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**THE  
FINALS** ▲



# GAMER GUIDE

## THE FINALS Edition

Become the best Contestant with our complete guide to virtual fame in The Finals.



# WHAT IS THE FINALS?

From developer Embark Studios comes The Finals, an ambitious, team-based first-person shooter. The game was officially released on 7 December 2023, following an open beta that received excellent community feedback.

The Finals is completely free-to-play and available to gamers on PC, Xbox Series X/S, and PlayStation 5. The game is dubbed as the world's first "Dynamism Shooter," where no two rounds ever play out precisely the same. It's physics-driven, with fully destructible environments making up virtual Arenas.

Players band together as "Contestants" and fight for survival to entertain the crowd. Its setting is akin to a brutal game show, where they can use the world as a weapon in their quest for fame and glory.

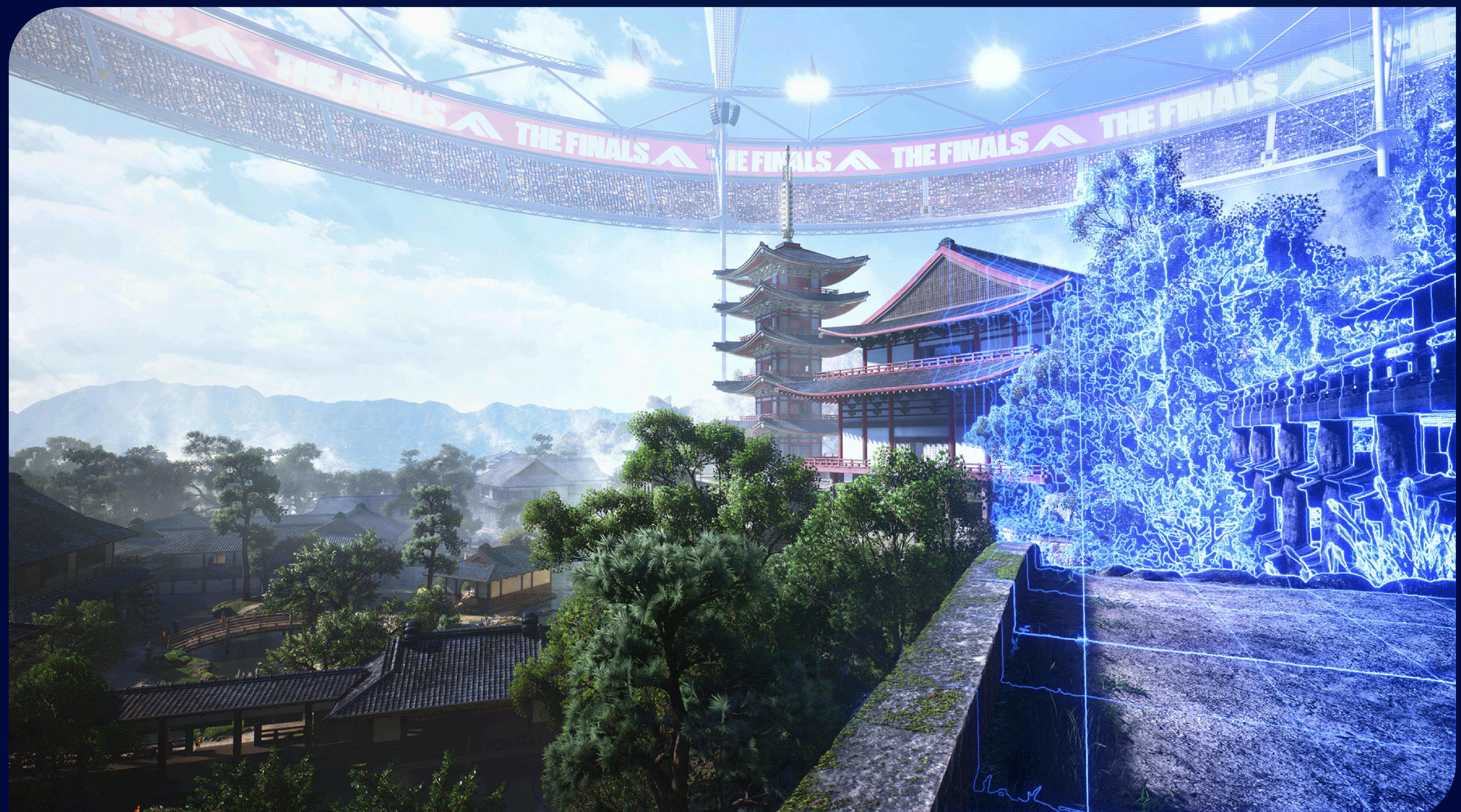
The Finals isn't a hero shooter. Instead, it provides all players with the freedom to customise their characters to their specific playstyles, which includes builds (based on weight), specialisations, and unique gadgets.

