



Switchblade Trophy Guide

AWAITING REVIEW

By ryuji_sakujo, Muddy_Maestro and MuddyHasTrophies

Free-to-Play Arena MOBA that combines high-octane vehicular combat with an ever-shifting selection of strategic array of strategic choices

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COLLECTABLE Showroom Sheen

SWITCH>BLADE

PS4

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33 Trophies • 1,140 Points

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ROADMAP

Stage 1: Introduction

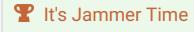
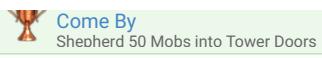
This is where you start off! Run through this quickly and then head into the next stage. Don't worry if you're missing a few trophies here, towards the end of this stage. You will get them while you're working on the next stage of trophies so go ahead and jump into the next stage as soon as you can.

Switched On Complete the Switchblade tutorials	Style and Profile Customise your Avatar's appearance
Hurt You Plenty Deal more than 10,000 damage during a single game	Tech Level 10 Achieve Tech Level 10
Social Scene Play a Quick or Ranked game with a Friend	Victory Win a Quick Play or Ranked game
Serial Get a total of 25 career kills	Showroom Sheen Unlock a new vehicle from the Shop using Battle Poin...
Augmented Buy 3 passive upgrades during a Quick Play or Ranke...	Fully Loaded Upgrade a secondary weapon to level 5

Stage 2: Mid-Game (Miscellaneous Trophies)

This stage has the bulk of the trophies. Most of them will come naturally over time, some might have to be focused on unless you get lucky or you're skilled and get them without trying.

Pentathlete Get a Pentakill	Havin' a Good Time Get a 10 player Kill Streak in a Quick Play or Ranked q...
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Not on my Watch Perform a total of 20 Power Core Saves	Core Blimey Deal more damage to enemy Power Cores than anyo...
Doctor Heal 100,000 points of damage	Tech Level 25 Achieve Tech Level 25
Frequent Buyer Use a total of 100 Shop Items in Quick Play or Ranke...	Switch It Up Use 10 different vehicles to win Quick Play or Ranked...
Professional Get a total of 100 career kills	Debris Destroy 1000 Mobs
T.K.O. Power Down Turrets 100 times	K.O. Destroy 50 Turrets



Stage 3: End-Game (Final Grind)

After a few days of play you're finally here, the last hurdle! By now you should know how to play the game pretty well and the different strengths and weaknesses of the vehicles that you've been using.

Do not worry about Tech level 50, MVP (25 times), Elite (1000 career kills), or Serial Streaker (100 kill streaks).

These will all come as you **work toward** **Seasoned** (100 game wins), so try to just win games as fast as possible while also banking MVP awards and getting 1 or more kill streaks per match.



OVERVIEW

General Overview

Welcome to Switchblade, a fast-paced vehicular action arena MOBA game!

There are **no missable** trophies in this game, so simply play the game as intended and you will unlock most of them with a possibility to cleanup at any point. Take a look at [the official website](#), read [patch notes](#) and find information about the different types of [vehicles available in the game](#)!

Glossary & Game Elements explained:

- Mushroom side - The side of the map that has Mushroom Towers for both teams. This side has watery areas.
- Diamond side - The side of the map that has Diamond Towers for both teams. This side has mountainous walls.
- Upgrades/Abilities - Unlocked "attacks" that you can use offensively or defensively aside from using your Primary weapon.
- Super/Ultimate - Powerful abilities (with long cooldowns) that you can unlock and use at level 4 by allocating an Upgrade Point (press into).
- Minions/Creeps/Mobs - NPC units that regularly spawn from spawn points and attempt to push into the enemy Cores. Make sure to clear enemy mobs at a safe distance and protect your own until they reach the enemy Cores. **They are very powerful**, even during the mid/endgame of matches, and can quickly take out vehicles if your team or the enemies get too close to them and draw their fire!
- Tower (Core) - Structures that have Cores, which are being protected behind "doors". Expose Cores by leading mobs into the Towers.

The first Tower (Tier 1) is in the middle, followed by two Towers (Tier 2) on each side called the Mushroom and Diamond Towers.

The final Tower in the middle contains the Base Core, which upon destruction grants the enemy team victory.

