



# Laser League Trophy Guide

UNPUBLISHED

By UnboundedCash99, KriiuZ and ryuji\_sakujo

Welcome to the fast-paced, neon-filled world of Laser League. The trophy rarity may be intimidating, but with this guide, you're on your way to earning a very simple platinum.

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GUIDES > LASER LEAGUE > TROPHY GUIDE

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2/10

DIFFICULTY

1

PLAYTHROUGH

25

HOURS

ONLINE  
REQUIRED

2-4-1 All-Rounder Blade Clean Up Crew Decorated Champion  
First Class Ghost Lamplighter Leading the Field Major Leaguer  
Making Waves Ruthless Seasoned Pro Shock Smash Snipe  
Team Carrier Team Player Team Wrecker The First Step Thief  
Up-and-Coming

MULTIPLAYER  
ONLY

2-4-1 All-Rounder Blade Clean Up Crew Decorated Champion  
First Class Ghost Lamplighter Leading the Field Major Leaguer  
Making Waves Ruthless Seasoned Pro Shock Smash Snipe  
Team Carrier Team Player Team Wrecker The First Step Thief  
Up-and-Coming

GRIND

All-Rounder Decorated Champion First Class Lamplighter  
Leading the Field Major Leaguer Making Waves Ruthless Seasoned Pro  
Team Carrier Team Player Team Wrecker Up-and-Coming

BUGGY

2-4-1 All-Rounder First Class



PS4

1 7 12 4  
24 Trophies • 1,230 Points

## GUIDE CONTENTS

Overview

Roadmap

Important Info

The Real Laser Lord

Decorated Champion

Seasoned Pro

Up-and-Coming

Making Waves

First Class

All-Rounder

Clean Up Crew

Leading the Field

Team Carrier

Team Wrecker

Major Leaguer

The First Step

Coach Palmer's Pride

Lamplighter

Ruthless

Team Player

2-4-1

Smash

Ghost

Thief

Snipe

Shock

Blade

## ROADMAP

### Stage 1: The Basics

Edit Trophies

Edit Content

The very first thing you should do when starting this game is doing the tutorial. It will lay down all of the basics and mechanics of the game. It is extremely simple if you pay attention and will only take you a couple of minutes.



Coach Palmer's Pride  
Complete the Tutorial

### Stage 2: Class-Based Trophies

Edit Trophies

Edit Content

After completing the tutorial, you are ready to go out and play the game. The first trophies you should tackle are the class-based trophies. These require you to play as a specific class in a match and perform a task using that class's special ability. Many of these trophies require a lot of luck if you are playing with randoms or AI, which is why boosting is recommended. Gather 5 friends together to get **Smash** and **Shock** out of the way. After that, you can do the rest with only 3 other friends.

**2-4-1** is map-specific, but can be done in this stage of the roadmap, or later on.



Making Waves  
Level-up for the first time



2-4-1  
Eliminate 2 opponents with a single expanding Laser ...



Smash  
Hit 3 or more opponents in a single Smash ability use...



Ghost  
Traverse 4 or more opposing Lasers in a single Ghost...



Thief  
Steal 4 or more Laser nodes in a single Thief ability u...



Snipe  
Teleslice 2 or more opponents in a single Snipe abilit...



Shock  
Shock 3 or more opponents in a single Shock ability u...



Blade  
Slice 2 or more opponents in a single Blade ability us...

### Stage 3: Winning & Streaks

Edit Trophies

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This stage is all about trying to earn the highest kill & revive streaks, while trying to earn the MVP spot on the podium. Basically, total domination of the enemy team. These trophies can be easily boosted as well, having one team working on revives and the other on kills, and swapping when necessary. It is best to also deal with 🏆 [Clean Up Crew](#) in this stage as well, just to get it out of the way.



