

# GAMER WORKSHOP

APEX LEGENDS EDITION

the need to know you didn't know you needed



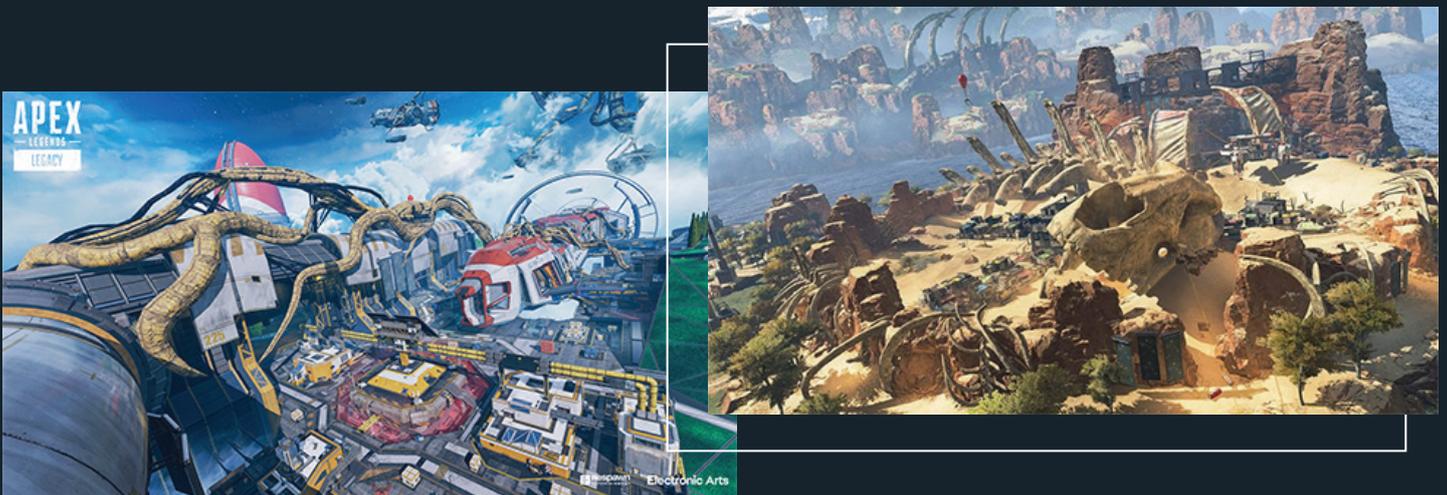
NIB  
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 **Esports**  
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# WHAT IS IT?



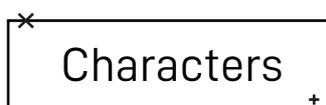
*Apex Legends* is a free-to-play battle royale game developed by Respawn Entertainment. You may already be familiar with other battle royales such as Fortnite and PlayerUnknown's Battlegrounds (or PUBG) which are online multiplayer games where players battle it out until only one is left standing. *Apex Legends* takes the hero-shooter approach featuring unique characters with their own distinctive abilities and colourful backstories.



The game is set in the same universe as the RPG Titanfall series, drawing on the lore for the maps as well as characters and playable Legends. When the game released in 2019 it acquired 50 million players within its first month. Now, around 130 million players and over 2 years later, the game is gaining traction as a major esports title and exciting casual and competitive players alike. We're here to unpack the basics for you and then, once you're feeling confident, throw in some advice from the pros!

In each match players can form teams with their own friends in the lobby, or enter a match "solo" and the game will match them with other random players. The match begins with all the players in the squad selecting the Legend they want to play with, one of twenty possible characters as of season 12. All teams are then airdropped over the game zone (or map). Each squad has a "jumpmaster" who chooses when they jump and where they will land (although you can choose to split off from your team). Once you land, it's time to hunt for equipment while navigating the environment and fighting other squads. The "battle zone" shrinks over time increasing the risk of encountering other teams until finally the last remaining squad (however many are alive) is crowned the Apex Champions.

# BREAKDOWN THE BASICS



Each Legend has their own backstory, abilities, and playstyle. When you download the game you will start with some characters unlocked and the rest will need to be unlocked by earning tokens or buying Apex Coins. A new Legend is released every season. At the time of writing this guide *Apex Legends* has 20 playable characters.

**They are divided into the following categories:**

 <b>OFFENSIVE</b> Wraith Bangalore Mirage Octane Revenant, Horizon Fuse Ash Mad Maggie	 <b>DEFENSIVE</b> Gibraltar Caustic Wattson Rampart	 <b>LIFELINE</b> Lifeline Loba	 <b>RECON</b> Bloodhound Pathfinder Crypto Valkyrie, Seer
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The class names tell you something about the character play style already. Offensive Legends have abilities that are useful in combat while defensive legends are great for securing an area to give your squad an advantage in fights. Support Legends are, well, pretty much just that! They heal or provide extra loot. Recon Legends are all about info - finding other enemies on the map, or identifying the next battle zone (or ring location).