- Turret - Stationary structures that defensively fire at enemy mobs and vehicles. Can be disabled by being fired at. Can be destroyed once the core behind them gets destroyed.
- *Completing Objectives* - The objective of the game is **pushing ally mobs into enemy Towers and taking down the Cores**, eventually leading up to destroying the enemy Base Core. Any action such as **shepherding mobs** (described in **Come By**), **taking down enemy Tower doors** and **damaging/destroying enemy Cores** registers as an objective event.

This is what we're referring to in various parts of this guide when "completing objectives" is mentioned.

Roadmap

The order in which you will go for the trophies is pretty straightforward.

- Start by quickly unlocking misc trophies from [Stage 1](#).
Proceed with grinding out the rest of them.
- Next up you have the bulk of the trophies in [Stage 2](#).
Try to knock out most of these.
If you're missing any specific ones don't worry as you'll get them working on the next stage, so let's move on!
- The final stage is [Stage 3](#).
This is where the main focus of your trophy hunting should be!
Working towards these trophies will unlock almost all other trophies, so if you're missing anything from Stage 2 then you should definitely get them here.

Tips & Strategies

- Log in daily**, even before boosting this game to accrue Battle Points (in-game coins) and Bit Cash (premium currency, gems).

This will give you an early leg up, as you can use the currency to buy vehicles when you start out, but this is only a slight advantage and not really necessary.

Once you have enough currency to spend, the store offers the following choices:

- Vehicles - Can be purchased and range in cost from 5,800-22,000 BP or 150 BC (gems).
If you have the extra 200 BC (gems), then you might want to spend it on the Starter Pack bundle which includes the vehicles Fog Hog, Tiny Giant, Thunder Pulse and Berserker, so in that case **DO NOT buy** these vehicles separately.
If you're looking to buy a vehicle for 5,800 BP then [buy the Gravitron](#) instead which will net you the  [Showroom Sheen](#) trophy.
Otherwise you can buy any vehicle you want for any price if you don't intend on purchasing the bundles anyway.
- Boosts - Not really worth it, you're wasting precious BC (gems) to earn extra BP, which you'll earn a lot of naturally anyway.
- Currencies - Buy BC (gems) here through micro transactions. **Not necessary at all** to unlock the trophies but feel free to do so if you want to support the development of the game.
- Bundles - Get the Starter Pack bundle if you have the BC (gems) for it, or any other bundle that you want.

- You may change the server region in the lobby (before queuing up for a match) by pressing  **Start/Options > select Game > Game Region**.

Don't forget to hit  **Triangle to apply changes** before backing out.

- The European region is the most active one (as of writing this guide in January 2020), followed by the North American regions.
- The Asian region is dead currently, so a useful tip is to switch to Asia whenever you want to matchmake with a boosting partner on opposite teams without interference from other players. You may also play on the Asian region if you'd prefer to face off against bots in matches rather than human players.

- You will play against both human players and bots (AI).

- Playing against human players**

Usually low-level players are quite terrible at this game, use this to your advantage and go for some trophies or just go for a quick win.

- Playing against bots**

They can be very tricky and playing against bots has both pros and cons.

- Pro:** It's possible that bots get stuck, use this to your advantage by getting a free kill or leave them stuck to gain a numbers advantage in fights.
- Pro:** If you drive into the water at the mushroom side of the Iceland map, the bots will not follow you or shoot you. It seems to be a glitch in the current patch (January 2020). Use this to your advantage by "hiding" in the water whenever needed.
- Pro:** Bots have predetermined behaviour, once understood they can be manipulated. They move together, **they defend whenever cores are being attacked**. Sometimes they can be lead into minions. They will usually not chase you too far into your part of the map and they are quite easy to chase down.

- **Con:** Bots are more coordinated and skillful than beginner human players, so expect 3-on-1 assaults and ultimates (supers) to be unleashed on you. Play carefully around bots and study their movement to dominate them.
- If it takes longer than 3 minutes to find a match, cancel the search and try again.
- For a more in-depth look into the kits of vehicles, their abilities and how to use them in advanced ways, take a look at the PSNProfiles forum thread for [Advanced Vehicle and Ability Guide](#).

Credits & Community

Thanks to **Lucid Games** for creating this awesome and fun game for us!

Not only is it F2P and a quick platinum, but also in-app purchases are **NOT required** to earn the platinum.

However, if you'd like to support this game, make sure to purchase some Bit Cash from the store.