Let's leap headfirst into The Finals! This comprehensive guide introduces Contestants to the dynamic arenas, unique game modes, character builds, specialisations, gadgets, and more, while providing tips for beginners to get started.

# ENTER THE ARENAS

The arenas in The Finals can all be altered, used, abused, and destroyed. Using the right equipment or environmental points of interest, players can burn these beautiful locations to the ground.

With full-on destruction in each arena, The Finals ensures that no two rounds are exactly alike. Heck, you'll see some wrecking balls crash into enemies, and buildings collapse, as prime examples of the destructive forces at play. The developers based some of the Arenas of The Finals on real-world locations.



# ENTER THE ARENAS

## NOZOMI CITADEL

VAIKYA holds one side with towering precision. CNS claims the other with unruly, iridescent chaos. Between them is a battleground that shifts from tight corridors to wide-open mayhem.

## LAS VEGAS STADIUM

Las Vegas Stadium is all about style, identity, and competition. This time around, the Sponsors have claimed their territory! Each one has taken over a casino, influencing it with their own unique architectural twist.

## BERNAL

This magical town is set in the shadow of the Peña de Bernal, one of the largest monoliths in the world. Traverse the narrow, cobblestone streets, leap from rooftop to rooftop, or carve your own path right through the walls.

## FORTUNE STADIUM

Traverse the streamlined urban environment, with sectors dedicated to each brand and highly vertical spaces. Brought to you by our sponsors, HOLTOW, ENGIMO, and ISEUL-T.

## KYOTO

The Kyoto 1568 Arena features a network of interwoven 16th-century temples, gardens, and dense bamboo forests. Intense terrain height variation and layered buildings with hidden traversal options underneath.

## SYS\$HORIZON

This glitchy, neon-filled cityscape exists in the loading realm of the game show and features voxel bridges and glitched geometry. Partially loaded and out of place, SYS\$HORIZON is a sight to behold, especially at night.

## LAS VEGAS

Test your luck and reach for the stars in the glitz, glam, and tight-knit gameplay of this glittering arena.

## SKYWAY STADIUM

An ever-changing playground full of treacherous traversal and strategic vantage points.

