

FORTNITE: Beginner's Guide



by Josh Gregory

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Published in the United States of America by Cherry Lake Publishing
Ann Arbor, Michigan
www.cherrylakepublishing.com

Reading Adviser: Marla Conn MS, Ed., Literacy specialist, Read-Ability, Inc.
Photo Credits: Page 4, ©JJFarq/Shutterstock; page 10, ©Wachiwit/
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Library of Congress Cataloging-in-Publication Data
Names: Gregory, Josh, author.
Title: Fortnite. Beginner's guide / by Josh Gregory.
Other titles: Beginner's guide
Description: Ann Arbor, Michigan : Cherry Lake Publishing, 2019. | Series:
Unofficial guides | Series: 21st century skills innovation library |
Includes bibliographical references and index. | Audience: Grade 4 to 6.
Identifiers: LCCN 2019003341 | ISBN 9781534148185 (lib. bdg.) |
ISBN 9781534151048 (pbk.) | ISBN 9781534149618 (pdf) |
ISBN 9781534152472 (ebook)
Subjects: LCSH: Fortnite (Video game)—Juvenile literature.
Classification: LCC GV1469.35.F67 G742 2019 | DDC 794.8—dc23
LC record available at <https://lccn.loc.gov/2019003341>

Cherry Lake Publishing would like to acknowledge the work of the Partnership for
21st Century Learning. Please visit www.p21.org for more information.

Printed in the United States of America
Corporate Graphics

Contents

Chapter 1	Taking the World by Storm	4
Chapter 2	Jumping In	12
Chapter 3	The World of Fortnite	22
Chapter 4	Getting Better	26
	Glossary	30
	Find Out More	31
	Index	32
	About the Author	32

Chapter 1

Taking the World by Storm

H ave you played *Fortnite* yet? Sometimes it seems like every person on earth is talking about this incredible game. Kids and adults love to play it and watch their favorite **streamers** in action.



In a short time, *Fortnite* has gone from just another video game to a global craze.

EMOTE

EMOTE 2



Joined Party Chat.

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Joined Party Chat.



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DANCE MOVES

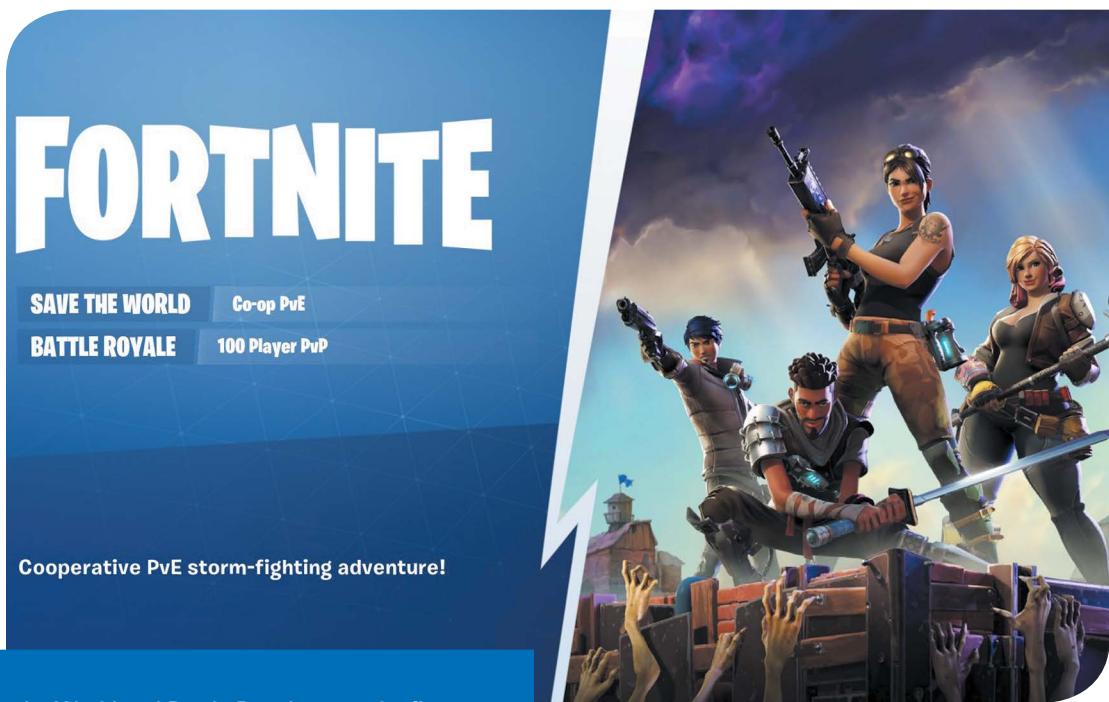
Fortnite's dance moves have become so famous that they are known even by people who don't play the game.

Famous athletes, musicians, and actors discuss the game in interviews. Sometimes they even stream themselves playing with fans! And of course, anywhere you go, you might see people suddenly break out into famous *Fortnite* dance moves.

