

**GAMING
FUN!**



THE **2025** UNOFFICIAL GUIDE TO

FORTNITE



**LIVE
YOUR BEST
LEGO
BRICK LIFE**

OG RETURNS!

**EVERYTHING YOU
NEED TO KNOW**



**EXPERT
TIPS &
TRICKS**



**PARKOUR
GAMEPLAY**



**BEST
NEW
SKINS**

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EDITOR'S NOTE

When Tim Sweeney, CEO of Epic Games, acknowledged the internal issues that led to a massive layoff in September 2023, I never imagined that one year later, Fortnite would turn the situation around so dramatically.

There's no doubt in my mind—Fortnite is at its prime, and creativity is flowing stronger than ever. Epic successfully transformed Fortnite from a Battle Royale (BR) game into a full-fledged gaming platform, even during what was arguably one of the toughest periods in the company's history. New experiences, such as Lego Fortnite, Fortnite Festival and OG have taken the community by

storm. Players are returning in droves, and most importantly, they're staying, driven by the variety of experiences on offer.

With the introduction of yearly cycles, Epic has refocused on creating spaces where players feel comfortable—in Fortnite, not just in BR. For 2025, we're seeing a new island in Battle Royale, the permanent return of OG, Lego Fortnite evolving into Odyssey and Brick Life, Ballistic introducing a first-person MOBA, and Festival offering a music experience reminiscent of what Guitar Hero once pioneered. Epic should be proud of how they defied expectations of a slow decline, making a triumphant return from the ashes. Most importantly, their future is once again in their hands.

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This is an independent and unofficial magazine that is unaffiliated with the owner of the intellectual property contained herein. All the content in this magazine is for the information and use of the reader. It is the result of journalistic investigation and uses press sources for access to in-game materials and game art. Specialists were used for the direct collection of *The Unofficial Guide to Fortnite* game images with their own avatars to illustrate the game experience and provide critical analysis. Due to the constant updates to the game, *The Unofficial Guide to Fortnite* cannot be held responsible for any information that is no longer up-to-date or correct at the time of publication.



NEW EXPERIENCES

In 2025, Fortnite will break away from its association with being solely a Battle Royale game. Once heavily reliant on its performance in that genre, Fortnite has evolved into a versatile gaming platform that hosts experiences across various genres, from rhythm games to MOBA-style gameplay. This shift is beneficial not only for players but also for Epic Games.

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FUN!**

THE 2025 UNOFFICIAL GUIDE TO FORTNITE

Veiga Agency
www.veigaagency.com

Founder & Director
JENNY VEIGA

Editorial Director
PATTY CARROLL

Chief Creative Director
JOSEPH ULATOWSKI

Photo Director
AMY WRINKLE

Editor-in-Chief
NUNO CATARINO

Digital Imaging Specialist
ERIC WOLSLAGER

Editorial Assistant
GERE VEIGA

a360media

ADVERTISING SALES (Magazine & Digital)

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MARKETING (Magazine & Digital)

SVP, Marketing
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VP, Integrated Marketing
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Advertising Operations Director
JAIME RABB

a360media, LLC
270 Sylvan Ave., 3rd Floor,
Englewood Cliffs, NJ 07632
(800) 749-7733

EVP, Consumer Revenue
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Chief Content Officer
AMANDA DAMERON

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Circulation Manager
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VP, Publishing Services & Production
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**GAMING
FUN!**

NEW
CHAPTER

2025 HERE WE GO!

WITH THE NEW YEARLY CYCLE, EACH CHRISTMAS SIGNIFIES A TRANSITION TO A NEW CHAPTER AND THE INTRODUCTION OF MAJOR FEATURES THAT INFLUENCE THE ENTIRE FORTNITE ECOSYSTEM.

The yearly cycle began in 2023, and it was a challenging one for Epic Games due to financial difficulties tied to Fortnite and its broader operations, which led to significant layoffs. During this time, the company announced it was cutting approximately 16% of its workforce—about 830 employees.

“For a while now, we’ve been spending way more money than we earn, investing in the next evolution of Epic and growing Fortnite as a metaverse-inspired ecosystem for creators. I had long been optimistic that we could power through this transition without layoffs, but in retrospect, I see that this was unrealistic,” said Epic Games CEO Tim Sweeney in a letter to employees.

A vibrant, stylized illustration from the Fortnite game depicting a crossover event. In the foreground, a character with blue hair and a black mask (Travis the Cat) is shown in a dynamic pose, holding a large, ornate sword. Behind her, a character with white hair and red horns (Mikasa) is also in a dynamic pose. In the background, a large, red, mechanical creature (Baymax) is visible, along with a large, green, mechanical creature (Godzilla). The scene is set against a pink and purple sky with falling petals.

This chapter started with the crossovers of Godzilla and Disney's hero, Baymax.

Amid the turmoil, Epic Games launched its Last Resort strategy to revitalize Fortnite. This effort introduced Fortnite OG, Fortnite Lego, Fortnite Festival and Rocket Racing—all major initiatives. The OG event, which brought back the original Chapter 1 map as part of Chapter 4, Season 5, was a massive hit in 2023. It drew 44.7 million players on launch day, achieving one of Fortnite's highest player

engagement levels ever, including a peak of 6.2 million concurrent players—the highest since Epic began reporting live player counts earlier that year.

The nostalgia-driven event resonated with longtime fans and lured back many lapsed players, showcasing the enduring appeal of Fortnite's early days.

A year later, Fortnite has stabilized its player base,

halting the decline seen in recent years. In a free-to-play market and a battle royale genre that has lost much of its appeal, this represents a significant achievement for Epic Games.

Now, as we look ahead to the new 2025 chapter, we're set to explore everything this latest evolution brings to one of the most iconic entertainment brands in the industry.

Long live Fortnite!

BATTLE PASS MAYHEM!

Fortnite now offers more Battle Passes than ever, with each major experience introducing its own seasonal lineup of cosmetics: Battle Royale, Fortnite Festival, Lego Fortnite, and even Fortnite OG all have their own unique Battle Pass. The cost of the basic Battle Royale Battle Pass has increased slightly, from 950 to 1,000 V-Bucks. However, the real game changer is the updated Fortnite Crew subscription.

For \$11.99 per month, the Crew subscription now includes access to all Battle Passes, 1,000 V-Bucks, the usual monthly cosmetic pack, and the Premium Battle Pass for Rocket League (as long as you use the same Epic Games account for

Fortnite and Rocket League). The best part? Playing any Fortnite experience contributes XP to all active Battle Passes, allowing you to unlock rewards across multiple passes simultaneously.

If you're considering subscribing only when a new season starts, there's a catch: Premium Battle Pass rewards are only claimable while your Fortnite Crew subscription is active. If you cancel your subscription, you'll retain access to premium rewards until the end of your billing cycle, but not beyond that. This means quick players might be able to maximize rewards with a single month of subscription, but slower players may need to remain subscribed for longer to claim all rewards.



FORTNITE BATTLE PASS

Beyond being more expensive, the classic Battle Pass will continue to offer the same amount of content: 100 tiers of rewards to unlock (between V-Bucks, skins, emotes and the remaining cosmetics that we are used to).



OG PASS

Looking for a classic Fortnite experience? Since Dec. 6, 2024, the OG mode has returned as a permanent feature in the game, complete with premium rewards available through the OG Pass.



The Lady of Cranes outfit, Eternal Fortune Back Bling and Gilded Naginata Pickaxe were all part of the December Crew Pack.



LEGO PASS

The Lego Pass remains priced at 1,400 V-Bucks if not bundled with the Crew subscription. It's worth noting that all Battle Passes are optional—players can still enjoy the game for free and earn seasonal rewards available in the free tier.



ROCKET PASS PREMIUM

One of the most surprising additions to the Crew subscription is the inclusion of Rocket Pass Premium as a bonus benefit. This gives subscribers access to the premium track on the Rocket Pass, allowing them to unlock even more exclusive rewards.



MUSIC PASS

Similar to Lego Pass, the Fortnite Festival continues to be available for 1,400 V-Bucks, but can be unlocked for free with the Crew subscription. It maintains the same number of rewards and tiers.



BATTLE
ROYALE

THE STORY SO FAR

Look sharp! We're
saving humanity.

Maintaining a cohesive storyline amid Fortnite's numerous events is no small feat—so let's focus on the narrative of the Battle Royale, which revolves around the Zero Point. This unstable energy source lies at the heart of Fortnite's world, driving interdimensional conflicts, reshaping the island, and introducing various factions and themes.

THE ZERO POINT'S ROLE ACROSS CHAPTERS

Chapter 1: The Zero Point emerged as a major plot element, causing mysterious disruptions and drawing attention from powerful factions. These included The Seven, a group dedicated to stabilizing realities, and the Imagined Order (IO), an organization seeking to exploit the Zero Point for control. **Chapter 2:** The Zero Point was exposed, triggering The Device

event and flooding the island. This chapter escalated conflicts, culminating in the battle against Galactus, the Marvel cosmic villain, who attempted to consume the Zero Point. Players, alongside allies like Iron Man, repelled Galactus, but the island was left further destabilized, setting the stage for Chapter 3. **Chapter 3:** The war between The Seven and the IO took center stage as the IO sought to dominate the island's reality.

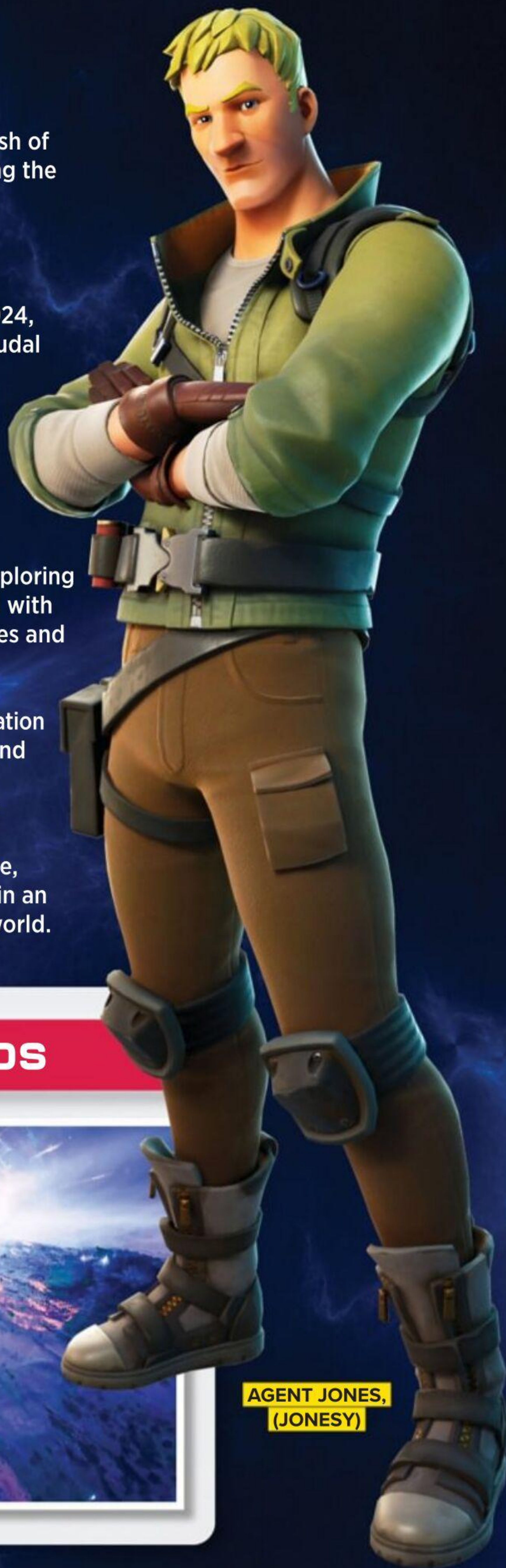
The chapter featured the dramatic Collision event, where players piloted a giant mech to destroy the IO's Doomsday Device. Key figures like Geno, the IO's leader, emerged as shadowy antagonists, while The Seven's mission to protect the Zero Point intensified. **Chapter 4:** The Zero Point fractured reality, shattering the island into floating shards in space. Players participated in the live Fracture event, rebuilding the island piece by piece. This chapter blended Fortnite's lore with collaborations like Doctor Who, as the island became a hub for multiversal incursions. **Chapter 5:** The Zero Point transformed into the Reality Nexus, linking dimensions and increasing multiversal instability. New characters, such as The Rift Warden and Amy, a Seven-aligned AI, emerged to confront these growing threats. The chapter

ended with a climactic clash of converging realities, paving the way for Chapter 6.

CHAPTER 6: THE HUNTERS RISE

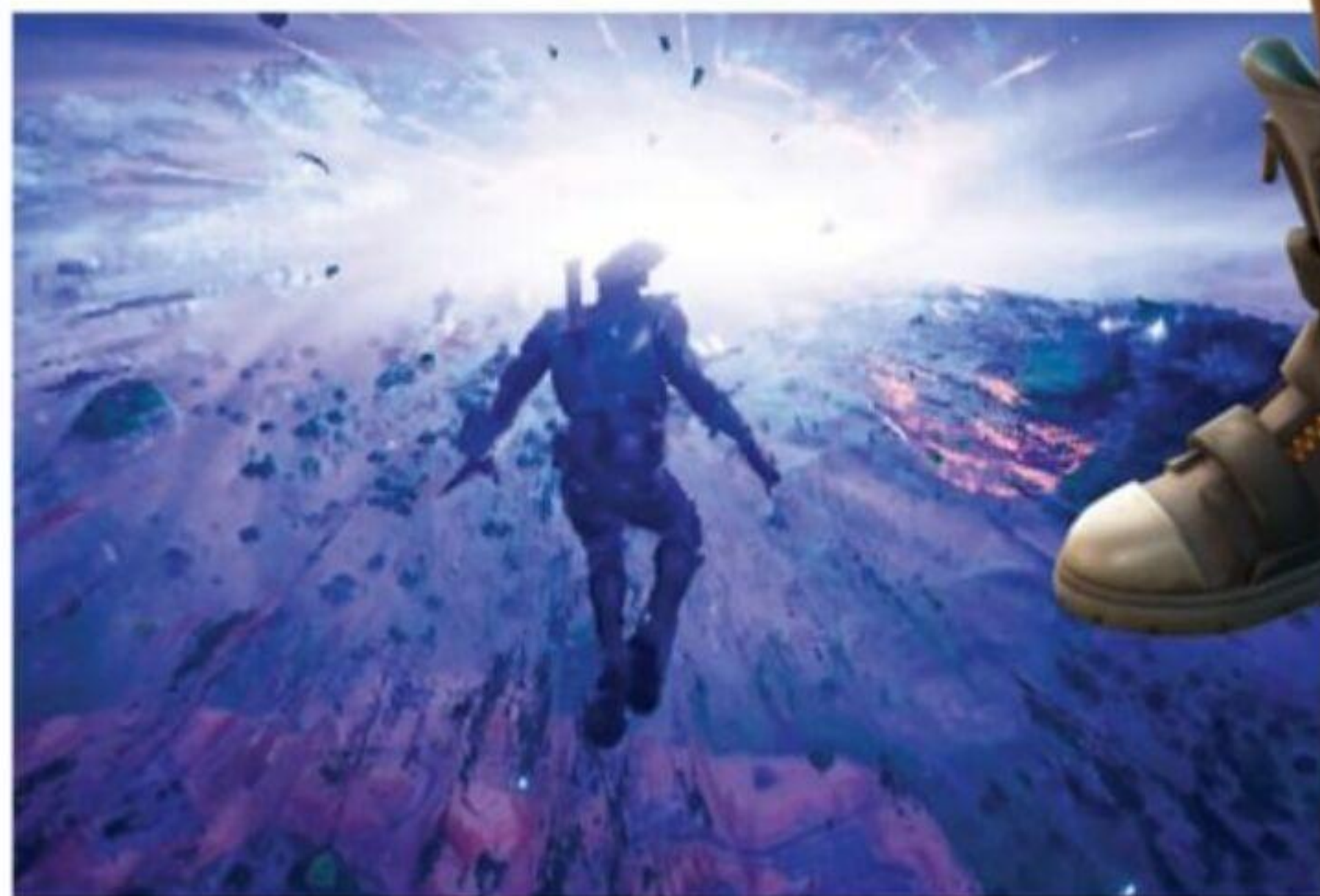
Launched in December 2024, Chapter 6 introduced a feudal Japanese-inspired storyline. Following the Reality Nexus' explosion, the island entered a state of supernatural chaos. Players now face Shogun X, a demonic warrior, and other mythic foes while exploring a transformed island filled with imperial cities, spirit shrines and oni-infested lands.

