

# GAMER GUIDE

BRAWL STARS  
EDITION



the need to know you didn't know you needed



# WHAT IS IT?



Brawl Stars is a multiplayer online battle arena hero shooter developed and published by Finnish company Supercell. Released in December 2018 for iOS and Android, the game offers various modes, each with unique objectives where players battle it out with playable characters called Brawlers.



The game is set in a fictional abandoned amusement park called Starr Park. The backstory, revealed through a live-action short and in-game footage, explains that Starr Park closed in 1995 after mysterious crystals gave some of its visitors immortality at the cost of their sanity. Brawl Stars has been downloaded over 400 million times and was the second-highest-grossing mobile game in Europe in 2020. That year, it earned \$526 million, surpassing \$1 billion in lifetime revenue, making it Supercell's 4th game to reach that milestone.

# BREAKDOWN THE BASICS

Mechanics



## Modes

Brawl Stars features a range of game modes, each with unique objectives. Each mode provides a unique experience, inviting different strategies and playstyles. There are also limited-time event slots:

### Event Slot Durations

- Trophies: 24 hours
- Ranked: 30 days
- Map Maker: 24 hours
- Special (Events): Varies based on the event

## Regular Modes:

- Showdown & Duo Showdown: Fight to be the last Brawler(s) standing in the Showdown Arena.
- Gem Grab
  - » 3v3: A battle to collect and hold 10 Gems until the timer runs out. Steal Gems from the centre or from defeated opponents.
  - » 5v5: A larger-scale version where teams fight to collect 20 Gems from 2 Gem Mines.
- Brawl Ball
  - » 3v3: Take the ball to score 2 goals before your opponents. If it goes into Overtime, all Indestructible Walls are destroyed. 5v5: A larger-scale version, with the first team to 20 points declared the winn
  - » 5v5: Played on a larger, rotated pitch with wider goals.
- Knockout: Defeat the opposing team in a best-of-3 contest. Each defeated Brawler stays out until the next round, with poison clouds covering the map as the round progresses.
- Wipeout
  - » 3v3: Collect points by defeating opponents. The first team to 10 points wins.
  - » 5v5: A larger-scale version, with the first team to 20 points declared the winner.
- Basket Brawl: In this 3v3 mode, score points by shooting the basketball into the enemy hoop. Shots behind the line score 3 points, and inside the line score 2. The match ends when a team reaches 5 points or the timer runs out.
- Duels: 1v1 showdown where each player uses 3 Brawlers. The winner keeps their Brawler, and the loser loses theirs. Continue until 1 player is out of Brawlers.
- Bounty 3v3: Earn stars by defeating enemies. The first team to 20 stars wins, with the Blue Star acting as a tiebreaker.
- Hot Zone: Capture and hold zones faster and for longer than the opponents to win in this 3v3 mode.
- Heist 3v3: Teams battle to destroy the enemy's Safe before their own is destroyed.
- Paint Brawl 3v3: Collect paintballs to cover the ground with the team's colour. Defeat enemies for additional paint. First team to cover 100% wins.



## Special Event Game Modes

- Robo Rumble (PvE): Team up to protect the Safe from waves of robots. Watch out for Boss Robots.
- Big Game (1v5): In this timed event, 5 hunters try to defeat 1 big Brawler who tries to stay alive. The longer the Boss survives, the greater the reward.
- Boss Fight (PvE): A 3v3 team faces off against a Robot Boss and his minions, with increasing difficulty in each stage.
- Trophy Escape: Escape with loot while battling other players. The exit zones open after half of the players are eliminated or when the countdown ends. Collect Power Cubes to boost health and damage.
- Payload: Push the team's minecart to the goal to win. Stand near the enemy's cart to slow it down. If no team reaches the goal in time, the team that pushed their cart the furthest wins.
- Hunters: A free-for-all where players earn points by defeating Brawlers. The first player to 6 points wins.

Ranked: Unlock at 1000 Trophies. In Ranked mode, compete on random maps to increase your Rank Score. Rise through the ranks to join the Global Rankings.

Map Maker: In the Map Maker player-submitted Maps are made available daily for play.