Fortnite is truly a worldwide sensation. In a short time, it has gone from an experimental project by the **developers** at Epic Games to one of the most popular video games ever. Epic started working on the game in 2011. The company's developers wanted to combine the fast-paced, competitive fun of online

shooting games with the creativity of building games such as *Minecraft*. After years of work, they finally released an early version of the game in July 2017.

Fortnite is set in a world where massive storms are sweeping across the land. At the same time, dangerous zombies are rising up and attacking people. In the original version of *Fortnite*, players team up to build bases and defend against zombie attacks. This mode, called Save the World, is still a part of the game.



Save the World and Battle Royale were the first two modes added to *Fortnite*.



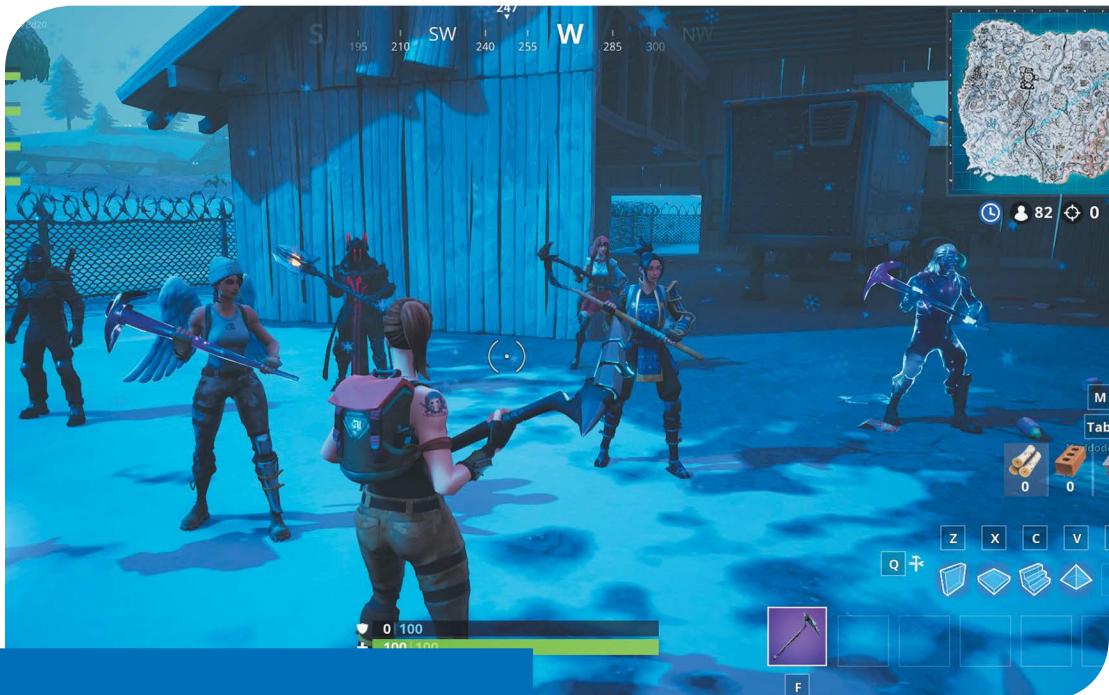
Building is an essential skill in *Fortnite*, no matter which mode you are playing.

However, it was not until the addition of a mode called Battle Royale that *Fortnite* really took off.

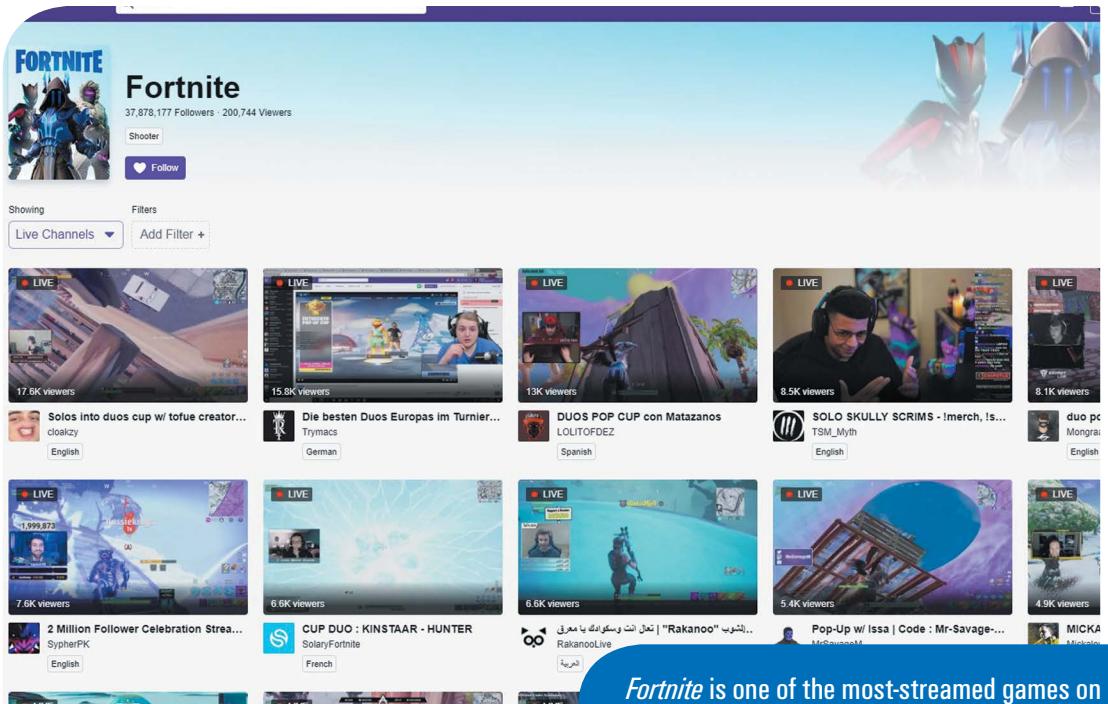
Battle Royale was added to the game in September 2017. In this mode, up to 100 players at a time compete against each other to be the last one standing, instead of banding together to fight zombies. Players can build forts, towers, and other structures. At the same time, they can attack each other using a variety of weapons. Battle Royale became wildly popular almost immediately. Within two weeks of Battle