The Zero Point remains central, its latest transformation unleashing new dangers and summoning new heroes. Fortnite's ability to evolve its storyline has made its narrative a defining feature, keeping players engaged in an ever-changing, dynamic world.



WHEN THE WORLD ENDS

Events remain a cornerstone of player engagement in Fortnite. These pivotal moments, especially those marking the end of seasons and, more significantly, chapters, draw millions of players together to celebrate one of the most iconic franchises in video game history.



**AGENT JONES,
(JONESY)**

MYSTICAL ISLAND



As expected, Chapter 6 introduces a new island called Oninoshima (code-named Hermes), featuring a mix of locations—some tied closely to the Hunters' oriental theme and likely to change with the next season on Feb. 21—and others that may remain throughout the chapter or longer.

Among the standout features of this map are the so-called modern marvels, which bring a fresh dynamic to gameplay. For instance, Seaport City boasts a dense commercial district ideal for close-quarters combat, making it the Tilted Towers of the modern era for players seeking immediate action.

Another highlight is the Shining Span, a grand bridge connecting Seaport City to neighboring areas like Canyon Crossing, a scenic cliffside village known for its rival bun shops.

True to Fortnite's style, the island feels alive, constantly evolving as the season progresses. This is just the starting point for Chapter 6's journey.



TWINKLE TERRACE

A midsize town with three to four levels that make it challenging to locate and confront your rivals. Some areas with unbreakable stone structures make it hard to navigate at the start of the game.



FOXY FLOODGATE

We have another location with a high likelihood of remaining intact, since it is a large dam complex not tied to any specific theme. It's easily one of our favorite spots to start the game.



SEAPORT CITY

This area has a large number of vertical buildings, meaning that combat here will happen at close range most of the time. The city is built on the water but has a large suspension bridge that crosses the bay.



MASKED MEADOWS

We believe this small town will remain for a while, though it may change names. Despite its small size, it tends to be crowded at the start of the game and doesn't have a large number of chests available.



SHINING SPAN

With its massive suspension bridge, this is a great starting point. It has chests located on both sides and is easy to spot when descending from the Battle Bus. Beneath the roadway are catwalks for extra exploration.

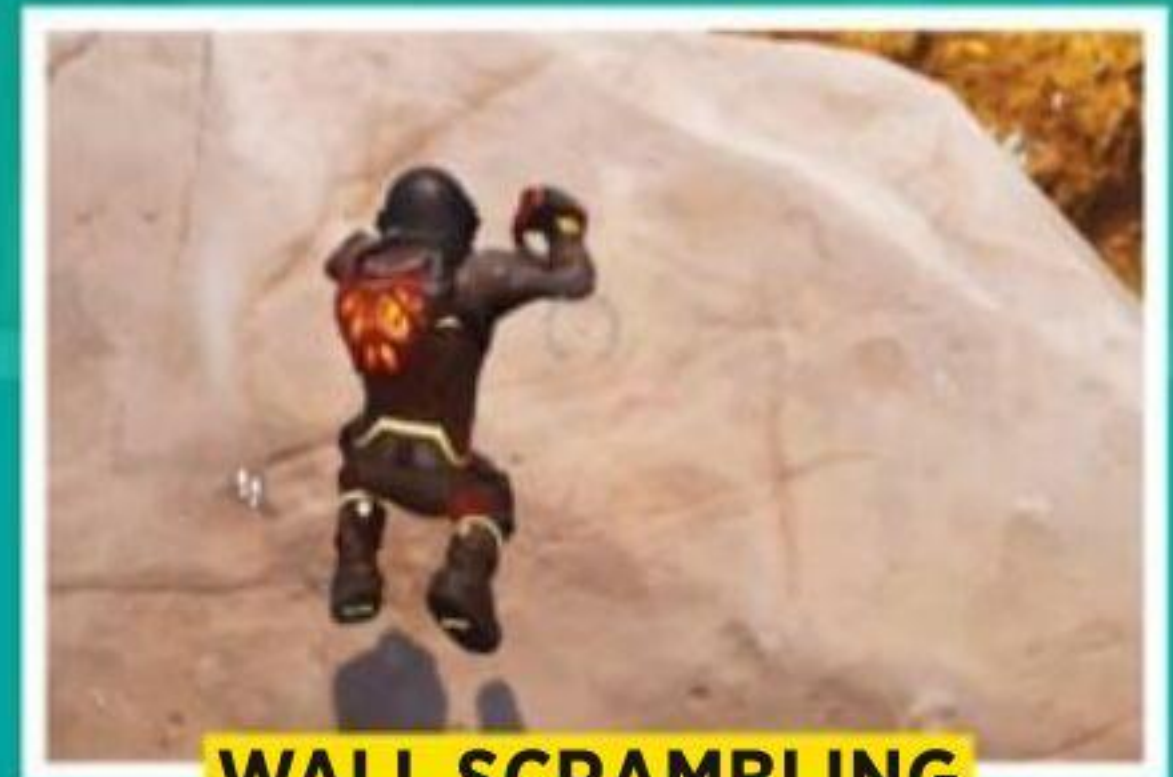
GAMEPLAY

PARKOUR COMES TO FORTNITE

The new chapter on the island retains the classic Battle Royale gameplay, featuring 100 players fighting for survival, but introduces several fresh elements that enhance the experience. These additions not only make movement transitions smoother but also add excitement to chase sequences. Notably, samurai swords appear early in the chapter, bringing unique advantages that further elevate the parkour mechanics. Among these is the Typhoon Blade, a devastatingly precise weapon. When unsheathed, it enables rapid strikes and provides perks such as reduced stamina consumption while sprinting and increased sprint speed. These abilities make it invaluable for both evading pursuers and executing surprise attacks. Key new moves include wall scrambling, ground rolls, launch jumping and wall kicks/wall runs, all of which enrich exploration and player-versus-player encounters across the map.

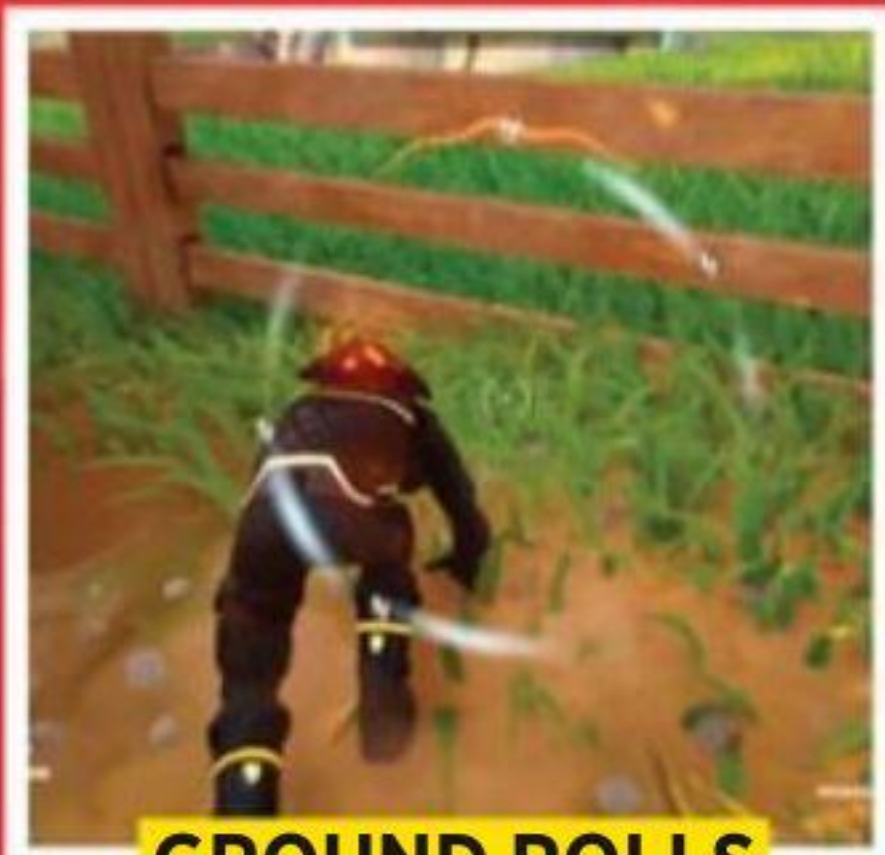
ROGUE BIKE

Speed enthusiasts have exciting new options to explore. The Rogue Bike, a sleek motorcycle, is perfect for pulling wheelies and doing donuts. For those who prefer cars, the Void Burn—a high-performance, sporty two-door—offers a fast and stylish way to reach your destination in no time.



WALL SCRAMBLING

You can now climb a few steps up when facing a wall, providing an exciting new way to reach higher levels—similar to the mechanics seen in Assassin's Creed. To perform this move, sprint toward a wall and hold the jump button upon contact. This maneuver can also be seamlessly chained with wall kicks for even more dynamic movement.



GROUND ROLLS

Chapter 6 introduces ground rolls, a new mechanic that lets you perform a barrel roll upon landing. Simply hold or tap the jump button just before hitting the ground during a fall to execute the roll and regain some stamina.



LAUNCH JUMPING

While sprinting near a ledge—whether it's a cliff or a rooftop—launch to perform a ledge jump! This move propels you farther than a standard jump, letting you reach areas that would otherwise be inaccessible.



WALL KICKS/WALL RUNS

You can now use walls on your left or right as platforms for extra jumps. As long as a wall is available on either side, you can repeat this action indefinitely. To perform it, simply press the jump button while airborne and in contact with a wall.

LET'S GRAB XP FAST!

Epic Games has unified all Battle Passes, so any XP earned in any mode—Battle Royale, Lego Fortnite or Festival—contributes to tier progression. However, this change initially made leveling up more challenging, sparking community complaints. In response, Epic implemented adjustments, improving XP rewards across various activities.

Key updates include higher daily bonus goals, fixed Lego Fortnite Quest XP (now granting 25,000 XP instead of 700), and increased weekly XP across modes such as Save the World, Lego Fortnite, Reload and Creative. These changes help players unlock skins and cosmetics more efficiently, although managing them all might turn your locker into a delightful chaos!



THANK YOU!

Saying “Thank You” to the bus driver is a simple gesture that earns you the first XP of each match. To do this, press the down button on your controller while still on the Battle Bus. Be sure to thank the driver before jumping, as you’ll miss out on the 250 XP if you forget. Additionally, players can earn an extra 3,000 XP by achieving a Victory Royale after thanking the bus driver, unlocking the achievement, “This one’s for you: Win a match after thanking the bus driver.”



The community has voiced concerns that this Battle Pass is harder to complete. However, it seems many have forgotten just how challenging it was back in 2017 and 2018!

ACTION	REWARD
ADVENTURE BUDDIES: first player to hire a character	250 XP
AMMO SCROUNGER: 5 ammo boxes searched in a match	250 XP
AMMO SCAVENGER: 10 ammo boxes searched in a match	1,750 XP
ASSAULT SPECIALIST: 500 assault rifle damage in a match	250 XP
ASSAULT EXPERT: 1,000 assault rifle damage in a match	250 XP
BOTTOMLESS CLIP: 1,000 ammo collected in a match	1,250 XP
CAMPFIRE	250 XP
CASH REGISTER	250 XP
CATCH FISH	80 XP per fish
DAILY QUESTS	1,000 XP per quest, 20,000 XP for completing all three
DISCOVER LANDMARKS	250 XP per landmark
DOUBLE ELIMINATION: 2 eliminations within a short duration	100 XP
DOUBLE DIGITS: 10 eliminations in a match	2,500 XP
ELIMINATIONS	750 XP per elimination
ELIMINATION COLLECTOR: 15 eliminations in a match	3,500 XP
EYE IN THE SKY: 5 map markers placed while in a squad	1,250 XP
FIRST CATCH: first player to catch a fish	1,250 XP
FIRST PLAYER to talk with a character	1,250 XP
FISHING BARREL	250 XP
GOLD RUSH: 250 bars collected in a match	1,250 XP
HEADHUNTER: 10 headshots hit in a match	1,100 XP
HEADSHOT: player downed with a headshot	250 XP
KICKSTART QUESTS	15,000 XP per task
LOOT COLLECT: 5 chests searched in a match	250 XP
LOOT STOCKPILER: 10 chests searched in a match	250 XP
MIST OF METAL: 250 shots fired in a match	250 XP
NAMED LOCATION DISCOVERED	5,000 XP
NEW STORM CIRCLE	2,000 XP per new circle
OPEN CHESTS	750 XP per chest
OPEN ELEMENTAL CHEST	250 XP

ACTION**REWARD**

OPEN SUPPLY DROPS	135 XP per drop
OVER THRONE: win a match after capturing a player's crown	3,000 XP
PLAYTIME XP (Battle Royale): 24,000 XP every 15 minutes, up to	240,000 XP per day
PRODUCE BOX	250 XP
POWERFUL PARKOUR: 20 wall kicks, wall scrambles, ledge jumps or ground rolls in a match	1,500 XP
RARE AMMO BOX	500 XP
SEARCH AMMO BOXES	500 XP per box
SHOPPING SPREE: first player to purchase an item	250 XP
SHOTGUN SPECIALIST: 500 shotgun damage in a match	250 XP
SINGLE DIGIT: 5 eliminations in a match	500 XP
SLURP BARREL	250 XP
SMG SPECIALIST: 500 SMG damage in a match	250 XP
SMG EXPERT: 1,000 SMG damage in a match	250 XP
STORM RUNNER: win a match without taking storm damage	3,000 XP
SUCCESSION: captured a victory crown	1,250 XP
SUPPLIES INBOUND: 100 ammo supplied by supply specialists in a match	1,250 XP
SURVIVOR I: 50 players remaining	250 XP
SURVIVOR II: 25 players remaining	250 XP
SURVIVOR III: 10 players remaining	250 XP
THIS ONE IS FOR YOU: Win a match after thanking the bus driver	3,000 XP
TRAIN HEIST CHEST	500 XP
THANK THE BATTLE BUS DRIVER	250 XP
THIS ISN'T ZERO BUILD: Win a match in build mode without building	3,000 XP
TWIN BUILDER: 100 structures built in a match	1,750 XP
VICTORY ROYALE	1,500 XP
VILLAGE BUILDER: 50 structures built in a match	1,250 XP
WEEKLY QUESTS	25,000 XP per quest
WEAK SPOT STREAK	250 XP
YOU SHOULDN'T HAVE: 3 gifts collected from NPCs in a match	1,250 XP



BATTLE ROYALE



ere is the initial lineup of weapons for Battle Royale Chapter 6. As usual, this group may be adjusted

slightly at the start of each season. However, the most significant changes throughout the year are likely to involve themed weapons rather than the core arsenal. These themed weapons often impact gameplay by providing unique effects, such as increased speed or enhanced jumping ability. It's expected that the classic arsenal will remain relatively stable, while more themed weapons will be introduced and subsequently nerfed at the end of each season.

CHAPTER 6 ARSENAL

ASSAULT RIFLES

HOLO TWISTER ASSAULT RIFLE



RARITY Common, Uncommon, Rare, Epic and Legendary

DPS 155.4 - 160.9 - 172.0 - 183.1 - 188.7

DAMAGE 28 - 29 - 31 - 33 - 34

AMMO TYPE Medium bullets

MAGAZINE SIZE 25

RELOAD TIME 2.8s - 2.6s - 2.5s - 2.4s - 2.2s

ENHANCED HOLO TWISTER ASSAULT RIFLE



RARITY Mythic

DPS 199.8

DAMAGE 36

AMMO TYPE Medium bullets

MAGAZINE SIZE 25

RELOAD TIME 2.1s

SHOTGUNS

SENTINEL PUMP SHOTGUN



RARITY Common, Uncommon, Rare, Epic and Legendary

DPS 78.2 - 83.3 - 87.5 - 91.8 - 96.9

DAMAGE 92 - 98 - 103 - 108 - 114

AMMO TYPE Shells

MAGAZINE SIZE 4

RELOAD TIME 5.3s - 5.1s - 4.9s - 4.6s - 4.4s

SHOTGUNS

ENHANCED SENTINEL PUMP SHOTGUN



RARITY Mythic

DPS 101.1

DAMAGE 119

AMMO TYPE Shells

MAGAZINE SIZE 5

RELOAD TIME 4.1s

TWINFIRE AUTO SHOTGUN



RARITY Common, Uncommon, Rare, Epic and Legendary

DPS 123.5 – 129.2 – 136.8 – 144.4 – 150.1

DAMAGE 65 – 68 – 72 – 76 – 79

AMMO TYPE Shells

MAGAZINE SIZE 14

RELOAD TIME 5.7s – 5.4s – 5.2s – 4.9s – 4.6s

ENHANCED TWINFIRE AUTO SHOTGUN



RARITY Mythic

DPS 157.7

DAMAGE 83

AMMO TYPE Shells

MAGAZINE SIZE 14

RELOAD TIME 4.2s

SHOTGUNS

ONI SHOTGUN



RARITY Common, Uncommon, Rare, Epic and Legendary

DPS 96.2 – 102.5 – 107.5 – 113.7 – 118.7

DAMAGE 77 – 82 – 86 – 91 – 95

AMMO TYPE Shells

MAGAZINE SIZE 2

RELOAD TIME 2.4s – 2.3s – 2.2s – 2.0s – 1.9s

ENHANCED ONI SHOTGUN



RARITY Mythic

DPS 123.7

DAMAGE 99

AMMO TYPE Shells

MAGAZINE SIZE 2

RELOAD TIME 1.8s



The Fishstick outfit was released December 2018, during Season 7.

