



BRAWL STARS TIPS & TRICKS!

USE VISION GEAR

When selecting a character, always apply vision gear. Vision gear will light up your enemies when you hit them. This also works in the bushes! While lighting them up, you can also see which direction they are going which can help you plan your attack more accurately. Make sure you're using it when facing a Leon to grab the advantage.



Hard Rock Mine

A preview of the Hard Rock Mine map, showing a desert landscape with various hazards and power-ups.

Best Brawlers

91%	82%	82%
73%	67%	67%
64%	61%	61%

CHOOSE A BRAWLER

By tapping the "i" next to the map in the menu icon, you can see the event info as well as a preview of your surroundings. Some maps have certain hazards, such as spikes, green poison clouds, and rogue minecarts. For these dangers, you may want to consider a Brawler with high health or the ability to teleport.

Knowing the layout of the map before you play is also an advantage. For open spaces, a long-range brawler such as Bea or Penny could be a better option.

SAVE YOUR POWER POINTS

Power Points are essential for increasing a Brawlers' damage and max health. Some gamers will evenly sort their Power Points across all of their Brawlers, while others will strengthen their most played Brawlers. Whichever strategy you choose, the Power Points you earn from the season can be saved for a later date.

Once a new season arrives, you can look back at the previous season and claim any Power Points you haven't used. The advantage here is that you are able to give the reserved Power Points to any new Brawler you come across as one season ends, and another begins.

POWER POINTS

A character card for Nita, showing her name, a +10 power point bonus, and a progress bar for 10/20 power points.

NITA

+10

10/20

STARTING BRAWLER

STAR SHELLEY

POWER 1

STAR POWER: Shell Shock

Available in Brawl Boxes after SHELLEY reaches POWER LEVEL 9

BRAWLER STATS

HEALTH	3600 +180
ATTACK: Damage per shell	300 +7
SUPER: Damage per shell	320

22/20

TAP AGAIN TO CONFIRM

20

CHOOSE YOUR UPGRADES WISELY FOR YOUR BRAWLERS

Most of the Brawlers have two Star Powers, which can be unlocked after reaching Power Level 9. These Star Powers are useful traits that are unique to each Brawler and add another level of dynamic. Like Gadgets, only one Star Power can be chosen for each match.

At Power Level 10, a new Gears slot is unlocked with an additional slot granted at Power Level 11, allowing gamers to have two Gears equipped per match. These passive perks can be crafted with Gear Scraps and Gear Tokens found in the shop or in Brawl Boxes. By combining all 4 additional benefits, gamers now have many more options when customizing their Brawler before each match. Of course, some builds are more effective than others.