**PUBG Corporation took over Tencent Games, aiming at acquiring the earned position!**

PUBG Corporation came up with another tactic to acquire back the earned position in the Indian Esports and gaming market.

With the growing tension between Indian and Chinese military troops, the Indian government banned multiple Chinese apps from gaming ones to the utility apps, considering them as a threat to the citizen’s privacy and security. The top-notch apps including PUBG Mobile and Tiktok, related to China got banned from the nation as reported to have been involved in wrong mechanics, and sharing users’ data for wicked purposes.

Tiktok earlier incurred the highest loss of 6 billion USD with the first slot of banning of around 59 apps directly or indirectly related to China. However, the second slot of banning 116 apps caused an immense loss for Tencent of around 34 billion USD and a giant user base loss for PUBG Corporation.

Following the Indian government’s decision on PUBG Ban, Tencent Games (PUBG Mobile’s publisher) strategized a negotiation with Indian higher authorities and called for discussing and resolving the matter with the best possible solution for PUBG. Tencent Games aimed at acquiring back the position and stand in Indian Esports and gaming market, and making the apps available across the nation.

PUBG Corporation, on the other hand, has some different plans now!

Amid the ongoing scenario of rising disputes, PUBG Corporation has chosen on saving its market and user base; and with the same objective, it came up with a decision of taking over the PUBG Mobile franchise from Tencent Games across India. It revealed the decision on Monday for taking over all the publishing rights and responsibilities from Tencent Games in India.

With the changing roles and rights, PUBG Corporation divulged aiming at the assurance of a unique and secure PUBG gaming experience exclusively in India. It is also committed to accomplishing the fascinating experiences along with the sustainable development of a localized healthy gaming environment for PUBG gamers across the nation.

Krafton game union of South Korea and PUBG Corporation are the subsidiaries. PUBG Corporation is an internal gaming brand and it is a developer and publisher of console and PC based PUBG Games, but PUBG Mobile Lite and PUBG Mobile were created collaborating with the Tencent games. And to reach back to the Indian fans, the other two will also be now ensured only by PUBG Corporation, without any collaboration in development and publishing.

PUBG Corporation not only decided on getting PUBG Mobile’s franchise in India back from the Tencent games, but it is also exploring new opportunities and ideas for coming up with the latest and unique ways to ensure immense engagement with the gaming communities in India. Additionally, it aims at organizing several Esports and community-based events with several regional activities.

PUBG Corporation also vocalized that they understand the government’s decision and respect the measures for ensuring the privacy and security of the citizens, and also considered the same to be its priority.

It aims at working together with the government for finding the best solutions for the Indian players to drop into the battlegrounds again and meanwhile assures following all the rules and regulations of the country. It added that it actively works towards developing and publishing the PUBG games for several platforms for ensuring the best gameplay experiences for the gaming folks across the globe.

With this new announcement, there are still no comments by the Indian government, and it is to be seen yet that whether there would be any relief to the streamers, organizations, and existing gamers of PUBG Mobile-based games, with the change in the scenario.