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| ***Apex Legends*** | |
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| [**Developer(s)**](https://en.wikipedia.org/wiki/Video_game_developer) | [Respawn Entertainment](https://en.wikipedia.org/wiki/Respawn_Entertainment)[[a]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-1) |
| [**Publisher(s)**](https://en.wikipedia.org/wiki/Video_game_publisher) | [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts) |
| [**Director(s)**](https://en.wikipedia.org/wiki/Video_game_creative_director) | Steven Ferreira |
| [**Producer(s)**](https://en.wikipedia.org/wiki/Video_game_producer) | Ben Brinkman |
| [**Designer(s)**](https://en.wikipedia.org/wiki/Video_game_designer) | Jason McCord |
| [**Artist(s)**](https://en.wikipedia.org/wiki/Video_game_artist) | * Robert Taube * Kaelan De Niese * Ryan Lastimosa * Benjamin Bisson * Jung Park |
| [**Writer(s)**](https://en.wikipedia.org/wiki/Video_game_writer) | [Mohammad Alavi](https://en.wikipedia.org/wiki/Mohammad_Alavi_(game_developer)) |
| [**Composer(s)**](https://en.wikipedia.org/wiki/Video_game_composer) | [Stephen Barton](https://en.wikipedia.org/wiki/Stephen_Barton) |
| **Series** | [*Titanfall*](https://en.wikipedia.org/wiki/Titanfall) |
| [**Engine**](https://en.wikipedia.org/wiki/Game_engine) | * [Source](https://en.wikipedia.org/wiki/Source_(game_engine)) * [Unreal Engine 4](https://en.wikipedia.org/wiki/Unreal_Engine_4) (*Mobile*) |
| [**Platform(s)**](https://en.wikipedia.org/wiki/Computing_platform) | * [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4) * [Windows](https://en.wikipedia.org/wiki/Windows) * [Xbox One](https://en.wikipedia.org/wiki/Xbox_One) * [Nintendo Switch](https://en.wikipedia.org/wiki/Nintendo_Switch) * [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5) * [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X/S) * [Android](https://en.wikipedia.org/wiki/Android_(operating_system)) * [iOS](https://en.wikipedia.org/wiki/IOS) |
| **Release** | * **PS4, Windows, Xbox One** * February 4, 2019 * **Nintendo Switch** * March 9, 2021 * **PS5**, **Xbox Series X/S** * March 29, 2022 * **Android, iOS** * May 17, 2022 |
| [**Genre(s)**](https://en.wikipedia.org/wiki/Video_game_genre) | [Battle royale](https://en.wikipedia.org/wiki/Battle_royale_game), [first-person hero shooter](https://en.wikipedia.org/wiki/Hero_shooter) |
| **Mode(s)** | [Multiplayer](https://en.wikipedia.org/wiki/Multiplayer) |

***Apex Legends*** is a [free-to-play](https://en.wikipedia.org/wiki/Free-to-play) [battle royale](https://en.wikipedia.org/wiki/Battle_royale_game)-[hero shooter](https://en.wikipedia.org/wiki/Hero_shooter) game developed by [Respawn Entertainment](https://en.wikipedia.org/wiki/Respawn_Entertainment) and published by [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts). It was released for [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4), [Windows](https://en.wikipedia.org/wiki/Windows), and [Xbox One](https://en.wikipedia.org/wiki/Xbox_One) in February 2019, for [Nintendo Switch](https://en.wikipedia.org/wiki/Nintendo_Switch) in March 2021, and for [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5) and [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X/S) in March 2022. A mobile version of the game designed for touchscreens titled *Apex Legends Mobile* was released in May 2022 on [Android](https://en.wikipedia.org/wiki/Android_(operating_system)) and [iOS](https://en.wikipedia.org/wiki/IOS). The game supports [cross-platform play](https://en.wikipedia.org/wiki/Cross-platform_play), excluding the aforementioned mobile platforms.