To join the **Official Discord Server for Switchblade**: <https://discordapp.com/invite/switchblade>

Here you will be able to connect with the Switchblade community as well as ask questions and provide feedback directly to the game developers.

(They even sometimes offer to **verify your stats on the backend** such as "kill streaks" and "MVP awards" if you suspect that a trophy is glitched.)

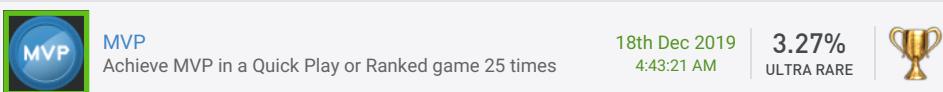
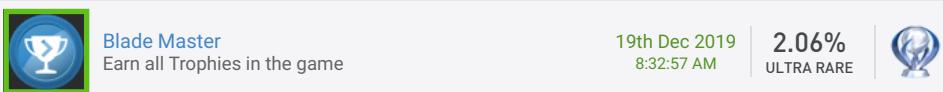
You will find **PSN Communities** and players that are experienced and dedicated to this game, feel free to join them!

Thanks to my friends Macho and HighForever who introduced this game to me and explained how the game works and how to earn the trophies.

Special thanks to veteran Switchblade players **Reaper12279** and **NuByOuLoNgTiMe** for helping me and my friends with unlocking the trophies.

Nuby posts Switchblade videos on his [YouTube channel 'NuByOuLoNgTiMe Gaming'](#), check it out!

Another special thanks to veteran Switchblade player **Muddy_Maestro** for reaching out to me, providing useful trophy details and editing this trophy guide.



GRIND

The criteria for earning MVP awards do not seem to be sharply defined.

However these factors seem to play part in determining who gets the MVP award once the match is over:

- **To a lesser extent:** **Killing** enemy players, **Healing** teammates, mobs and Turrets (*healing self doesn't seem to count towards MVP*)
- **To a greater extent:** Objective-related events such as **Shepherding** minions, **Destroying** enemy minions, **Damaging** enemy cores

It is generally recommended to run a support vehicle to earn MVP awards. **Angel** and **Tiny Giant** are solid options, but go ahead and use whatever vehicle that you feel most comfortable with and have most success with when it comes to earning MVP awards.

NOTE: Bots (AI players) can also earn the MVP award, so make sure you outperform both human players and bots.

Even players on the losing team are eligible for the MVP award, so make sure to outperform both teammates and opponents.

Comments from game developer **Ruley**:

MVP calculations are *not public knowledge so that people can't game the system.*

As a general rule, whatever your vehicle is, be sure to focus on **what it's good at/designed for** and you'll make good progress towards MVP.

All the usual things count towards this such as **Mob kills, Kills, Tower damage, Healing, etc...**



Tech Level 50
Achieve Tech Level 50

18th Dec 2019
7:49:48 AM

3.45%
ULTRA RARE



GRIND

Will be earned well before 🏆 **Seasoned** so don't even worry about it. If you've been earning at least 1 kill streak per match and lost only a few/none of your matches, then your platinum will pop at around level 70. You're almost guaranteed to get this trophy before the most grindy trophies in [Stage 3](#).



Switched On
Complete the Switchblade tutorials

13th Dec 2019
2:35:05 AM

75.24%
COMMON



Simply complete the tutorial to earn this trophy.

You will be launched into the tutorial as you first start up the game. Should this for some reason not happen, then simply access the center area in the main lobby and press ✕ to access the tutorial and complete it.

Please note that the tutorial **can not be accessed once completed**, so pay attention.

If you forgot some details then you could always launch Switchblade on a secondary account and redo the tutorial.



Style and Profile
Customise your Avatar's appearance

13th Dec 2019
2:19:59 AM

65.01%
COMMON



In the main lobby (before jumping into a match), walk forward past the central "Play" selection area, towards the "Customize" area and press ✕.

Change your characters appearance to earn this trophy.



Pentathlete
Get a Pentakill

15th Dec 2019
1:51:29 AM

10.30%
RARE



There's a high chance that this trophy will be earned naturally once you get into this game.

