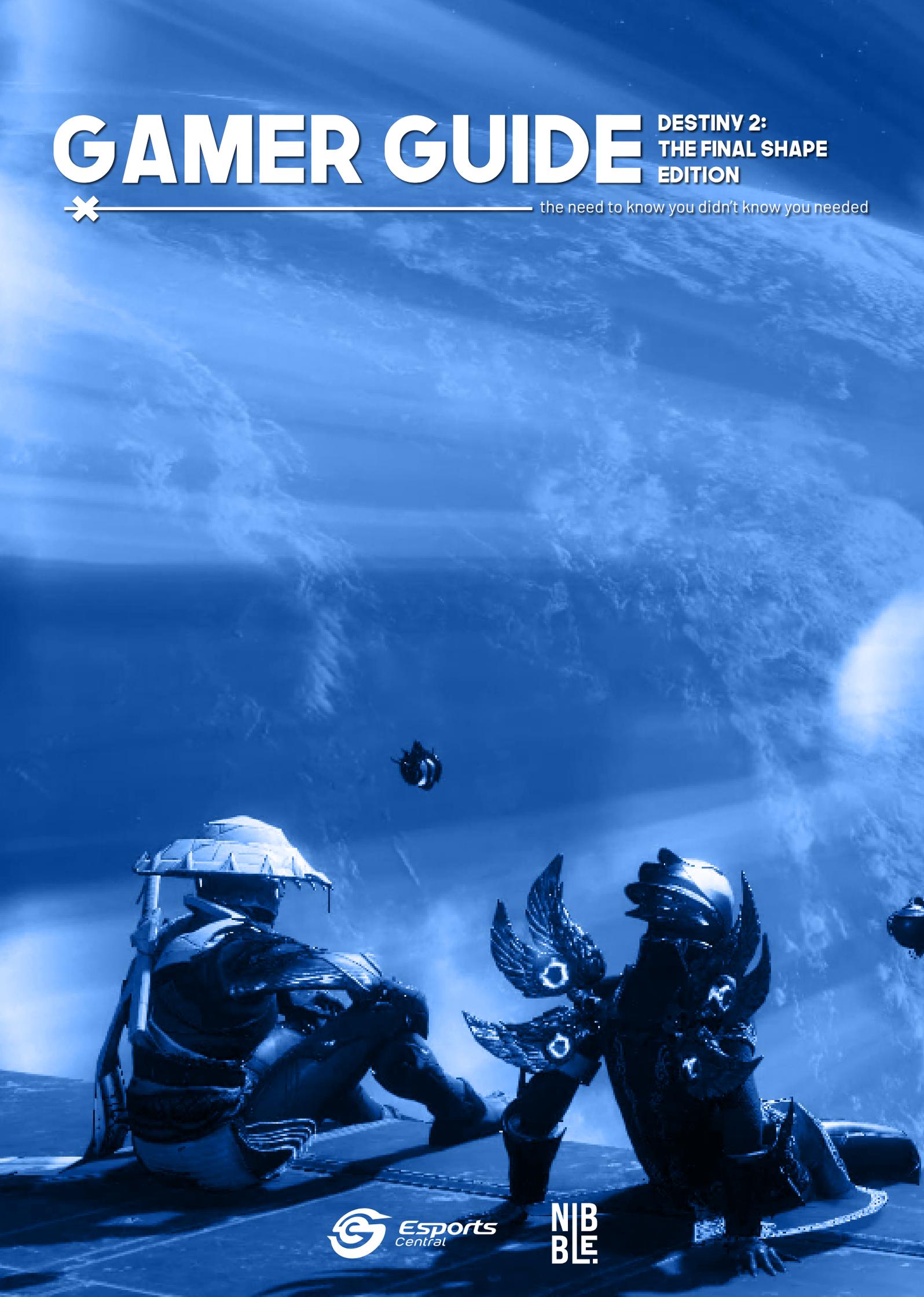


GAMER GUIDE

DESTINY 2:
THE FINAL SHAPE
EDITION



the need to know you didn't know you needed



WHAT IS IT?



The Final Shape is a significant expansion for Bungie's first-person shooter video game, Destiny 2. Released in June 2024, this expansion marks the game's 8th and the franchise's 10th year of content. Unlike previous expansions that followed a seasonal model, The Final Shape introduces 3 large episodes composed of 3 acts each, released throughout the year.

DESTINY 2

THE FINAL SHAPE

The narrative of The Final Shape centres on the player's Guardian pursuing the primary antagonist, the Witness, continuing the story from the Lightfall expansion. The Guardian, alongside the Vanguard, must thwart the Witness's plans to create the Final Shape, which would result in the calcification and annihilation of all life in the universe. This expansion aims to conclude the Light and Darkness saga, bringing an end to the war between these 2 opposing forces.

