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Video game seriesFortniteGenre(s)Survival, battle royale, sandboxDeveloper(s)Epic Games|Publisher(s)Epic Games|Platform(s)macOS|C|Windows|PlayStation 4Xbox One|iOS|C|Nintendo Switch|Android|C|Xbox Series X|S|PlayStation 5Nintendo Switch 2First releaseFortnite: Save the World|July 25, 2017 (early access)Latest releaseFortniteBallisticDecember 11, 2024 (early access)Fortnite is an online video game and game platform developed by Epic Games and released in 2017. It is available in seven distinct game mode versions that otherwise share the same general gameplay and game engine: Fortnite Battle Royale, a battle royale game in which up to 100 players fight to be the last person standing; Fortnite: Save the World, a cooperative hybrid tower-defense-shooter and survival game in which up to four players fight off zombie-like creatures and defend objects with traps and fortifications they can build; Fortnite Creative, in which players are given complete freedom to create worlds and battle arenas; Lego Fortnite, an open world game collection divided between survival game Lego Fortnite Odyssey and social game Lego Fortnite Brick Life; Rocket Racing, a racing game; Fortnite Festival, a rhythm game; and Fortnite Ballistic, a tactical first-person shooter currently in early access. All game modes except Save the World and Battle Royale were released in 2017 as early access titles, while Creative was released on December 6, 2018. While the Save the World and Creative versions have been successful for Epic Games, Fortnite Battle Royale in particular became an overwhelming success and a cultural phenomenon, drawing more than 125 million players in less than a year, earning hundreds of millions of dollars per month. Fortnite as a whole generated \$9 billion in gross revenue up until December 2019, and it has been listed among the greatest games of all time. Save the World is available for macOS,|C|PlayStation 4, Windows, and Xbox One, while Battle Royale and Creative were released for all those platforms as well as Android and iOS devices|c| and Nintendo Switch. The game also launched with the release of the ninth-generation PlayStation 5, Xbox Series X/S and Nintendo Switch 2 consoles. Furthermore, Lego Fortnite, Rocket Racing, Fortnite Festival, and Fortnite Ballistic are available on all platforms. Fortnite has multiple game modes, using the same engine; each has similar graphics and art assets. Five of these modes are directly created and managed by Epic Games and its subsidiaries: Fortnite: Save the World is a player-versus-environment cooperative game, with four players collaborating towards a common objective on various missions while avoiding the effects of an encroaching cataclysmic storm. The players take the role of commanders of home base shelters, collecting resources, saving survivors, and defending equipment that helps to either collect data on the storm or to push back the storm. From missions, players are awarded a number of in-game items, which include hero characters, weapon and trap schematics, and survivors, all of which can be leveled up through gained experience to improve their attributes. Fortnite Battle Royale is a player-versus-player game for up to 100 players, allowing one to play alone, in a duo, or in a squad (usually consisting of three or four players). Weaponless players airdrop from a "Battle Bus" that crosses the game's map, and then scavenge for weapons, items, and resources while trying to stay alive and to attack and eliminate other players. Over the course of a round, the safe area of the map shrinks down in size due to an incoming toxic storm; players outside that threshold take damage and can be eliminated if they fail to quickly evacuate. This forces remaining players into tighter spaces and encourages player encounters until the last player or team is alive. Alongside the main Battle Royale mode, three additional modes are also available: Zero Build, which removes building elements, Reload, which allows players to respawn after dying for a set amount of time, and OG, which re-introduces the classic Chapter 1 map and weapons. Furthermore, "Party Royale" served as a social space, which hosted various concert events. Lego Fortnite is a platform for Lego-based games. The platform includes Odyssey, a survival sandbox game, where players play as Lego Minifig versions of characters, as they collect materials, build various buildings, craft various weapons and tools and fight against monsters; and Brick Life, a social-based game designed as an age-appropriate Grand Theft Auto game.9) Rocket Racing is a racing game, developed by Psyonix and serving as a spin-off title to Rocket League. Players race vehicles, gaining speed boosts from special lanes sections or by drifting, as well as the ability to jump and racing on vertical and inverted surfaces, while avoiding obstacles on the course. Fortnite Festival is a rhythm game developed by Harmonix, consisting of three modes. In the "Main Stage", players play popular hit songs and original tracks created by Harmonix and the Epic Games Sound Team, hitting notes to the rhythm in the Main Stage one of the four unique parts: Lead, Guitar/Bass, Drums and Vocals, in a manner similar to Harmonix's Rock Band games, while the "Battle Stage" pits sixteen players to get the highest score and survive each round until one player remains.[10] In the "Jam Stage", players cooperate to make remixes, similar to Harmonix' Dropmix and Fuser, using any part of any song within Festival mode, in which are also usable in Battle Royale, Creative and Unreal Editor for Fortnite (UEFN). Fortnite Ballistic is a five-on-five, round-based tactical shooter, comparable to Counter-Strike and Valorant, to launch in early access on December 11, 2024. One team must plant and protect a rixl device while it is charging from the opposing team that seeks to eliminate them and disarm the device. Between rounds, players are able to buy in-game weapons and gear from currency earned in previous rounds. Ballistic is the first Epic-developed game on the Fortnite platform to directly support a first-person view.[11] In addition to these modes, Fortnite offers the sandbox mode, Fortnite Creative. Within this mode, players are given complete freedom to spawn any item from the Battle Royale gamemode on a personal island, and can create games such as battle arenas, race courses, platforming challenges, and more. Furthermore, it also supports Unreal Editor for Fortnite (UEFN), which allows players to edit worlds using Fortnite assets. Creative and UEFN also allows players to create custom Fall Guys and Teenage Mutant Ninja Turtles games which can be accessible within the Fortnite launcher. All modes except Save the World are free-to-play. Save the World is pay-to-play.