

**GAMING**

A Parent's Guide to  
**FORTNITE**

**axis**

“

I wake up *every day* wondering if there's going to be a surprise addition that day, something people don't know about yet. I've *never* felt that in a game before, never truly believed that “anything” could happen on an ongoing basis. ***Fortnite feels alive in a way that few other games do.***

—Patricia Hernandez [for Kotaku](#)

# A Parent's Guide to **FORTNITE**

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## If you build it, they will come . . .

[Fortnite: Battle Royale](#) has remained one of the most popular games for both kids and adults since 2017. The game earned [\\$1.8 billion in 2019](#), making it the highest earning video game of the year. It has [250 million registered accounts](#) and more than [10.8 million concurrent players](#) as of March 2019. In addition, the game’s creators have successfully targeted women as part of their audience: [An estimated 35%](#) of *Fortnite* players are female.

What’s more, the first-ever Fortnite World Cup culminated in July 2019, with the 3-day finale amassing [19,000 in-person attendees](#) and garnering [2.3 million viewers](#) on YouTube and Twitch at its peak, an impressive feat for the relatively new esports, rivaling the juggernauts of the esports world like the League Championship Series or the Overwatch League.

So what is this crazy game, and why on earth is it so popular? More importantly, what should we do if our kids are obsessed with it?

## What is Fortnite?

[Described in layman’s terms](#), it’s a game in which “you run around building defensive positions (AKA ‘forts’) and killing people king-of-the-hill style until there’s one player left standing.”

More technically, Epic Games released the game [in the summer of 2017](#) as a multiplayer sandbox survival game. “Sandbox” refers to the fact that, in contrast to the progressive storyline of many video games, players are put in an open world with few limitations. Instead of completing a level and moving on to the next one, in a sandbox game, players have free access to the world, can change it, and complete challenges within it ([Minecraft](#) was perhaps one of the most well-known sandbox game up until now). [Techopedia notes](#) that the fact that sandbox games lack a linear storyline can pose difficulties for the games’ creators. (Keep this in mind for when we discuss what has made *Fortnite* so popular.)

Survival video games typically put the players in an antagonistic setting, hence the challenge to survive. When *Fortnite* was originally released, the premise was that a global storm had killed off most of the human population and those who are left must defend themselves against zombies. Players team up and complete missions, constructing traps and defenses against the oncoming horde.

But something happened to change all that. The battle royale game [PLAYERUNKNOWN'S BATTLEGROUNDS \(PUBG\)](#) was released in early 2017 to widespread success. In response, Epic Games quickly created a battle royale version of *Fortnite*, releasing it in September of that year and changing the original game's title to *Fortnite: Save the World*. It is this battle royale version of *Fortnite* that has taken the world by storm (no pun intended).

In it, participants [begin on a hot air balloon bus](#) and parachute onto an island with up to 99 other players. Each player begins with a pickaxe and a standard parachute and must collect weapons, building materials, and other loot upon landing. They must then defend themselves against attacks from other players as the global storm periodically shrinks. Players who fail to stay within the eye of the storm will die. The last player or squad (team) standing has the honor of achieving the “victory royale.”

## What is it rated?

[T for Teens](#), with a content descriptor of “violence.” (See our [Parent's Guide to Video Games](#) for a more thorough explanation of game ratings.)

## On what platforms is it available?

As of January 2020, the game is available on Windows, Mac, Playstation 4, Xbox, Nintendo Switch, iOS, and Android.



## What's a “battle royale” game?

This genre of video games is a PvP (player versus player) scenario in which gamers try to kill each other until there is only one survivor. It's basically *The Hunger Games* (minus the evil government)—although [the genre gets its name](#) from *Battle Royale*, a 2000 Japanese film in which the government forces a group of ninth-graders to fight to the death.

There are multiple battle royale video games, but *PUBG* was the first to seriously [popularize the genre](#). Battle royale games have become so trendy that other companies are coming out with their own versions of the genre, with Call of Duty's Warzone being a notable (and free) up-and-comer.

After Epic Games released *Fortnite: Battle Royale*, the game quickly surpassed *PUBG* in popularity. While *PUBG* uses Epic Games' [gaming engine](#), the *PUBG* creators have not been at all happy about *Fortnite*'s success and [recently sued Epic Games](#) for copyright infringement.

## So what makes *Fortnite* stand out to gamers?

Why is it more popular than *PUBG*, which came first, and all the others that are springing up after it? Some of it has to do with timing, and some of it has to do with the game's ability to continue to create intrigue. Looking at some of the similarities and differences between *Fortnite* and *PUBG* can help us understand *FN*'s immense popularity.