**Clean Up Crew**  
Win a match without the opposing team scoring a poi...



**Leading the Field**  
Finish a match as MVP 10 times (Online Play)



**Team Carrier**  
Finish a match with the highest Revive streak 5 times...



**Team Wrecker**  
Finish a match with the highest Elimination streak 5 ti...



**The First Step**  
Win a match (Online Play)

### Stage 4: Class Mastery

[Edit Trophies](#)[Edit Content](#)

After completing the previous trophies, it is time for the grindy phase of the roadmap. You'll spend most of your time towards the platinum in this stage. You will have to complete mastery challenges here, some will take a long time to complete while others will be quick. Trophies such as 🏆 [Lamplighter](#) or 🏆 [Ruthless](#) can be obtained at this stage, but you'll most likely need a bit more time to grind them out if you are quick to finishing this stage.



**First Class**  
Reach Mastery rank 5 as any Class



**All-Rounder**  
Reach Mastery rank 2 with all base game Classes



**Major Leaguer**  
Win 50 matches (Online Play)

### Stage 5: XP Grind

[Delete](#)[Edit Trophies](#)[Edit Content](#)

The final push to the platinum. Earning prestige 1 is the main goal here, and using the XP farming method in 🏆 [Decorated Champion](#) will earn you the rest of the trophies and 🏆 [The Real Laser Lord](#) platinum trophy.



**The Real Laser Lord**  
Earn all other Trophies



**Decorated Champion**  
Reach Prestige rank 01



**Seasoned Pro**  
Reach Level 20



**Up-and-Coming**  
Reach Level 10



**Lamplighter**  
Activate 5000 Laser nodes (Online Play)



**Ruthless**  
Eliminate 1000 opponents (Online Play)



**Team Player**  
Revive 500 teammates (Online Play)

[Add another stage](#)

#### IMPORTANT INFO

[EDIT CONTENT](#)

##### // TODO:

- add info on how to view "player kills" (Ruthless trophy) + "node activations" (Lamplighter trophy) in the "main menu > profile > overview" stats
- add videos of the "class-specific" trophies + more...

Currently, the game has a very small player base. You'll be facing against AI more often than real players, and when you do face against other players, they'll either be really good at the game or beginners. Besides that, the trophies for the game require many hours of grinding. Many of the challenges for the Mastery ranks are very specific and long, you will barely scratch the surface for them in legitimate matches (they can easily take over 60+ hours without boosting).

Due to this, I highly recommend boosting and following the directions listed in the stages and trophies, especially 🏆 [Major Leaguer](#) and 🏆 [First Class](#).

The game is pretty straightforward but if you are ever wondering how to earn a specific trophy, simply scroll down and read all the info related to that trophy. If you are wondering about a specific game mechanic, then take a look in **The Playbook** in the main menu. There is also a [Laser League Gamepedia](#) which contains some information.

Here are some tips and advice:

- This game has a **very short AFK timer** at around 20-30 seconds. You must move around every second, even if you are not doing anything specific. **You can not rubber band or use a turbo controller to keep moving in one direction.** You have to be moving in multiple directions.  
A warning will be issued if you're about to be kicked. If you are kicked, **all progress towards challenges and XP gained in that match will be lost.**
- It is best to **stay in NA or EU regions**, since those game servers have less risk of disconnecting players due to server errors during matches.



**The Real Laser Lord**  
Earn all other Trophies

6th Feb 2020  
5:54:01 PM

**0.84%**  
ULTRA RARE



**Decorated Champion**  
Reach Prestige rank 01

6th Feb 2020  
5:12:10 PM

**1.00%**  
ULTRA RARE



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MULTIPLAYER ONLY

GRIND

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For most players, this will be the final obstacle towards earning **The Real Laser Lord**. You should have gotten a good chunk of XP from all the previous trophies that you have done, but this will still take a while to do.

You will need 2,339,000 XP, reaching level 30 + 1 full level up to prestige. In normal gameplay, the matches range from 5-15 min, yielding 4K - 11K XP. Unless you want to earn this trophy the long way, boosting is really the only viable option.

This XP boosting method is the best way to quickly farm XP. You can earn as much as 50K - 100K in just half an hour. It is extremely easy to pull off once you get the hang of it and you only need 4 players including yourself.

