**Future Life Of Fortnite Gamers In The US**

Fortnite, a video game released last July, without much fanfare, is now probably the most popular game in the world; a cultural colossus similar to Star Wars, or Minecraft - although it now attracts players with a $ 100 million rewards fund. The playgrounds are crowding as children engage in dance movements from the game, while parents respond to nasty concerns about quotas, to the relief that this is a game that encourages teamwork, compromise, and communication between their monosyllabic adolescents.

Fortnite is the free royal battle game that has pushed the genre since its PC debut with PlayerUnknown's battlefields to a worldwide phenomenon on almost every platform.

In America, where the word "fifteen days" is not used, unsuspecting users of social media have begun publishing articles about a new phenomenon called "fork knife" (a term later accepted by some) players). In the playgrounds the news of the game has spread virally, not only after enthusiastic summaries of the games of the previous evening but also, exceptionally, via the Floss, a dance movement launched on YouTube in 2014 but popularized by Fortnite. (With the game, players can aggressively perform different dance moves against each other, either as a link or as an antagonist.)

It had become a ubiquitous principle - long before the launch of the E3 - that this year's conference was full of Royal Battle friends and illustrated gameplay to take advantage of Fortnite's success. The game company's symbols and the franchise logos with the armored Royal Battle beneath it have become an easy-to-understand joke about the state of the game industry in the future.