Before the match, players form into two- or three-player [squads](https://en.wikipedia.org/wiki/Squad), and select from [pre-designed characters](https://en.wikipedia.org/wiki/Player_character) with distinctive abilities, known as "Legends". The game has two gameplay modes. In "Battle Royale", up to 20 three-person squads or 30 two-person duos land on an island and search for weapons and supplies before attempting to defeat all other players in combat. The available play area on the island shrinks over time, forcing players to keep moving or else find themselves outside the play area which can be fatal. The final team alive wins the round. In "Arenas"*,* players form into three-player squads and fight against another squad in a 3v3 [team deathmatch](https://en.wikipedia.org/wiki/Team_deathmatch) over a series of rounds to determine the winner of the match. Teams win when their team has at least 3 points and is 2 points ahead.

*Apex Legends* is set in the same science fiction universe as Respawn Entertainment's [*Titanfall*](https://en.wikipedia.org/wiki/Titanfall) series, with several characters from the *Titanfall* series appearing either as minor characters or playable Legends. Work on the game began around late 2016, though the project remained a secret right up until its launch. The game's release in 2019 came as a surprise, as until that point it had been assumed that Respawn Entertainment was working on a third installment to the *Titanfall* franchise, the studio's previous major game. *Apex Legends* received generally positive reviews from critics, who praised its gameplay, progression system, and fusion of elements from various genres. Some considered it a worthy competitor to other battle royale games. *Apex Legends* surpassed 25 million players by the end of its first week, and 50 million within its first month. By April 2021, it had approximately 100 million players making it one of the [most played video games of all time by player count](https://en.wikipedia.org/wiki/List_of_most-played_video_games_by_player_count).

Gameplay

[](https://en.wikipedia.org/wiki/File:Apex_Legends_gameplay_screenshot.jpg)

A gameplay screenshot showing the game's ping system.

*Apex Legends* is an [online](https://en.wikipedia.org/wiki/Online_game) [multiplayer](https://en.wikipedia.org/wiki/Multiplayer_video_game) [battle royale game](https://en.wikipedia.org/wiki/Battle_royale_game) featuring squads of three players using [pre-made characters](https://en.wikipedia.org/wiki/Player_character) with distinctive abilities, called "Legends", similar to those of [hero shooters](https://en.wikipedia.org/wiki/Hero_shooter).[[1]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Polygon_review-2) Alternate modes have been introduced allowing for single and for two-player squads since the game's release.[[2]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-3)[[3]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-4) The game is [free-to-play](https://en.wikipedia.org/wiki/Free-to-play) and monetized through [microtransactions](https://en.wikipedia.org/wiki/Microtransaction) and [loot boxes](https://en.wikipedia.org/wiki/Loot_box), which allow the player to spend both real money and in-game currency on cosmetic items, such as outfits for the Legends and new colors for weapons.[[4]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Guardian_parents-5)[[5]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Polygon_mtx-6)

Each match generally features twenty teams of three-player [squads](https://en.wikipedia.org/wiki/Squad). Players can join friends in a squad or can be matched randomly with other players. Before the match, each player on the squad selects one of the 23 [playable characters](https://en.wikipedia.org/wiki/Player_character) (as of season 15), with the exception that no character may be selected more than once by a squad. Each character in the squad has a unique design, personality, and abilities that provide different playstyles to the team. All teams are then placed on an aircraft that passes over the game map. One player in each squad is the [jumpmaster](https://en.wikipedia.org/wiki/Jumpmaster), selecting when the squad should skydive out of the aircraft and where to land with the concurrence of the other squad members. However, players are free to deviate from the squad's path.