SUBMACHINE GUNS

VEILED
PRECISION
SMG



RARITY Common, Uncommon, Rare, Epic and Legendary

DPS 154.5 – 164.8 – 176.1 – 185.4 – 195.7

DAMAGE 15 – 16 – 17 – 18 – 19

AMMO TYPE Light bullets

MAGAZINE SIZE 21

RELOAD TIME 2.3s – 2.2s – 2.1s – 2.0s – 1.9s

NIGHT ROSE
VEILED PRECISION
SMG



RARITY Mythic

DPS 206

DAMAGE 20

AMMO TYPE Light bullets

MAGAZINE SIZE 21

RELOAD TIME 1.8s

SUBMACHINE GUNS

SURGEFIRE
SMG



RARITY Common, Uncommon, Rare, Epic and Legendary

DPS 79.7 – 87 – 94.2 – 101.5 – 108.7

DAMAGE 11 – 12 – 13 – 14 – 15

AMMO TYPE Light bullets

MAGAZINE SIZE 40

RELOAD TIME 3.6s – 3.4s – 3.3s – 3.1s – 2.9s

ENHANCED
SURGEFIRE
SMG



RARITY Mythic

DPS 116

DAMAGE 16

AMMO TYPE Light bullets

MAGAZINE SIZE 40

RELOAD TIME 2.8s

Season 9, May 2019,
the Bracer outfit
was released.



Weapons, as always, will come and go through the seasons, but these are the ones used for C6S1.

FURY ASSAULT RIFLES

FURY ASSAULT RIFLE



RARITY Common, Uncommon, Rare, Epic and Legendary

DPS 163.9 – 171.3 – 178.8 – 186.2 – 193.7

DAMAGE 22 – 23 – 24 – 25 – 26

AMMO TYPE Medium bullets

MAGAZINE SIZE 28

RELOAD TIME 2.9s – 2.7s – 2.6s – 2.5s – 2.3s

ENHANCED FURY ASSAULT RIFLE



RARITY Mythic

DPS 208.6

DAMAGE 28

AMMO TYPE Medium bullets

MAGAZINE SIZE 28

RELOAD TIME 2.2s

PISTOL

SUPPRESSED PISTOL



RARITY Common, Uncommon, Rare, Epic and Legendary

DPS 155.2 – 168.7 – 175.5 – 182.2 – 195.7

DAMAGE 23 – 25 – 26 – 27 – 29

AMMO TYPE Light bullets

MAGAZINE SIZE 12

RELOAD TIME 1.5s – 1.4s – 1.4s – 1.3s – 1.2s

243 | 300

EDIT

SIMPLE EDIT

If you're not into building but don't want to dive into Zero Build mode either, Epic has introduced a new feature in Chapter 6 called Simple Edit.

This feature simplifies the building process in Fortnite. With just one button press, you can quickly edit the part of the structure you're focused on, eliminating the need to manually select tiles.

Simple Edit streamlines the building process, making it faster and more intuitive. Whether you're an experienced builder or

new to Fortnite's building mechanics, this feature is designed to enhance your gameplay and help you build with ease.

To enable or disable Simple Edit in Fortnite: open settings; navigate to the game tab; look for the building section; scroll down to find Simple Edit; toggle Simple Edit on or off.

(Optional) Activate the tap to Simple Edit option for a single-press edit.

If you prefer to hold and drag to control the edit timer, turn off the tap to Simple Edit option.

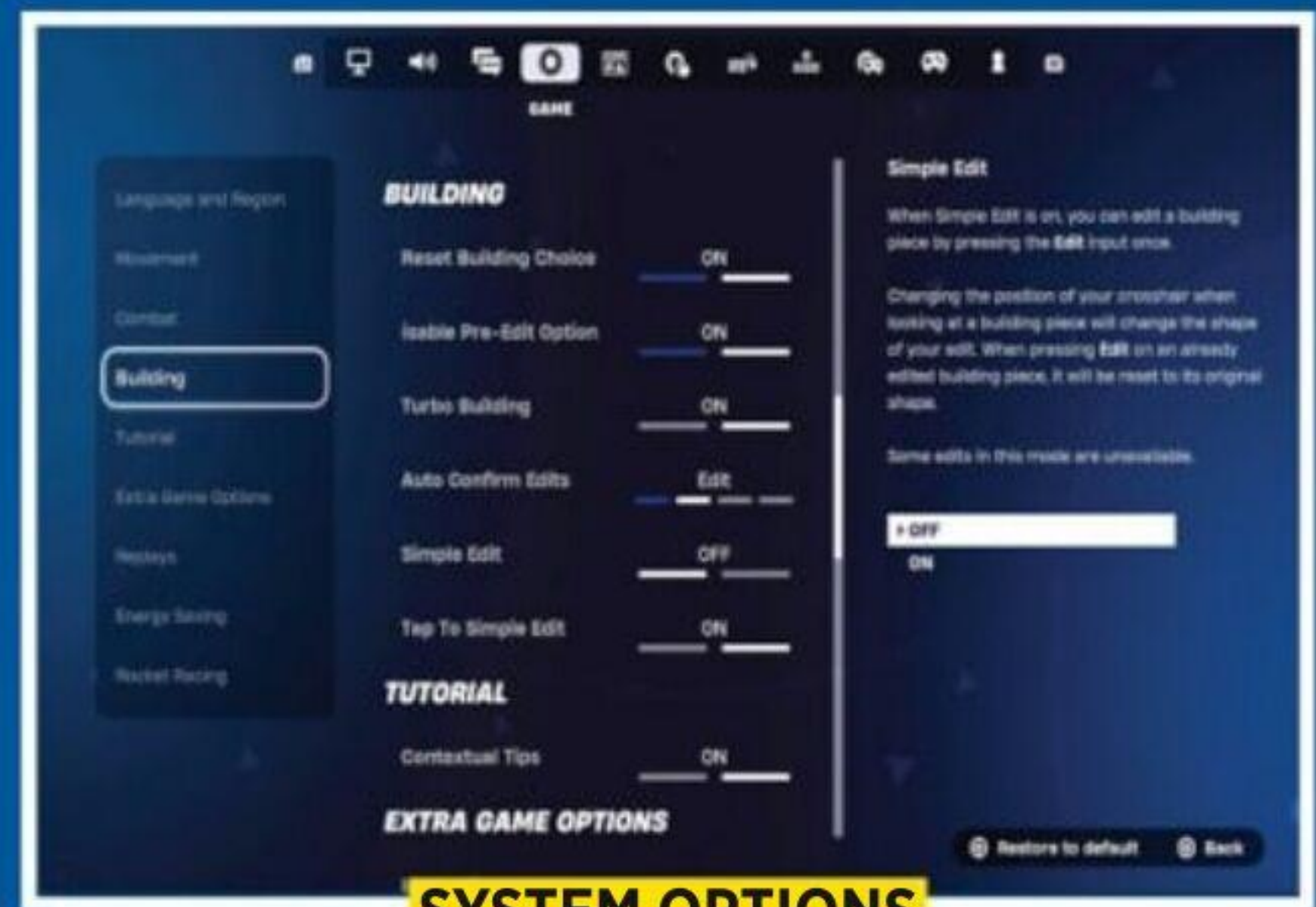


TAKING STEPS BACK

The edit is based on the part of the building you're looking at, rather than requiring you to manually select tiles. It automatically applies the building edit, eliminating the need for tile selection.

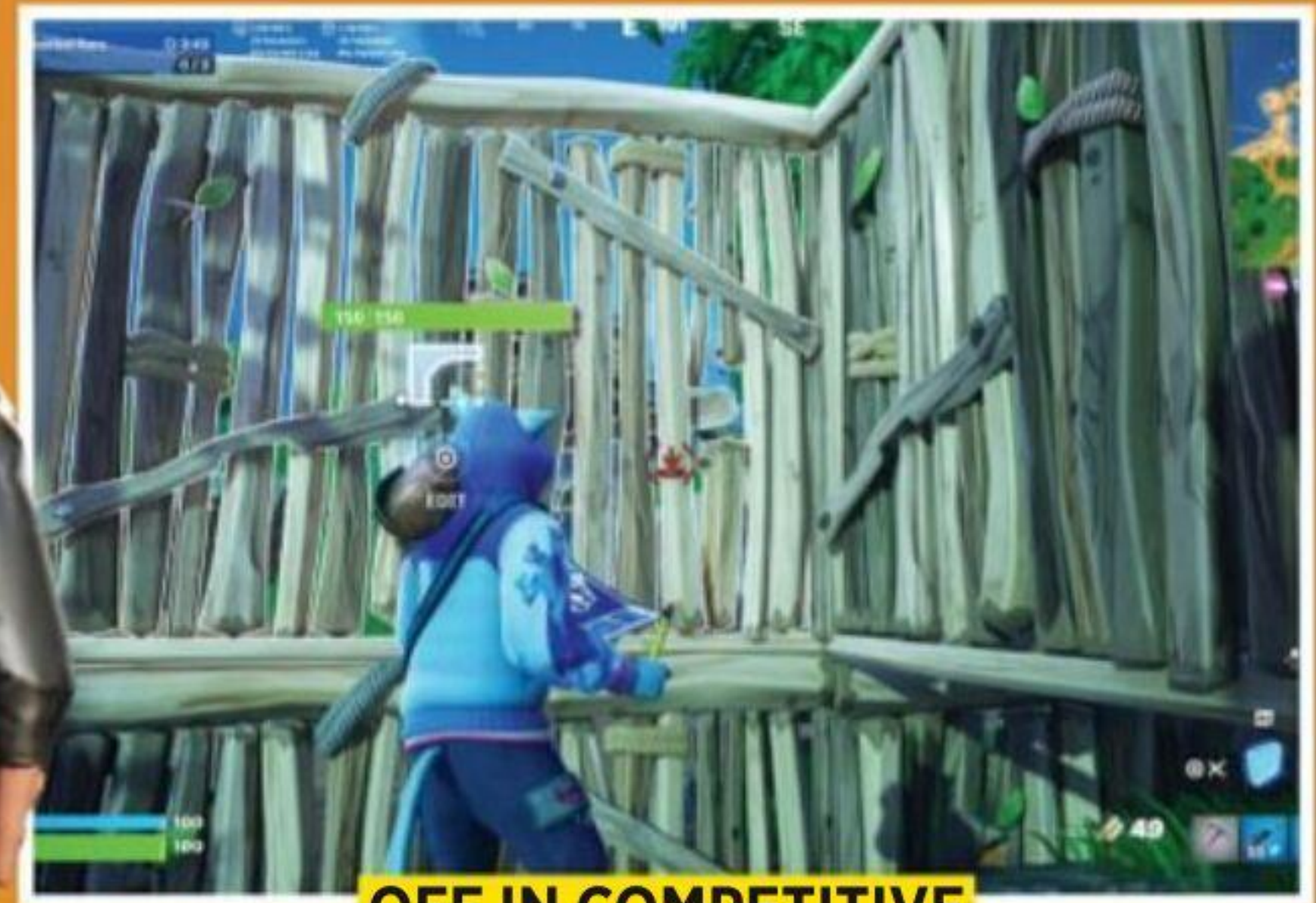


I hardly recognize
Outcast without
the fishing
rod in her hands.



SYSTEM OPTIONS

Simple Edit streamlines the building aspect of the game, but keep in mind that it is totally optional ... you can keep it classic.



OFF IN COMPETITIVE

No matter how much fun you are having with the Simple Edit, be aware that this feature is not available in competitive game modes.



OPTIONAL AND SIMPLIFIED

Even if you're an experienced player, you should give this new feature a try. It's not just for beginners; it's simply a different way to build.

OG
EXPERIENCE

OG IS HERE TO STAY!

AFTER THE HUGE SUCCESS OF
ITS TRIUMPHANT RETURN

The official art for
Fortnite OG Chapter 1,
Season 1, released
on Dec. 6, 2024.



n 2024, Fortnite's OG experience made a triumphant return, sparking nostalgia by reintroducing its original Chapter 1 map.

The event was a massive success, attracting over 44.7 million active players and accumulating 102 million hours of gameplay shortly after launch. This nostalgia-driven update also revitalized Fortnite's presence on streaming platforms, with

14.4 million hours watched in a single day and a peak of 1.6 million concurrent viewers (its highest figures since late 2019 and 2022, respectively).

Despite the overwhelming engagement, Fortnite OG faced some criticism from the community. Changes such as skill-based matchmaking and the introduction of bots sparked debate, with some players appreciating the competitive

balance, while others felt these features detracted from the unpredictability of the classic experience. These discussions highlighted the challenge of balancing nostalgia with modern gaming expectations.

Did Epic learn from this experience that "saved" Fortnite from a decline in its player base? To find the answers, we need to go back to where it all began: Chapter 1, 2017.

SHORT BUT INTENSE BATTLE PASSES



s explained earlier in “What’s New,” the Crew subscription aims to offer more than just cosmetics each month. Starting now, the model includes all Battle Passes. However, to keep players engaged, Epic Games plans to stagger the release timings of these Battle Passes, unlike the simultaneous launches seen in Chapter 6 (Battle Royale, OG with a one-week delay, Lego, Festival and Rocket Pass).

In this new approach, OG seasons are shorter than Battle Royale seasons, with staggered release and end dates. For example, while Chapter 6, Season 1 of Battle Royale ends on Feb. 21, OG Chapter 1, Season 1 concludes on Jan. 31. Despite the shorter duration, the OG Battle Pass is priced at the same upgraded cost of 1,000 V-Bucks. This pass offers only 45 tiers

FUELED BY INFLUENCERS

The release of the OG mode had a massive impact on Fortnite’s player count. Influencers like Ninja led the charge, with the player count for OG and OG Zero Build modes more than doubling compared to Battle Royale during the launch period.



of rewards—significantly fewer than the expected 100.