### Similarities

There are several similarities. In each game, 100 players start in the air and land somewhere on a map where they will battle each other to the death to see who is the final victor. Both games feature a force that gradually shrinks the playing area as the game progresses. In *Fortnite*, that force is a storm, and in *PUBG*, it's an energy field. Both games allow players to play solo, in pairs, or in teams of four, and both allow people to match up on teams with



strangers. In each game, the matches are relatively short lasting, either 20 (*Fortnite*) or 30 (*PUBG*) minutes, depending on how long players survive.

## Differences

One difference between the two is that *Fortnite* is always in third person (i.e. you see the back of your character's head in your view), whereas *PUBG* allows you to play from either a first person (i.e. you see through your character's eyes) or a third person point of view. *PUBG* offers players a lot more by way of [customizing their weapons](#) and also offers a different type of diversity in its terrain because players can choose between multiple maps. But despite the fact that *Fortnite* has only one map, its creators are still doing a lot to keep the game fresh and interesting. While *PUBG* has always contained vehicles, *Fortnite* took awhile to add its first one ([a shopping cart](#)) and releases [new ones](#) randomly.

## Where Fortnite shines

*PUBG* differs from *Fortnite* in its aesthetic (which affects the gameplay), the number of maps *PUBG* offers, and the lack of a building element (more on that below). Whereas *FN* is colorful and cartoonish, *PUBG* has a militaristic design and open terrain (see images below for comparison). There are fewer places to hide in *PUBG*, and it's visually similar to many other shooter games. This more realistic aesthetic is somewhat limiting. For example, *PUBG* could never get away with adding a shopping cart as a vehicle. The fact that people can build in *Fortnite* adds a level of depth to the gameplay that *PUBG* does not have.



The absurdity of *FN*'s world allows the creators to make decisions, say, to add a [Thanos avatar](#) (for anyone who is lucky enough to secure it) or to offer weapons like a plunger with a knife through it, a disco ball (a take on a mace), or a shark. These quirks are part of what makes *FN* interesting. In addition, the fact that it's free is a

huge advantage. In contrast, *PUBG* costs \$29.99, and *Fortnite: Save the World* costs \$39.99.

Oh, and then there's the Fortnite World Cup, but we'll get into that in a bit.

## Why did it skyrocket in popularity?

Beyond the key differences discussed above, there are a few reasons why it took the gaming world by storm and continues to be at the top.

### **Gamers want battle royale.**

It helped that the battle royale genre was already popular when Epic Games came out with *Fortnite: Battle Royale*. There's a reason why people might prefer a PvP game to a PvE (player versus environment) game like *Fortnite: Save the World*. Would you rather go up against AI, often behaving in predictable ways, or would you rather know that you (or you and your friends) are defeating skilled human beings who exist somewhere in the world?

Something else about the battle royale genre is that the very format of the game makes people want to keep coming back. As [Lisa Damour of The New York Times](#) puts it, "Instead of feeling as if they've lost, players may feel as if they nearly won...As with gambling, it's hard to walk away if you believe that good fortune is always just around the corner."

### **The battle royale genre helped Fortnite, but PUBG REALLY helped Fortnite.**

As we said, [PUBG came out first](#) and was already successful before *Fortnite* came along and gave its own twist to the battle royale genre. Steve Rousseau of Digg [points out a key difference](#) between the two games:

*At a high level, PUBG requires impeccable situational awareness, near-perfect aim and an uncanny ability to use your position and the nearby terrain to put your enemy in a place where he doesn't want to be. Mostly this boils down to two folks just kinda peeking out behind trees and rocks. Fortnite: Battle Royale requires all of that, but also demands that you're able to furiously out-tower your opponent until you can jump down onto them and lay waste to them with a shotgun. It looks absolutely insane.*



### **Fortnite figured out how to offer people a free game while raking in money.**

(See “battle pass” section below for more on this.) By doing so, they’ve significantly lowered the barriers to entry, increased the number of players and therefore the hype/buzz, and gotten players hooked enough that they *want* the cosmetics and loot offered only by purchasing, thereby massively increasing their revenue. It’s brilliant marketing.

### **As far as skill goes, there’s a low barrier to entry and not a huge upfront commitment.**

Fortnite is well-suited to both amateur and professional gamers. Beginners can pick it up easily, but it’s also possible to become highly skilled at playing it. If you’re already good at shooter games, then your skills can carry over to playing Fortnite. Ninja, one of *Fortnite’s* most popular streamers, [used to play Halo professionally](#) before he moved to *PUBG* and then *Fortnite*.