# LEGEND'S BACKGROUND

## BANGALORE

Professional Soldier



Anita Williams, also known by her alias "Bangalore", is one of the playable Legends in *Apex Legends*. She is an ex-soldier for the IMC Armed Forces and a competitor within the Apex Games under the moniker "Professional Soldier".

**TACTICAL ABILITY**  
SMOKE LAUNCHER

**PASSIVE ABILITY**  
DOUBLE TIME

**ULTIMATE ABILITY**  
ROLLING THUNDER

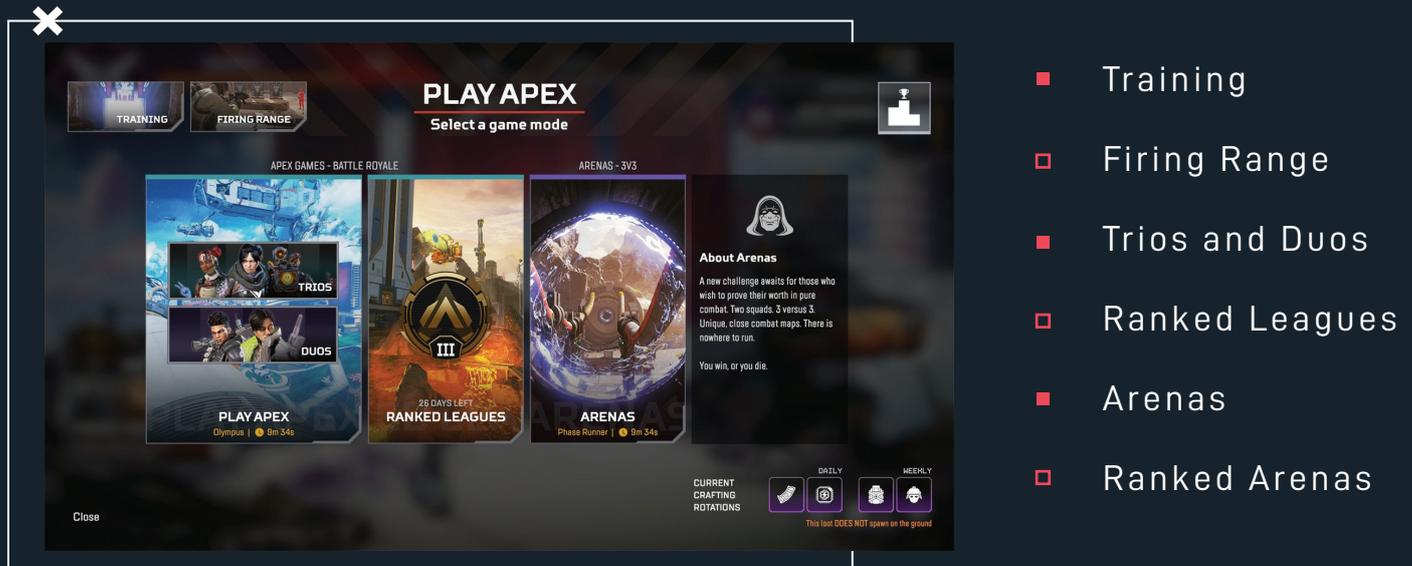
In addition to class, Legends also have unique tactical, passive, and ultimate abilities. These, combined with character hit box (how big the Legend is) all form part of developing a playstyle. Your playstyle is important for creating a strategy (if you're all about winning, this is number one) and also to make sure you're having fun while doing it. Are you a go-getter who loves taking a risk? Offensive might be the style for you. Don't enjoy taking the lead, but still like a bit of action? Support style all the way. Play them all, figure it out!

Now, before we move on to other things, let's take a quick look at abilities. Tactical abilities are active - meaning you have to trigger them and they have a cooldown period (usually a short one), think dropping a heal drone or placing a trap. Passive abilities are ones that you don't have to think about, they're just there in the background giving you a special edge - like being able to climb higher walls or see footprints of enemies. Ultimate abilities are kind of self-explanatory. They are BIG, they are POWERFUL, they are ULTIMATE! Long charging and cooldown periods and should be used strategically!

# Mechanics

*Apex Legends* is a first-person hero-shooter battle royale. That is a mouthful! But really, what that means is that the game has most of the standard mechanics that make combat games what they are. You see through the eyes of the Legend (first person), rather than creating your own custom character you choose from a pool of existing characters (hero), you participate in simulated combat (shooter), and the winner is the last Legend standing (battle royale). *Apex Legends* does, however, have some other neat mechanics that we will tuck into here.

Let's start with game modes: there are seven permanent modes available.