# ENTER THE ARENAS

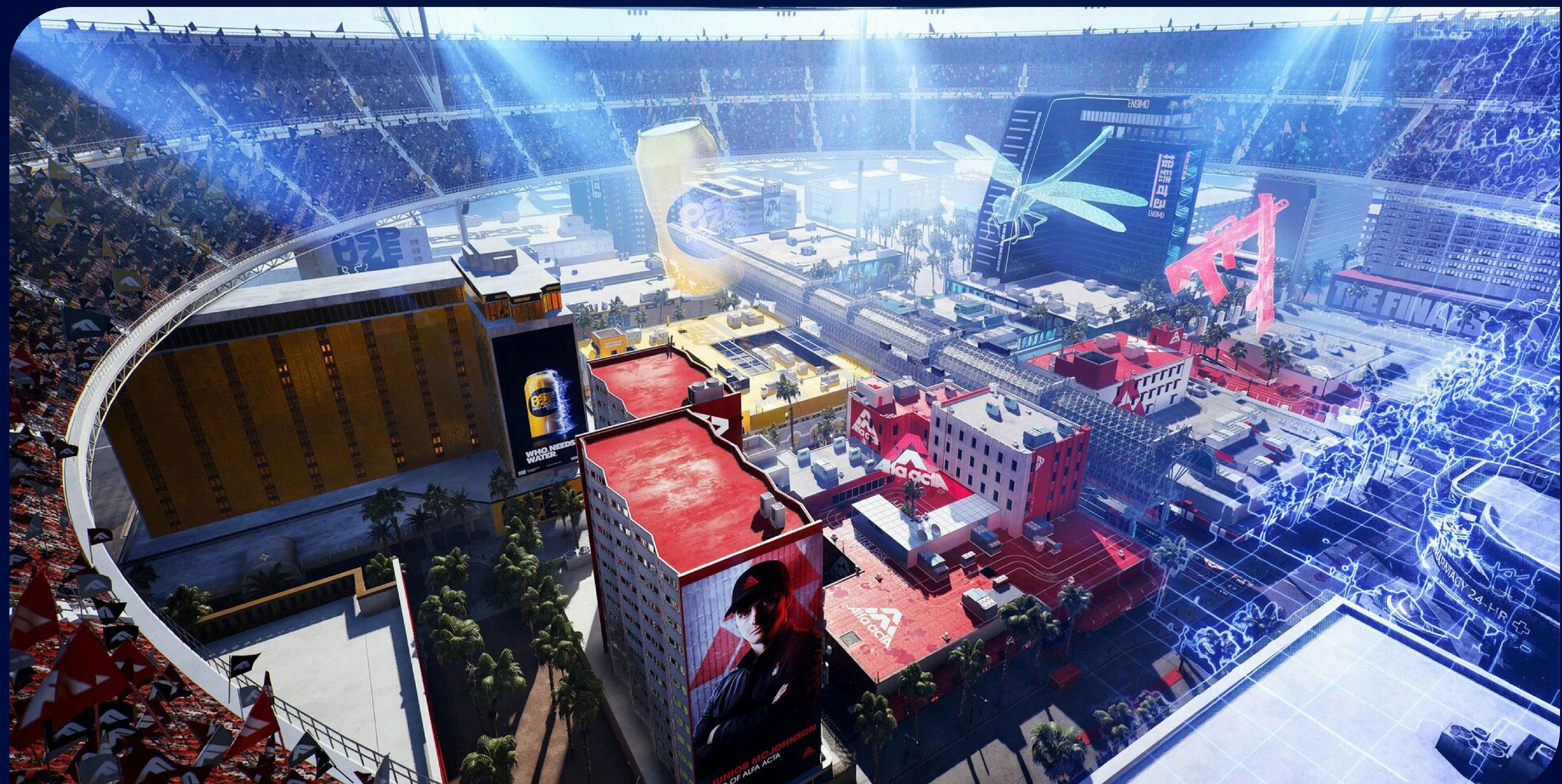
## SEOUL

Fight atop towering skyscrapers in downtown Seoul with fast-paced, vertical gameplay. Be careful to watch where you step so you don't fall.

## MONACO

Play through the cobblestone streets of Monaco, making it a perfect map for destruction and close-quarters combat.

Each map includes variants, applied at random at the start of a match. These variants include specific environmental and objective-location modifiers. Examples include the Standard Issue, Moving Platforms, Suspended Structures, Night Time, Sandstorm, and Under Construction variants.



# THRILLING GAME MODES

The Finals features both casual and competitive game modes. It's nearly always a team-based affair, except for a few limited-time offerings. The primary game mode is Cashout, where the objective is to collect the most cash as a team and secure these Cash Boxes from Vaults and deposit them into Cashout Stations.

## CASHOUT VARIANTS INCLUDE:

### Quick Cash (Casual)

A single 3v3v3 match of Cashout with unlimited respawn credits.