Individual matches in *FN* only last about 20 minutes. It’s easy to hop in, play for a little while, and then stop (although we should note that it’s just as easy to get sucked into playing match after match for a long time...similar to the autoplay function on Netflix).

### **Fortnite allows for cross-platform play.**

As a [cross-platform game](#), if you and your friends want to play, you don’t all have to use the same device like an Xbox or PS4. You can collaborate on any kind of device, whether it’s a PC or a gaming console or a smartphone. This ability gives a lot more people the opportunity to play and is an area where *PUBG* is limited. *Fortnite* even [works well on older devices](#).

### **Epic Games has been on point with fixing problems and making updates.**

While *PUBG’s* creators have been [slow to fix the problems in their game](#), Epic Games tends to be much faster at resolving issues, fixing glitches, and making updates. Epic Games [really got the upper hand](#) by providing a “technically stable” game at a time when *PUBG* failed to do so.

### **Speaking of which, Epic Games listen to its audience.**

They have prioritized [responding to feedback from the Fortnite community](#). If a majority of players complain about a certain aspect of the game, the company will respond accordingly with an update, and they’ve consistently done this throughout the life of the game, whether it be balancing overpowered weapons or cutting off infamous events, like the “[Close Encounters](#)” battle mode.

## **“You can’t separate *Fortnite* from Ninja.”**

Twitch is popular, Ninja is popular, and their powers combined were [key to driving \*Fortnite\*’s success](#). *Fortnite* is quite fun to watch if the people you’re watching play are any good (which Ninja certainly is). One gamer we talked to believes that Ninja was single-handedly responsible for driving *Fortnite: Battle Royale*’s popularity through Twitch. However, in 2019 [he left](#) Amazon’s Twitch to stream on Microsoft’s Mixer, going from 481 million total channel views to now over 60 million channel views.

## ***Fortnite*’s visuals and building element set it apart.**

As we already mentioned, *FN* visually stands out among its competitors. While the point is to kill other players, it’s not violent and gory (compared to something like *Call of Duty*), and the ability to build makes the gameplay distinctive. Not only are players trying to hide and shoot each other, but they also have the ability to construct walls, ramps (see image), and forts to protect themselves, gain access to different areas on the map, or build high towers in order to launch themselves onto their enemies. As [one website says](#), “*Fortnite* building is what sets the average player apart from pros like Ninja and Myth.” Not only that, it makes the *FN* map dynamic and different each round, which keeps the gameplay from ever getting sterile or boring.



*Fortnite*’s cartoonish aesthetic is also more appealing to a younger audience and does not depict graphic violence. It allows for a more creative, interesting, downright goofy world (you can unlock a lollipop pickaxe, for crying out loud). [James Davenport of PCGamer says](#), “The latest update even added hidden dance floors for a new challenge, and I’ve already seen players forget about the encroaching storm in order to peacefully break it down for a few minutes.”

## **The game fosters community.**

Yes, you can play solo, which is useful for players who are just starting out so they can get experience. But it’s also possible to match up with strangers online or—even better—to play with your friends. We’ve had multiple moms tell us that *FN* is *the* source of their kids’ community.

Playing on a squad is advantageous because you can share materials or healing with your friends or launch them from one point on the map to another. When shopping carts were added to the game, we watched Ninja and his squad experiment with putting C4 on a shopping cart, building a ramp as high as they could go, and launching it onto their enemies. It didn't work so well—but it was fun to watch.

Finally, in late April of 2020, *Fortnite* rolled out its 12.50 patch, which included a brand new map and game mode that removes both the building and the shooting. Instead, the new map is designed to give players a place to relax, play in *Fortnite*'s sandbox, and goof around with friends without fear of getting sniped. Practically, it also provides a new space to host the kind of big events with which the game has become synonymous.

### **Its creators understand the power of narrative.**

Epic Games has been hitting home runs when it comes to creating a unique experience for players and keeping them wondering what will happen next. They've had [in-game concerts](#), aired [exclusive movie footage](#), and offered limited-time modes (e.g. [Avengers crossovers](#)) and limited-time avatars/loot/dance moves/vehicles/weapons. But perhaps the most enticing of all is the continuing narrative they weave into each season.

Though seasons were a creative way to get players to pay money on a recurring basis (see “battle pass” section below), they also became a useful way to keep the game exciting. Though the game changes often, the end of one season and beginning of the next is when big things happen (e.g. [the mysterious glowing thing](#) left in a meteor's crater in 2018). These big events often correspond to other changes in the game, like new abilities or challenges.