[12] The games are monetized through the use of V-Bucks, in-game currency that can be purchased with real-world funds, but also earned through completing missions and other achievements in Save the World.[13] In other modes, V-Bucks can be used to buy cosmetic items such as character models or the game's battle pass, a tiered progression of customization rewards for gaining experience and completing certain objectives during the course of a Battle Royale season.[14][15] The battle pass originally was aimed to support Fortnite Battle Royale, and with the expansion of game modes in 2023, two addition passes were added, the Festival Pass for Fortnite Festival and Legoo Pass for Lego Fortnite, each which required progression in those modes to receive rewards. In November and December 2024, Epic changed these mechanics, allowing both of those passes to be progressed through experience points earned in any Fortnite game mode, as well as renaming the Festival Pass to Music Pass. Similarly, the Fortnite Crew, a monthly subscription that paid for the cost of the main battle pass and additional cosmetics, was expanded during the same time to encompass the Music and Legoo passes. All modes of Fortnite are cross-platform play capable, meaning users to play Epic Games across (e.g. cross-playing between a Wii U and a PS4). Main article: Fortnite: Save the World by Development In late 2017, just prior to the release of Battle Royale,[37] Fortnite Battle Royale expanded to other platforms otherwise not supported by Save the World, including iOS and Android mobile devices and the Nintendo Switch.[29][30] Main article: Fortnite Creative Development A creative sandbox mode launched on December 6, 2018, synchronized with the start of season 7 of Fortnite Battle Royale. Each player has access to a private, persistent island on which they construct buildings and add and manipulate objects as desired. Players are able to invite friends to this island and participate in unofficial games such as race tracks or jumping courses.[31] Only players who purchased the battle pass initially received their own island, but a week later, on December 13, players who did not purchase it received access to the game mode for free.[32] In March 2023, Epic released the Unreal Editor for Fortnite (UEFN), a standalone editor for Windows. UEFN allows creators to use the Unreal Editor with features of Unreal Engine 5 and Fortnite assets in developing new worlds within the Fortnite Creative mode; this mode was called "Creative 2.0".[33] In October 2023, Epic redesigned the main Fortnite client to present Epic's own various modes as well as the numerous creative modes as part of Fortnite Experiences, comparable to Roblox in presentation.[34] This was followed by the introduction of three new Epic-developed modes for the game in December 2023: Lego Fortnite, a survival game developed in conjunction with The Lego Group, Rocket Racing, an arcade-style driving game developed by Psyonix, and Fortnite Festival, a rhythm game developed by Harmonix. Each mode was introduced as free-to-play, interfacing with the game's battle pass system, and offering new rewards associated with those modes.[35] Numerous improvements in UEFN were announced in March 2024, including the addition of Unreal Engine's MetaHuman character rendering technology, and more assets from Lego, Rocket Racing, and Fall Guys. Epic also stated their intent to have future Fortnite Battle Royale seasons starting in late 2025 to be developed in UEFN.[36] See also: Fortnite: Save the World \$ Reception, Fortnite Battle Royale \$ Reception and 2020 Best Ongoing Game Nominated [90] Best Community Support Nominated Best Sports Game Nominated Best Galaxy Store Awards Game of the Year 2020 Won [99] 2021 Kids' Choice Awards Favorite Video Game Nominated [100] 2022 The Game Awards 2022 Best Community Support Nominated [101] Best Ongoing Game Nominated 2023 The Game Awards 2023 Best Ongoing Game Nominated [102] 2024 20th British Academy Games Awards Evolving Game Nominated [103][104] EE Game of the Year Nominated Equinox Latam Game Awards Battle Royale Won [105][106] Ongoing Game Nominated The Game Awards 2024 Best Ongoing Game Nominated [107] Best Community Support Nominated " Iron Galaxy co-developed the Xbox One and PlayStation 4 versions in Fortnite: Save the World. Psyonix developed Rocket Racing. Harmonix developed Fortnite Festival. " Gearbox Software published retail copies of Fortnite: Save the World for Xbox One and PlayStation 4 when the game was first released in July 2017. After the introduction of Battle Royale, Warner Bros. Interactive Entertainment published retail copies for PlayStation, Xbox and Nintendo Switch consoles.[1] ^ a b c d the iOS and Android clients of Fortnite Battle Royale were removed by Apple and Google respectively on August 13, 2020 as Epic had changed how one could buy V-bucks with the client, leading Epic to file a lawsuit against Apple. In subsequent actions, the courts ruled in April 2025 that Apple cannot block third-party storefronts or take fees from them, and Epic said that they plan to bring Fortnite back to iOS shortly after this ruling.[2][3] It was returned to the U. S. storefront on May 20, 2025.[4] The iOS version returned for European users via the Epic Game Store following its launch in Europe on August 16, 2024 and it will be available in Brazil in July 2025 and in Japan and the United Kingdom, it is planned for launch in 2025 as well.[5][6] The macOS client of both Battle Royale and Save the World, while downloadable, will not be able to be updated as well due to app signing restrictions. See Epic Games v. Apple. The game remained playable if one had already downloaded it. On Android, while it is no longer available on Google Play, it remains available via the Samsung Galaxy Store on Samsung Galaxy devices as well as directly from the Epic Games App on all other Android devices. Since May 5, 2022, the game can also be played via Xbox Cloud Gaming and GeForce Now on Android, macOS, iOS and iPadOS devices.[7][8] ^ Oriard, Kyle (June 26, 2018). "Players paying up to \$450 for disc-based copies of Fortnite". Ars Technica. 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