This is the XP boosting method:

- Use the method in **Major Leaguer** to connect to each other. It does not matter which class you play these matches in.
- Find a map that has a static (non-moving) node. If you connect to a map that doesn't, then either quit out or finish the match and search again.
- Once you find a good map, a player from **Team A** (preferably someone that has not gotten **Lamplighter**) needs to stand on a node and light it up.
- Then, a player from **Team B** runs into the laser and dies (preferably close to the **Team A** player(s)).
- Now, the surviving **Team A** player has to revive the one that just died. Rinse and repeat.
- Each of these players just needs to stand in place and make micro movements in every direction to avoid being kicked.
- The (4th) player on Team A that has not done anything thus far should just run around and not interfere with this process, you may swap if needed but this doesn't really matter as elimination streaks are shared on a team-wide basis (not per-player). **Do not turn on any nodes or pick up any power-ups.**

With this method, one team is eliminating the other team's player and **both of the eliminating team's players are getting XP** from that kill. The other team has the one **player reviving the other, which also earns XP** for the reviving player. The **player being eliminated/revived will not get any XP**, but will make up for it once the roles are swapped.

- Reviving a teammate near an enemy will earn the reviving player +60 XP, which is why you **all should be close to the node.**
- The eliminating team will earn a large streak, which allows for a lot of XP bonuses. The final bonus will be at the 28th elimination. No other streak related bonuses will be awarded after that. (Refer to **Team Wrecker** for more info).
  - Because of this make sure that the **players on the "killing team" get killed once to reset the streak after the 28th elimination** (Force of Nature) so that the elimination streak bonuses can be earned again.
- The reviving player will be earning his revive streak as well, up till the 20th revive. (Refer to **Team Carrier** for more info).

- Once the reviving player earns the 20th revive, the players on the reviving team should swap roles.

This way the player that was dying and getting revived (earning no XP) is now the one reviving (and earning XP).



**Seasoned Pro**  
Reach Level 20

4th Feb 2020  
4:14:52 AM

1.64%  
ULTRA RARE



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Refer to [Decorated Champion](#) for more info.



**Up-and-Coming**  
Reach Level 10

3rd Feb 2020  
3:08:53 AM

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ULTRA RARE



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Refer to [Decorated Champion](#) for more info.



**Making Waves**  
Level-up for the first time

3rd Feb 2020  
12:35:48 AM

28.90%  
UNCOMMON



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Refer to [Decorated Champion](#) for more info.



**First Class**  
Reach Mastery rank 5 as any Class

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0.92%  
ULTRA RARE



ONLINE REQUIRED

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BUGGY

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// TODO:

- add table of (if possible) all class challenges, at the bottom of this trophy description
- add more details about "glitchy challenges" or things to look out for when mastering classes?
- double-check if the "Blade" description is correct (correct name/desc of modifiers)

Mastery ranks indicate how far you've "mastered a class", with each rank requiring you to **complete 3 challenges (across multiple matches)** to rank up. All classes start at rank 0, and the final challenges are at rank 4. Once you reach **rank 5, that class is maxed out**.

The challenges range from general objectives such as "winning points & rounds", "eliminating enemies" to class-specific tasks such as "stealing nodes with the Thief class". As you rank up in Mastery, the challenges become more grindy and difficult to pull off. You can **view your progress** at the **end of matches** during the result screen or in the **Profile tab in the main menu**.

You **must** earn rank 2 for all six base game classes to earn [All-Rounder](#) after which you're free to decide which class you want to choose as your main and fully master for this trophy. There is not a clear answer for which class is the easiest and fastest to do, since they all take a good amount of time to do regardless of which one you decide to do.

- **UnboundedCash99** and **KriiuZ** mastered **Thief**, it's a simple class and didn't require much killing, which is great for boosting sessions.
- **ryuji\_sakujo** and friends mastered **Blade**, it's fairly straightforward to master with the only caveat being that completing "Prevent Revive" challenges requires the player to select the "Hunter" modifier (reduced ability cooldown) and not "Reflex" (refreshed ability cooldown on successful kill).

You can always do this normally but **boosting will be your best bet** of actually getting things done. Read step 1 in [Major Leaguer](#) on how to connect with another team and from that point on everyone can work on their challenges. You **can not access the challenge info** once you're in a match, so it would be best to **take a photo or write down the challenges** that you need to complete, before jumping into a match.