Once on the ground, the squad can scavenge for weapons, armor, and other equipment that is scattered around buildings, or in crates randomly distributed around the map, while keeping an eye out for other squads. *Apex Legends* includes a [nonverbal communication](https://en.wikipedia.org/wiki/Nonverbal_communication) "ping system" which allows players to use their [game controller](https://en.wikipedia.org/wiki/Game_controller) to communicate to their squad certain directions, weapon locations, enemies, and suggested [strategies](https://en.wikipedia.org/wiki/Strategies).[[6]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Telegraph_review-7) While the game offers movement options similar to other shooters, it includes some of the gameplay features of previous *Titanfall* games, such as the ability to climb over short walls, slide down inclined surfaces, and use zip-lines to traverse an area quickly.[[7]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Guardian_review-8)

Over time, the game's safe zone will reduce in size around a randomly-selected point on the map; players outside the safe zone take damage and may die if they do not reach the safe zone in time. This also confines squads to smaller spaces to force encounters. The last squad with any members left alive is crowned the "Apex Champions" of that match. Players who become [knocked down](https://en.wikipedia.org/wiki/Knockout) in the course of a game can be revived by their squadmates. Should a player be killed completely, they can still be [resurrected](https://en.wikipedia.org/wiki/Resurrection) if their team member(s) collect their respawn [banner](https://en.wikipedia.org/wiki/Banner), which appears at the place where they died, and bring it to one of several [beacons](https://en.wikipedia.org/wiki/Beacons) on the island. The banner, however, must be collected within a time limit, before expiring and fully eliminating the player.[[1]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Polygon_review-2)

Season 9 introduced a new permanent mode named "Arena". In this mode, players form into three-player squads and fight against another squad in a 3v3 [team deathmatch](https://en.wikipedia.org/wiki/Team_deathmatch) over a series of rounds to determine the winner of the match. Teams win when their team has at least 3 points and is 2 points ahead. Additionally, if a game should drag on to round 9 (where both teams have 4 points) a final [sudden death](https://en.wikipedia.org/wiki/Tiebreaker) round begins. Respawn stated this scoring system "prevents total blowout games from dragging on for too long" and also "lets more competitive games keep the heat going for longer".[[8]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-9) Rather than skydiving onto the map and gathering equipment like in the battle royale mode, players spawn in a "shop" where they can purchase equipment and charges of their Legend's abilities using materials earned in the previous rounds to prepare for the next fight. This variation of the game borrows mechanics from other shooters such as [Counter Strike](https://en.wikipedia.org/wiki/Counter_Strike) and [Valorant](https://en.wikipedia.org/wiki/Valorant" \o "Valorant).[[9]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-10) The mode is the first permanent deviation away from the battle royale format.

**Seasons**

Each new season is intended to bring with it the release of a new playable character, usually new weapons and purchasable cosmetic items.[[10]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Polygon_season-11)

The game's first season started on March 19, 2019. Associated with seasons are time-limited [battle passes](https://en.wikipedia.org/wiki/Battle_pass) that reward players with new cosmetic items, should they complete in-game challenges during the season.[[11]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-12)[[12]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-13)[[13]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-14) Alongside new cosmetic items, seasons can also bring changes to the map and additional gameplay elements.[[14]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Polygon_season_2-15)