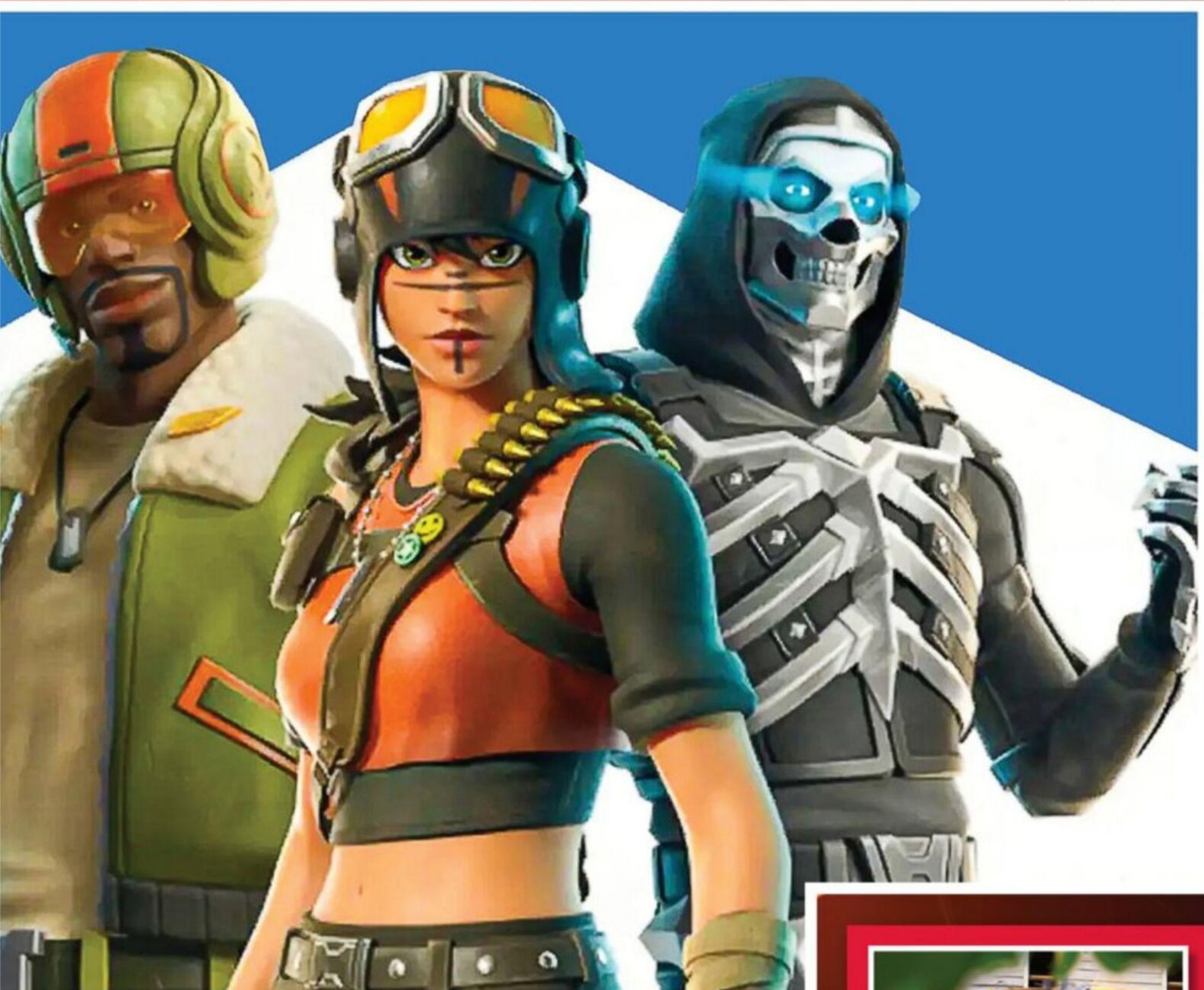
Epic has not confirmed if this shorter Battle Pass model will be permanent for OG or if it’s a one-time adjustment to differentiate its schedule from Battle Royale. Regardless, this hasn’t hindered its popularity; during the launch weekend, over

half of Fortnite players chose the nostalgic OG mode over the new Chapter 6, Season 1 experience.

The OG Battle Pass rewards focus on classic sets with a modern flair. Season 1 highlights included Renegade Rebel, Aerial Assault Bomber and Skull Commander, each featuring an unlockable alternate style.

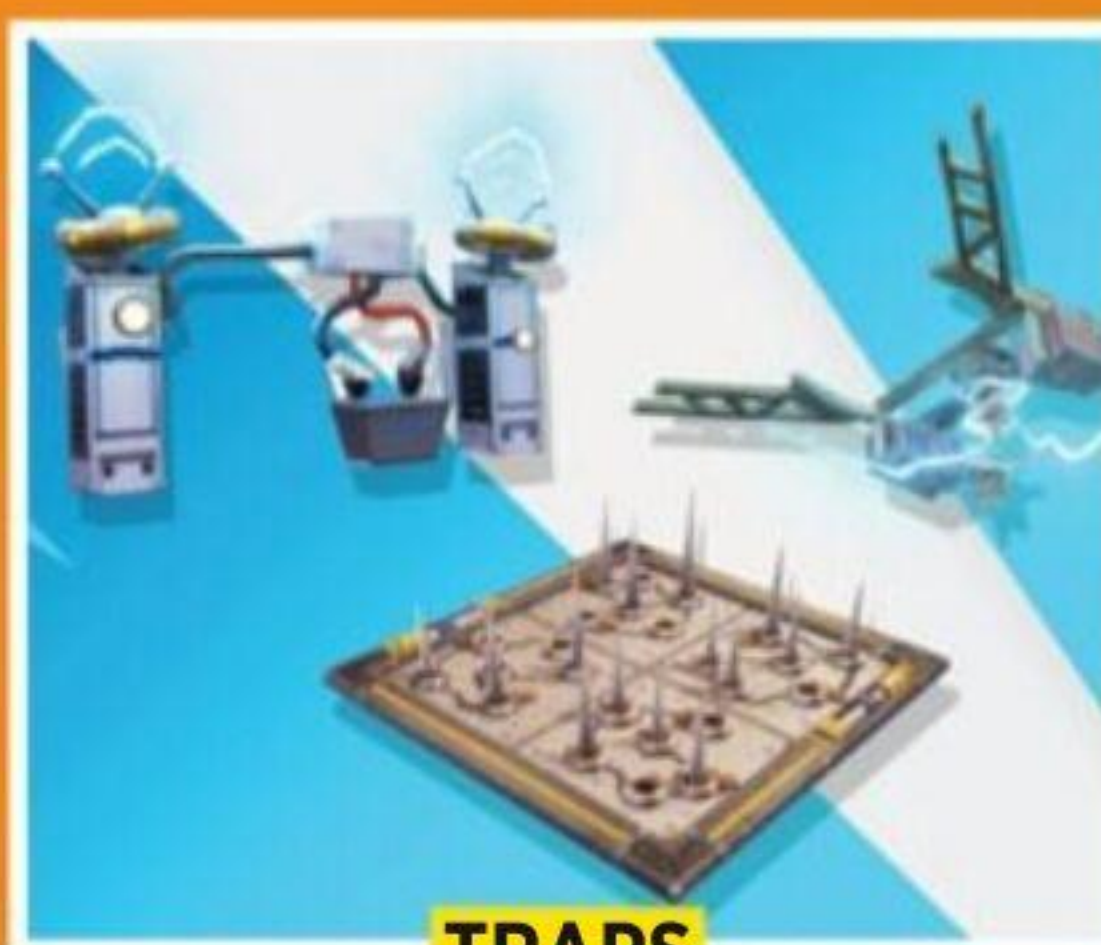
Here are the first **three skins** that were part of the OG Battle Pass for C1S1.





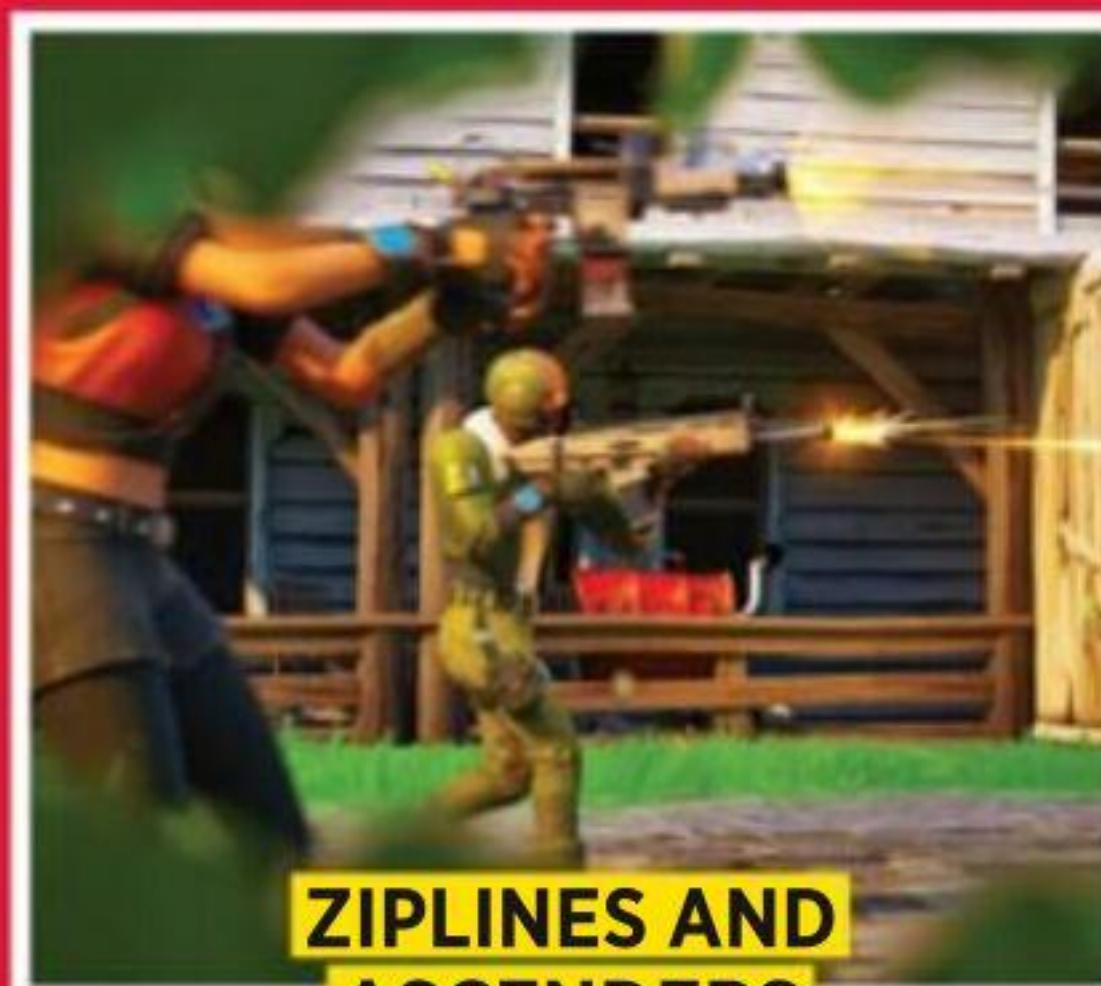
WEAPONS

On the first day of Fortnite OG, the loot pool mirrored that of Fortnite Battle Royale Chapter 1, Season 1, as it was over seven years ago. Additional items were gradually unvaulted as Chapter 1, Season 1 progressed.



TRAPS

Traps made a return in OG, even though they are not part of the current gameplay in Chapter 6, Season 1. What came as a surprise, however, was their inclusion in OG Zero Build. These classic traps included the Damage Trap, Ceiling Zapper and Wall Dynamo.



ZIPLINES AND ASCENDERS

To assist OG Zero Build players, ziplines and ascenders were added as exceptions to help them access hard-to-reach locations. Beyond this, the original Fortnite Battle Royale map from 2017 was magnificently recreated. Great attention to detail ensured that every tree, chest, car and object was placed exactly where players remember it.

SEASON 1 OG MAP

This isn't just about nostalgia—it's a celebration of video game history. Fortnite Season 1, originally launched as a survival shooter with tower defense elements, struggled at first, but ultimately transformed into the most successful live service game ever created.

The original 2017 map has been recreated in OG, capturing every detail. But it's not just the island—every aspect of the gameplay has been brought back. Loot is much more limited, and players have returned to the old strategy of landing on building rooftops. Epic's goal with OG is to transport players back in time with each new season, meaning the island will evolve to reflect different eras of Fortnite's history.

Will iconic events also be recreated? Are we counting down the days until Tilted Towers returns? Absolutely, we are!



PLEASANT PARK

This was our starting point back in the day. Making a full loop around the soccer field, clearing houses while engaging in battles, and walking away with some great loot was an incredible experience.



LOOT LAKE

Loot Lake holds a significant place in Fortnite's history, with countless major events unfolding at this iconic location. Interestingly, in Season 1, it wasn't the most thrilling spot to start a game. However, it was a favorite for snipers who loved camping on the central island.

GREASY GROVE

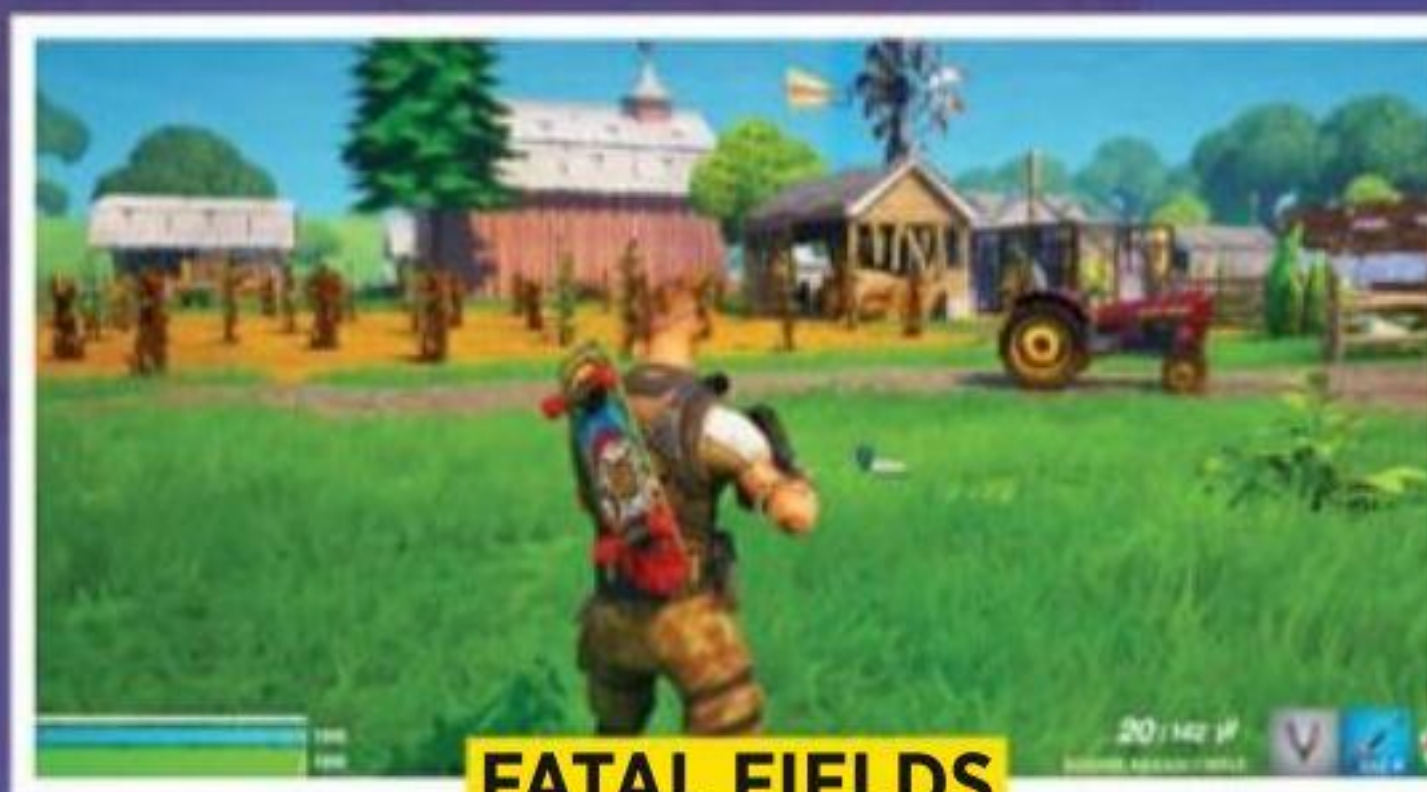
Who didn't love landing at the Durr Burger restaurant at the start of a game? This iconic location remained a fan favorite until Season X (August to October 2019), when it was replaced—much to everyone's surprise—with a Tacos restaurant.





FLUSH FACTORY

This remote location wasn't a favorite among players, likely due to its distance from the action. However, its isolation may have contributed to its longevity on the island. Even after it was removed, remnants like half-buried toiletbowls remained, almost like archaeological artifacts.



FATAL FIELDS

Due to its open-air nature, it was a place we would quickly leave when the game started. However, we still loved the countryside atmosphere that Fatal Fields provided. The area was originally removed from the game after the events of The End.

HOW SKINS WILL WORK

The outfits are closely tied to skins from Fortnite's original Season 1 in 2017, as they were initially released during the same time. The first Battle Pass featured only three outfits and 45 tiers, with some skins being remakes of old classics. These skins have undergone numerous recreations over the years, as can be seen in the examples listed here.

For instance, the Renegade Rebel, an outfit unlocked immediately after purchasing the Season 1 OG Pass, is a remake of the Renegade Raider, a skin originally introduced in Season 1. This isn't the first time the Renegade Raider has inspired a new skin. Examples include the Mythical Blaze outfit, Renegade Lynx (a hybrid of Renegade Raider and Lynx), and the Skeletara reskin.

A similar pattern occurred with the Aerial Assault Bomber and Skull Commander, both of which trace back to the item shop and were originally released in 2017. Over time, these models have been reimagined in various forms, filling our lockers with an abundance of variants.

It's worth noting that Skull Trooper, the original inspiration for the Skull Commander skin, was one of the first skins available for purchase in the Fortnite Shop, alongside Renegade Raider and Ghoul Trooper.