If that's not the case then do the following:

- Find 2 friends or boosting partners
- Change to the **Asia** region (see how-to in "[Tips & Strategies](#)" in the [Overview](#))
- Launch a match
- Hopefully once matched, the game lobby will just consist of you and your friends
 - If not then just back out and retry or try on a different region
- Once in the match, run behind the enemy base core so that minions don't run into you.
 - Wait just before the enemy vehicle spawn point and have your friends come to you.
 - Kill them, with no more than 6-8 seconds between kills in order to keep the chain going, after 5 kills you should have the pentakill. If not then it took too long between the kills, try again.

NOTE: You don't have to land the killing blow for the destruction of an enemy vehicle to count as a kill, simply make sure that you have damaged it. For this reason, fast vehicles that can spray bullets are preferred over slow vehicles with slower rates of fire.



Havin' a Good Time
Get a 10 player Kill Streak in a Quick Play or Ranked game

14th Dec 2019
4:54:53 AM

10.33%
RARE



Kill 10 enemy vehicles **without dying** to earn this trophy. To clarify, this doesn't mean that you can't die throughout the match, it simply means that between deaths/respawns you need to acquire 10 kills without being taken down.

If you're unable to get this trophy naturally then you may find the method described in  [Pentathlete](#) useful.

Similarly, you don't have to land the killing blow for it to count as a "kill", make sure you damage the enemy vehicle before it's taken down.



Seasoned

Win a total of 100 games in Quick Play or Ranked

19th Dec 2019

8:32:57 AM

2.58%

ULTRA RARE



GRIND

This trophy will most likely be the final trophy you need to earn to unlock the platinum  [Blade Master](#) trophy.

Some general tips:

- Make sure most of your games result in wins.
 - Try to finish matches in wins as fast as possible by rushing one of the sides (don't split push), this strategy may result in sub-10 minute victories.
 - If you keep running into strong human opponents, DM them and ask if they want to play with you. "If you can't beat them, join them."
- Should that not work, wait for them to get into a match, then search again. Or change the server region.



Spotless

Win a Quick Play or Ranked game without any friendly Towers taking damage

14th Dec 2019

4:25:51 AM

11.80%

RARE



Your first Tower (Tier 1) can not take any damage for this trophy to pop, and you obviously must win the game.

By "taking damage" we're **not referring to the exposed Core taking damage**. The Tower itself must **not have a single enemy minion** pass through your Turret defenses and **take out one of its doors**.

Make sure your team is evenly **defending and pushing on both sides** and take out enemy mobs quickly.

Keep in mind that *even if the enemy vehicles push past your creep line* they can't do anything to harm your Tower without leading their own creeps (minions) into it, so don't go needlessly chasing enemies that run past your creeps, just keep pushing and defending.

During the mid/endgame when you're reaching the second enemy Towers (Tier 2) ie. enemy Diamond & Mushroom Towers, and even the enemy Base, make sure that the enemy minions are **not sneaking past your minions and accidentally damaging your first Tower**.

This is very important since creep waves can sometimes pass each other, and both teams keep spawning the creeps from the same fixed locations (these are not changed as the match progresses).



Hurt You Plenty

Deal more than 10,000 damage during a single game

13th Dec 2019

3:01:36 AM

32.53%

UNCOMMON



To work towards this trophy, **damage enemy vehicles, mobs, Turrets and Tower Cores**.

You deal damage by using your Primary Weapon () and Secondary Weapons (also known as abilities, , , ).

See  [Fully Loaded](#) for more information on abilities.

This trophy will come naturally and doesn't need to be focused on, so just keep playing.

If you're having trouble, make sure to **select offensive vehicles** such as **Fighters** and **Artillery** that deal a lot of damage.



Pied Piper

Shepherd 10 Mobs into Tower Doors in a single Quick Play or Ranked game

14th Dec 2019

5:34:19 AM

3.96%

ULTRA RARE



See the method of **how to shepherd friendly mobs** into enemy Towers described for the trophy  **Come By**.

The trophy description is a bit outdated, as you're **only required to shepherd 6 mobs** into enemy Towers to take off the doors instead of 10.

The reason for this being that the number of doors on the Towers was reduced, and thus the total amount of doors that you can take off in a single match. There's a total of 9 doors that can be taken down in a single match:

- 2 doors on the front Tower (Tier 1)
- 2 doors each on the two side Towers (Tier 2, Mushroom & Diamond Towers)
- 3 doors on the Base Tower (Tier 3)

Another tidbit about this trophy is that it *used to be glitched* and was the only trophy preventing players from unlocking the platinum.