The info below is all the challenges needed for every class in every rank:

...



#### All-Rounder

Reach Mastery rank 2 with all base game Classes

6th Feb 2020  
7:39:13 AM

1.33%  
ULTRA RARE



ONLINE REQUIRED

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Refer to [First Class](#) for more info.



#### Clean Up Crew

Win a match without the opposing team scoring a point (Online Play)

3rd Feb 2020  
12:35:32 AM

16.13%  
RARE



ONLINE REQUIRED

MULTIPLAYER ONLY

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This trophy is earned by dominating the other team during a single match, thus not allowing the opponents to win a single point or round. Each round should end with your team winning 3 - 0. This requires a great understanding of the game and great amounts of skill with each class. You can pair up with a skilled friend or 2, utilizing voice chat also helps greatly.

I recommend **not focusing on this**, since many of the Mastery challenges for [All-Rounder](#) and [First Class](#) already require you to win points and matches, and many of those matches will be shutout matches. So just focusing on those will make this trophy pop naturally.

*As always, this trophy is very easy to boost but will take some skill and patience to earn in legit matches, especially vs AI.*



#### Leading the Field

Finish a match as MVP 10 times (Online Play)

3rd Feb 2020  
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ULTRA RARE



ONLINE REQUIRED

MULTIPLAYER ONLY

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#### // TODO:

- add screenshot of where to look for MVP stats in Profile/Overview?

MVP is awarded to **whoever earns the most XP in a match** (with an added XP bonus being awarded to the winning team). Most of the time it is awarded to the player in the winning team, so you have to play your best, and be the one that kills and revives the most in order to earn those bonuses.

The game has many ways of awarding XP bonuses for a player's performance in a match, such as bonuses for going on long elimination streaks (see [Team Wrecker](#)) and bonuses for long revive streaks (see [Team Carrier](#)). The game also awards XP based on your class abilities.

You'll know that you **finished a match as MVP** when your character and name is the one in the **center/front of the podium** at the end of the match. Also, you can see how many MVP awards you have earned throughout your gameplay by visiting the **Main Menu > Profile > Overview tab** and scrolling down.



#### Team Carrier

Finish a match with the highest Revive streak 5 times (Online Play)

3rd Feb 2020  
6:09:07 AM

10.81%  
RARE



ONLINE REQUIRED

MULTIPLAYER ONLY

GRIND

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To achieve a revive streak, you need to revive teammates without dying. If you die, the streak resets and you have to rebuild it. You need to have the highest streak on both teams, for a total of 5 matches, to earn this trophy.

Unlike [Team Wrecker](#), you must **earn the revives yourself**. A teammate reviving another teammate **will not count** towards earning this trophy. Try your best to **stay alive**, pay attention to your **surroundings** and be on the lookout for **downed teammates**.

Keep track of how well you're performing by looking at the top-left corner of the screen and look for the XP bonuses.

These are the ones that you need to know:

- 3 Revives - Helper - 80 XP
- 6 Revives - Samaritan - 100 XP
- 9 Revives - Lifeguard - 140 XP
- 12 Revives - Healer - 200 XP
- 15 Revives - Medic - 240 XP
- 18 Revives - Field Surgeon - 300 XP
- 20 Revives - Savior - 360 XP

This trophy can easily be boosted. Use the method in  [Major Leaguer](#) to connect to each your boosting partners, then simply let the enemy team kill your teammate, after which you revive your teammate. Do this several times to **make sure that** you have the highest streak, then proceed with the game. It does not matter whether you win or lose.



#### Team Wrecker

Finish a match with the highest Elimination streak 5 times (Online Play)

3rd Feb 2020  
4:35:40 AM

8.93%  
VERY RARE



ONLINE REQUIRED

MULTIPLAYER ONLY

GRIND

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To achieve an elimination streak, you or your teammates need to **kill enemies without dying**. If you die, the streak resets and you have to rebuild it. You need to have the highest streak on both teams, for a total of 5 matches, to earn this trophy.