Renegade Raider 2017



Blaze 2020



Gingerbread Raider 2020



Aerial Assault Trooper 2017



Yuletide Ranger 2017



Hyperion 2018



Skull Trooper 2017



Skull Trooper Green Glow 2018

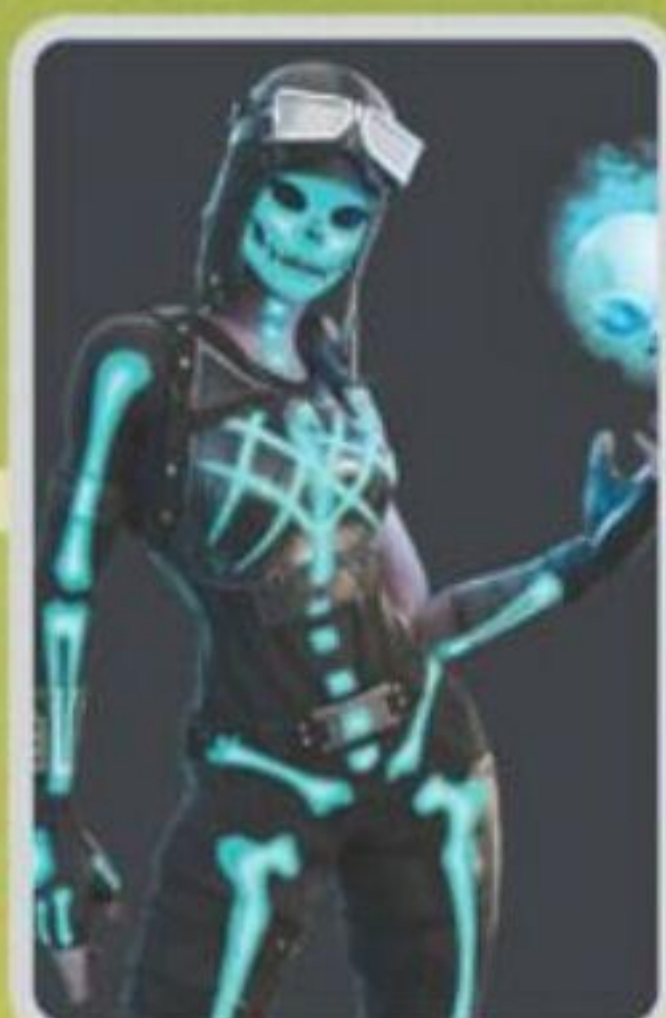


Yule Trooper 2019



2017-2025

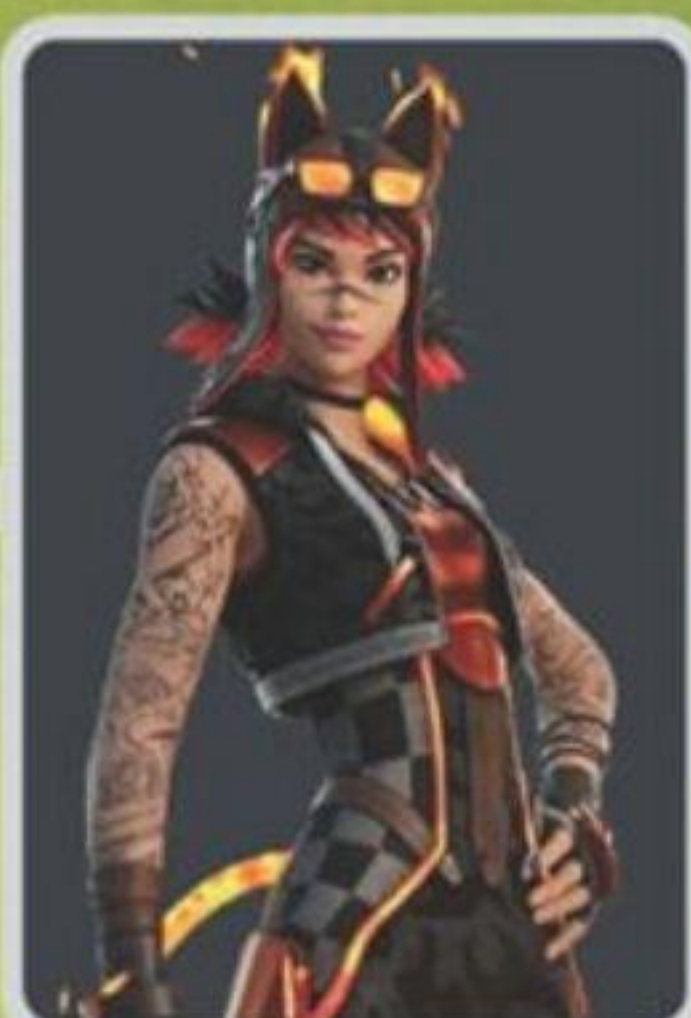
Skeletara
2021



Permafrost
Raider 2021



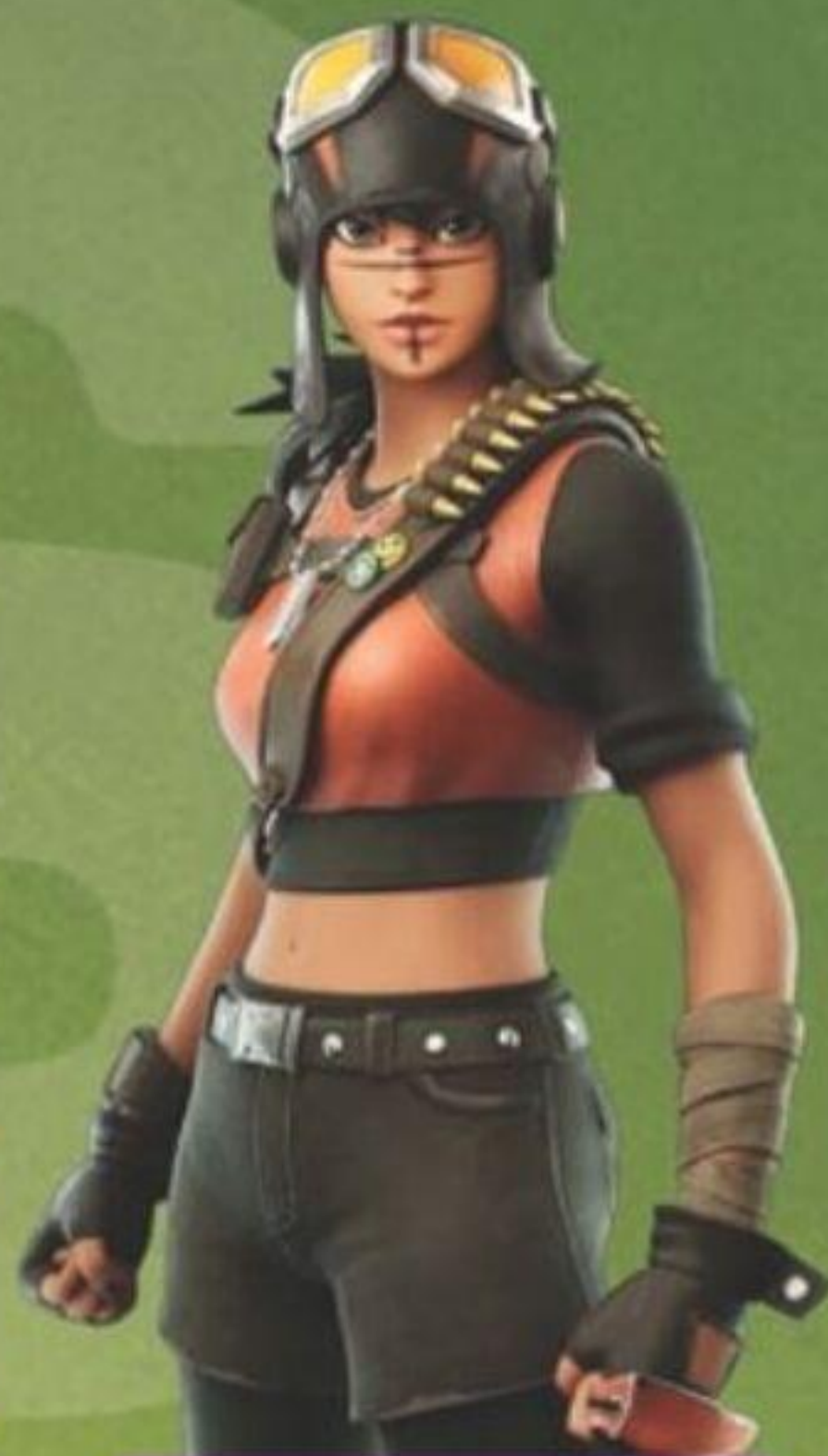
Renegade
Lynx 2023



Gingerbread
Runner 2023



Renegade
Rebel 2024



Blue Striker
2018



Maximilian
2018



Giddy-Up
2018



Stratus
2019



Aerial Assault
Bomber 2024



Skull Trooper
Inverted 2019



Party Trooper
2020



Skull Trooper
Guilded 2021



Skulldrifter
2023



Skull Commander
2024



OG EXPERIENCE

OLD SCHOOL RULES

Some hidden details were faithfully replicated purely for fun—such as the inability to destroy objects while waiting on the spawn island before boarding the Battle Bus.

GAMEPLAY FROZEN IN TIME

Epic's goal is not just to bring back the map as it existed during a specific point in Fortnite's history but to recreate the combat, weapons and player movements from that era. To achieve this, certain compromises were made with existing features. For example, modern mechanics such as sprinting, sliding, mantling, door bashing, and moving while healing are available. However, features such as launch jumping, ground rolls, wall kicks/wall runs are excluded.

All of this is part of a fixed framework that will evolve with new season releases. Classic maps

will return, adapted to include the weapons and major movement mechanics used at the time. For instance, traps, which are present in the OG Chapter 1, Season 1 map, will be removed in future maps. The same philosophy applies to building mechanics. Simple edits are allowed in normal matches but will not be available in Fortnite OG Cups (unprized open cups for the Fortnite OG game mode). In these cups, the original loot pool is used without competitive loot adjustments.

For rewards, Epic has modernized classic sets originally created during Season 1. This approach will continue in future OG seasons.



**TRAPS, DYNAMO
AND ZAPPER**

Bringing back the original animations from C1 of Fortnite OG is deeply nostalgic, but being able to use traps again made the experience even more enjoyable.



LIL' TANK

While the skins in OG Chapter 1, Season 1 are nostalgic, some of the emotes from this Battle Pass are truly outstanding—especially the Lil' Tank emote.

MATCHMAKING

When the original first season launched in 2017, matchmaking didn't exist, meaning rookies and pros were thrown together in the same matches. While new players were typically cautious, experienced players would dive in with a "Rambo-style" approach. However, if you were expecting Fortnite OG to revive that chaotic spirit, think again—this time, matchmaking is designed to group players of similar skill levels.



Overtaker, released in 2018, is another skin we would like to see in OG.



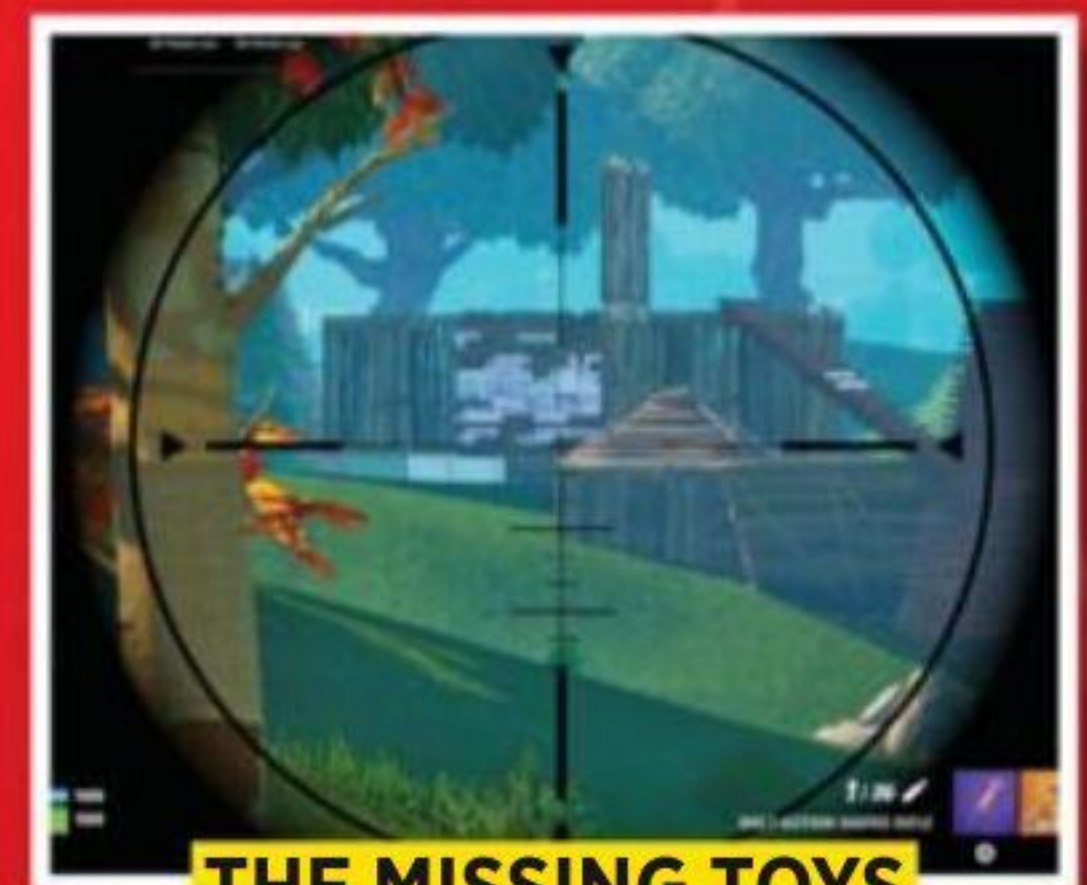
BOTS

In the original season, bots didn't exist, but they are present in Fortnite OG, despite significant complaints from the community, which wanted a fully authentic OG experience. Their inclusion is intended to ensure the game remains enjoyable for players of all skill levels, as these bots adjust to match your abilities.



ZERO BUILD

Zero Build mode didn't exist when Season 1 originally launched in 2017, but the new OG Chapter 1, Season 1 includes a mode for players who prefer Fortnite without the building mechanics. During the first weekend of OG, at its peak, the "normal" OG mode reached 1.1 million concurrent players, while Zero Build mode had around 200,000 players online. Those are impressive numbers.



THE MISSING TOYS

The loot pool in OG Chapter 1 brings back classic weapons we didn't realize we had been missing. From the semi-auto sniper rifle (complete with sniper scope glare) to the grenade launcher and the iconic revolver, these nostalgic additions are a big part of why OG is being played more than the regular season.

WHAT'S
NEW

LEGO FORTNITE ODYSSEY

THE DECEMBER 2023 LAUNCH
WAS A MILESTONE FOR BOTH EPIC
GAMES AND THE LEGO GROUP.

The Odyssey launch
artwork used by Epic.



lending Fortnite's gameplay with Lego's iconic building mechanics, this collaboration introduced an open-world survival and crafting experience that appealed to players of all ages. It brought a fresh perspective to Fortnite, akin to a Lego-inspired take on Minecraft. Built using Unreal Engine 5, the game features intricately detailed Lego assets and a sprawling 95-square-kilometer map, offering endless opportunities for creativity and exploration.

The game's reception was overwhelmingly positive, breaking records shortly after its release. Within days, Lego Fortnite peaked at 2.43 million concurrent players, surpassing the popularity of Fortnite's traditional Battle Royale mode, which reached a peak of 865,000 concurrent players during the same period. These milestones helped Fortnite as a whole achieve a record peak of over 6.6 million concurrent players in December 2023.

Lego Fortnite's success lies in its accessible, family-friendly design, bolstered by a strong emphasis on safe and inclusive gameplay. The integration of real-world Lego-inspired building blocks into the game strengthened the connection between digital and physical play, captivating fans of both mediums.

Throughout 2024, the game has expanded with regular updates, introducing new features such as Lego-themed skins, advanced building tools and seasonal events. Players have particularly embraced the open-ended Creative mode, which has fueled a vibrant ecosystem of community-generated content within Fortnite.

However, not everything was perfect in this Lego world. The community expressed disappointment over the limited building capabilities and a perceived lack of substantial evolution within the Lego universe. While minor improvements, such as enhancements to the tool durability system, were welcomed, there was criticism of increased monetization through Lego kits and the Battle Pass, overshadowing efforts to address gameplay shortcomings.