It has since **been patched and fixed**.

NOTE: You have to shepherd 6 mobs **in a single match**, it can't be over multiple matches unlike most of the other trophies in this game.

	Not on my Watch Perform a total of 20 Power Core Saves	17th Dec 2019 7:39:45 AM	5.42% VERY RARE	
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A Power Core Save is when you kill an **enemy vehicle that is attacking one of your Cores** (at any Tower, not just the Base).

If done correctly, a notification should pop up at the bottom of the screen (similar to how "kill notifications" pop up) saying "Power Core Save" along with a **distinct purple icon**.

If you're finding it difficult to spot enemy players (human or bots) attacking your tower and finishing them off, it's suggested that you boost this with a partner. However, save this for the very end. **It is highly likely that you will earn this trophy naturally** and well before your last trophy towards the platinum!

	Serial Streaker Earn a total of 100 Kill Streaks	19th Dec 2019 2:43:00 AM	2.27% ULTRA RARE	
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GRIND

This will be one of the very last trophies that you will earn.

Don't stress too much about it. If you're getting at least 1 kill streak per match then you're well on your way, as you need 100 wins (thus matches played) anyway. Also, this can of course be grinded out at any point as you can get multiple kill streaks in a single match.

So during the endgame grind, just work toward  **Seasoned** and **don't waste time grinding out kill streaks** before you have your 100 wins as you'll probably have them by then anyway.

To earn a kill streak you simply have to **kill 6 enemy vehicles without dying**.

Make sure that you **die in-between kill streaks** if you're grinding them out to make them count towards the trophy!

NOTE: The Kamikaze vehicle's Super/Ultimate ability **does NOT** reset your killstreak, so make sure you die without using the Super to start working on your next killstreak if you're using this vehicle.

Discussion regarding what counts towards "Serial Streaker":

This trophy has been debated as to whether your count of kill streaks go up after the 6th kill, and if it does so for consecutive kills or just every 6th kill, and if **you need to suicide/die in-between the 6 kills in order for it to count up**. Luckily the discussion has been settled by a direct response from Switchblade developer Ruley in the official Discord server:

Muddy_Maestro:

They must be separate killstreaks. Gaining more kills past 6 won't begin a new killstreak, it will just carry add to your current one. You'll need to die in order to start progress on another killstreak in the same match.

Ruley (game developer):

[...] for the kill streak trophy, Muddy is correct!

	Core Blimey Deal more damage to enemy Power Cores than anyone else on your team	15th Dec 2019 4:01:01 AM	22.70% UNCOMMON	
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During a single game, deal more damage to the Tower Cores than anyone else on your team.

Refer to  Womp Rats for a description on how to deal damage to enemy Tower Cores.

It is assumed that this trophy will be earned regardless of win or loss, but this remains unconfirmed.

In any case, this trophy will probably be earned naturally as you progress towards the platinum, so just do your best each game and it should be earned in no time.

Can of course also be boosted, if you're having trouble with it at the end of your platinum playthrough.

	Elite Get a total of 1000 career kills	18th Dec 2019 8:09:12 AM	2.76% ULTRA RARE	
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GRIND

Simply kill enemy vehicles to work towards this one. You **don't have to land the killing blow** for it to count as a "kill", just **make sure that you damage the enemy vehicle** at least a few seconds before it's taken down.

There really is **no need to focus on this trophy**, it will be earned naturally as you progress towards  Seasoned (100 wins). So don't bother grinding out the kills.

	Tech Level 10 Achieve Tech Level 10	14th Dec 2019 3:29:20 AM	16.14% RARE	
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Refer to  Tech Level 50.

	Social Scene Play a Quick or Ranked game with a Friend	14th Dec 2019 3:06:19 AM	16.05% RARE	
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In the main lobby, **press  and send an invite to a friend** or boosting partner.

Make sure that you **have each other as friends** on your PSN account friendlist, as the trophy might not pop otherwise.

Once either player has joined the other players lobby (indicated by one of the **+ signs** in the boxes being occupied by the level icon of the player that joined, in the upper part of the HUD), head into a match and simply play it. Whether the match results in a win or loss does not matter. Heading into a match is explained in  Victory.