Royale's release, more than 10 million people had downloaded *Fortnite* so they could try it out. In less than a year, that number rose to more than 125 million. Even more incredibly, it is still growing.

Once most people try *Fortnite* for the first time, they are likely to keep on playing. According to Epic Games, about 80 million people play the game each month. This means it ranks among the top online games in the world in popularity.



You'll never have any trouble finding people online to join you in a *Fortnite* match.



Fortnite is one of the most-streamed games on Twitch, and it often draws hundreds of thousands of viewers at a time.

Many people also enjoy the fun of *Fortnite* without actually playing the game themselves. The game is extremely popular on streaming services such as Twitch. Here, millions of fans tune in to watch live as the game's best players pull off amazing moves. *Fortnite*'s most famous players have even become worldwide celebrities!

Another big reason *Fortnite* has become so popular is that it is completely free to play. All you need to get started is a device that can play the game and an internet connection. *Fortnite* can be played

Glossary

developers (dih-VEL-uh-purz) people who make video games or other computer programs

microtransactions (mye-kroh-trans-AK-shuhnz) small pieces of video game content that are sold individually for low prices

scavenging (SKAV-en-jing) searching for useful items

streamers (STREE-murz) people who broadcast themselves playing video games and talking online

vulnerable (VUL-nur-uh-buhl) able to be attacked

Find Out More

BOOKS

Cunningham, Kevin. *Video Game Designer*. Ann Arbor, MI: Cherry Lake Publishing, 2016.

Powell, Marie. *Asking Questions About Video Games*. Ann Arbor, MI: Cherry Lake Publishing, 2016.

WEBSITES

Epic Games—Fortnite

www.epicgames.com/fortnite/en-US/home

Check out the official *Fortnite* website.

Fortnite Wiki

https://fortnite.gamepedia.com/Fortnite_Wiki

This fan-made website offers up-to-date information on the latest additions to *Fortnite*.

Index

- account, 10, 11
- Battle Bus, 17, 18, 21
- Battle Royale mode, 7–8, 10, 12, 21
- building, 6, 7, 20, 25, 27
- characters, 11, 12–13
- controls, 16, 28
- cost, 9, 10–11
- damage, 16, 21, 24
- dance moves, 5, 11
- developers, 5–6
- devices, 9–10, 16
- Duos mode, 13–14, 19, 25
- Epic Games, 5–6, 8, 10, 11
- Food Fight mode, 14–15
- healing items, 19, 24
- holding area, 16
- island, 16, 17, 18–19, 25, 29
- landing site, 17–19, 29
- limited-time-only modes, 14–15
- lobby screen, 12–13
- loot boxes, 19
- microtransactions, 11
- permission, 11
- pickaxe, 16, 19, 20, 25
- popularity, 5, 7–9
- practice, 16, 21, 25, 26–27
- safety, 11, 19
- Save the World mode, 6, 11
- scavenging, 19–20, 21, 25
- shields, 24
- Solo mode, 13, 15–16, 19
- Squads mode, 14, 19, 25
- storm, 6, 20–21, 29
- strangers, 11, 19
- strategies, 26–27, 29
- streamers, 4–5, 9
- teammates, 13–14, 15, 19
- vehicles, 16–17, 25
- weapons, 7, 16, 19, 21, 23–24
- zombies, 6

About the Author



Josh Gregory is the author of more than 125 books for kids. He has written about everything from animals to technology to history. A graduate of the University of Missouri–Columbia, he currently lives in Chicago, Illinois.

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With hundreds of millions of players around the world, *Fortnite* is the video game sensation that has taken the world by storm. Its unique design combines the construction and problem solving of games like *Minecraft* with competitive online battles. In this book, readers will learn everything they need to know to get started in their first online Battle Royale matches. Includes table of contents, author biography, sidebars, glossary, index, and informative backmatter.

Read all the Fortnite titles in the Unofficial Guides series:

The Making of FORTNITE

FORTNITE: Beginner's Guide

FORTNITE: Building

FORTNITE: Combat

FORTNITE: Healing Items and Potions

FORTNITE: Scavenging

FORTNITE: Skins

FORTNITE: Weapons

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