WHAT'S NEW

BEGINNER'S GUIDE

RESOURCES

To start building, you'll first need to gather various resources, each with multiple variants depending on the biome they come from. Initially, you can collect resources using just your hands, but tools will soon become essential. Below is the complete list of resources currently available in Lego Fortnite, along with methods for collecting them.

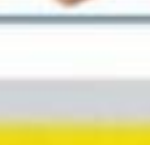
Lego Fortnite is primarily a survival game, drawing inspiration from Minecraft in its foundational mechanics. Players must gather resources and prepare for nighttime, when challenges typically arise—and inevitably will.

The real adventure begins as your long-term goal is to build a thriving city filled with

charming Lego villagers—the bigger, the better! At the start of the game, you only have your bare hands (two iconic round Lego pieces), which you can use to gather materials such as wood and granite. This is where crafting comes into play, kicking off the fun.

Now, let's dive into some tips and tricks to get your game started!

TYPE	NAME	ICON	RARITY	LOCATION	HOW TO COLLECT
Creature Items (Hostile)	Arctic Claw		Epic	Dropped by Frost Wolves	Hands
Creature Items (Hostile)	Bear Pelt		Uncommon	Dropped by Bears	Hands
Creature Items (Hostile)	Blast Core		Rare	Dropped by Blasters	Hands
Creature Items (Hostile)	Bone		Uncommon	Dropped by Skeletons	Hands
Creature Items (Hostile)	Brute Scale		Uncommon	Dropped by Brutes	Hands
Creature Items (Hostile)	Cursed Bone		Epic	Dropped by Skeletons	Hands
Creature Items (Hostile)	Frost Bear		Epic	Dropped by Frost Bears	Hands
Creature Items (Hostile)	Frost Brute Scale		Epic	Dropped by Brutes	Hands
Creature Items (Hostile)	Frost Shell		Epic	Dropped by Frost Rollers	Hands
Creature Items (Hostile)	Sand Claw		Rare	Dropped by Sand Wolves	Hands

TYPE	NAME	ICON	RARITY	LOCATION	HOW TO COLLECT
Creature Items (Hostile)	Shell		Uncommon	Dropped by Rollers	Hands
Creature Items (Hostile)	Silk		Uncommon	Dropped by Spiders	Hands
Creature Items (Hostile)	Storm Core		Epic	Dropped by Storm-Wild hostiles	Hands
Creature Items (Hostile)	Wolf Claw		Common	Dropped by Wolves	Hands
Creature Items (Passive)	Feather		Common	Dropped by a bird	Hands
Creature Items (Passive)	Heavy Wool		Epic	Dropped by a sheep	Hands
Creature Items (Passive)	Wool		Common	Dropped by a sheep	Hands
Gems	Rough Amber		Uncommon	Dry Valley	Flexwood Pickaxe (Green)
Gems	Rough Emerald		Rare	Grottoes	Flexwood Pickaxe (Green)
Gems	Rough Ruby		Rare	Lava Caves	Flexwood Pickaxe (Green)
Gems	Rough Sapphire		Epic	Frostlands	Obsidian Pickaxe (Blue)
Ores	Brightcore		Rare	Lava Caves	Flexwood Pickaxe (Green)
Ores	Copper		Rare	Lava Caves	Flexwood Pickaxe (Green)
Ores	Gold Ore		Rare	Grottoes	Flexwood Pickaxe (Green)
Ores	Iron		Epic	Frostland Caves	Obsidian Pickaxe (Blue)
Organic	Fertilizer		Common	Near animals	Hands (ugh!)
Organic	Sand		Common	Sandy areas	Shovel
Organic	Snow		Rare	Snowy biomes	Hands
Organic	Soil		Common	Any ground	Shovel
Organic	Vines		Common	Near bushes	Hands
Stone	Granite		Common	Grasslands	Hands and Wood Pickaxe
Stone	Malachite		Epic	Frostlands	Obsidian Pickaxe (Blue)
Stone	Marble		Uncommon	Grassland Caves	Bone Pickaxe (White)
Stone	Obsidian		Rare	Lava Caves	Flexwood Pickaxe (Green)
Stone	Red Rock		Uncommon	Lost Isles	Bone Pickaxe (White)
Wood	Flexwood		Rare	Dry Valley	Hands and Wood Pickaxe
Wood	Frostpine		Epic	Frostlands	Hands and Wood Pickaxe
Wood	Knotroot		Uncommon	Caves	Hands and Wood Pickaxe
Wood	Mahogany		Common	Lost Isles	Hands and Wood Pickaxe
Wood	Wood		Common	Grasslands	Hands and Wood Pickaxe

RECIPES FOR SURVIVAL

CAMPFIRE



RARITY
Common

TOTAL INGREDIENTS
2 Wood
+ 1 Torch

RECIPES UNLOCKED
No recipes, just
warmth and light

At the start of the game is somewhat similar to Minecraft. The player must gather resources to build a campfire, as it's important to have warmth and light when night falls. The next step involves crafting a workbench, followed by the creation of tools, weapons, and the first building. Farming also becomes necessary,

as your Lego characters need food to survive. Be sure to have light nearby at night, as skeletons and other hostile creatures are ready to visit. Like other survival games, elements in this game have different levels and recipes. This means that different resources result in different outputs. Here, we've listed everything you'll need to start your game and what each utility unlocks.

ESSENCE TABLE



RARITY Uncommon

TOTAL INGREDIENTS
20 Flexwood
+ 6 Cut Ambers

RECIPES UNLOCKED
Essence of Damage,
Durability and Health
to add to Shortswords,
Longswords, Forest
Axes, Pickaxes and
Recurve Crossbows

GARDEN PLOT



RARITY Uncommon

TOTAL INGREDIENTS
2 Soil
+ 1 Fertilizer

RECIPES UNLOCKED
Place to plant
your seeds and farm

GEM CUTTER



RARITY Uncommon

TOTAL INGREDIENTS
20 Marble Slabs
+ 5 Rough Ambers
+ 5 Sand Claws
+ 3 Sand Shells

RECIPES UNLOCKED
Cut Amber,
Cut Ruby and
Cut Sapphire

GRILL



RARITY Uncommon

TOTAL INGREDIENTS
30 Granite

RECIPES UNLOCKED
Corn on the Cob,
Fried Egg,
Grilled Meat and
Spicy Burger

GRAIN MILL



RARITY Uncommon

TOTAL INGREDIENTS
20 Knotroot Rods
+ 20 Granite Slabs
+ 3 Shells

RECIPES UNLOCKED
Flour, Corn Kernel,
Pumpkin Seed,
Raspberry Seed,
Wheat Grain, Slapberry
Seed, Pepper Seed
and Snowberry Seed

JUICER



RARITY Uncommon

TOTAL INGREDIENTS

8 Planks
+ 8 Marble Slabs
+ 5 Knotroot Rods

RECIPES UNLOCKED

Slap Juice,
Slurp Juice and
Snowberry Shake

LOOM



RARITY Uncommon

TOTAL INGREDIENTS

9 Flexwood
+ 8 Flexwood Rods
+ 6 Sand Claws

RECIPES UNLOCKED

Silk Fabric
and Wool Fabric

CRAFTING BENCH (LEVEL 1)

RARITY
Common

TOTAL INGREDIENTS

3 Wood
+ 5 Granite

RECIPES UNLOCKED

Arrow, Forest Axe (Common),
Health Charm (Common),
Knight Shield (Common),
Pickaxe (Common),
Recurve Crossbow (Common),
Shortsword (Common),
Shovel (Common) and Torch



CRAFTING BENCH (LEVEL 2)

RARITY
Uncommon

TOTAL INGREDIENTS

Crafting
Bench
(Level 1)
+ 8 Planks
+ 3 Shells

RECIPES UNLOCKED

Cool-Headed Charm (Uncommon),
Dynamite, Forest Axe (Uncommon),
Health Charm (Uncommon),
Knight Shield (Uncommon),
Longsword



LUMBER MILL



RARITY Uncommon

TOTAL INGREDIENTS

8 Wood + 15 Granite

RECIPES UNLOCKED

Plank, Wooden
Rod, Knotroot Rod,
Flexwood Rod and
Frostpine Rod

MAP MARKERS



RARITY Uncommon

TOTAL INGREDIENTS

2 Granite

RECIPES UNLOCKED

Will point on the
map your current
location

CRAFTING BENCH (LEVEL 3)

RARITY Rare

TOTAL INGREDIENTS

Crafting
Bench
(Level 2)
+ 12 Knotroot
Rods + 15 Marble Slabs + 6 Sand
Claws + 3 Sand Shells

RECIPES UNLOCKED

Charm of Resilience (Rare), Forest Axe
(Rare), Glider, Good Luck Charm (Rare),
Grappler, Health Charm (Rare), Hearty
Totem (Uncommon), Inner Fire Charm
(Rare), Knight Shield (Rare), Longsword
(Rare), Pickaxe (Rare), Recurve Crossbow
(Rare), Regeneration Charm (Rare), Shovel
(Rare) and Totem of the Immortal (Rare)



CRAFTING BENCH (LEVEL 4)

RARITY Epic

TOTAL INGREDIENTS

Crafting
Bench
(Level 3)
+ 15 Copper
Bars + 25 Obsidian Slabs
+ 1 Brute Scale

RECIPES UNLOCKED

Charm of Resilience (Epic),
Cool Headed Charm (Rare), Forest Axe
(Epic), Health Charm (Epic), Hearty
Totem (Rare), Inner Fire Charm (Epic),
Knight Shield (Epic), Longsword (Epic),
Pickaxe (Epic), Recurve Crossbow
(Epic), Regeneration Charm (Epic),
Shovel (Epic)



METAL SMELTER



RARITY Uncommon

TOTAL INGREDIENTS

15 Brightcore
+ 35 Obsidian Slabs
+ 3 Blast Cores

RECIPES UNLOCKED

Copper Bar and
Iron Bar

OVEN



RARITY Uncommon

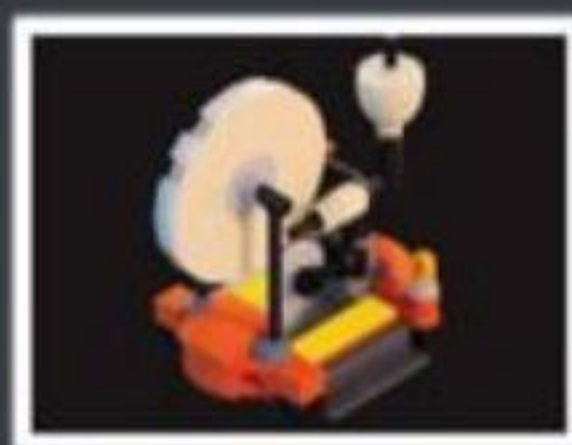
TOTAL INGREDIENTS

8 Brightcore
+ 15 Copper Bars
+ 35 Obsidian Slabs

RECIPES UNLOCKED

Bread, Meat Pie,
Pumpkin Pie,
Fruit Pie and Pizza

SPINNING WHEEL



RARITY Uncommon

TOTAL INGREDIENTS

8 Planks
+ 5 Wooden Rods
+ 5 Wood
+ 5 Wolf Claws

RECIPES UNLOCKED

Cord, Drawstring,
Silk Thread,
Wool Thread
and Heavy Wool
Thread

STONE BREAKER



RARITY Uncommon

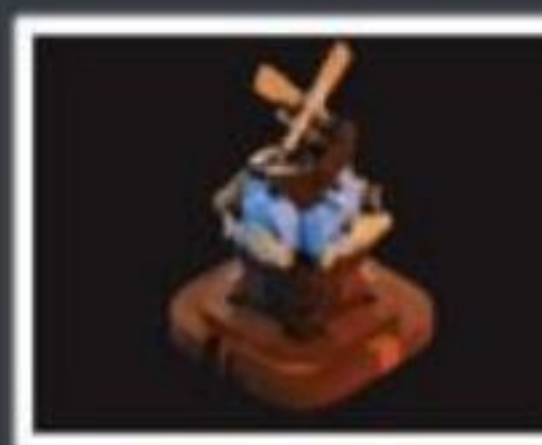
TOTAL INGREDIENTS

20 Knotroot
+ 35 Marble

RECIPES UNLOCKED

Granite Slab,
Marble Slab,
Obsidian Slab and
Malachite Slab

VILLAGE SQUARE



RARITY Uncommon

TOTAL INGREDIENTS

10 Wood
+ 10 Granite

RECIPES UNLOCKED

Attract villagers
to start coming
to your city

WHAT'S NEW

FARM AT WILL



One of our main objectives in developing the village is to make it self-sufficient, which is just as important as keeping its citizens safe. To achieve this, we must evolve the village to level 2, unlocking the recipe for the Animal Barn station. This structure is designed to feed your animals and store farming resources.

Next, you'll need to earn the trust of wild animals before you can bring them back to your village. To do this, find an animal in the wild, feed it, and it will follow you back to the village. The animals will be ready to follow once the Animal Barn is built. What animals are available and how can you breed them? We've listed them here.



MOUNTAIN COW

HEALTH 5

SPAWN LOCATION Frostlands

FEED TO PET

Corn, Wheat, Spicy Pepper, Raspberries and Pumpkins

WHAT THEY PRODUCE

Fertilizer, Milk, Spicy Burger and Snowberry Shake

DROP WHEN KILLED

Meat



PIG

HEALTH 5

SPAWN LOCATION

Grassland and Dry Valley

FEED TO PET

Corn, Raspberries and Pumpkins

WHAT THEY PRODUCE

Fertilizer, Egg, Slurp Mushrooms and Slurp Juice

DROP WHEN KILLED

Meat



CHICKEN

HEALTH 3

SPAWN LOCATION

Grassland (White and Yellow) and Dry Valley (Brown)

FEED TO PET

Corn, Pumpkins, Raspberries, Vines and Wheat

WHAT THEY PRODUCE

Fertilizer, Eggs and Fried Eggs

DROP WHEN KILLED

Meat and Feather



COW

HEALTH 5

SPAWN LOCATION

Grassland and Dry Valley

FEED TO PET

Corn, Wheat, Spicy Pepper, Raspberries and Pumpkins

WHAT THEY PRODUCE

Fertilizer, Milk, Spicy Burger and Snowberry Shake

DROP WHEN KILLED

Meat



SHEEP

HEALTH 5

SPAWN LOCATION

Grassland and Dry Valley

FEED TO PET

Corn, Raspberries, Pumpkins, Snow Berries, Vines and Wheat

WHAT THEY PRODUCE

Fertilizer and Wool

DROP WHEN KILLED

Meat



RAM

HEALTH 5

SPAWN LOCATION

Frostlands

FEED TO PET

Corn, Raspberries, Pumpkins, Snow Berries, Vines and Wheat

WHAT THEY PRODUCE

Fertilizer and Heavy Wools.

DROP WHEN KILLED

Meat



BEAR

HEALTH 75

SPAWN LOCATION

Grasslands and Caves

RARITY Common

DAMAGE 1.1 to 2.1

DROP WHEN KILLED 6 Meat



FROST BEAR

HEALTH 210

SPAWN LOCATION

Frostlands

RARITY Rare

DAMAGE 2.1 to 7.1

DROP WHEN KILLED 8 Meat



FROST SCORPION

HEALTH 5

SPAWN LOCATION Frostlands

RARITY Common

DAMAGE 1.1

DROP WHEN KILLED
1 Meat



HERMIT CRAB

HEALTH 9

SPAWN LOCATION Shore

RARITY Uncommon

DAMAGE 1.25

DROP WHEN KILLED
Shell



HOSTILE CREATURES

IN LEGO FORTNITE, the main goal of the player is survival. To ensure you never forget that this is a survival game, here's a complete list of hostile creatures that will try to turn you into pieces.