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| **Season** | **Title** | **Period** | **Description** |
| 1 | Wild Frontier | March 19, 2019 – June 18, 2019 | The first season of *Apex Legends* introduced a new playable character known as Octane and included several bug fixes and quality of life improvements, including adjustments to so-called "[hitboxes](https://en.wikipedia.org/wiki/Hitbox)" (a predefined 'damageable' zone which is unique to each Legend, based on their size and shape) and also unique skills of the game's characters. Season 1 also brought with it the game's first [battle pass](https://en.wikipedia.org/wiki/Battle_pass) and a large number of new cosmetic items.[[15]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-RPS_season_1-16) |
| 2 | Battle Charge | July 2, 2019 – October 1, 2019[[16]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-17) | With season 2, the developers introduced another playable character called Wattson and also re-designed the layout of the game's island. Following an explosion (shown in the season's [trailer](https://en.wikipedia.org/wiki/Trailer_(promotion))), roaming [alien](https://en.wikipedia.org/wiki/Extraterrestrial_life) wildlife, known as leviathans and flyers, have been attracted to the island and destroyed large areas, rendering parts of the map unrecognizable from the previous season.[[14]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Polygon_season_2-15) Season 2 also released a new weapon and introduced a new ranked mode of play, allowing players of a similar skill to play against each other, and adjusting a player's ranking based on their game performance.[[17]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Eurogamer_season_2-18) |
| 3 | Meltdown | October 1, 2019 – February 4, 2020[[18]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-19) | A new Legend named Crypto is introduced who has tried to rig the Apex games. A new weapon known as the Charge Rifle is added and changes to Ranked were made. The season also comes with a brand new battle pass. A brand new map, named "World's Edge" is also introduced, which has players fighting through volcanic and frozen landscapes. The map also includes a train that travels throughout World's Edge. The season also changes up the [meta](https://en.wikipedia.org/wiki/Metagaming) by removing certain attachments and introducing new ones whilst changing what current items can do. |
| 4 | Assimilation | February 4, 2020 – May 12, 2020[[19]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-20) | A new Legend named Revenant is introduced[[b]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Forge-21), a Simulacrum with the memories of his human self. A new sniper weapon known as the Sentinel is added. World's Edge is devastated by a Harvester that has appeared in the middle of the map, creating lava faults and changing the environment. Major changes to ranked were made, introducing a new tier known as "Master" tier, while the Apex Predator tier is for the top 500 players on each platform, meaning players can be pushed out of it.[[20]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-22) |
| 5 | Fortune's Favor | May 12, 2020 – August 18, 2020[[21]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-23) | A new Legend known as Loba is introduced, a thief with the ability to steal loot from nearby areas and teleport. Loba is out for revenge against Revenant, a simulacrum hitman who killed her parents. Ranked Series 4 is largely identical to Series 3 and reconnect is added which allows players to rejoin a session if they disconnect. A new "quest" system is also introduced, which allows players to fight in PvE missions either solo or with a squad to earn unique rewards. A new battle pass is also introduced.[[22]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-24) Respawn Entertainment announced they would be expanding their Apex servers to the [Middle East](https://en.wikipedia.org/wiki/Middle_East).[[23]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-25) Skull Town and Thunderdome have also been destroyed. |
| 6 | Boosted | August 18, 2020 – November 4, 2020 | A new Legend named Rampart is introduced, a gun modder who can emplace a minigun which she calls "Sheila", and provide amped cover for her team. World's Edge is updated with new points of interest built by Hammond Industries: Launch Site, Countdown, and Staging.[[24]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-26) A new battle pass is added, which includes a new cosmetic reward of "Holo-Sprays", a new crafting mechanic allows players to upgrade their gear with materials found around the map, and the fan-favorite weapon from [*Titanfall 2*](https://en.wikipedia.org/wiki/Titanfall_2), the Volt SMG, also makes its debut. Additionally, all normal armor (except gold armor) is removed from the game.[[25]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-27) |
| 7 | Ascension | November 4, 2020 – February 2, 2021 | A new Legend named Horizon is introduced, an astrophysicist who was trapped on the edge of a black hole for 87 real-time years. A brand new map, Olympus, is also introduced, known as a "city in the clouds". The new map also allows players to traverse it using "Tridents", a form of vehicle for the whole squad. A new battle pass is added, community "clubs" are also added to allow players to meet other like-minded players, and the launch of Season 7 also brings Apex Legends to Steam. The season also introduced a map rotation to the game's normal mode, with Kings Canyon becoming unplayable for the season as a result.[[26]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-Kings_Canyon_exit-28)[[27]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-29) |