Training is your basic tutorial, give it a go to get the basics down before you head into the Firing Range to learn about the different items you can pick up, get a feel for all of the weapons' firing patterns and aim, and practice movement. You can join this mode with friends, turn off friendly fire, and practice aiming. What's a few bullets among friends?

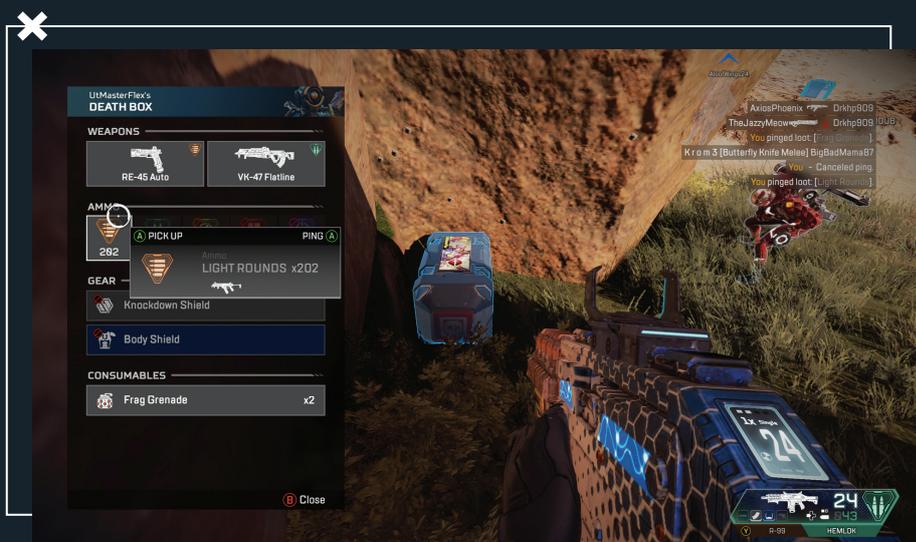
Next up are the "Play Apex" modes Trios and Duos. Trios is the original game mode where 20 squads of 3 compete. Duos is the same, but with 30 squads of 2. Ranked Leagues are the same as Trios but with the addition of rank based match-making and special rewards at the end of a ranked season. Arenas are a fast-paced, close quarters 3v3 match where players purchase gear before each round. Ranked Arenas are the same but again with the rank based matchmaking.



Voice chat is something we do at our own risk, however *Apex Legends* has a unique ping system that allows players to communicate entirely in game. Each ping triggers a voice line from your legend that can cover everything from marking enemies, sharing loot, calling "dibs" and strategic calls to watch, defend, or attack a pinged location. Crafting is a mechanic

introduced in Season 6. Every day certain items from the loot pool are taken out of general rotation and placed in "replicators". The only way to access these items is to craft them from materials you collect from loot bins and material stations. Be careful though, crafting announces your location to enemies nearby.

All Legends can do the following: equip two weapons of any type, as well as one of each kind of gear (we'll check this out on page ?). When your shields and health have been depleted you will be "downed". While downed you can crawl slowly and trigger a knockdown shield. This gives your teammates a chance to revive you. If you die, that's okay!



There is still a chance they can pick up your "banner" from your death box. Your items remain in the box as lootables but you can be revived at respawn beacons.

## Environment & Movement

One of the key components of a battle royale is the map. *Apex Legends* has four large maps for the BR modes and six small maps for the Arena modes. These maps are switched out on rotation: for the Play Apex modes, three maps rotate once every 60, 90, or 120 minutes. For Ranked Leagues, two maps rotate between the two splits. In Arenas five maps rotate every 15 minutes for unranked and 40 minutes for ranked.

# BATTLE ROYALE



KINGS CANYON



STORM POINT  
(as of Season 12)



WORLD'S EDGE



OLYMPUS

# ARENAS



Most maps feature Care Packages (high tier loot that drops in random locations), a Hot Zone (an area marked by a blue circle that contains high tier loot), Jump Towers (high altitude balloons with a vertical zipline that shoots Legends upwards allowing them to glide back down and change location quickly), Survey Beacons (devices scattered around the maps that allow Recon Legends to find the next ring location), Vaults (locked rooms packed with high tier loot), Supply Bins (standard loot caches that contain basic combat items such as shields and ammunition) and Ziplines (yellow ziplines that allow fast movement between two points on a map). Some maps have unique features such as vehicles, loot caches of different types, movement mechanisms (geysers, grav canons) and even hostile creatures that can be killed for rewards

Movement is very important in a combat simulation game. A lot of your success (or failure) can be attributed to how well you cover terrain, how fast you take cover, and how you approach fights. One of the most basic things every Legend needs to master is sprinting! It's harder to hit a moving target so sprint fast, sprint far and remember to holster your weapon so you go EVEN faster!