MINE SKELETON BRAWLER

HEALTH 18

SPAWN LOCATION Caves

RARITY Common

DAMAGE 0.5

DROP WHEN KILLED
2 Bones



SAND SCORPION

HEALTH 5

SPAWN LOCATION Dry Valley

RARITY Common

DAMAGE 1.1

DROP WHEN KILLED
1 Meat



SCORPION

HEALTH 5

SPAWN LOCATION Grasslands

RARITY Common

DAMAGE 1.1

DROP WHEN KILLED
1 Meat



SKELETON ARCHER

HEALTH 9

SPAWN LOCATION All biomes

RARITY Common

DAMAGE 1

DROP WHEN KILLED
2 Bones



SKELETON BRAWLER

HEALTH 9

SPAWN LOCATION All biomes

RARITY Common

DAMAGE 1

DROP WHEN KILLED
2 Bones



SPIDER

HEALTH 2

SPAWN LOCATION Grasslands

RARITY Common

DAMAGE 0.5

DROP WHEN KILLED
1 Silk



STONE ROLLER

HEALTH 23

SPAWN LOCATION Grasslands

RARITY Common

DAMAGE 0.9 to 1.1

DROP WHEN KILLED
1 Shell



WILD WOLF

HEALTH 16

SPAWN LOCATION Grasslands

RARITY Common

DAMAGE 0.5

DROP WHEN KILLED
Meat and Fangs

WHAT'S
NEW

CREATE YOUR ODYSSEY

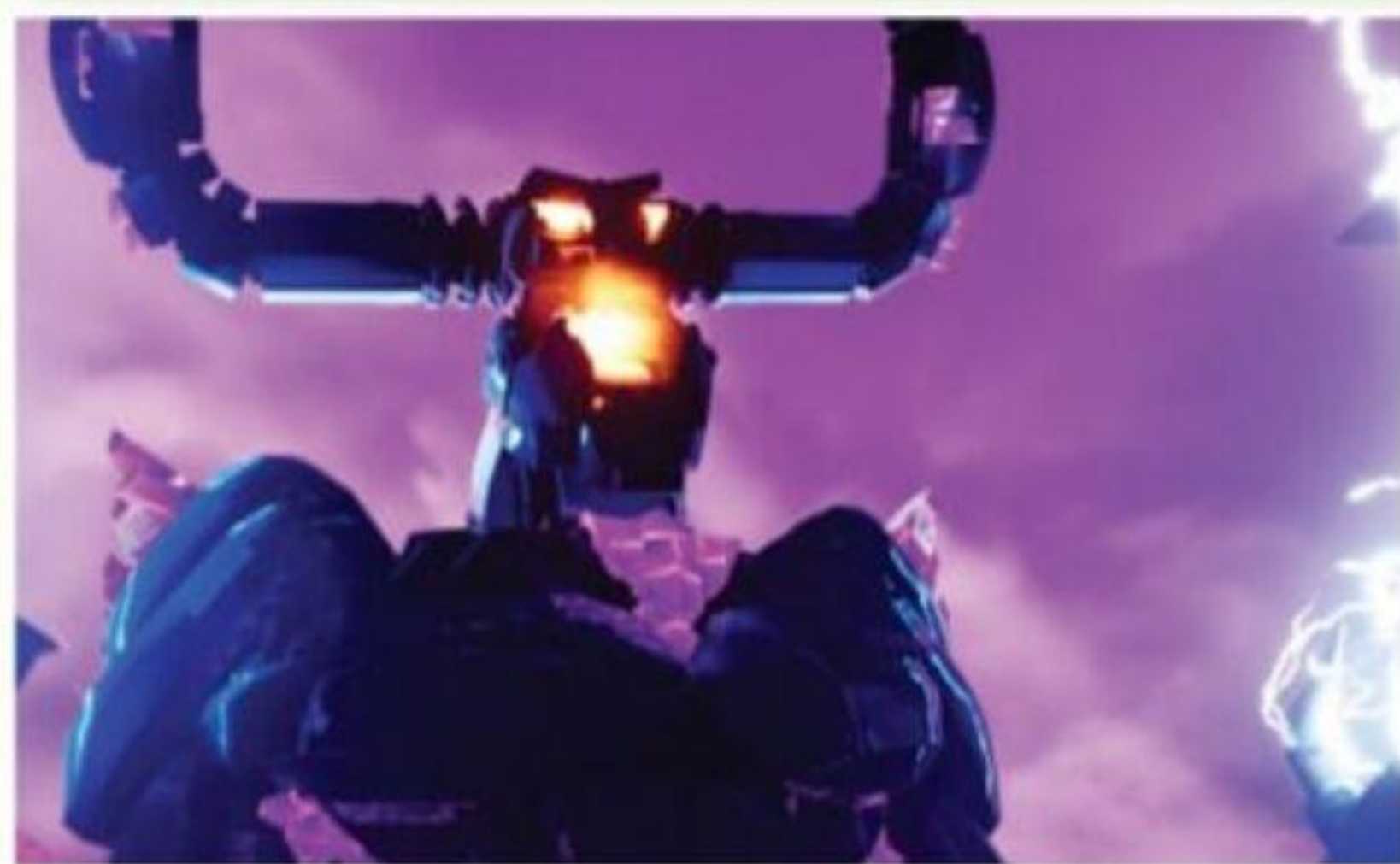
W

hen Lego Fortnite celebrated its one-year anniversary, the experience underwent a major transformation. First, it was rebranded as Lego Fortnite Odyssey, and it expanded into its own unique category within Fortnite. Now, when you click on “Discover” in Lego, you’ll find Lego Fortnite Odyssey, Lego Group-made islands, creator-made Lego islands, and Lego Fortnite Brick Life—an exciting new Epic Games experience aimed at expanding its reach to younger audiences, specifically 5- to 10-year-olds, a demographic that Roblox has long dominated.

Returning to Odyssey, the game has evolved significantly. In addition to managing your village, there is now always an ongoing event in the background, introducing a variety of missions, new enemies, fresh structures, and an overarching goal beyond just survival. Among these continuous themed adventures are numerous improvements designed to enhance your gameplay. For example, the new couch co-op option allows friends to join your game with split-screen play, revives are now simplified (other players and NPCs can revive you when you’re down), and crafting has become more flexible, allowing you to choose the materials you prefer for building weapons and tools.

The Lego Fortnite community had requested more robust improvements for months after the game’s release, and Epic Games has delivered not only what was asked for but much more. Lego Fortnite is now a more dynamic, creative world, enriched by the contributions of both players and the development team.

GOING BACK IN TIME



For the first season of Odyssey, Epic introduced an enemy from Save the World, the original Fortnite mode that was created before Battle Royale. This is an interesting approach, as it ties Lego events to the broader Fortnite storyline.

SEASON RELATED SKIN

The skin offered in the Lego Pass is directly tied to the theme of the season, which in this case is the Storm Chasers.

LEGO PASS

AS PART OF THIS EVOLUTION,

the Lego Battle Pass has also undergone changes. It is now linked to the Crew subscription, meaning that by paying the monthly fee, you will receive the Battle Pass and earn XP that counts toward all Battle Passes (BR, Lego, Festival and Rocket League), regardless of the source.

Each season is expected to last around three months and will be separate from the new Battle Royale seasons. Epic seems to aim for a new Battle Pass launch every month to keep players engaged and prevent them from abandoning the Crew subscription. However, the volume of rewards feels somewhat limited, with only 30 tiers. While the rewards are connected to the season's theme, the skin available in the first tier will later be sold in the shop. This is somewhat disappointing, as Battle Pass outfits should typically be exclusive to that limited period, available only to players who participated during that time.

BATTLE PASS SKIN



The first tier of the Lego Pass unlocks a skin that works across both Fortnite experiences (Lego and others, like Battle Royale).

It starts as a Lego skin but, like all others, is reversible. Raven Team Syd was the first Lego outfit to feature this mode, and you can see how it looks in both universes here.

WHAT'S NEW



Despite the **design inspired by GTA**, this game is much similar to Roblox than anything else.

NEW SOCIAL ROLEPLAY

Lego experiences receive a significant boost with a new focus on a younger audience. While the design may resemble Grand Theft Auto, the gameplay takes a very different direction. Lego Fortnite: Brick Life is closer to classic Roblox games such as Town and City, where players can create large homes for social interactions, take on jobs, and earn money that passively accumulates as they stay in the city.

The action takes place in Brick Bay, a vast open world where everyone is on the same team. Players will complete missions, purchase and expand their homes, and, as money flows in, add various types of furniture.

The game has been hugely fun and has attracted a large audience, with player numbers reaching levels similar to the classic Battle Royale within a week of release, which is an impressive feat. Moving forward, there will be a need to make certain tasks more user-friendly, such as finding an

empty plot for your house and clarifying some missions that are currently difficult to understand.

Despite these areas that need improvement, Epic has successfully added another chapter to its long-term goal of transforming Fortnite from just a Battle Royale game into a full-fledged gaming platform. This Lego experience is an important step in that direction—and a successful one.

You can unlock this **Chord Kahele skin** if you play Lego Fortnite Brick Life on mobile.

TOWN AND CITY

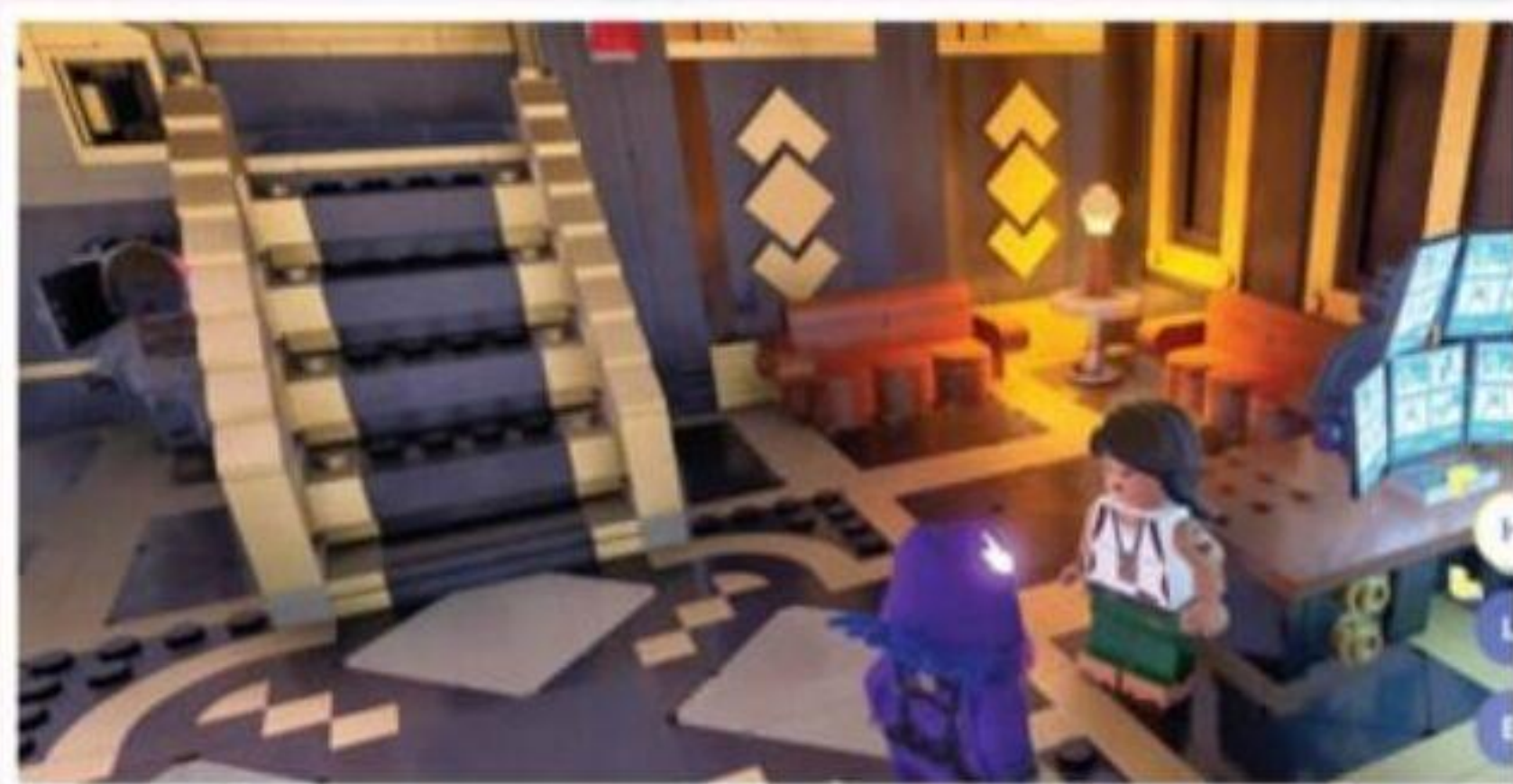
This new roleplay from the Lego Fortnite team is more similar to Roblox experiences such as Brookhaven or Adopt Me than GTA for kids.





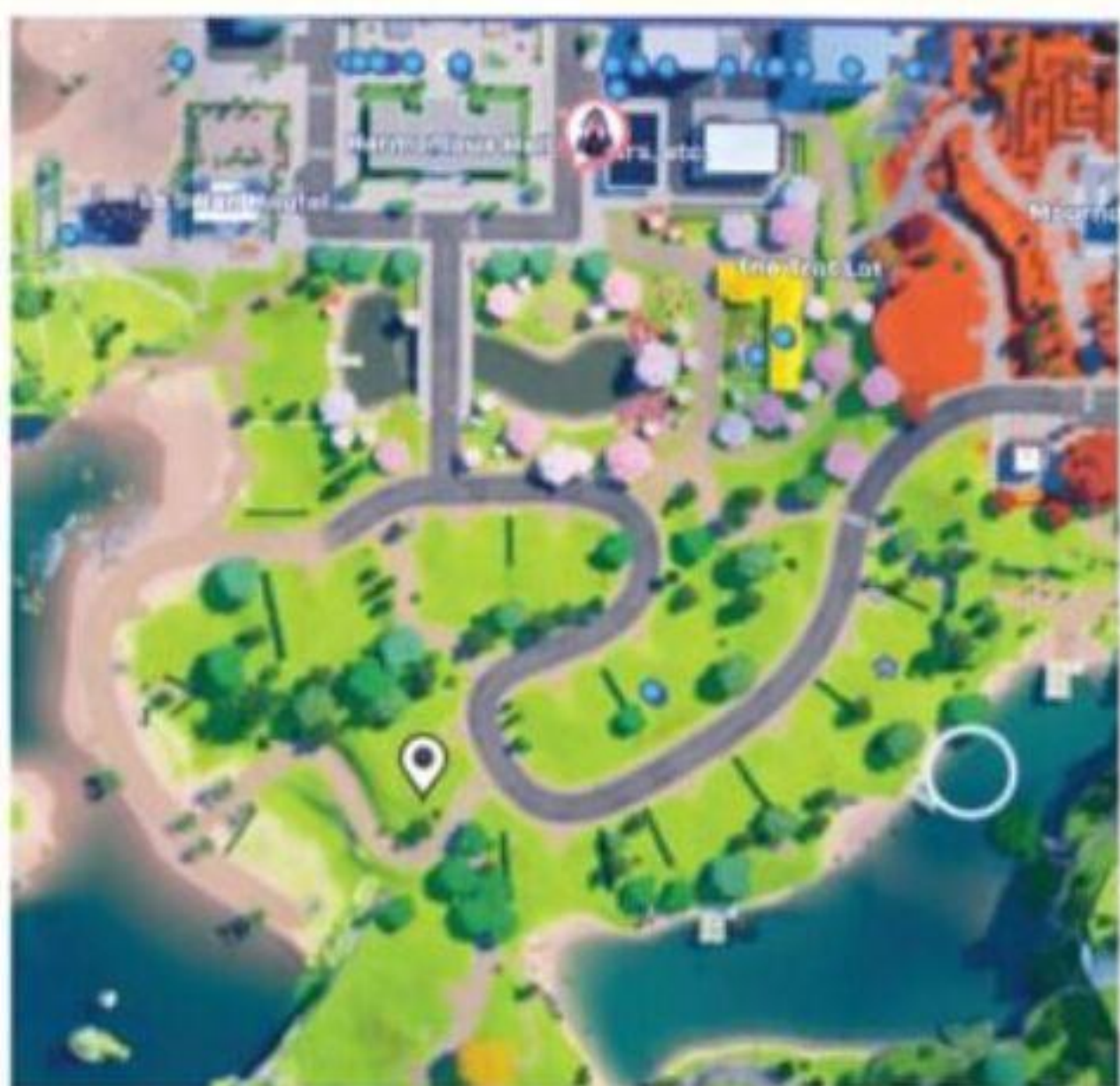
THE PROFESSIONS

In Brick Bay, you can join or leave any job by interacting with an NPC at each location or by using your mobile phone, which provides access to most of the experience's options. The available jobs are as follows—Courier: delivers parcels to other Brick Bay residents; Academy Professor: shares your knowledge with students at Mourndale Academy; Security Officer: ensures crime doesn't pay; Scoundrel: pranks fellow city-goers; Sushi Chef: serves the tastiest fish in Brick Bay; Bobom Milk Tea Bobarista: serves the most refreshing beverages in town; Fortune Teller: reveals what the future holds.