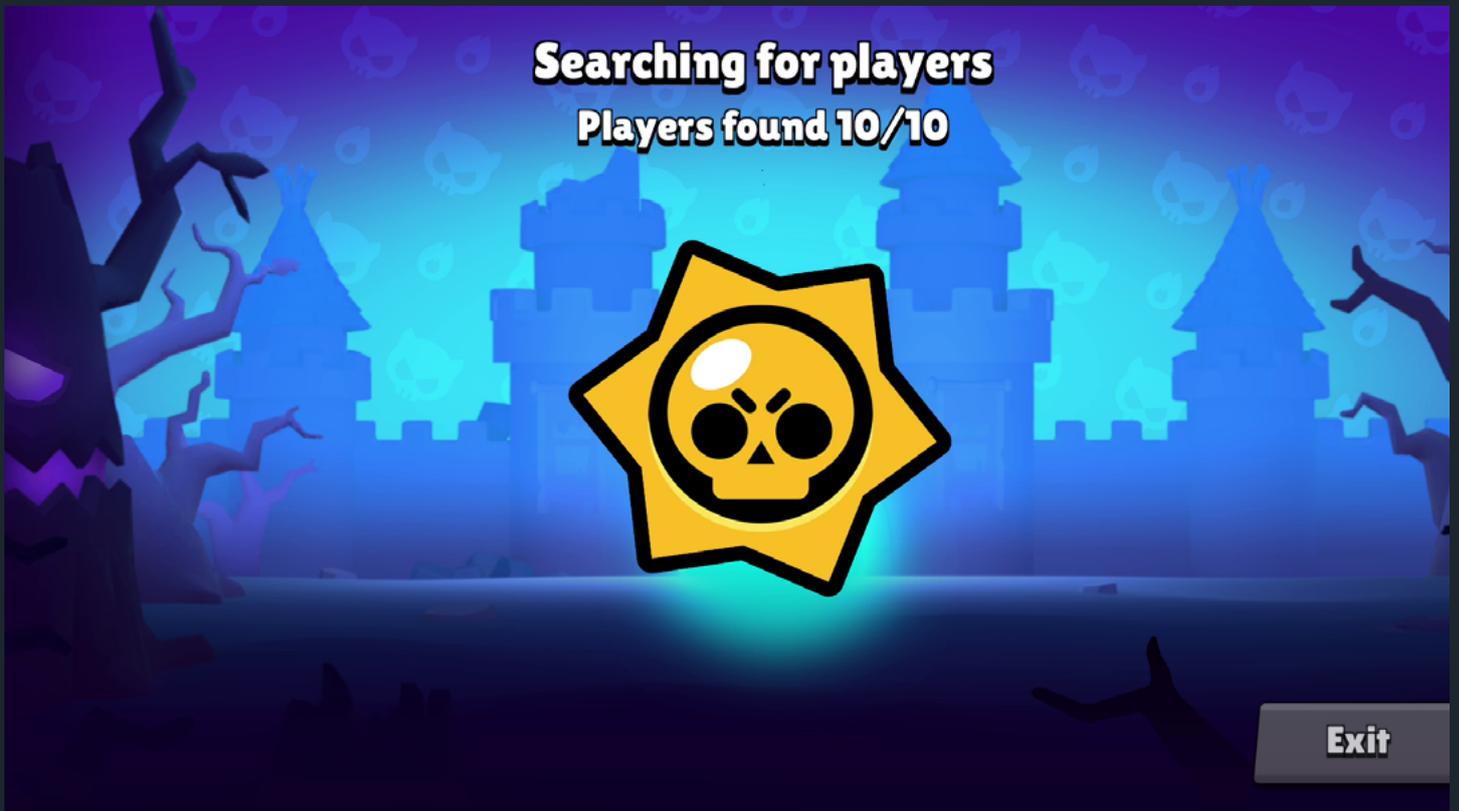


## Brawlers

Brawlers are the playable characters in matches, each equipped with a regular attack and a powerful Super attack. Brawlers can be further customised with Gadgets and Star Powers, boosting their effectiveness and giving players a tactical edge.

