\*\*Apex Legends Beginners Guide And How To Get Started

\*What is Apex Legends?

Apex Legends is a First-Person Shooter Battle Royale, but with a twist—it’s also a Hero Shooter. This means you pick from a roster of Legends, each with unique abilities, before every match. Think Overwatch meets PUBG, but with more chaos and sliding.

What sets Apex apart is its roots. It comes from Titanfall, so it borrows not only lore but also design elements, like weapons and maps. And if you’ve ever played Titanfall, you’ll recognize where Apex got its DNA from —especially when it comes to movement creating a game that’s less of a battlefield and more of a playground.

\*How It Feels to Play Apex Legends

At first glance, Apex feels smooth and fluid. You drop from the dropship, pick your landing spot, loot weapons, attachments, and healing items, then battle it out to be the last squad standing.

It’s not as tactical as Valorant or CS:GO, where every corner hides a potential instant death. No, Apex gives you room to fight back. The time-to-kill (TTK) is longer, so you won’t get one-shot out of nowhere, right?

(Show clip of Rampart Kraber headshot: “Just kidding. This happens.”)

And that’s the magic of Apex: it combines the tension of survival with the unpredictability of a chaotic, adrenaline-filled playground. But what if the playground required you to do quantum physics just to swing on the monkey bars?

\*Apex Legends... and Its Movement

Here’s where Apex separates itself from other Battle Royales. Movement in Apex isn’t just a feature—it’s an identity. The feeling of sliding, wall-jumping, and zip-lining isn’t just about getting around; it’s about style, speed, and outplaying your opponents.

There are even specific movement Legends like Octane, Horizon, and Pathfinder, whose abilities make moving around even more fun and also making the chaos even more dynamic. Want to zoom around faster? Use Octane. Want to defy gravity? Pick Horizon. Want to swing around like Spider-Man? Pathfinder has you covered.

But here’s the thing: you don’t need these Legends to learn movement tech. Most mechanics, like slide-jumping and wall-bouncing, are available to every character. And while they look easy when pros do them, pulling them off is another story entirely.

What Are Movement Techs?

Movement techs are techniques players use to get an edge in fights by manipulating their momentum. Let’s go through a few examples:

Slide Jump: Run, crouch to slide, and jump at the end for a speed boost. Simple, right? This is the gateway drug of Apex movement—once you start, you can’t stop.

Wall Jump: Run, slide into a wall, jump to attach, release inputs, then jump off. Sounds fun and easy... until you actually try it for the first time. But with some practice you will be like a ball thrown at a wall.

Super Glide: Climb to a ledge and as soon as you reach the top, press jump and then crouch exactly a frame later —because why not make it soul-crushingly precise?

(Frustrated) “Sure, it’s easy. Just hit the button within 1/60th of a second. What could go wrong?”

But here’s the thing: mastering these mechanics feels amazing. The first time you pull off a wall jump to dodge an enemy's bullets, it feels like you just unlocked a cheat code.

\*How It REALLY Feels to Play Apex Legends

Apex Legends is... hard. Not "hard" like resisting Loba’s... assets. But hard like learning calculus while someone throws grenades at you.

Let’s be real: you don’t need movement techs to play Apex. But the moment you realize they exist, it feels like playing without them is missing half the game.

Let’s paint a picture:

You’re Timmy. You’re new. You’ve looted a few weapons, enjoying the scenery, when suddenly your teammate pings: “Enemies here!”   
You’re ready to prove yourself. You puff out your chest, then you see a short figure running toward you.

You aim and start shooting, but before you know it, the figure slides, jumps into a wall, then launches off it straight into your face closing the gap faster than your brain can process.

(Cue clip of Timmy missing every shot while Wraith mains wall-jump into his face with a Mastiff.)

Knowing what a wall-jump is wouldn’t save you from that but it might’ve helped you prepare a little better. Or at least you wouldn’t need a new pair of pants now.

\*The Dark Side of Apex Legends

Here’s the truth: Apex is one of the most satisfying yet brutal games to get into. The skill ceiling is sky-high, and starting out feels like everyone else is playing chess while you’re learning checkers.

But that’s also what makes Apex rewarding. Every match teaches you something new. Every wall-jump you pull off, every squad wipe you secure or landing your first Kraber headshot feels like a personal victory against the odds.

So yes, Apex is hard—but it’s that challenge that keeps us coming back. Because when everything clicks and when you finally master it, you’ll realize: the chaos is what makes it fun. Sliding into battle like a hero from an action movie, there’s nothing else like it.

(End with a montage of "epic" plays and funny fails.)

-"chaotic fun," show someone enjoying a gunfight or being one-clipped by an R-99 with zero chance to react.

-Similarly, for movement: show both a beginner struggling and a pro seamlessly pulling off advanced tech.