	Doctor Heal 100,000 points of damage	18th Dec 2019 1:31:07 AM	2.99% ULTRA RARE	
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GRIND

Keep playing as a support vehicle and you'll get this in no time (shouldn't take more than 10-15 matches).

The current support [vehicles](#) that are available in the game are: Angel, Gravitron, Healing Hippo, Tiny Giant. It's recommended to use [Angel](#) or [Gravitron](#) as they are excellent healers. However using the other 2 support vehicles isn't a bad idea, especially if you're going for other trophies at the same time and find more success with them (*such as quick and consistent wins or being awarded with MVP*).

You can check how much you've healed at the result screen for that particular match, but there's no way to track "total damage healed" in the game.

You can [heal ally vehicles, mobs and Turrets](#).

It is unclear whether [self-healing](#) contributes towards this trophy, likely it **does NOT**.

	Tech Level 25 Achieve Tech Level 25	15th Dec 2019 8:15:48 AM	4.98% ULTRA RARE	
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Refer to  [Tech Level 50](#).

	Frequent Buyer Use a total of 100 Shop Items in Quick Play or Ranked games	15th Dec 2019 6:57:26 AM	3.53% ULTRA RARE	
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During a match you will be able to access the [in-game shop](#) and buy [Consumables \(Items\)](#) or [Vehicle Enhancements \(Passive Upgrades\)](#).

As you [get kills and complete objectives](#) you will [earn more cash to spend](#) on Items or Enhancements.

To unlock this trophy, simply keep purchasing Consumables (Items) and actually use them. Once purchased, get yourself into a situation where your item(s) will come to use. **Press  and/or  to use your item(s)**.

The shop can be accessed in various locations:

- At the [start of the match](#).
- The "[respawn pad](#)" (*also known as "the sin bin"*) where you're waiting to get back into your vehicle as your character (avatar).
- Just after the elevated "[spawn point](#)" behind your Base Core that you jump off after getting back into your vehicle.
- Just before reaching the "[middle point](#)" of the map (separation line between team territories), **near one of the Tier 2 side Turrets**,
you will find a shop on Diamond side for one team and Mushroom side for the other.

Another way to locate the shops is by looking for the floating structure above them, yellow tubes with blue rings spinning around them that have shop cart signs and dollar signs:



Once you're at any of these locations, simply press (d-pad down) to enter and exit the shop, and to purchase the highlighted item.

It's recommended to **not spend all your cash on consumables**, even if you're looking to grind this trophy out. As long as you **at least buy 1 item per match**, which you will do with ease, this trophy will pop. You really do want to **spend cash on Enhancements most of the time** as they'll significantly increase your offensive, defensive capabilities and mobility. This is necessary so that you don't risk missing out on MVP awards or wins, which are more important to grind over time.



Switch It Up

Use 10 different vehicles to win Quick Play or Ranked games

15th Dec 2019
3:34:02 AM

7.36%
VERY RARE



Make sure that you **select different vehicles** during the early (or any) stage of the playthrough.

If you prefer to use one specific vehicle, then you can keep using that one as your primary vehicle, and then just select a different vehicle as your secondary for the coming 10 matches. However, you shouldn't rely on this playstyle in the long run as it's better if you're using 2 vehicles that you're comfortable with for the grindy trophies. Otherwise, this is a good idea both for **completing challenges** and working towards **this trophy**.

The available vehicles that you can use without owning them are **rotated on a daily basis**.

If needed, you can always purchase more vehicles for a wider selection.

See the [Overview](#) and **Showroom Sheen** trophy for more information on purchasing vehicles.



Victory

Win a Quick Play or Ranked game

13th Dec 2019
3:01:35 AM

37.70%
UNCOMMON



Simply win a game to earn this trophy.

To start up a game, in the main lobby, move towards the **center area that says "Play"** and press . After selecting game type and map, the game will launch you into the matchmaking queue on the server region that you have selected in your Settings. Simply wait here for a few minutes before proceeding into vehicle selection and then being loaded into the match. The only thing that remains to do now is to win the match by overtaking the enemy base, which has been explained in the tutorial (see **Switched On**).



Serial

Get a total of 25 career kills

13th Dec 2019
3:11:11 AM

20.09%
UNCOMMON



Refer to  Elite.



Professional
Get a total of 100 career kills

14th Dec 2019
4:46:01 AM

9.53%
VERY RARE



Refer to  Elite.