### Head2Head (Casual)

A 3v3 match of Cashout with unlimited respawn credits.

### World Tour (Competitive)

Participate to climb the leaderboard, and show off your performance with a badge on your player card.

### Ranked Tournament (Competitive)

Three rounds of Cashout with teams of three, limited respawn credits, and no in-round item swapping. Competitive play with league progression.

## LIMITED-TIME GAME MODES:

Some of the limited-time game modes celebrate a specific holiday, such as Ghoul Rush for Halloween or Bunny Bash for Easter. Other limited-time game modes are available as part of a seasonal update, and some can even become permanent parts of the game—for example, Team Deathmatch, which was first released with Season 5 and became a permanent Quick Play addition in Season 6.

- Solo Bank It
- Steal The Spotlight
- Smoking Guns
- Bunny Bash
- Snowball Blitz
- Close Quarters
- Heavy Hitters
- Blast Off!
- Super Cashball
- Head-2-Head
- Heaven or Else
- Ghoul Rush

Most of the limited-time game modes also feature collection events, where you can earn exclusive cosmetics, so don't miss out!

## ADDITIONAL CASUAL GAME MODES INCLUDE:

### Team Deathmatch

A single 5v5 match where you eliminate opponents to earn cash with unlimited respawn credits.

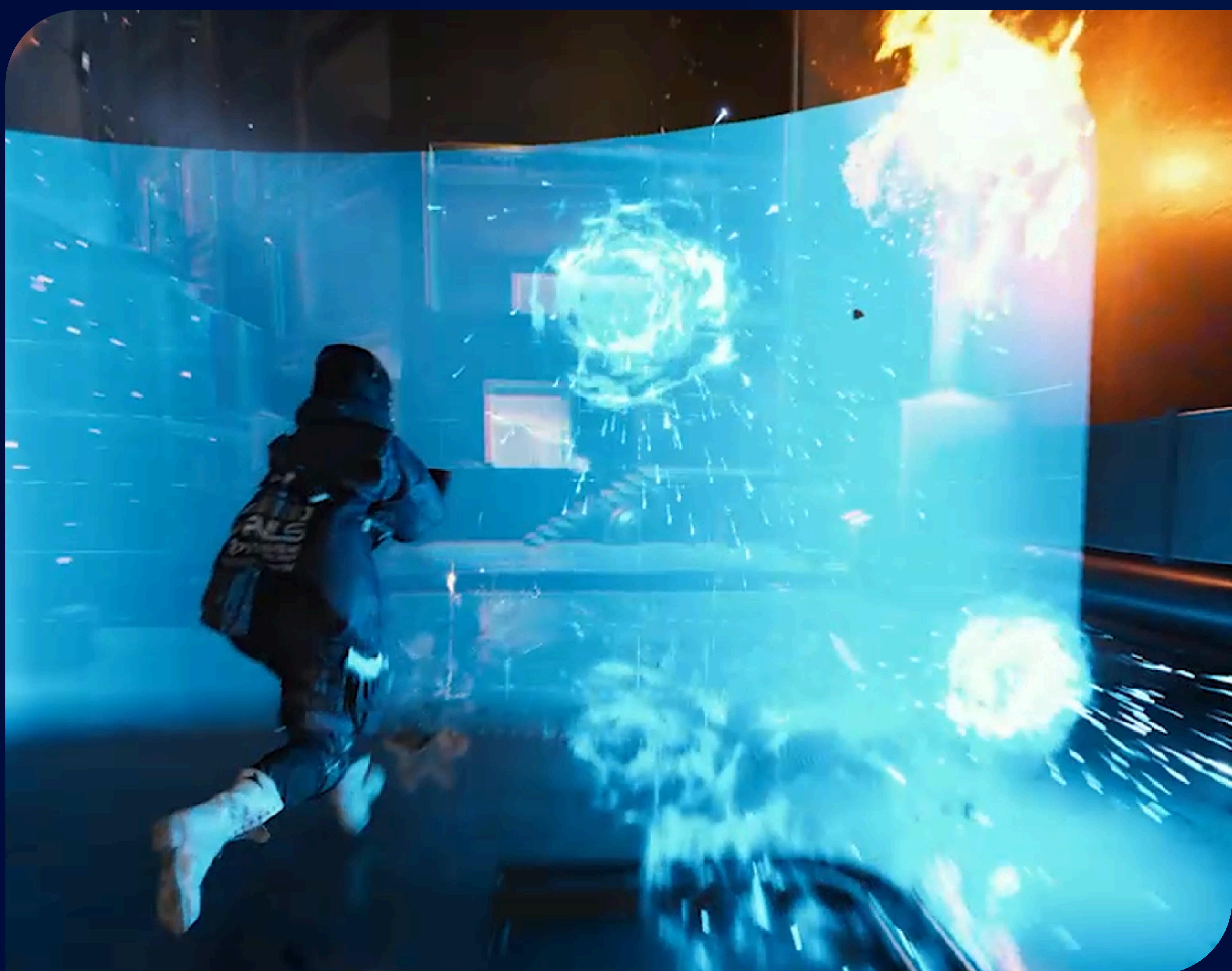
### Power Shift

A casual 5v5 game mode where two teams compete to escort a platform through the arena.

# THE BUILDS & SPECIALISATIONS

The Finals boasts a unique system of Contestant customisation, allowing you to tailor your character to your precise playstyle. At the core of each setup is one of three “builds” representing the heaviness of your character.

CLASS BUILD	HEALTH (HP)	MOVEMENT SPEED	PRIMARY ROLE
Light	150	Fast	Flanker, Disruption, Objective Stealer.
Medium	250	Moderate	Support, Utility, Mid-Range DPS.
Heavy	350	Slow	Anchor, Breacher, Area Denial.



