

**SOULRISE GAMING**



**Starting Brawler -  
Shelly Guide**

## Credit

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# INTRODUCTION



## What are Brawlers?

Fast-paced multiplayer battles from the makers of Clash of Clans, Clash Royale and Boom Beach.

Battle with friends or solo across a variety of game modes in under three minutes. Unlock and upgrade dozens of Brawlers with powerful super abilities. Purchase and collect unique skins to stand out and show off in the arena. Join or start a club to share tactics and fight together.

There are 30 Brawlers currently in the game and in today's guides we are covering:

- TROPHY ROAD - Shelly

The Starter Brawler

	Lv1	Lv10 (Max)
Health	3600	5040
Attack	300	420
Super	320	448



# Starting Brawler



## Starting Brawler - Shelly

Shelly is a Starting Brawler that is unlocked upon beginning the game. She has moderate health and damage output.

Her shotgun deals more damage the closer Shelly is to her target, making her excellent for short to mid-range combat. Her attacks have a wide spread as well.

Her Super can clear several obstacles and will also knockback and stun enemy Brawlers.

Her first Star Power, Shell Shock, can slow down enemies for 3 seconds when they are hit by her Super and her second Star Power, Band-Aid, heals herself when her health falls below 40%.



# Attacks



## Attacks - Buckshot

Shelly fires a burst of shells dealing medium damage. The attack is more effective at close range since more of the shells will hit the opponent, but the maximum range of the attack is quite far. This makes Shelly excel in close quarters combat, especially against Brawlers with lower health.

## Super – Super Shell

Shelly's Super fires a highly damaging burst of shells which can not only destroy obstacles but also stun and knock back enemy Brawlers. Super Shell can be used defensively to knock enemies away from Shelly and her teammate or to interrupt an enemy Super such as Frank's. Alternatively, you can use it to sweep bushes and destroy obstacles to uncover enemies.



# Star Powers



## Shell Shock

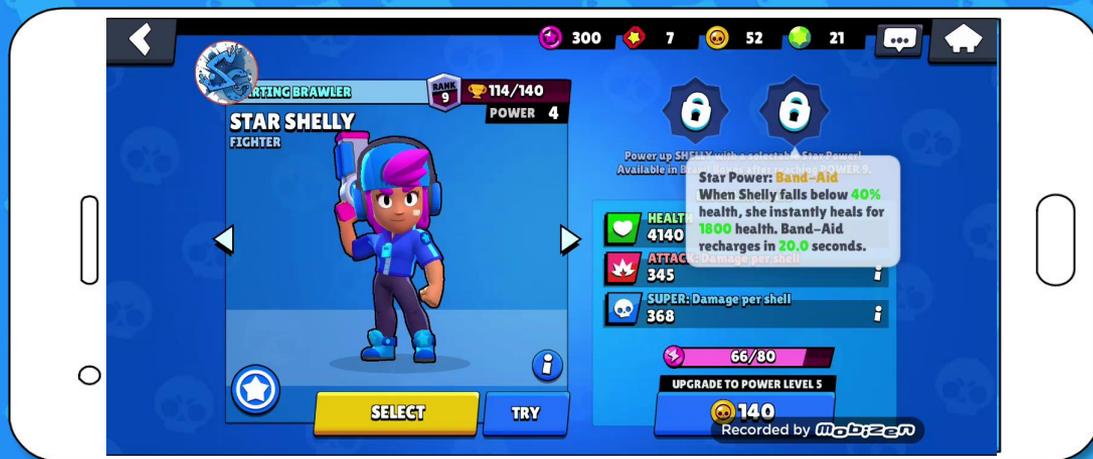


Brawlers caught in the range of Shelly's Super Shell are slowed down by a considerable amount. This allows Shelly and her teammates to quickly catch up to enemies.

## Band-Aid



Shelly has a yellow bar similar to Bibi's home run bar, which takes 20 seconds to charge up. If Shelly falls below 40% health, she will instantly heal for 1800 health, and the yellow bar will be used up. However, if Shelly has over 40% health but she is killed in one shot by a high damage brawler such as Bull, her Star Power will not kick in, and she will have to wait another 20 seconds to get Band-Aid back after respawning, regardless if it was charged or not. The amount healed by Band-Aid is not affected by Showdown Power Cubes. This only regenerates 450 health in Big Game if she is the Big Brawler.



# Skins



Various skins you can acquire for Shelly.

Default.



Bandita (30 Gems)



Star (pre-register before 2019)



Witch (150 Gems)



# Tips



- Shelly is amazing in maps with lots of bushes and walls. However, you may have to be careful using when her Super as it does destroy walls and her bush, which could prove fatal to your own team, especially herself.
- Shelly is great for medium-range combat and is deadly at close range. Use chip shots to charge your super while preventing them from healing.
- The spread on Shelly's attacks allows her to easily sweep bushes and expose any enemies hiding in them.
- Take advantage of walls when approaching long-range enemy Brawlers, such as Colt or Rico (for Rico, try to avoid having a large assortment of walls by and behind you that he could bounce his projectiles on), since they can out-range and take down Shelly with ease in the open.