Debris
Destroy 1000 Mobs

15th Dec 2019
6:15:43 AM

5.10%
VERY RARE



GRIND

Destroy enemy mobs (also called *creeps* or *minions*) to work towards this one.

Mobs are described in the [Overview](#) and tutorial (see  [Switched On](#)).

You will earn this trophy well ahead of the last few grindy trophies, so **don't bother grinding this one out**.

Simply work towards the [Stage 3](#) trophies and this one **will be earned naturally**.



T.K.O.
Power Down Turrets 100 times

14th Dec 2019
5:34:09 AM

6.92%
VERY RARE



As described in the [Overview](#), Turrets are the "stationary structures that defensively fire at enemy mobs and vehicles".

Please make the distinction between Turrets and Towers, both of which are structures on the map but they are NOT the same thing.

Like other  trophies in this game, **do not bother grinding this one out**.

Simply work towards the [Stage 3](#) trophies and this one **will be earned naturally**.

Method

Powering down (disabling) enemy Turrets can be done by simply **damaging them until their health bar is depleted**.

If they're left to regain health then they will power back up and can then again be disabled.

Enemy Turrets can only be disabled as long as they're "protecting" a Tower Core behind them.

If the Tower Core behind them is destroyed, then upon having their health depleted, the Turret will be completely destroyed (see  **K.O.**).



K.O.

Destroy 50 Turrets

15th Dec 2019
6:17:00 AM

4.05%
ULTRA RARE



See  **T.K.O.** for a general overview of how Turrets work.

This time, make sure the enemy Tower Core(s) get destroyed, then go back to finish off the Turrets.

You can focus on this trophy at the early stages of your playthrough but it will most likely be earned naturally anyway.



Womp Rats

Deal a total of 50,000 points of Power Core damage

15th Dec 2019
8:43:35 AM

4.58%
ULTRA RARE



GRIND

Deal damage to enemy Tower (Power) Cores to work towards this trophy.

Information on gameplay elements is covered in the [Overview](#) and by the time you're finished with the tutorial (see  **Switched On**) this should be clear.

So to earn this trophy, do the following:

1. Start off by shepherding your ally mobs into the Towers to **knock down the Tower doors** and expose the Core.
2. Then simply **attack the Core**, preferably with a DPS/offensive vehicle that can deal a lot of damage consistently over time.

The damage you deal in every match will cumulatively count towards the 50,000 points of damage required towards this trophy. In other words, this trophy is earned over multiple amounts of matches and not in a single match.



Come By

Shepherd 50 Mobs into Tower Doors

15th Dec 2019
4:00:24 AM

5.28%
VERY RARE



Shepherding mobs means **staying close to (preferably ahead of) your mobs** as they enter enemy Towers and consume themselves to knock down Tower doors and expose the Cores, or in the case of the Core already being exposed, they will just straight up take a chunk out of its health.

As you approach the Towers you will notice a **radial brown circular area around the Towers**.

If you enter this circle, the Tower will activate its defenses, similar to how enemy Turrets work.

Your ally mobs will start rolling before entering enemy Towers and deploy a barrier around themselves.

What you want to do is to **enter the hostile area** surrounding the Tower **ahead of your own mobs**, just before they make their way in.

The reason for this being that you will **take one hit from the Tower** (which will do some damage and disable your ability activation for a few seconds) to spare one of your mobs from getting destroyed. This is the **correct way to shepherd**.

The game MIGHT register you shepherding your mobs **if you stay next to them or behind** as they enter the Tower but it's recommended doing it in the way described above, to make sure it counts towards the trophy (this is also how you **get additional objective score towards the MVP award**).

Showroom Sheen

15th Dec 2019
2:59:55 AM

4.50%



Unlock a new vehicle from the Shop using Battle Points

ULTRA RARE



COLLECTABLE

Trophy Details

To unlock this trophy you **must use BP** (Battle Points, in-game coins) to unlock a new vehicle.

This trophy **will not pop if you unlock a vehicle using Bit Cash** (gems, premium currency).

See the "**Tips & Strategies**" section in the [Overview](#) for more information on how to spend your hard-earned BP.

It's recommended to unlock **Gravitron** if you're looking to get the Starter Pack bundle for 200 gems at some point.

If not, just **get any of the vehicles** that you can afford, you will need 5,800 BP to buy one of the cheaper vehicles.