THE MAP

Brick Bay is a vast town where up to 32 players can come together to have fun. The goal is to socialize, uncover secrets, build a home, expand it, and make it welcoming to guests with unique furniture. The available locations are diverse, ranging from cozy suburban houses to modern apartments and luxurious penthouses. To get started, simply find an empty lot (which can sometimes be challenging) and claim it as your own.



THE SOUND



**EPIC GAMES' FORTNITE
FESTIVAL MADE A STRONG
DEBUT, CAPTIVATING
RHYTHM-GAME
ENTHUSIASTS AND
CASUAL PLAYERS ALIKE.**

launched as an ambitious spinoff from Fortnite and inspired by classics such as Rock Band and Guitar Hero—a connection not surprising given that the game was developed by Harmonix, the studio behind iconic rhythm games such as Rock Band and Dance Central—Fortnite Festival transformed the iconic Fortnite universe into a vibrant, rhythm-based experience. With its unique blend of pulsating beats, dynamic visuals and interactive gameplay, Fortnite Festival quickly

OF MUSIC



To celebrate the first anniversary of **Fortnite Festival**, players were able to access more than 280 Jam Tracks on the Main Stage and Battle Stage for free.

became a cultural phenomenon, celebrating its first year by opening all the music used in the game for the community to enjoy.

The game combines rhythm and creativity, challenging players to perform musical feats while navigating immersive environments. Players grooved to a diverse soundtrack, featuring collaborations with global superstars such as Billie Eilish, BTS and Metallica. These partnerships, along with the game's engaging mechanics, helped attract millions of players in its first year, cementing its place in the rhythm game genre.

The year wasn't without challenges. Initial bugs frustrated early adopters, but frequent updates and active communication from Epic Games turned things around. The game quickly built a dedicated player base, though it remained short-lived compared to other Fortnite modes. Fortnite Festival was expected to deliver more—like an official accessory to enhance the experience and more immersive modes. A background story, similar to what Guitar Hero and Rock Band had, could also work, especially if tied to each season. Despite these areas for improvement, Fortnite Festival is here to stay.



MUSIC PASS

At the end of 2024, significant changes were made to Battle Passes across the entire Fortnite ecosystem. For Fortnite Festival, the first change was a rebranding, shifting from the Festival Pass to the Music Pass. The second change, which affects all modes, is related to XP: Now, you can progress in the Music Pass using XP from any Fortnite experience that grants XP, not just from Festival mode.

As Festival mode became less popular throughout the year, this change serves as a reminder to players that by playing OG or Battle Royale, they can still unlock cosmetics from the Music Pass (with progress boosted if you have a Crew subscription). Another issue that seems to hinder Festival's popularity is the price of the Music Pass. Currently priced at 1,400 V-Bucks, it is 40% more expensive than the regular Battle Passes for Battle Royale or OG modes. While we understand the cost is likely due to licensing music and artist imagery, the price still feels steep compared to the other Battle Passes.

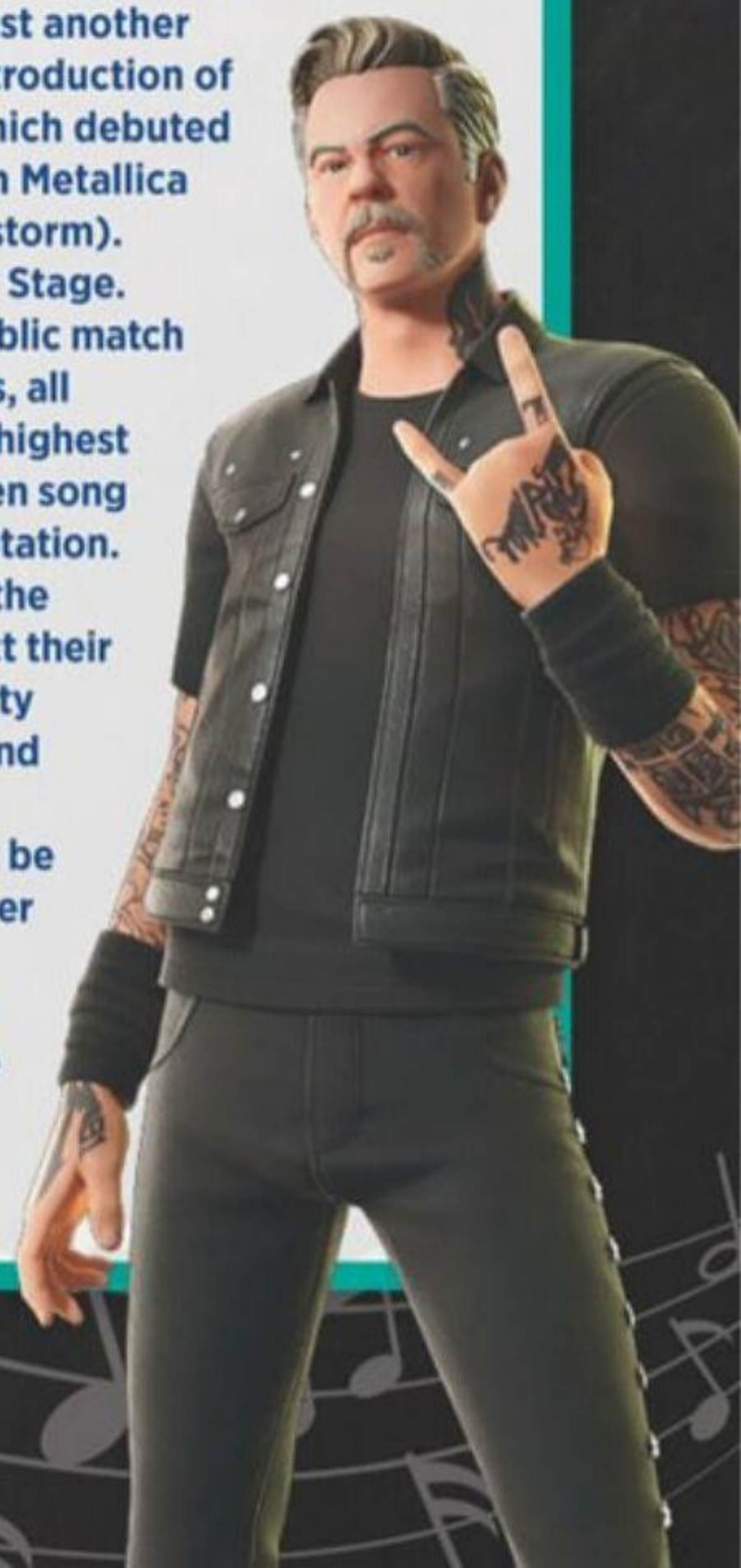


FESTIVAL IMPROVEMENTS

Throughout 2024, several gameplay changes were introduced alongside new seasons. One notable addition was Beat Synced emotes, which synchronize compatible emote animations to the beat of Jam Tracks. These Beat Synced emotes were labeled as such in the locker and shop, allowing players to experience the rhythm of the music with added style.

More significant than just another cosmetic layer was the introduction of the competitive mode, which debuted alongside Season 4 (when Metallica took Fortnite Festival by storm). This mode is called Battle Stage.

In Battle Stage, each public match starts with up to 16 players, all competing to achieve the highest score on a randomly chosen song from Festival's featured rotation. While all players perform the same track, each can select their own song part and difficulty to challenge themselves and aim for the highest score. Owned Jam Tracks cannot be selected, ensuring no player has an advantage. At the end of each song, the four lowest-scoring players are eliminated, leaving one victor standing!





ROCK BAND AND GUITAR HERO ACCESSORIES

One of the biggest improvements since the release of Fortnite Festival was making the experience compatible with old Rock Band and Guitar Hero accessories (yes, many of us still have those iconic plastic instruments tucked away in the garage).

This major update was announced midway through Season 3, when Billie Eilish shared her passion with Festival players. Thanks to Harmonix's connection to Rock Band, compatibility was most seamless with Rock Band guitars, such as the Rock Band 4 Rivals Wireless Fender. However, other guitars, like the Riffmaster, were also supported on PlayStation, Xbox and PC. Guitar Hero guitars were also included, but unfortunately, they can only be used by enabling the custom controllers option, as they are third-party accessories.



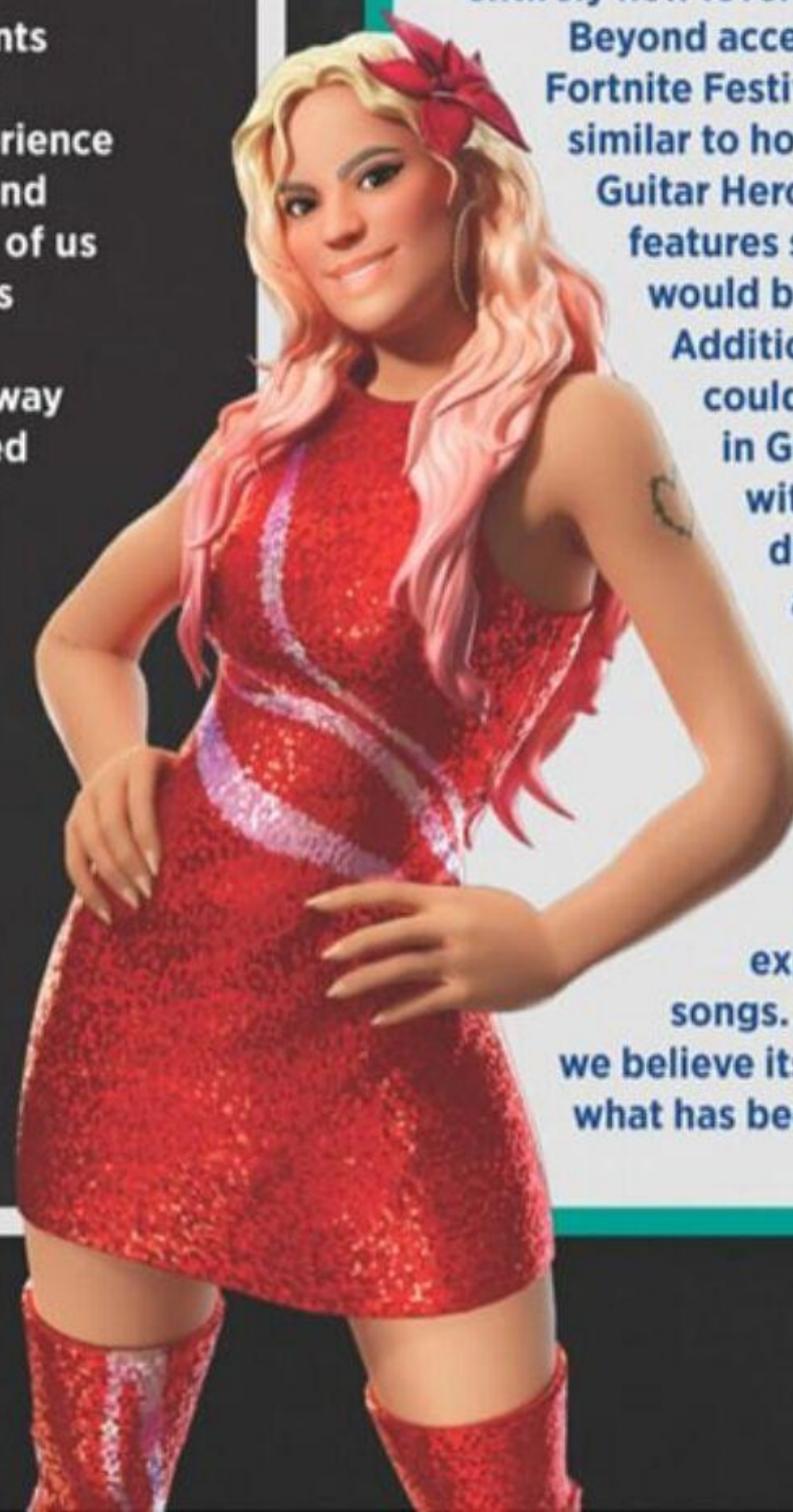
THE FUTURE

It was expected to be released by now, but we believe it's crucial that some official accessories hit the market as soon as possible. Playing on the pad is fun, but using a guitar in a rhythm game takes the experience to an entirely new level of enjoyment.

Beyond accessories, it's essential for Fortnite Festival to diversify the experience, similar to how Guitar Hero expanded with Guitar Hero World Tour. Introducing features such as karaoke mode would be a great step forward.

Additionally, a long-term goal could be adding drums, as seen in Guitar Hero, where playing with friends, each using a different instrument, created an unforgettable experience.

Furthermore, it would be valuable to add a story mode to the background. This could explore the history of a band or singer tied to the season, adding depth to the experience beyond just playing songs. While we love playing Festival, we believe its potential is far greater than what has been shown so far.



BALLISTIC

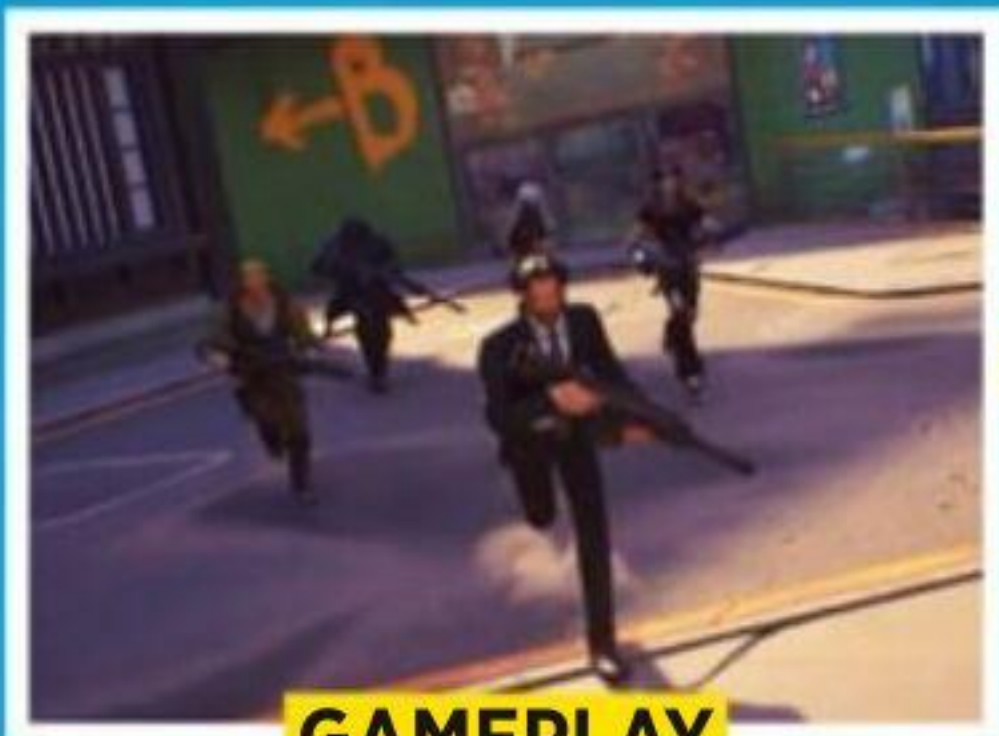
Epic realized it was missing some multiplayer online battle arena (MOBA) action and introduced Ballistic, a round-based 5v5 competitive mode where strategy, teamwork and individual skill are key to victory.

Presented in a first-person perspective, the game launched with the Skyline 10 map, a starting set of weapons and a limited selection of items. Based on player feedback, major updates are planned, including new maps, weapons and features.

Although Ballistic aims to differentiate itself from Fortnite, starting with no building mechanics,

all saved presets from your locker will carry over. This includes Fortnite outfits, back blings, kicks, wraps, sprays and emotes—though pickaxes, contrails, instruments, vehicles and jam tracks will not be supported, as they have no use in this universe.

Gameplay consists of two teams: attackers and defenders. The attackers' goal is to plant a reality-warping Rift Point Device at one of two sites on the map, while defenders must prevent the device from being planted or detonated. With no respawns, Ballistic promises to deliver one of Epic's most explosive experiences in recent months.



GAMEPLAY

A round ends when the Rift Point Device is destroyed or when one team is completely wiped out. After six rounds, teams switch roles—attackers become defenders, and defenders become attackers. The first team to win seven rounds is victorious!



THE WAY IT STARTS

Players start with a Ranger Pistol and 800 credits. Credits are earned by eliminating enemies or successfully planting the Rift Point Device. These credits can be used during the match—at the beginning of each round—to purchase additional weapons and gear to increase your chances of victory.



RIFT POINT DEVICE

Once planted, the Rift Point Device takes 45 seconds to detonate. If you're defending it, make sure to keep some distance from the device to avoid being caught in the explosion's radius. Being eliminated by the blast will cause you to lose all your gear.

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