| 8 | Mayhem | February 2, 2021 – May 4, 2021 | A new Legend named Fuse is introduced, a psychopath who joined the Apex Games after his planet, Salvo, joined forces with the Syndicate. A new gun called the 30-30 Repeater is introduced, a lever-action rifle. The ranked system has received multiple changes, including increasing the number of people in the Apex Predator rank per platform from 500 to 750 players.[[28]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-30) A new battle pass is introduced, and Kings Canyon has also been re-introduced into the map rotation, albeit changed from its previous appearance in the rotation.[[29]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-31) These changes include adding a previously unplayable area in the north.[[30]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-32) A golden rarity of an extended magazine has also been introduced, which automatically reloads your holstered weapon after a few seconds.[[31]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-33) |
| 9 | Legacy | May 4, 2021 – August 3, 2021 | A new Legend named Valkyrie is introduced, the daughter of known Pilot Viper from [*Titanfall 2*](https://en.wikipedia.org/wiki/Titanfall_2)*.* A new gun called the Bocek Bow is introduced, which shoots arrows instead of the usual bullet types. A new battle pass is introduced, and Olympus becomes infested with natural plant growths and roots. The new season also introduces a new mode called "Arenas".[[32]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-34)[[33]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-35) |
| 10 | Emergence | August 3, 2021 – November 2, 2021 | A new Legend named Seer is introduced, who was shunned by his community as a result of a conceived bad omen. A new gun called the Rampage LMG is introduced. A new battle pass is introduced, and World's Edge gets updated, with multiple locations being destroyed as a result of the Harvester. The new season also introduces a Ranked version of Arenas.[[34]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-36) |
| 11 | Escape | November 2, 2021 – February 8, 2022 | A new simulacrum Legend named Ash is introduced, a returning character who was previously one of the main antagonists from *Titanfall 2.* A new weapon, the CAR SMG is introduced, which is a gun originally from *Titanfall 2*. A new tropical Battle Royale map called Storm Point is introduced. A new battle pass is introduced, along with a new Ranked season with tweaks to how the Ranked system works.[[35]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-37)[[36]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-38) |
| 12 | Defiance | February 8, 2022 – May 10, 2022 | A new legend named Mad Maggie is introduced, an old friend of Fuse, responsible for Season 8's map destruction and briefly took over the Apex games. The season begins with a three-week period of a limited time mode named "Control", a 9v9 mode where players hold control points. Olympus is the map that will also get an update. The season also arrives during the third anniversary, where players can obtain special packs based on various legends.[[37]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-39) |
| 13 | Saviors | May 10, 2022 – August 9, 2022 | A new legend named Newcastle is introduced, known to be Bangalore's missing brother Jackson. Storm Point will be the map that receives a map update, where a sea creature, killed by all the legends, is incorporated into the map alongside new IMC bunkers, which can provide high tier loot. Ranked will also be receiving a rework, where it focuses more on team play; points are now granted to team players even if they didn't get the assist. Players can also now fall out of ranks (Masters can rank down to Diamond I as an example).[[38]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-40) |
| 14 | Hunted | August 9, 2022 – November 1, 2022 | A new legend named Vantage is introduced, who uses abilities best suited for sniper players. King's Canyon will be the map that receives a "reforged" update, with Skull Town, now renamed to "Relic" making a return; various other locations around King's Canyon have been aptly updated for better rotations. There is also a level cap increase, from level 500 to level 2000, where once a player reaches 500, they can revert to level 1 and progress again.[[39]](https://en.wikipedia.org/wiki/Apex_Legends#cite_note-41) |
| 15 | Eclipse | November 1, 2022 – Present | A new legend named Catalyst is introduced, who uses ferrofluid to create structures at will. A new lunar map, Broken Moon, is released, which has a distinct feature of using zip rails to traverse across the map. Gifting was also added to allow players to purchase cosmetic items for their friends. |
| 16 | Revelry | Begins February 14, 2023 | For the first time since the game launched, a new Legend is not introduced to the game this season, instead using this season to implement various changes with remastered classes and the introduction of an orientation match system. Whilst removing the Arena mode from the game, Team Deathmatch will be made available as new mode, which will rotate out in a new permanent "Mixtape" playlist with Control and Gun Run. A brand new weapon called the Nemesis is added, and a rework is implemented of various legends and their classes. |

**Maps**

There are different maps available for Battle Royal mode, and for Arenas mode. Each season has only a selection of these available maps on rotation (usually 3 for Battle Royal, and 5 for Arenas).

**Battle Royale**

* Broken Moon
* Kings Canyon
* World's Edge
* Olympus
* Storm Point

**Arenas**

* Drop Off
* Habitat 4
* Encore
* Overflow
* Party Crasher
* Phase Runner