SPACEWAR!
FEBRUARY 14, 1962

Steve Russell, Martin Graetz, and Wayne Witanen develop "Spacewar!", a multiplayer space flight simulation and combat video game where two players fly spaceships around a blackhole and fire at one another until the last one left wins.

BOMBERMAN
JULY 1983

Hudson Soft develops the home computer version of "Bomberman", an arcade-style maze-based game, and it gets a small-scale release in Japan. This is the first last-man-standing video game with a play zone that shrinks over time.

STARCRAFT & WARCRAFT III
MARCH 31, 1998

Blizzard Entertainment's military sci-fi real-time strategy computer video game "StarCraft" (1998) receives custom last-man-standing maps. Eventually, Blizzard's "Warcraft III: Reign of Chaos" (2002) also acquires similar custom maps.

BATTLE ROYALE NOVEL
APRIL 1999

Koushun Takami publishes "Battle Royale", a novel where a military program has 50 random classes of junior high school students get kidnapped, brought to an island, and left to kill one another until only one student from each class is left.

LAST-MAN-STANDING GAME MODES
NOVEMBER 30, 1999

Video games begin to get modes with last-man-standing elements. Some notable examples are Epic Games' "Unreal Tournament" (1999) and Valve's "Counter-Strike" (2000), which was initially developed as a Half-Life mod in 1999.

BATTLE ROYALE FILM
DECEMBER 16, 2000

Based on Takami's 1999 novel, a Japanese dystopian film titled "Battle Royale" directed by Kinji Fukasaku is released in Japan. It draws controversy and a global cult following. Finally, the film is officially brought to the West 11 years later.

THE HUNGER GAMES NOVEL
SEPTEMBER 14, 2008

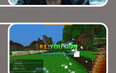
Suzanne Collins publishes her novel, "The Hunger Games", mixing Greek mythology and Roman gladiatorial games. Her inspiration also involved browsing television channels and blurring reality show competitions with the invasion of Iraq.

THE HUNGER GAMES FILM
MARCH 23, 2012

"The Hunger Games" is adapted to film as a dystopian sci-fi adventure. For opening day and opening weekend, it set records for a non-sequel, and the film becomes a massive box-office success, grossing over $694 million worldwide.

MINECRAFT BATTLE ROYALE MODS
EARLY APRIL 2012

Mojang's popular large-scale online survival sandbox, "Minecraft", is the first known game to get battle royale modes modded into it, starting as a server plug-in named "Hunger Games", which was later changed to "Survival Games".



ARMA II DAYZ MOD
LATE APRIL 2012

As a personal project, Dean Hall releases an open world multiplayer survival Arma II mod called "DayZ", where players roam and scavenge for food, supplies, and weapons while fighting zombies and hostile players in an effort to stay alive.

HUNGER & SURVIVOR GAMEZ TOURNAMENT
AUGUST 2012

A tournament titled "Hunger GameZ" (later "Survivor GameZ") features popular DayZ Twitch streamers competing in a custom last-man-standing deathmatch mode for DayZ. This is one of the earliest broadcasted battle royale tournaments.

DAYZ: BATTLE ROYALE
SEPTEMBER 2012

Brendan Greene, also known as PlayerUnknown, announces "DayZ: Battle Royale", a pre-alpha stale mod. Popularity for DayZ and he mod quickly shoots up, but later dies down when the DayZ standalone releases on December 16, 2013.

ARMA III BATTLE ROYALE MOD
MARCH 2014

Brendan Greene releases "PlayerUnknown's Battle Royale" as a mod for Arma III. The "extreme survival" gameplay becomes very popular amongst gamers and they begin to build the support for his later game, "PlayerUnknown's Battlegrounds".

H1Z1
JANUARY 15, 2015

Formally known as Sony Online Entertainment, Daybreak Studios hires Greene as a consultant and releases survival and battle royale game "H1Z1" into Steam Early Access, marking the first time battle royale gets its very own game.

THE CULLING
MARCH 4, 2016

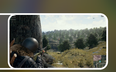
After releasing "Lichdom: Battlemage" and seeing battle royale's popularity, developer Xaranet launches "The Culling", a first-person melee-oriented battle royale game, into Steam Early Access. Ultimately, it fully releases on October 5, 2017.

ARK: SURVIVAL OF THE FITTEST
MARCH 15, 2016

Studio Wildcard's action-adventure survival game "Ark: Survival Evolved" adds "Ark: Survival of the Fittest", a battle royale mode where 72 players fight for survival in extreme, dynamic environments populated with dangerous creatures.

PLAYERUNKNOWN'S BATTLEGROUNDS
MARCH 23, 2017

With Brendan Greene as a creative developer, PUBG Corp. releases "PlayerUnknown's Battlegrounds" into Steam Early Access, breaking Steam's concurrent players record with over 1.3 million in September. It releases on December 20, 2017.