There are over 80 Brawlers currently available in 5 different rarities: Rare, Super Rare, Epic, Mythic, and Legendary, all of which can be unlocked through Starr Road. Brawlers are also divided into specific classes based on their strengths and combat styles. Each class contributes uniquely to the team, offering varied playstyles to match the demands of each game mode and encounter:

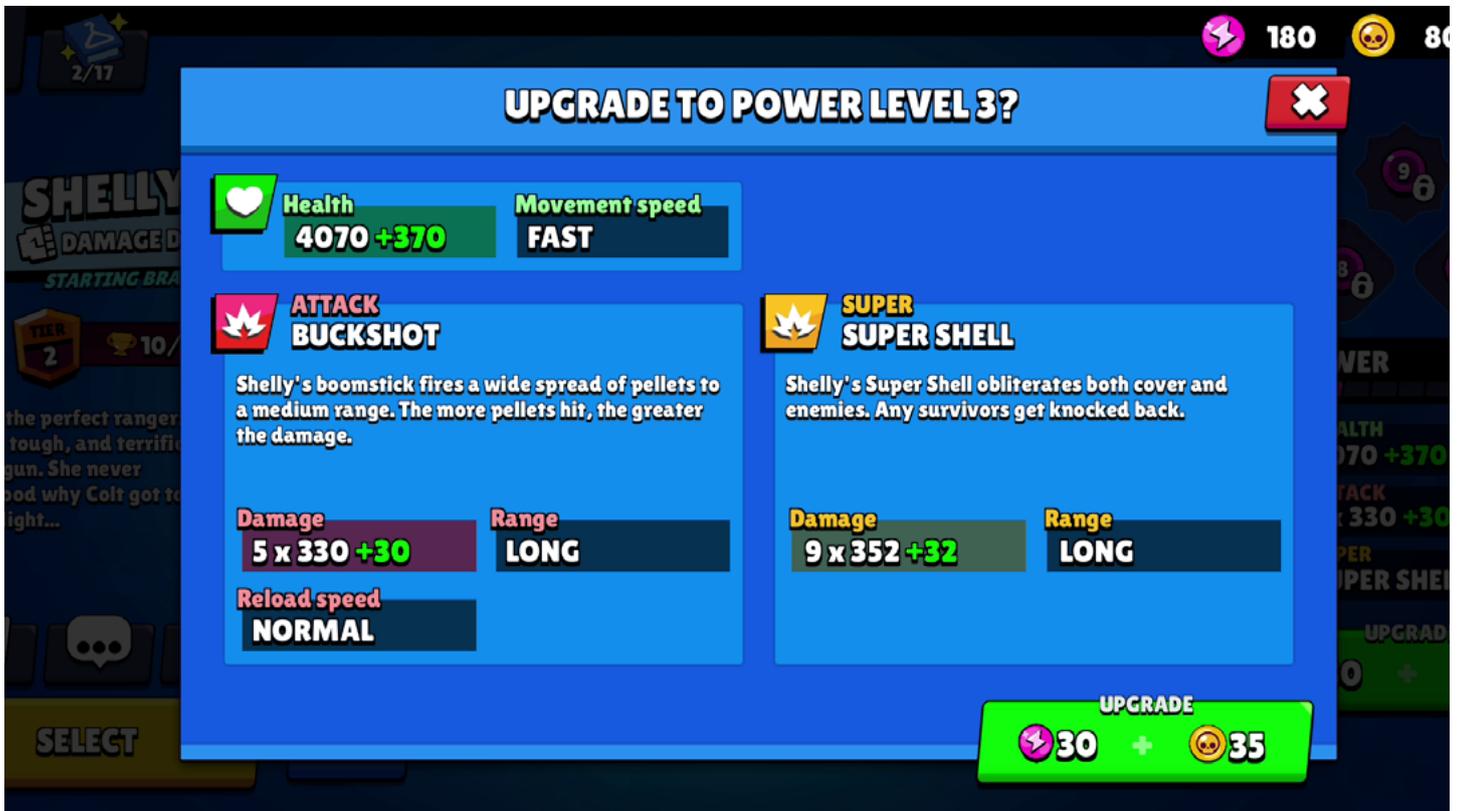
- **Damage Dealer:** High damage and health; excels against Tanks and Assassins but vulnerable to Marksmen and Artillery.
- **Assassin:** Quick and nimble, but low health; strong against Marksmen and Artillery but weak against Tanks and Damage Dealers.
- **Marksman:** Long-range specialists; effective at a distance, but weak against Assassins and Artillery at close range.
- **Artillery:** Capable of launching projectiles over obstacles; strong against enemies in cover but weak against Tanks and Assassins.
- **Tank:** High health and close-combat strength; effective against Assassins but vulnerable to Damage Dealers.
- **Support:** Healers or buffers, enhancing their teammates; best suited to aid offensive classes but susceptible to most classes in direct combat.
- **Controller:** Experts at controlling the battlefield with area attacks; they thrive against opponents with weak positioning but can struggle in direct 1-on-1 fights.