Most notable, of course, is when the entire game went offline in October 2019. The story was that the map had been [sucked into a blackhole](#), but players weren't given any indication when it would be back or if it would even be the same game. [One gamer said](#) he left the game—which was just a black screen—running for hours afterward, “just in case anything happened.” When the game finally rebooted two days later, players were introduced to “Chapter 2,” a whole new map with a lot of new features.

Nick Statt of *The Verge* [points out](#) that what *Fortnite* does is exceptional because it keeps creating “you had to be there” shared gaming experiences:

*Epic crafted a narrative for an online multiplayer game exclusively out of contextual clues, in-game hints, and other forms of environmental storytelling. The end result is a game that feels richer, deeper, and more purposeful than its battle royale*

*trappings would have you believe.*

[Patricia Hernandez of video game website Kotaku](#) says:

*Perhaps the most impressive thing about all of this is that it is a very “you had to be there” moment for gaming. If you didn’t catch the build-up, if you didn’t come along for the ride, that’s it. The map is different now. The game is different now. It’s not really something that Epic can pull off again, but they don’t have to. We’re on a grand new mystery now, we have a new season to decipher and unravel. The only question is, where will Fortnite go next?*

One only has to keep playing to find out.

## What’s Battle Pass? How can a free game cost so much money?!

Despite being free to play, the game does make [quite a bit of money](#) from microtransactions. For those of us who don’t game, it might sound strange that anyone would spend money in a game that’s *free to play*. What else do you need?! That’s another area that *Fortnite* has nailed.

There are 10-week, themed seasons in *FN*. During these seasons, there are new challenges to complete and new “skins” (costumes/looks), dances (see image), graffiti, stickers, and [other loot](#) players can earn for their avatars (all of which are purely aesthetic and [have no effect](#) on one’s power within the game). **But these things are only available if one has purchased a [Battle Pass](#)**, which [costs \\$9.99 per season](#) and unlocks these features and challenges within the game. Completing the challenges gives a player more experience points, which in turn helps them to level up to new tiers, and each new tier unlocks more loot. And since only 1 out of 100 players wins each round, having these little perks can make the game more fun for those who don’t win and can make it feel like progress is being made. (It can also be a status thing, since not all the loot is earned/purchased/unlocked by everyone.)



But that's not the cleverest way in which they make money. Epic Games says that unlocking all 100 new rewards each season will typically [take 75 to 100 hours of play](#), something not every player has the time or patience to commit. Not to fear! You can just pay more money (\$25 or 2,800 [V-bucks](#), the in-game currency that can also be earned through play) to get the Battle Bundle, which immediately boosts you to tier 25. Essentially, giving Epic Games more money is the shortcut to coolness, status, and more fun within the game.

And finally, they make money by making challenges that connect with trends in pop culture or by making things available for a limited time (the limited-time [Thanos mode](#) coincided with the release of *Avengers: Infinity War* to theaters). Says Keith Stuart of *The Guardian*, "My sons were obsessed with unlocking the 'Rust Lord' outfit, clearly inspired by Star Lord in *Guardians of the Galaxy*...You remember when you were at school and just had to have the latest cool Nikes? It's like that, but virtual."

## What's the Fortnite World Cup?

Dubbed the "[Super Bowl of Fortnite](#)," this annual esports tournament is another way for Epic Games to create interest in the game. Rather than making the tournament "by invitation only" for the best of the best, it's one in which anyone over the age of 12 could qualify by winning [a qualifier tournament](#). That means that, with enough practice and determination, *anyone* can potentially win. And with a \$30 million prize pool for the 2019 circuit (\$3 million of which went to the winner of the finals), there's a lot of incentive.

So if your gamers have been asking to play more and more, they may have their eyes on a future prize. They may even keep [the winner](#) of the 2019 title, then 16-year-old "Bugha," in mind as inspiration. Esports are quickly becoming valid (and [often lucrative](#)) career choices, with [gaming scholarships](#) being offered by some schools and gaming teams [paying their members well](#). So young *Fortnite* gamers may see all of this and hope to become the next Bugha or Ninja.

If that's the case, take some time to consider it with them, making it clear what it would take to do so (don't forget that all that sitting and gaming will require lots of physical exercise and a healthy diet to counteract!). Remind them that, like with traditional sports,

they shouldn't put it before their relationship with God, their family, their friendships, or their mental health. And before they've even begun down that road, help them think through and write down how they will know if gaming has become unhealthy and they need to walk away.