Try your best to **stay alive** and **leave the eliminations for your teammates**, since all eliminations are shared within the team. You also want your **teammates to die before you** do so that they don't end up scoring the highest elimination streak during the match.

Keep track of how well you're performing by looking at the top-left corner of the screen and look for the XP bonuses.

These are the ones that you need to know:

- 4 Eliminations - Brawler - 100 XP
- 8 Eliminations - Eliminator - 120 XP
- 12 Eliminations - Warrior - 160 XP
- 16 Eliminations - Destroyer - 200 XP
- 20 Eliminations - Juggernaut - 260 XP
- 24 Eliminations - Vanguard - 320 XP
- 28 Eliminations - Force of Nature - 400 XP

This trophy can easily be boosted. Use the method in  [Major Leaguer](#) to win and thus guarantee that you earn the highest elimination streak. Just **make sure that** your teammates streak gets reset at some point so that they end up earning fewer elimination streaks than you do during the match.



#### Major Leaguer

Win 50 matches (Online Play)

4th Feb 2020  
10:04:39 PM

2.34%  
ULTRA RARE



ONLINE REQUIRED

MULTIPLAYER ONLY



GRIND

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This trophy is earned by winning matches during online play with any class, 50 times. To be the victor of the match you must win 2 rounds out of 3 possible rounds played (best of 3). In turn, to win a single round you must win 3 points out of 5 possible points played (best of 5).

Do your best to eliminate the opponent by activating **nodes**, collecting **power-ups** and using your class **ability**.

It is **recommended to NOT focus on this trophy**, since many of the Mastery challenges for  [All-Rounder](#) and  [First Class](#) already require you to win points and matches, so doing those first will make this trophy pop naturally.


Here's how you would boost wins for this trophy and to complete Mastery challenges:

1. Team up with a friend and have another pair of friends form their own team, then search for a doubles game in an unpopulated region. You change the matchmaking region by going into the options menu (Press ) and selecting **Matchmaking**. Then you can choose which server you wish to play on, choose one where other human players are not actively playing in,



like Europe or South-East Asia (**but be warned, regions other than** North America and Europe **are unstable**, which means you risk running into connection errors and timeouts).

**Make sure both teams are searching in the same region.** The teams will not pair up otherwise.

2. Once both teams are matched up, take turns on who is winning. The losing team will constantly run into the winning team's lasers and die. The winning team just has to activate one node each game to eliminate the losing team. After each match and during the podium, hit  to rematch against the same team. Rinse and repeat.

Winning your first game will unlock  **The First Step**. Repeat this process 49 more times to earn  **Major Leaguer**.



**The First Step**  
Win a match (Online Play)

3rd Feb 2020  
12:35:48 AM

36.72%  
UNCOMMON



ONLINE REQUIRED

MULTIPLAYER ONLY

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Refer to  **Major Leaguer** for more info.



**Coach Palmer's Pride**  
Complete the Tutorial

6th Feb 2020  
5:54:01 PM

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This will most likely be the first trophy you will unlock. The tutorial is located in the **main menu** when you first start the game.

Scroll down and select it, then **complete all of the tutorial sections**. It should only take a few minutes to get through them all.

// TODO:

- Add image of the main menu, with the tutorial highlighted



**Lamplighter**  
Activate 5000 Laser nodes (Online Play)

5th Feb 2020  
6:31:40 AM

2.55%  
ULTRA RARE



ONLINE REQUIRED



MULTIPLAYER ONLY

GRIND

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Laser nodes are a central component of this game and are found on every map, simply **activating the laser nodes** (regardless of whether an enemy gets eliminated by the laser wall or not) **will count towards this trophy**. 5000 laser node activations might seem like a rather daunting task, but you can easily get this over time as you **focus on obtaining other trophies**.

If you need to grind this trophy out, take a look at the XP farming method (See  **Decorated Champion**) which should net you quite a few laser node activations. Not to mention that simply working on some of the Mastery challenges (See  **First Class**) will also be where you will get a lot of laser node activations.

You can check how many laser nodes you have activated **in the statistics**.