Some Brawlers also have unique traits, like crossing water or dealing increasing damage over time. Traits are passive abilities that don't rely on a Brawler's Power Level and often impact how Supers are charged or add special abilities. Traits currently in-game are as follows, with Supercell hinting that more may be added in the future.

- Damage Trait: Supers charge by taking damage.
- Time Trait: Supers charge over time or start fully charged.
- Hover Trait: Allows the Brawler to float over water.
- Proximity Trait: Supers charge based on proximity.
- Random Trait: Randomly selects Supers from a set.
- Increased Damage Trait: Gradually boosts damage over time.
- Power Token Trait: Gains Tokens by hitting enemies, increasing power.
- Super Healing Trait: Charges Super by healing.

Star Powers are passive abilities that enhance a Brawler's effectiveness in battle. Each Brawler has 2 Star Powers available once they reach Power Level 9, however, only 1 Star Power can be used per match. Star Powers are always active or triggered by attacks or Supers. They can be purchased in the Brawler screen or obtained from Brawl Boxes.



## Gears & Gadgets

Gadgets are special abilities that Brawlers can equip. They unlock at Power Level 7 and can be purchased or found in Brawl Boxes. Each Gadget has 3 uses per match with a 5-second cooldown. Only 1 Gadget can be used per match if a Brawler has multiple.

Gears, on the other hand, are passive bonuses unlockable at Power Levels 8 and 10. They come in 3 rarities:

### Super Rare Gears

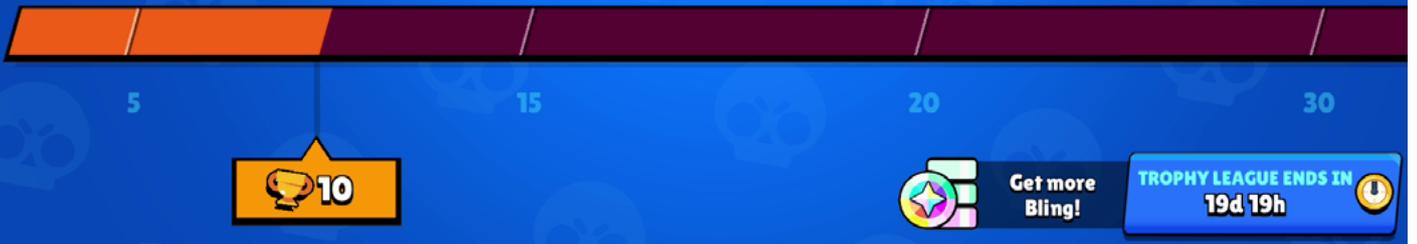
- Damage: Extra damage when below 50% Health.
- Health: Faster Health recovery when stationary.
- Vision: Reveals hidden enemies after damaging them.
- Shield: Grants 900 extra Health as a regenerating shield.
- Speed: Increases Speed in bushes.
- Gadget Charge: Adds an extra Gadget use per match.

### Epic Gears

- Reload: Increases reload speed by 15%.
- Super Charge: Boosts Super charge rate by 10%.
- Pet Power: Increases pet damage/healing by 25%.