NOTE: If you **already have all the vehicles unlocked** by having purchased the "Legendary Pack" bundle, then you can unlock the trophy by purchasing a skin for any of your owned vehicles. In that case, **make sure that you purchase the skin using BP (Battle Points)!**

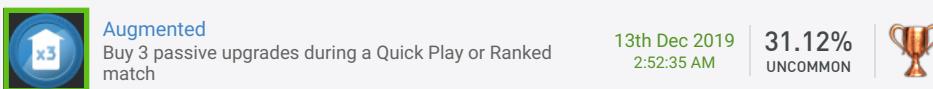
Earning Battle Points

Battle points can be earned in 2 ways, actively (faster way) and passively:

- **Actively** earn BP by [playing the game](#) and [completing challenges](#)
 - You will earn BP after each match
 - You will work on up to 3 challenges at a time, make sure you complete them.
 - As a challenge is completed, you can claim the bounty and it will be replaced by a new one.
 - Claiming rewards for completed challenges can only be done in the main lobby, so you'll have to back out every now and then.
 - Challenges can be re-rolled once per day, so go ahead and re-roll challenges that take more effort to complete, for example "*playing 5 matches as a vehicle type that you don't want to use*".
 - Once you complete 10 challenges you will get a nice amount of [bonus BP](#).
- **Passively** earn BP by [logging in daily](#) and collecting your rewards.
BP and BC (gems) are included in the pool of daily login rewards.

Like other  trophies in this game, **do not bother grinding this one out**.

Simply work towards the [Stage 3](#) trophies and this one **will be earned naturally**.



See the  [Frequent Buyer](#) trophy for information on accessing and using the [in-game shop](#).

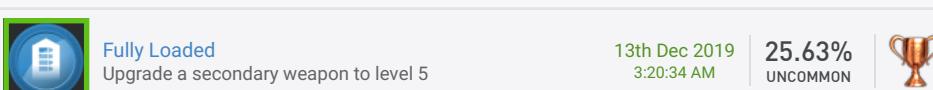
To unlock this trophy, spend your hard-earned cash ([get kills and complete objectives](#)) on [Vehicle Enhancements \(Passive Upgrades\)](#).

You [only need to buy 3 enhancements](#) for the trophy to pop, out of a total 6 available in the shop. 3 of them cost 800 cash, and the other 3 cost 1000 cash, so go ahead and purchase the cheapest ones.

It won't take more than 10 minutes to earn enough cash (\$2,400) to buy the 3 cheapest enhancements.

You'll meet the requirements for this trophy in almost any match that you will play so don't worry about this one.

It will pop naturally, **most likely in the first few games** that you will play, if not the very first one.



Every vehicle in the game has three different abilities (also called secondary weapons).

To unlock this trophy you have to **fully upgrade one of the abilities** (excluding the Super/Ultimate which [only has 3 upgrade levels](#)).



The screenshot above shows the **abilities for Angel**:

- **L1** **Sanctuary** - Has 1 point allocated in the screenshot and 5 upgrade levels.

- **Divinity** - Has 2 points allocated in the screenshot and 5 upgrade levels.
- **Guardian (Super)** - Has 1 point allocated in the screenshot and **only 3 upgrade levels**.

So what you need to do is just **keep leveling up and allocate all points into the same ability**. This trophy can be unlocked **as early as level 5** if you keep putting the upgrade points into the same ability (either **L1** or **R1**).

You really don't need to focus on getting this trophy as you will **most likely earn it naturally** in most matches that go beyond the 10 minute mark.

	It's Jammer Time Destroy an enemy vehicle whilst it is being Weapon Jammed	13th Dec 2019 3:10:51 AM	18.05% RARE	
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This trophy can be a bit tricky and will **hopefully come naturally** as you work your way towards the platinum.

There are a few ways to get this trophy, such as the following:

- Using **Goofer's "weapons jammer"** is the simplest way of going about getting the trophy.
- Killing a vehicle while it has its weapons and abilities **disabled (jammed) by an ally Tower**.
- Using **Porcupine's Super ability "lockdown storm"** should also pop the trophy as long as you're the one credited for the elimination.

NOTE: The trophy won't pop unless you are the primary player credited for the elimination. You can verify by looking at the kill feed in the top-left corner, and you'll likely have to do a bit more damage than just finishing a player off from low health.