

BEGINNER'S GAME GUIDE

ABOUT THE GAME

Rocket League is a car-soccer video game developed and published by Psyonix. The game is a sequel to Supersonic Acrobatic Rocket-Powered Battle-Cars, which was released in 2008. The gameplay is similar to soccer but with notable differences. Two teams of players compete to accelerate, steer and score a series of goals using cars within an enclosed playing field. The game ends after 5 minutes. If the score is tied at 5 minutes, there is extra time until someone scores.

HOW TO PLAY



VEHICLES

Players control their own vehicle or battle-car when playing the game. There are many different car types that can be fully customized.

The base game offers ten vehicle types. Four are available by default and the other six are unlocked by completing matches.

Players can unlock more vehicle types through Blueprints, the Item Shop, and the Rocket Pass.

GAME MODES

Main Game modes of Rocket League are Casual or Competitive and include Dropshot, Snow Day, Rumble, Hoops, Training, and Custom Games.

COSMETICS

Players can unlock cosmetics through a Rocket Pass (free and premium), purchasing them through the Item Shop, or by earning them by leveling up. Cosmetics include: borders, player banners and titles as well as various cosmetics for your car and car types.