BREAKDOWN THE BASICS

Mechanics



Classes & Subclasses

Players can choose from 3 different Guardian classes. Each class features a unique appearance and set of skills, but they are designed to be balanced so that no single class is superior overall. Each class has access to specific armour, subclasses, and abilities. Weapons are generally not restricted by class, allowing any class to use most weapons available in the game.

- **Hunter:** Hunters are agile and stealthy, with abilities focused on speed, utility, and quick kills. They are known for their cunning and ruthless tactics on the battlefield. Originally outlaws and risk-takers, Hunters now bend the rules to make their own luck.
- **Titan:** Titans are strong and resilient, built for close-quarters combat and high damage output. They embody strength and sacrifice, standing tall against enemies with devastating force. Their playstyle is slower but powerful, excelling in defence and brute force.
- **Warlock:** Warlocks are warrior-scholars, utilising arcane energies learned from studying the Traveler. They often serve as support, enhancing the abilities and weapons of their fireteam, while also dealing powerful area-of-effect damage. Their abilities focus on healing and bolstering allies, as well as devastating foes.

Each class has 6 subclasses. Subclasses are based on elements and provide players with abilities that inflict corresponding damage types.

- Arc: Arc Light harnesses electricity and electromagnetism, allowing Guardians to enhance speed and close combat power.
- Solar: Solar energy relates to combustion, heat, and nuclear fusion, enabling Guardians to burn enemies and heal allies.
- Void: Void energy involves dark energy/matter and gravitational forces, enabling Guardians to disable enemies and protect allies.
- Stasis: Stasis, an elemental power of the Darkness, focuses on cold and reducing entropy, effectively slowing, detaining, and shattering targets.
- Strand: Strand, another Darkness-based element introduced in the Lightfall expansion, allows Guardians to sever enemy connections, and navigate the environment.
- Prismatic: Introduced in the Final Shape expansion, the Prismatic subclass combines Light and Darkness energies, allowing players to mix and match abilities across different damage types. This new element fills a meter below the Super meter: Void, Solar, and Arc damage contribute to the Light meter; Stasis and Strand damage fill the Darkness meter; and Kinetic damage contributes to both meters. Once both meters are full, players can activate Transcendence, granting damage resistance, bonus weapon damage, and a grenade that utilises both Light and Darkness damage types based on the class.





ARC

Become a current of Light, moving with blinding speed and amplifying your capabilities.

ABILITIES



ASPECTS & FRAGMENTS



Abilities

Player abilities vary by class and subclass. Abilities encompass the following:

- Movement Abilities: Affect vertical movement, such as Glide, Lift, or Double-Jump.
- Melee Abilities: Enhance melee attack style and damage.
- Grenade Abilities: Involve the use of grenades.
- Super Abilities: Powerful abilities for offensive, defensive, or healing purposes.

Subclasses also include Aspects that enhance the player's build and power Fragments which are passive perks that modify abilities. Using these, players can customise their playstyle and create powerful synergies.

The Final Shape introduces new Supers and Aspects for each class. These new abilities are available on both the Prismatic and respective elemental subclasses.

Hunter:

- Storm's Edge (Super): An Arc Super that allows 3 knife throws and dashes, dealing solid damage and suited for PvP.
- Ascension (Aspect): Propels Hunters into the air while twirling the Arc Staff, amplifying nearby allies, and jolting enemies.

Warlock:

- Song of Flame (Super): A Solar Super that enhances grenade and melee abilities, granting improved ability regeneration and damage resistance to allies, and applying Scorch to enemies.
- Hellion (Aspect): Summons a Solar mortar that lobbs projectiles, scorching enemies.

Titan:

- Twilight Arsenal (Super): A Void Super summoning 3 massive Void axes that explode on impact and can be wielded as weapons.
- Unbreakable (Aspect): Summons a Void shield that blocks damage and grants an overshield, ending with a blast of Void energy.



Modes & Quests

There are a variety of game modes catering to both PvP and cooperative PvE play.

The Vanguard: Cooperative Missions

- Vanguard Ops (PvE): High-priority missions (Strikes) for Guardians.
- Nightfall (PvE): High-difficulty Strikes with Champions and modifiers.
- Nightfall Grandmaster (PvE): The toughest version of the week's Strike.
- Onslaught Playlist (PvE): Defend against 10 waves of enemies.
- Onslaught: Defend against 50 waves of enemies with increased difficulty and additional modifiers.

Gambit: A 4v4 PvPvE mode managed by the Drifter. Collect and deposit motes to summon a Primeval. The first team to defeat their Primeval wins.

Crucible: Player Versus Player

- Competitive: A 3v3 ranked mode.
- Additional Modes: Various game modes that change weekly.