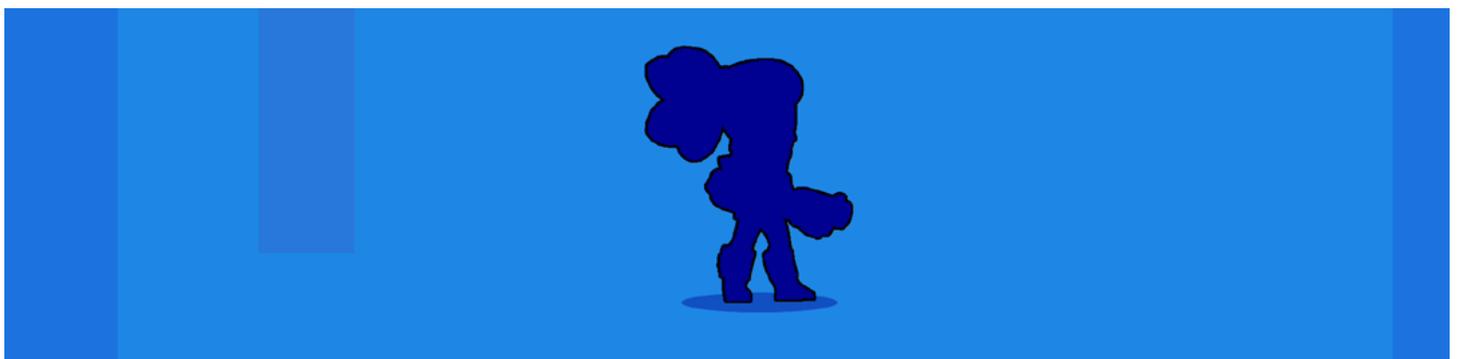
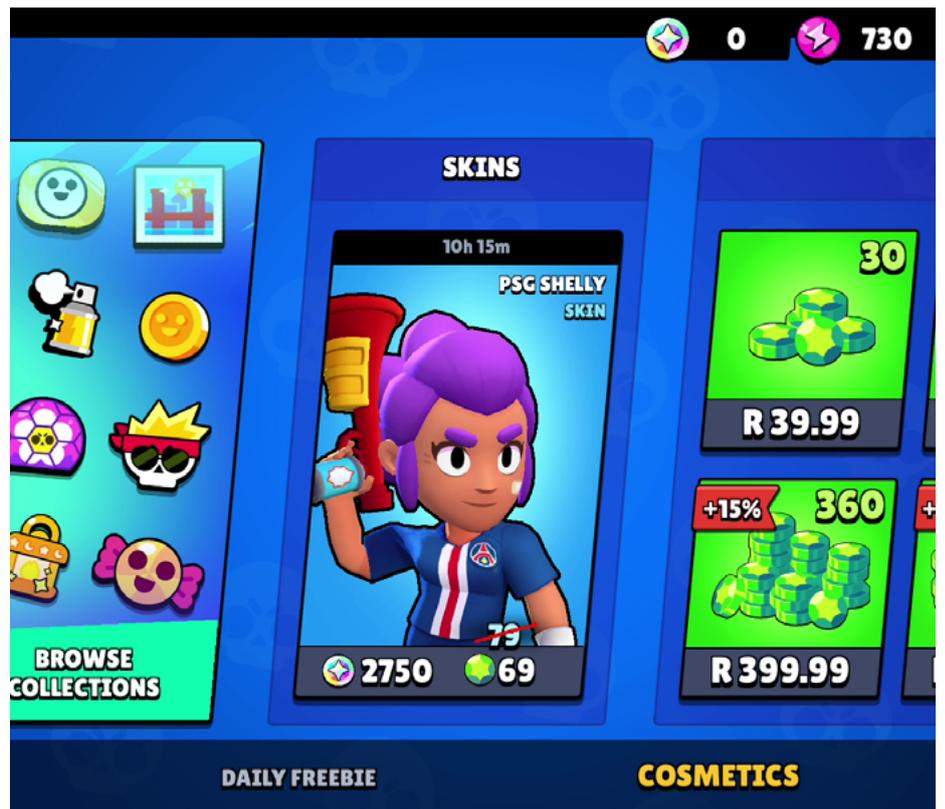
# TROPHY ROAD

Gain Trophies to unlock rewards and reach new Leagues!  
Total Trophies is a combination of all your Brawlers' individual Trophies.



