As PUBG hits version 1.0, it now has 30 million players

Today hit battle royale game *Playerunknown's Battlegrounds* is finally leaving access with the 1.0 version of the game, but its creators also have a major milestone to celebrate. According to developer PUBG Corp., the game has 30 million players across both PC and the newly released Xbox One version. Sales are accelerating quickly, as just last month the company said the game, which debuted in March, had reached the 20 million sold milestone.

Reaching those numbers in less than a year puts *PUBG* in some exclusive company, roughly on par with Blizzard's multiplayer shooter *Overwatch*, which hit 30 million players after around 11 months on sale. The original *Destiny*, meanwhile, managed to cultivate 20 million players after around eight months of availability. (Publisher Activision hasn't revealed specific numbers for *Destiny 2*, which came out this year.)

PUBG's milestone is especially impressive considering the game doesn't have the backing of a major publisher, and that for most of its existence it's been in a fairly rough state, something that's still very true for the Xbox One version. However, in spite of that, the game has a lot of momentum. *PUBG* recently received important new features like instant replay and a kill-cam, as well as a much-anticipated second map. Microsoft is even bundling *PUBG* with the Xbox One X for a limited time, while a mobile version is in the works for players in China.

https://www.theverge.com/2017/12/21/16806758/playerunknowns-battlegrounds-pubg-30-million-sales