# Tips



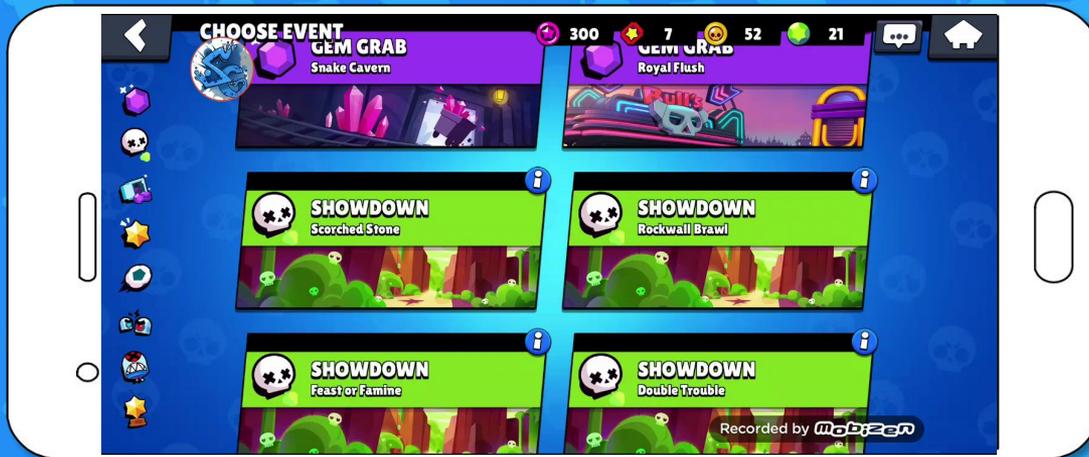
- Shelly is capable of "Super Stacking", while the other brawlers that can be Frank, Bo, Rico, and Dynamike. This is done by using her Super against an enemy Brawler at point-blank range. This should charge your Super such that you need only one more main attack to have your Super ready again, allowing you to move on to the next Brawler to repeat the process. Super Stacking can only be done with brawlers that can do stun/slow and burst damage. Alternatively, Shelly could use her super on a group of brawlers, "Super Stacking" and preventing them from escaping.
- A way to easily kill high health enemies is to use a quick shot in close ranges. This will save time so you can attack faster.
- Using her Star Power Shell Shock, she can slow down brawlers trying to escape, allowing her and/or her teammates to catch up and eliminate them.



# Tips



- Shelly is very good on specific Showdown maps, namely Cavern Churn, Feast or Famine, and a few more. This is due to Shelly's ability to shred enemies at a close range, which is very easy on maps with a lot of bushes. On the more open Showdown maps, however, Shelly's only real strategy is to hide in a bush, wait for people to come by, and then walk up and kill them ( "Bush Camping" ). This is very effective in the lower trophy ranges (New players don't know to check the bushes). However, in the higher trophy ranges, this will almost never work.
- In Duo Showdown, there can be a lot of useful teams combinations. Such as the Shelly and Tara team, and the Shelly and Gene team. If Tara uses her super to drag enemies into the black hole, Shelly (with a super) can advance toward the enemies in the black hole and use her super. As for Gene and Shelly, if Gene pulls the enemy brawler towards Shelly, Shelly can use her super to kill the enemy.
- Shelly takes great advantage of big game as Shelly can easily charge up super again with the method mentioned before ( "Super Stacking" ), especially with Frank as the big boss, as he rarely can attack with his attack always getting reset. Shelly will finish up the game quite fast.



# Tips



- Shellys Band-Aid is one of the most powerful star powers in the game. It allows you do go offensive at the beginning of a game due to your health getting healed up after <40%, almost doubling it. This is especially good in brawl ball when Shelly has the ball and she hasn' t used Band-Aid yet. Her opponents will find It hard to deal with her as she will gain some of her health back, allowing her to have the ball for longer, although a Heavyweight like Rosa or Primo is preferred to do this.
- Beware, if you see an idling Shelly in Showdown, don't get too close since they might have Band-Aid. If you get too close and you see the band-aid work, instantly back away, for they might kill you, as they might be only pretending to be idling.
- A tactic some people use as Shelly in Brawl Ball is shooting and immediately using your super to break any obstacles that can obscure the ball from getting into the goal.
- If Shelly is at low health and is being chased by a brawler, she can use her super to knock back the brawler and gain a bit more time to escape. This works even better if you have shell shock since that way you can also slow them down for 3 seconds.



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