## Mythic Gears

- Talk to the Hand: Increases Magic Hand range by 1 Tile (Gene only).
- Thicc Head: Tick's Super HeadFirst gets 1000 more hit points (Tick only).
- Enduring Toxins: Increases damage done by poison effects (Crow only).
- Exhausting Storm: Decreases enemy damage by 20% while in Sandstorm (Sandy only).
- Sticky Spikes: Super now slows 30% more effectively (Spike only).
- Lingering Smoke: Increases Super duration by 2 seconds (Leon only).
- Sticky Oil: Amber's oil spill now slightly slows enemy Brawlers (Amber only).
- Quadruplets: Eve's Super now spawns an additional hatchling (Eve only).
- Bat Storm: Mortis' Super projectile speed is increased (Mortis only).
- Super Turret: Increases the healing of Pam's Turret by 20% (Pam only).



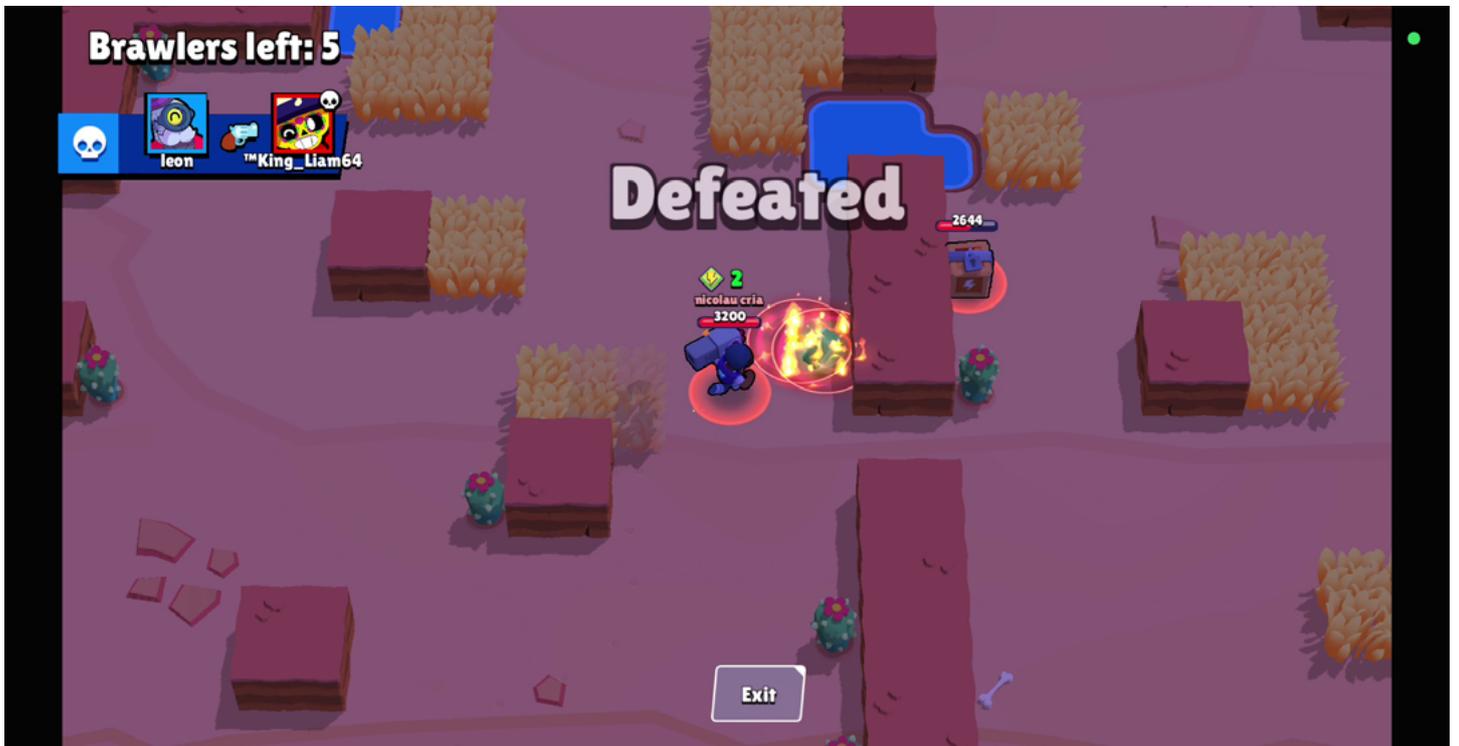
## Environment



### Maps

In Brawl Stars, Maps serve as the battlegrounds for matches, each uniquely designed for specific game modes, which can introduce new strategies and challenges. Key features of the Maps include bushes for hiding, jump pads for quick movement, healing tiles for recovery, and spikes that rise and fall.

Before the match begins, players must consider the layout and components of the Map to select the best Brawler for the situation. For example, Brawlers with explosive attacks excel on Maps with many walls, while Assassins thrive in close-quarters with plenty of bushes.



## Modifiers

Modifiers in matches introduce special conditions that affect gameplay, adapting to the map rotation. Each map has either a permanent Modifier or none. In Showdown matches, only 1 Modifier can be active at a time, while in Map Maker and Friendly Battle maps, multiple Modifiers can be used.

Regular Modifiers:

- Meteor Shower: Meteors fall on players, dealing damage and interrupting attacks.
- Energy Drink: Boosts damage and speed for a limited time when collected.
- Angry Robo: A large robot spawns and attacks players, dropping Power Cubes when defeated.
- Healing Mushrooms: Areas that heal players spawn, healing 1000 health per second.
- Graveyard Shift: Players lose health over time but can regain it by dealing damage.
- Peek-a-Boo: All Brawlers become invisible temporarily.
- Fast Brawlers: All Brawlers have increased movement speed.
- Super Charge: Doubles the rate at which Supers charge.
- Showdown+: Players earn extra trophies for defeating opponents but lose some upon defeat.