# THE BUILDS & SPECIALISATIONS

Each build has unique specialisations that complement the speed, hit points, and primary role objectives. Only one specialisation can be active at a time.

- Cloaking Device (Light) - A temporary cloak that makes you hard to see when moving, and invisible when motionless.
- Evasive Dash (Light) - A few quick dashes to close the distance or dodge out of harm's way.
- Grappling Hook (Light) - A cord with a hook that you launch to scale structures and swing past walls. Also handy for quick escapes during combat.
- Dematerializer (Medium) - A tool that temporarily dematerialises physical surfaces in the arena, allowing any contestant to see or pass through them. It can also make these surfaces rematerialize.
- Guardian Turret (Medium) - Deployable AI-controlled assault rifle.
- Healing Beam (Medium) - A beam that gives health directly to another teammate.
- Recon Senses (Medium) - A sensory enhancement that makes opponents visible through structures for a limited time. Weakens as distance increases.
- Charge 'N' Slam (Heavy) - A charge to propel you forward to break through walls and obstacles, or to slam the ground if activated in the air. Deals damage to opponents.
- Goo Gun (Heavy) - Shoots blobs of goo that solidify on impact; helpful in creating defences.
- Mesh Shield (Heavy) - A projected shield that blocks from the front only, creating a shoot-through cover for teammates.

Winch Claw (Heavy) - Launches a chain claw that latches onto objects or contestants, pulling them in closer to you.

# A MASSIVE ARSENAL

The Finals boasts a massive, ever-growing arsenal. As developer Embark Studios continues to expand the game's arsenal, you'll find new weapons to decimate your enemies with each season.

There are various types of weapons, from shotguns to rifles, melee options, and even a flamethrower to cook your enemies with. Weapons are linked and only available to specific builds.