// TODO:

- Refer to "important info" for how to access stats,

- or add an image to this trophy description



**Ruthless**  
Eliminate 1000 opponents (Online Play)

3rd Feb 2020  
5:02:34 AM

5.37%  
VERY RARE



ONLINE REQUIRED




MULTIPLAYER ONLY

GRIND

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Eliminating is the main focus of the game, in fact to win matches you will have to eliminate enemies. This trophy won't be one of the first ones that pop, but if you engage in the game actively then **it will come naturally**. Luckily, in Laser League **eliminations are shared** among teammates. When one of your teammates eliminates an opponent, you will be rewarded with XP and those eliminations will count towards the trophy.

I recommend **not focusing on this trophy**, since many of the Mastery challenges for  All-Rounder and  First Class will already require you to eliminate opponents. The main XP farming method will also require you to eliminate the opponent many times over (see  Decorated Champion). You will work towards and earn this trophy by **focusing on other trophies**.

You can check how many enemies you have eliminated **in the statistics**.

// TODO:

- Refer to "important info" for how to access stats,
- or add an image to this trophy description



#### Team Player

Revive 500 teammates (Online Play)

3rd Feb 2020  
3:08:53 AM

2.76%  
ULTRA RARE



ONLINE REQUIRED




MULTIPLAYER ONLY

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You revive a teammate by walking over their icon on the ground which appears at the location they were eliminated at. To perform the revive you simply need to run on top or over the icon which will restore your teammate into an active state. All revives in online matches count towards this trophy. By being active and engaged in the gameplay, especially looking out for your teammates, will earn you this trophy with relative ease.

It's **recommended to not focus on this trophy**, since many of the Mastery challenges for  All-Rounder and  First Class will already require you to revive teammates. The main XP farming method will also require you to revive your teammates many times over (see  Decorated Champion). You will work towards and earn this trophy by **focusing on other trophies**.



#### 2-4-1

Eliminate 2 opponents with a single expanding Laser (Online Play)

3rd Feb 2020  
6:36:55 AM

10.02%  
RARE



ONLINE REQUIRED

MULTIPLAYER ONLY

BUGGY

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// TODO:

- look at and add Kriiuz notes regarding details as to how this trophy works
- needs to kill 2 enemy players only, even if 3 are present

In order to earn this trophy you have to **hit 2 enemy players with a single expanding laser wall**.

It is unclear as to what counts as a "single expanding laser", as many of the lasers in this game do fit the trophy description, but do not unlock the trophy. Additionally, The Playbook doesn't do much good in clarifying the requirements. In theory, any laser should work on any given map.

What probably **matters the most**, is the **enemies positioning** once the laser expands. You will want them to be as **close to each other** as possible so that they both get eliminated at the same time (double kill).

The map on which **UnboundedCash99** earned the trophy is: **Estadio New Motion - Jennifer**

The nodes that burst into the 4 lasers are the ones you need to focus on. You'll have to eliminate 2 enemies with **one** of those lasers. When you get your second elimination, the trophy is yours. The probability of this happening in normal gameplay is low as the lasers are easy to avoid.

This trophy can be boosted.

- Get the 2 players on the enemy team to **line up** in front of the node, on the path where it expands.
- Activate the node.
- They will be eliminated you should get the trophy.

It might take a few tries as the trophy seems glitchy and/or doesn't have clearly defined requirements, so it's difficult to know exactly what registers as a "2-4-1". Don't get frustrated if it doesn't pop, make **small adjustments in positioning** and just keep trying.

#### Smash

Hit 3 or more opponents in a single Smash ability use

3rd Feb 2020  
3:24:32 AM

2.09%  
ULTRA RARE







(Online Play)

ONLINE REQUIRED

MULTIPLAYER ONLY

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To earn this, you need to be the class **Shock** in any match and use your ability to hit 3 opponents at the same time. This can only be accomplished in 3v3s. Normally, the chances of 3 players standing very close to each other in such a fast moving game is very slim. Yet it is totally possible if you keep track of the enemy, and if you sense that they'll be close, then you come in for the hit.

