Apex Legends hits 10 million players in just three days

Developer Respawn believed that it was “putting a lot on the line” with the surprise launch of *Apex Legends*, but it looks like the decision was the right one: just three days after launch, the game has reached 10 million players. *Fortnite*, in comparison, took two weeks to hit the same milestone.

“We knew it would be risky to take the franchise in this direction, to go free to play, and do a surprise launch,” Respawn CEO Vince Zampella wrote in a blog post. “But we fell in love with *Apex Legends* and wanted, needed, other people to play it, too.” In addition to the overall player count, the developer also says that *Apex* has already reached 1 million concurrent players.

Apex Legends is a free-to-play battle royale game set in the *Titanfall* universe, and it’s a game that mashes together elements of some of the most popular online shooters. It features *Overwatch*-style hero characters, along with the core gameplay of *Fortnite* and *PUBG*. Notably, it also requires players to squad up in groups of three, though it includes a number of accessibility features so that you can play it without voice chat.

In addition to *Apex*, Respawn is also working on a *Star Wars* game that’s expected to launch this year, and publisher EA says that “related *Titanfall* experiences” are also in the works. “We have so much more in store for you this year,” Zampella says.

https://www.theverge.com/2019/2/7/18216061/apex-legends-10-million-players