LIGHT BUILD	MEDIUM BUILD	HEAVY BUILD
<b>Pistols/SMGs:</b> 93R, M11, V9S, XP-54	<b>Assault/Battle Rifles:</b> AKM, FAMAS, FCAR	<b>Machine Guns:</b> Lewis Gun, M60, M134 Minigun
<b>Rifles:</b> ARN-220, LH1	<b>Marksman Rifles/Repeater:</b> CB-01 Repeater, Pike-556	<b>Shotguns:</b> KS-23, SA1216
<b>Shotguns:</b> M26 Matter, SH1900	<b>Shotguns:</b> Cerberus 12GA, Model 1887	<b>Auto Rifles/Carbines:</b> ShAK-50
<b>Sniper:</b> SR-84	<b>Pistols/Revolvers:</b> P90, R.357	<b>Pistols/Hand Cannons:</b> .50 Akimbo, BFR Titan
<b>Other:</b> Recurve Bow, Throwing Knives	<b>Other:</b> CL-40 (Grenade Launcher)	<b>Other:</b> Flamethrower, MGL32 (Grenade Launcher)
<b>Melee:</b> Dagger, Sword	<b>Melee:</b> Dual Blades, Riot Shield	<b>Melee:</b> Sledgehammer, Spear

## PRO TIP:

Always test newly released weapons, so you can either add them to your loadout or learn how to counter them.

# GADGETS APLENTY

The final piece of the puzzle for a complete loadout to complement your playstyle in an arena. These gadgets all have fixed cooldown periods and can be more or less effective on specific maps, depending on what your team needs and other portions of your loadout.

LIGHT BUILD	MEDIUM BUILD	HEAVY BUILD
<b>Offensive/Utility:</b> Breach Charge, Glitch Grenade, Thermal Bore, Nullifier, Gravity Vortex  <b>Stealth/Evasion:</b> Vanishing Bomb, Sonar Grenade, Tracking Dart, Thermal Vision  <b>Movement:</b> Gateway  <b>Healing:</b> H+ Infuser	<b>Support/Defensive:</b> APS Turret, Defibrillator, Healing Emitter, Proximity Sensor  <b>Mines/Traps:</b> Explosive Mine, Gas Mine, Glitch Trap  <b>Movement:</b> Jump Pad, Zipline  <b>Other:</b> Breach Drill, Data Reshaper	<b>Explosives/Destruction:</b> C4, RPG-7  <b>Mines/Traps:</b> Explosive Mine, Pyro Mine  <b>Defence/Utility:</b> Anti-Gravity Cube, Barricade, Dome Shield, Lockbolt  <b>Other:</b> Proximity Sensor

The six standard grenades, namely Flashbang, Goo, Pyro, Smoke and Frag, are available in all builds.

## PRO TIP:

As soon as a new gadget for your build is released, test it out. Gadgets add unique gameplay elements that competitive players should learn to use or counter ASAP.

# BEST THE FINALS LOADOUTS

Now that you have a complete overview of all the weapons, the gadgets, specialisations, and build types in The Finals, it's time to create a specific, powerful loadout.

We've got one potent loadout suggestion per build outlined below, including the preferred specialisation, weapons, and primary/secondary gadgets that Contestants should try out.

BUILD	SPECIALIZATION	WEAPON(S)	GADGET	HEAVY BUILD
Light	Evasive Dash	V9S Pistol, ARN-220	Glitch Grenade	Gateway, Breach Charge
Medium	Healing Beam	AKM, FCAR	Defibrillator	Jump Pad, Gas Mine, APS Turret
Heavy	Charge 'n' Slam	Flamethrower, M60	RPG-7	C4, Dome Shield



## PRO TIP:

Stay up to date on the developer's latest balance changes and adjust your loadout accordingly.

# TIPS TO WIN AT THE FINALS

To help you on your claim to fame as a top Contestant in The Finals, entertaining your fans to no end, we've got seven beginner's tips to share.

