

***PLAYERUNKNOWN’S BATTLEGROUNDS* FACT SHEET**

**Game**:             PLAYERUNKNOWN’S BATTLEGROUNDS (PUBG)

**Platform:**        Steam PC

**Developer:**     Bluehole

**Publisher:**       Bluehole

**Launch:**      Early Access |March 23, 2016

**Genre:**             Battle Royale

**Website:** <http://www.playbattlegrounds.com/>

**Twitter:** <https://twitter.com/PUBATTLEGROUNDS>

**Game Overview:**

***PLAYERUNKNOWN'S BATTLEGROUNDS***is a last-man-standing shooter being developed with community feedback. Starting with nothing, players must fight to locate weapons and supplies in a battle to be the lone survivor. This realistic, high tension game is set on a massive 8X8 KM island with a level of detail that showcases Unreal Engine 4’s capabilities.

*PLAYERUNKNOWN* aka Brendan Greene, is a pioneer of the Battle Royale genre. FromARMA 2’s DayZ MOD and later ARMA 3, Greene is co-developing PUBG with the veteran team at Bluehole to create the most diverse and robust Battle Royale experience to date.

*Not Just a Game. This is Battle Royale.*

**Key Features:**

* **Custom Games:**Being implemented after Early Access, this feature will allow select groups of players to create and host their own games with special server configurations, such as the number of players, option to spectate the round, play or set game as private with password and more. Additional information about custom games will be announced after Early Access launch.
* **Realistic Gunplay:** Players usereal-world weapons found via supply drops to create an authentic and visceral experience.
* **Massive 8km x 8km World:** Players begin as weak survivors and develop into powerful soldiers on a massive, deserted island set in Eastern Europe.
* **Built with Unreal Engine 4**: ***PLAYERUNKNOWN’S BATTLEGROUNDS*** utilizes the latest development tools to deliver realistic visuals, animations and gameplay.
* **In-Depth Loot System:** Players will uncover a wide variety of weapons, armor, attachments, and much more as they explore – and battle – across the world.
* **Player-Focused Metagame Tools:** Leaderboards and statistics plus replays and spectator mode tools coming after Early Access launch.
* **Loads of Localization:** Launching into twelve languages (English, Korean, Chinese, Japanese, French, German, Polish, Russian, Spanish, Portuguese, Turkish, Arabic) with translations coming directly from the community.

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