Legends: Legacy Content

Raids:

- Vault of Glass
- Crota's End
- King's Fall



Dungeons:

- Ghosts of the Deep
- Prophecy

Exotic Missions:

- The Whisper
- Node.OVRD.AVALON
- Zero Hour

Raids: Raids are challenging 6-player cooperative missions considered the most difficult content in Destiny 2. They require extensive communication and teamwork, featuring no waypoints or explicit objectives. Players undertake specific quests and face epic encounters against various bosses, culminating in intense final battles. The Final Shape expansion introduces a new Raid called Salvation's Edge.

Dungeons: Dungeons are essentially smaller, simpler raids and require only 3 Guardians to complete, with the possibility of solo completion with practice. The Final Shape will release 2 new dungeons throughout the year as part of its episodic content.



Bounties & Pathfinder

The Final Shape expansion introduces the new Pathfinder system, which consolidates Vanguard, Crucible, and Gambit bounties and challenges into a single streamlined system accessible via the Director. The Final Shape campaign unlocks an additional Pathfinder focusing exclusively on tasks in the Pale Heart. This new system streamlines weekly objectives, providing a more engaging and efficient way to complete activities and earn rewards.

Pathfinders have a progression tree of 20 nodes functioning as objective cards. The nodes are arranged in a left-to-right decreasing pattern and each node card has activity symbols and specific tasks such as collecting Heavy Ammo in Crucible or using elemental damage. Once completed, players can claim an Engram reward and reset the path for new random objectives.

The first completion each week guarantees rare rewards like Prime Engrams and Enhancement Prisms, with diminishing returns on subsequent completions.



Weapons

Weapons are perhaps the most important mechanic in Destiny 2. However, the mechanics can be a bit confusing. Weapons are categorised into 3 slots based on their ammo type and damage characteristics:

- **Kinetic Weapons:** These deal Kinetic damage and cannot inflict elemental damage (Arc, Void, or Solar). They are more effective against unshielded enemies but less effective against shielded enemies. Notably, Strand and Stasis weapons, which also occupy the Kinetic slot, do not benefit from the damage bonus against unshielded foes.
- **Energy Weapons:** These deal elemental damage (Arc, Void, or Solar), making them effective against enemies with matching shields. They are particularly good at breaking through enemy shields compared to Kinetic weapons.
- **Heavy Weapons:** Using Heavy Ammo, these weapons are the most powerful and also deal elemental damage (Stasis, Strand, Solar, Arc, or Void). They are ideal for tough encounters and boss fights but are the rarest type of ammo to find.

Ammo Types:

- **Primary Ammo (White Boxes):** Infinite supply, used with Primary weapons. Ideal for general combat and dealing with standard enemies.
- **Special Ammo (Green Boxes):** Limited supply, used with Special weapons. Best for handling tougher enemies or dealing significant damage during critical moments.
- **Heavy Ammo (Purple Boxes):** Rare and powerful, used with Heavy weapons. Reserved for the most challenging encounters and boss fights.

Weapon Classes:

- **Primary Weapons:** These have infinite ammo and are your go-to for regular combat.
- **Special Weapons:** These use Special ammo and are reserved for tougher situations or enemies.
- **Heavy Weapons:** These use Heavy ammo and are the most powerful, used for emergencies and critical damage phases.

Exotic weapons offer unique perks and abilities that can significantly impact gameplay. Only 1 Exotic weapon can be equipped at a time. The Final Shape expansion has introduced 8 new Exotic weapons at the time of writing this guide:

- Tessellation: Energy Fusion Rifle
- Red Death Reformed: Solar Pulse Rifle
- Still Hunt: Solar Sniper Rifle
- Microcosm: Heavy Kinetic Trace Rifle
- Khvostov 7g-0x: Kinetic Auto Rifle
- Ergo Sum: Special Multi-Element Sword
- Euphony: Special Strand Linear Fusion Rifle



Gear

Armour in Destiny 2 is key to enhancing your Guardian's abilities and tailoring gameplay. Armour pieces come in different categories, each providing specific bonuses and synergising with subclasses and weapons:

- Helmets
- Gauntlets
- Chest Armour
- Legs/Boots
- Class Armour
 - » Hunters: Cloaks
 - » Warlocks: Bonds
 - » Titans: Marks

Each piece will have a random set of stat points assigned to the following categories:

- Mobility: Influences movement speed and jump height.
- Resilience: Affects damage resistance, HP, and flinch resistance.
- Recovery: Impacts health regeneration.
- Discipline: Determines grenade cooldown.
- Intellect: Affects Super ability cooldown.
- Strength: Governs melee ability cooldown.