## Use Practice Range

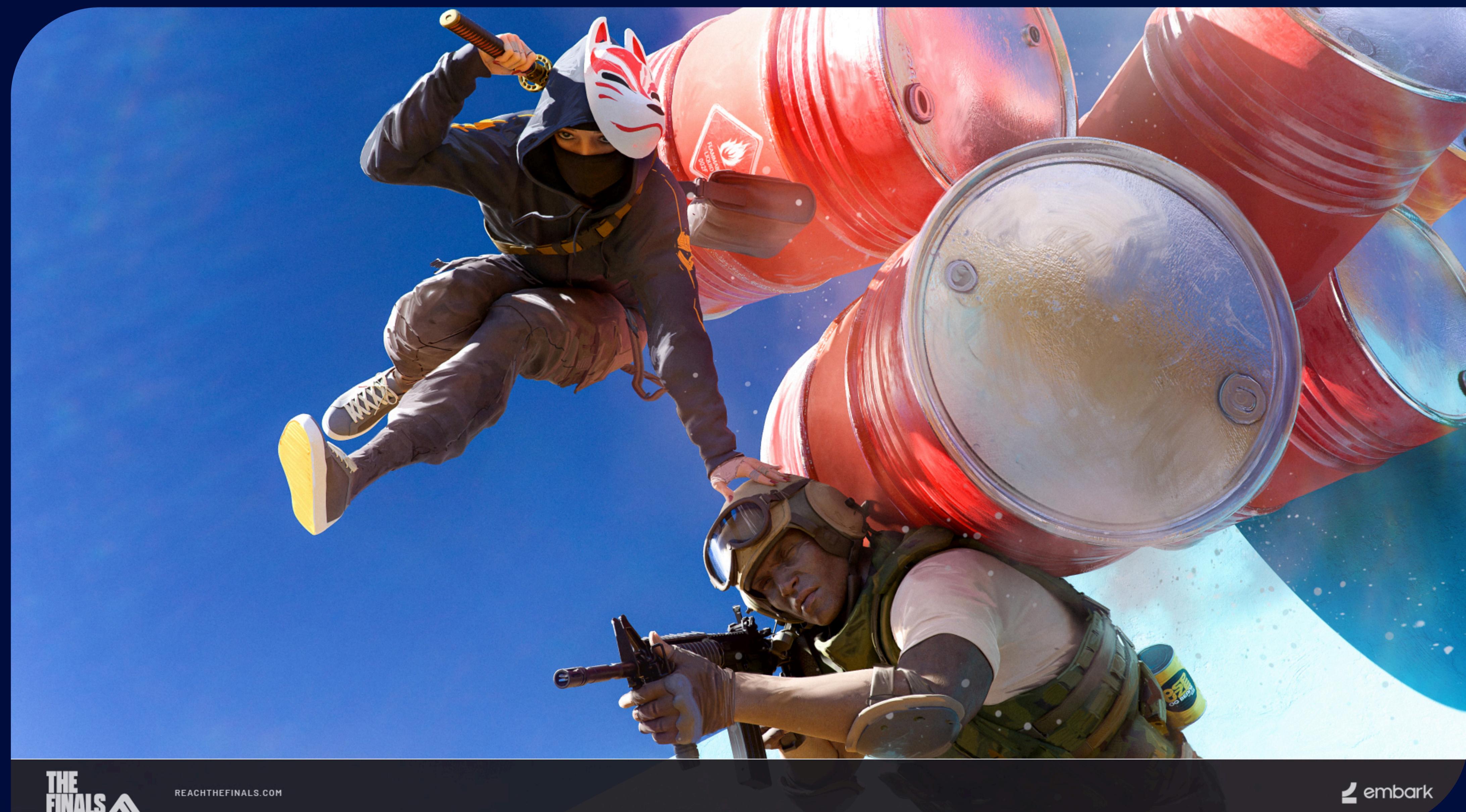
Instead of jumping into a competitive mode with a brand-new loadout, we suggest testing it on the Practice Range map first. It's a built-in feature of The Finals, and is worth using for both beginners and seasoned veterans.

## Communicate

You can't win a match of The Finals on your own. Teamwork and communication are of the utmost importance, even more so than in most other competitive titles. Always keep on communicating with your team. Don't just indicate enemy position, but also explain when your skills/gadgets are on cooldown, and when map destruction occurs, potentially cutting off or opening up new pathways.