- Easter Eggs: Collecting eggs rewards players with Coins or Power Points.
- Top Dog: Players cannot regenerate health but can heal through pickups.
- Hyper Drop: Replaces Power Cubes with Hypercharge boosters.
- Mutations: Mutated Brawlers have enhanced abilities and speed.
- SpongeBob: Power-ups give Brawlers additional class-specific abilities.
- Instagib: Attacks instantly defeat any Brawler.

3v3 Modifiers:

- Tilt: The floor tilts, affecting movement speed.
- Burning Ball: The ball in Brawl Ball deals damage and breaks walls.
- Save the Frogs: Collecting frogs yields rewards.

# TIPS & TRICKS



## Back off

Recognize the right moments to back off. Brawlers can heal when they're not firing or taking damage. If your health is running low, it might be wise to seek cover and recover. However, keep in mind that this also provides your opponent with a chance to regroup and heal.

## The art of brawl

Understanding your brawler's strengths and weaknesses in relation to different opponents is crucial for effective drafting and gameplay. Try out as many brawlers as possible to grasp their matchups and enhance your strategic decisions. Avoid selecting brawlers that can be easily countered by the enemy team to boost your chances of victory.

## Duck and dive

Make an effort to evade enemy attacks. While close-range strikes can be tricky to dodge, long-range projectiles can be avoided with proper strafing techniques. A popular method is to sidestep and pivot as soon as you detect a ranged attack coming your way. Since enemies often time their shots by aiming ahead, this tactic can lead to their attack missing you completely.

**You are #1!**

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**HAVE FUN?**



**PRO**

# CONCLUSION

In summary, Brawl Stars stands out as a highly engaging multiplayer game from Supercell. The game continues to innovate with new modes while maintaining replayability, ensuring that it remains fresh years later. While it encourages online interaction, it also prioritizes safety with a robust profanity filter, making it suitable for younger audiences, although parents should be aware of some thematic elements and microtransactions. Ultimately, Brawl Stars offers a fun and accessible gaming experience that promotes community building, making it a great choice for both casual play and competitive gaming.