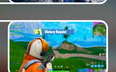


ISLANDS OF NYNE
APRIL 28, 2017

After Kickstarting the project in 2015, developer "Define Human Studios" launches "Islands of Nyne", a sci-fi first-person shooter battle royale game, into closed alpha. It later releases into early access free-to-play on July 17, 2018.

FORTNITE: BATTLE royale
SEPTEMBER 26, 2017

After launching "Fortnite" into paid early access in July 2017 and seeing the success of PlayerUnknown's Battlegrounds, Epic Games adds battle royale as a free-to-play mode in early access. Within two weeks, it gathers over 10 million players.



DARWIN PROJECT
MARCH 9, 2018

Scavengers Studio releases "Darwin Project", an online free-to-play multiplayer battle royale game for Steam Early Access and Xbox Game Preview. It focuses on crafting, and axe and bow combat. The game fully releases on January 14, 2020.

RADICAL HEIGHTS
APRIL 10, 2018

Within the span of 24 hours, Boss Key Productions announces and releases "Radical Heights", a free-to-play battle royale game for Steam Early Access, after five months of development. On May 14, 2018, Boss Key shuts down.

REALM ROYALE
JUNE 5, 2018

Heroic Leap Games launches "Realm Royale", a free-to-play fantasy class-based battle royale game for Steam Early Access. It started out as "Paladins: Battlegrounds", a battle royale mode for Evil Mojo Games' hero shooter "Paladins".

TOTALLY ACCURATE BATTLEGROUNDS
JUNE 5, 2018

Landfall Games releases "Totally Accurate Battlegrounds", a multiplayer battle royale game that acts as a spin-off of their previous game. It also aims to mock "Fortnite" and focuses on exaggerated physics for both players and weapons.

CUISINE ROYALE
JUNE 15, 2018

Originally made as an April fool's joke for the MMO squad based World War II shooter "Enlisted", DarkFlow Software releases "Cuisine Royale", a last-man-standing multiplayer shooter game where players wear kitchen items for armor.

DYING LIGHT: BAD BLOOD
SEPTEMBER 13, 2018

Techland releases "Dying Light: Bad Blood", an online battle royale mode for their 2015 first-person open-world action survival game, "Dying Light". Combining PvP and PvE, 12 players fight in a zombie-infested area until only one is left.

RING OF ELYSIUM
SEPTEMBER 19, 2018

Aurora Studios re-develops "Europa" and releases "Ring of Elysium", an online free-to-play battle royale game for Steam Early Access. It's "PUBG-like" with unique abilities, traversal equipment, simulated weather, and natural disasters.

CALL OF DUTY: BLACKOUT
OCTOBER 12, 2018

Treyarch launches "Blackout", the first battle royale game mode to be included in the Call of Duty franchise, for "Call of Duty: Black Ops 4". It brings together previous Black Ops maps in order to form the biggest Call of Duty map ever.

CSGO: DANGER ZONE
DECEMBER 6, 2018

Valve releases "Danger Zone", an 18-player battle royale mode for their online first-person shooter "Counter-Strike: Global Offensive". Information for it was first found in the May 31, 2016 update files, referring to it as a "survival" mode.

APEX LEGENDS
FEBRUARY 4, 2019

Without any prior announcement or marketing, Respawn Entertainment releases "Apex Legends", a free-to-play character-based battle royale game that mixes Titanfall movement with unique character abilities on an open map.

BATTLEFIELD V: FIRESTORM
MARCH 25, 2019

EA DICE outsources a Battlefield V battle royale mode to Criterion Games and they release "Firestorm" with 64-player matches, squads and solos, weapons and combat vehicles, a shrinking ring of fire, and the biggest Battlefield map to date.

CALL OF DUTY: WARZONE
MARCH 10, 2020

Infinity Ward releases "Call of Duty: Warzone", a free-to-play 150-player battle royale standalone game built off of their 2019 first-person shooter "Call of Duty: Modern Warfare". It features shops, loadouts, bounties, and second chances.

SPACE

COMPETITIVE MULTIPLAYER

CREATION

CANCELLED GAMES

ESPORTS

MODS

OPEN WORLD / SANDBOX

SURVIVAL

EARLY ACCESS

E3

FIRST PERSON SHOOTER

THIRD PERSON SHOOTER

THIRD PERSON ACTION-ADVENTURE

BOSS KEY PRODUCTIONS

FREE TO PLAY

PARKOUR / FREERUNNING

SPLIT SCREEN

LOOT BOXES

HERO / SUPER HUMAN

REMASTERS & REMAKES

FRANCHISES

STEALTH

INTERACTIVE MOVIE

REAL TIME 3D

VIRTUAL REALITY

PAY TO WIN

CHECKPOINTS

COLLECTABLES

UPGRADES

DIFFICULTIES

BOSSES

COOPERATIVE

EXCLUSIVES

HYPE & ANTICIPATION

SPEEDRUNNING

EMULATION

EXTRA

EXTRA