## Master Movement

Movement in The Finals isn't just about running and dodging enemy attacks. No, it's much more dynamic, with map-specific ziplines and jumpads taking centre stage. For a speed boost, slide or bunny-hop immediately after manually jumping off a zipline, which can take your enemies by surprise.



# TIPS TO WIN AT THE FINALS

## **Deny Objectives**

Use gadgets to control where and how fast your enemy can move, denying them quick access to objectives. For example, use Goo Grenades to block pathways, or use Pyro Grenades to destroy enemy blockades. You can easily slow down enemy pushes by also simply shooting ladders and ziplines.

## **Team Composition**

The best team composition in The Finals, especially for competitive play in 3v3, is Heavy-Medium-Medium (HMM), with Mediums focusing on Healing Beam / Defibrillator for maximum sustainability. An alternative is Heavy-Medium-Light (HML), where the Light focuses on throwing the enemy off their game with flanking manoeuvres, using Gateway and Glitch Grenade to significant effect.

## **Play It Safe**

If you are the last man standing on your team, don't force an engagement with an enemy. This move can avoid a team wipe, as you can play it safe until teammates respawn, thereby resetting the respawn counter for everyone.

## **Pick Up Those Trophies**

Instead of attempting to revive a teammate while under fire, we recommend picking up your fallen comrades' trophies and bringing them to a safer location to revive with ease.



# SEASONS CHANGE

The Finals have kept to a solid seasonal release schedule. Approximately every three months, fans can expect a new season to arrive. Each season includes a major game update; for example, Season 8 started with patch 8.00, and as the season progresses, more updates in the 8.10-8.90 range are released.

You can expect a lot of new content in each season. Of course, there's the Battle Pass filled to the brim with cosmetic items. However, new seasons also bring new weapons, gameplay improvements aplenty, map adjustments, sometimes new game modes, and features. For example, Season 8 introduced BFR Titan and P90 as new weapons, alongside the Instant Replay feature, smoother destruction, and much more.

Every season, sponsors also rotate, providing Contestants with a choice. For example, in Season 8, you could choose between TRENTILA and HOLTOW.



# SEASONS CHANGE

New content doesn't only come around with the start of each season. The developers often release mid-season updates and celebrate holidays. A prime example is the Halloween update, which brings ghoulish delights for fans to enjoy.

There are, of course, a myriad of new cosmetic items in holiday/festive events, available for a limited time once a year. Included among these special holidays are collection events, which allow players to earn a bunch of cosmetics for free. For example, the Haunted Harvest lasts 14 days and gives players an extra daily contract to complete, unlocking heaps of spooky rewards.

In addition to the cosmetics, the most significant holiday events also feature limited-time game modes. For example, the Ghoul Rush mode is free-for-all, where players turn into Ghouls when they get eliminated, until no Contestants remain. In Ghoul Rush, players earn cash by eliminating opponents to purchase upgrades as they fight in a unique, foggy arena, with fixed loadouts (depending on Medium or Heavy selection) to simplify the process.



# WIN IN STYLE WITH SHINY COSMETICS

You can customise every aspect of your character in The Finals with a wealth of cosmetic items. These items provide no gameplay advantage. They are purely for the visuals, allowing players to create a unique look.

While some cosmetic items can be unlocked via free Battle Pass (Legacy) tiers each season, and a few other methods, the primary way of acquiring cosmetics is by purchasing and levelling up your Premium Battle Pass, and via the in-game store with the game's premium currency: Multibucks.

Multibucks is a premium currency purchased with real-world money or by levelling up the Premium Battle Pass. You can also use Multibucks to buy the Premium Battle Pass. Importantly for many free-to-play gamers, a small amount of Multibucks can be earned via natural in-game progression.

Players can customise not only their outfits, but also weapons, including adding skins and charms. A fan-favourite is unlocking new emotes, which you can use in-game to taunt your foes or to celebrate a victory—and we hope you can score many victories with our Gamer Guide!





# THANK YOU

The best page