This trophy can be easily boosted. Get 3 friends on the enemy team to group up and stay still. When your ability is charged up, use it on them and hit them all. The trophy will pop soon after.



Ghost

Traverse 4 or more opposing Lasers in a single Ghost ability use (Online Play)

3rd Feb 2020  
1:51:37 AM

6.72%  
VERY RARE



ONLINE REQUIRED

MULTIPLAYER ONLY

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// TODO:

- describe what map is best for this trophy (if not the specific map then at least what layout players should be looking for)
- can Ghost through walls to earn this trophy, doesn't have to be through nodes

To earn this, you need to be the class **Ghost** in any match and use your ability to move through 4 of the opposing team's lasers. Any map can be use for this trophy. I recommend using the "Extend" modifier for the ability to last very long. Once you spot 4 lasers that the enemy has lit up, use the ability and run as fast as you can towards them.

This trophy can be easily boosted. Get 2 friends on the enemy team to light up a bunch of nodes on the map and to not interfere with your conversion of them. Once you have converted the 4th node, the trophy will unlock.



Thief

Steal 4 or more Laser nodes in a single Thief ability use (Online Play)

3rd Feb 2020  
2:18:26 AM

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VERY RARE



ONLINE REQUIRED

MULTIPLAYER ONLY

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// TODO:

- describe what map is best for this trophy (if not the specific map then at least what layout players should be looking for)
- must Thief through laser nodes, can't steal nodes by just going through the laser walls

To earn this, you need to be the class **Thief** in any match and use your ability to convert 4 of the opposing team's lasers. Any map can be use for this trophy. I recommend using the "Heist" modifier for the ability to last very long, yet has a long charge up time. Once you spot 4 nodes that the enemy has lit up, use the ability and run as fast as you can towards the nodes.

This trophy can be easily boosted. Get 2 friends on the enemy team to light up a bunch of nodes on the map and to not interfere with your conversion of them. Once you have converted the 4th node, the trophy will unlock.



Snipe

Teleslice 2 or more opponents in a single Snipe ability use (Online Play)

3rd Feb 2020  
1:45:02 AM

3.24%  
ULTRA RARE



ONLINE REQUIRED

MULTIPLAYER ONLY

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Edit Content

To earn this, you need to be the class **Snipe** in any match and use your ability to kill 2 opponents at the same time. Normally, the chances of 2 players lining up and standing still in such a fast moving game is very slim. Yet it is totally possible if you keep track of the enemy, and if you sense that they'll line up perfectly, then you come in for the kills.

This trophy can be easily boosted. Get 2 friends on the enemy team to line up and stay still. When your ability is charged up, use it on them and kill them both. The trophy will unlock soon after.



### Shock

Shock 3 or more opponents in a single Shock ability use  
(Online Play)

3rd Feb 2020  
3:16:42 AM

5.44%  
VERY RARE



ONLINE REQUIRED

MULTIPLAYER ONLY

Edit Tags

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To earn this, you need to be the class **Shock** in any match and use your ability to stun 3 opponents at the same time. This can only be accomplished in 3v3s. Normally, the chances of 3 players standing very close to each other in such a fast moving game is very slim. Yet it is totally possible if you keep track of the enemy, and if you sense that they'll be close, then you come in for the stun.

This trophy can be easily boosted. Get 3 friends on the enemy team to group up and stay still. When your ability is charged up, use it on them and stun them all. The trophy will pop soon after.



### Blade

Slice 2 or more opponents in a single Blade ability use  
(Online Play)

2nd Feb 2020  
11:57:20 PM

5.77%  
VERY RARE



ONLINE REQUIRED

MULTIPLAYER ONLY

Edit Tags

Edit Content

To earn this, you need to be the class **Blade** in any match and use your ability to kill 2 opponents at the same time. Normally, the chances of 2 players standing very close to each other in such a fast moving game is very slim. Yet it is totally possible if you keep track of the enemy, and if you sense that they'll be close, then you come in for the kills.

This trophy can be easily boosted. Get 2 friends on the enemy team to line up and stay still. When your ability is charged up, use it on them and kill them both. The trophy will unlock soon after.

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