Armour pieces can also be customised with mods. Each piece accommodates 1 general mod and 3 slot-specific mods:

- General Mods: Offer stat buffs (+5 or +10).
- Slot-Specific Mods: Provide benefits like Super energy on ability kills or generating Orbs of Power.

Exotic Armour, much like the weapons, feature unique perks that can drastically alter gameplay. They are the highest rarity and distinct from Legendary gear. Only 1 Exotic Armour can be equipped at a time. The Final Shape introduces new Exotics for each class:

Titan:

- Wishful Ignorance (Gauntlets): Increases Frenzied Blade charge and damage; melee energy return from Banner of War pulses.
- Hazardous Propulsion (Chest): Stores and fires Exodus rockets; rocket launcher damage buff.

Hunter:

- Gifted Conviction (Chest): Releases Arc explosives; grants damage resistance on Jolt.
- Balance of Power (Legs): Enhances Threaded Specter duration and durability; becomes invisible near Threaded Specter.



Warlock:

- Speaker's Sight (Helmet): Healing grenades spawn Restorative Turrets; chance to spawn Orbs of Power on healing allies.
- Mataiodoxia (Chest): Suspends enemies on Arcane Needle kills; grants melee energy and pierces Barrier Champions.

The new Exotic class items function similarly despite their different names. Each class item has randomised rolls and features 1 Exotic perk in each of its 2 columns. These items allow you to combine multiple Exotic effects, but the perks are mostly class-specific: Titans, for example, can generally only access Titan-related effects. The perks on these class items, known as "spirit" versions, are not complete copies of the original Exotic perks and often lack some effects. Additionally, these Exotic class items are only effective when used with the new Prismatic subclass.



Factions

The Dread are the first new enemy faction to be introduced in years. They are equipped with firearms and can also screech to slow down and suppress your abilities. Among them, the Husk is a melee attacker that charges at you, and if defeated incorrectly, it spawns a Geist that homes in on you and explodes. Additionally, the Weaver and Attendant enemies use Strand and Stasis abilities to disrupt your movements, making them high-priority targets in combat.



Environment



Locations

Players can travel to various destinations from the Director, including PvE locations and social spaces. These PvE destinations offer extensive gameplay with activities such as Patrols, story missions, Strikes, and Raids. Here's a brief overview of the current locations:

- Neptune: A hidden tech-metropolis that survived the Collapse.
- Europa: A frozen moon showcasing humanity's ambitions and failures.
- Savathun's Throne World: A realm created from Savathun's mind, full of mystery.
- Nessus: A planetoid repurposed by the Vex for unknown reasons.
- Moon: The site of an ancient evil lurking beneath the surface.
- Dreaming City: A long-hidden stronghold sacred to the Awoken of the Reef.
- Eternity: A pocket dimension where multiple realities intersect.
- EDZ: The site of ancient human civilisation, awaiting reclamation.
- Cosmodrome: A ruined spaceflight complex in Old Russia.
- The Pale Heart: Introduced in the Final Shape expansion, this surreal realm inside the Traveler is corrupted by the Witness. It features diverse biomes and significant narrative elements, offering a vast and evolving environment for players.

Social Spaces:

- Tower: The Last City's hub where Guardians manage their gear, quests, and activities.
- H.E.L.M: The base for Vanguard operations, where seasonal vendors and research activities take place. It is currently the hub for all Echoes-related activities.

TIPS & TRICKS



Pale Heart prep

Before heading into the Pale Heart, make sure to preview and prioritise Pathfinder objectives, as completing the first 2 Pathfinders will earn you really valuable rewards. If you're playing solo, choose the matchmade version of Overthrow, which is always featured, to speed up your farming efforts.

Ace the Trials of Osiris

In Trials, success hinges on strategy rather than brute force. Use the first round to observe your opponents' playstyles, mistakes, and tactics. Pay attention to the enemy team's composition to exploit their weaknesses and counter their strengths effectively. Leveraging this intel can significantly improve your chances of victory.

Clear 50 waves

Don't hesitate to use your Heavy weapon in Onslaught. Completing bonus objectives often spawns a Heavy crate near the ADU, which fully restores your ammo when interacted with. Equip some ammo finders and an Exotic Primary to maximise Heavy weapon usage throughout the run. This is especially important for tackling tougher waves, as Heavy ammo is crucial for dealing with large groups and formidable enemies.



CONCLUSION

Destiny 2's The Final Shape triumphs by delivering a compelling conclusion to its long-running saga, surpassing expectations with a satisfying ending. While some questions remain and future developments are anticipated, this expansion provides a gratifying wrap-up to the main plot with epic battles and emotional moments. Although the game's complex RPG systems and storylines remain intricate, The Final Shape offers a strong recommendation to persevere, as it marks a hopeful and rewarding end to the journey.