The combat slide in *Apex Legends* is one of the most satisfying movements you'll ever experience. Gain speed and drop to a crouch to slide across terrain, especially down hill. You can use this to great effect by using a heal item just before you slide, as your Legend will continue to use the item as they slide. A slide jump can be used to maintain momentum - simply jump when you reach the end of the slide.

## PRO TIP

Evade and bamboozle enemies with wall jumping! Sprint to gain speed and jump at the wall from an angle (not face on) and, as soon as you hit the wall, jump again in the direction you wish to go. Timing is everything! Practice in the Firing Range to nail the technique.

Strafing and crouch spamming are two other movement techniques essential to pro-level play.



# Items

*Apex Legends* has a loot ranking system which is great for players to tell at a glance whether or not the loot will be an upgrade for them. The levels are:



Levels 1-3 are mostly incremental increases on the basic function of the gear. Level 4 items have special benefits which we'll list below. Wearable gear are helmets (reduce damage from headshots), body shields (absorbs damage and evo shields gain strength when the wearer does damage to enemies), knockdown shields (directional damage protection while knocked down), backpacks (increase inventory slots),

## Level 4 Bonuses

Helmet: [FAST CHARGE] Reduces Tactical & Ultimate recharge time.

Body Shield: [IMPROVED MINOR HEAL] Syringes and Shield Cells have improved effects.

Knockdown Shield: [RESURRECTION] Can self-resurrect once. Ability consumed upon use.

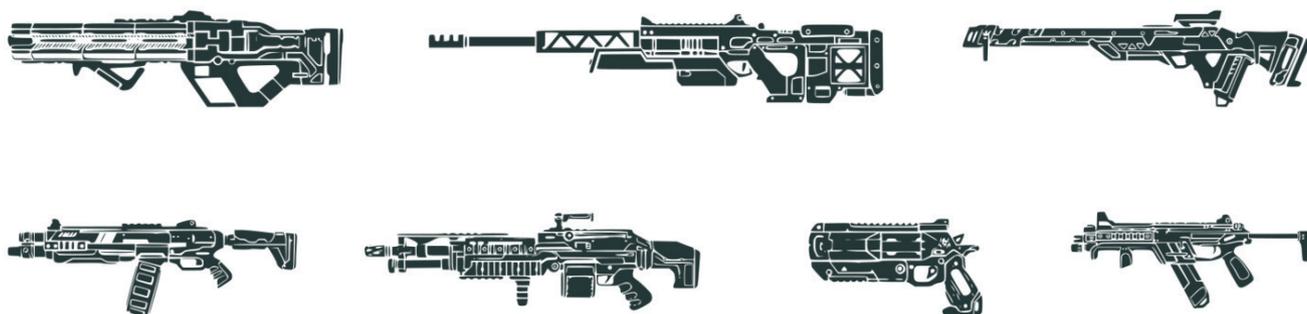
Backpack: [GUARDIAN ANGEL] You revive squadmates with bonus shields and health.

There are also Heat Shields that protect players from ring damage and Mobile Respawn Beacons that, well, can respawn wherever you are. Regen items are an essential part of Legend looting! Grab Shield Cells (restores 25 points) or Shield Batteries (restores 100% of shields) to restore armour. Health is restored with Syringes (heals 25 points) or Med Kits (heals 100%) and if you need a bit of both the Phoenix Kit will restore you completely but beware - it takes a long time to use. Speed up your ultimate ability regeneration with an Ultimate Accelerant (restores 35% Ultimate energy).



Ordinance items may seem like a luxury extra but a well placed grenade can change the game! Pick up Frag Grenades (your standard kaboom, destroys doors), Thermite Grenades (creates a horizontal wall of flames), or an Arc Star (sticks, then explodes after a short delay. Causes damage and blurred vision).

Guns fall into the following categories: Assault rifles, Sub machine guns, Light machine guns, Marksman weapons, Snipers, Shotguns, and Pistols. There are also different ammo types as well: Light Rounds, Heavy Rounds, Energy Ammo, Shotgun Shells, Sniper Ammo, and Arrows.



Weapon attachments can improve your gun with upgrades like Barrels, Mags, Stocks, Optics and Hop-Ups

## Tips and Tricks

We talked to pro team NIBBLE Blind Peakers and asked them what their go-to tips are to take your game to the next level:



GutbusterZA

### CLOSE THE DOOR!

You wouldn't leave your front door open, would you? Don't give your enemies free points. Crouch right in front of the door to prevent the enemy from entering immediately and while they now need to break it down, you can heal up or reload and get ready to go again.



T3nshy

### Shields before heals!

Shields take 2-3 seconds less to use than healing items and those extra seconds could save your life.



Chamble

### Be aggressive!

Be, be aggressive! Taking on fights is one of the best ways to improve your game. You might be able to rat it out by hiding and sneaking to the last ring, but without that combat experience you will drop the ball when it matters most.