## Is the Battle Royale genre inherently bad?

In the wake of all the shootings that continue to occur, discussing the morality of shooter games is a delicate matter. It's easy to see why people would view any kind of shooter video game as inherently negative. This is a tendency of many of the parents commenting on *Fortnite* [here](#).

The question of whether violence in video games is problematic or whether certain types of violence in video games are bad touches on a much broader discussion about what sort of content is or is not ok for Christians to consume. We should consider this question not only as it pertains to video games, but also as it relates to movies, novels, shows, and music. It's an important conversation, but not one we have space to fully flesh out here. Still, there are a couple points about violence in video games we think are important to consider.

### **1. What's the context of the game? How mature are your kids? What are your own convictions?**

When evaluating the specific content within it, it's essential to assess the overall context of a game. *Grand Theft Auto* allows players to kill innocent pedestrians. But one gamer we know remembers that in *Call of Duty: WWII*, there's a point where players can either detain or kill someone and that the game made people restart the level if they chose to kill. That's a significant difference in context.

It's not just the stories of the games that are important. The personalities and maturity levels of your kids matter as well. Your older kids can probably handle games that your younger kids can't. Your children will likely react to games differently based on their personalities and experiences. Those are qualities that are important to weigh when considering whether or not to allow certain games in your family.

And of course, individual families will simply have to decide for themselves what

is best for them. Are you going to ban all games with swearing? Are you going to allow some content with swearing depending on the context? Are you going to ban all content with swearing until your kids are a certain age? Your answers to these and similar questions will depend on your convictions and your particular family.

## **2. All games abstract the idea of violence.**

When considering the question of violence, it's helpful to remember that all games (including traditional sports) are based on defeating an opponent. As such, they all abstract the concept of violence against another person on one level or another.

However, letting your kids play capture the flag, laser tag, or paintball is different than playing a video game where players shoot each other, **especially if the violence is graphic**. There is also a significant difference between playing a game where you're simply trying to shoot people to win versus playing a game where, say, the violence is extremely graphic or the point is to torture someone else.

### **What to consider when answering this question**

So when evaluating video game violence, we think it's important to consider its realism, the **context** in which it is occurring, and whether it's appropriate for your kids based on their **ages and tendencies**. We also believe it's important to ask the question, "What is this teaching my children about the sanctity of human life?" Are they learning behaviors, ideas, or beliefs that make human life seem expedient or devalued? If so, think seriously about allowing them to play such games. Not all children will come to these conclusions, but some might. As Christians, it's also important to consider whether such games are [true, noble, right, pure, and lovely](#). Just because a game may not be graphically violent, doesn't make it a life-giving experience to play.

The most violent we saw *Fortnite* get was when one player killed another with an axe in hand-to-hand combat. There wasn't any blood. It just seemed more violent because the players were close to each other, instead of shooting each other from a distance.

Consider this point as well from [New York Times writer Lisa Damour](#):

*Fortnite does, to be sure, involve firearms, and is recommended for ages 13 and up. But its graphics are free of blood and gore. And though adults may worry that shooting games cultivate aggression, C. Shawn Green, an associate professor of psychology at the University of Wisconsin-Madison who researches video games,*

*notes that “there’s really no evidence that playing a violent video game would take someone who has absolutely no violent tendencies and suddenly make them violent.”*

See the “Additional Resources” section below for more information on the studies that have been done on whether or not violence in video games causes people to be more aggressive.

## Is Fortnite better or worse than other games?

Unfortunately, answering that question is hard, since it’s highly subjective and since there are so many other video games with which to compare it.

Some pros of *Fortnite* are:

- It’s free;
- It’s creative and requires creativity;
- It fosters community (or it can);
- The violence is minimal—there’s no blood or gore; and
- There aren’t scenes in which the characters swear.

Some cons are:

- You can instantly connect online with strangers over audio and text chat;
- It’s super easy for kids to spend TONS of time on it, especially if their friends are on it all the time;
- It’s consequently easy to neglect spending time enjoying and developing skills in the real world; and
- It’s easy to spend a lot of money on items that only exist in the digital realm.

## Are there parental controls?

Yes! Once a parental control PIN has been set up, parents [can change settings](#) like filtering mature language, sending playtime reports, and turning off voice or text chat. The PIN will be required to change the settings in the future.

Keep in mind that the voice and text chat features only allow players to hear/see their teammates’ comments (not those of all 99 other players in the round). So if you



choose to turn either or both off, your gamers' experience will be drastically affected and they might be angry with you (after all, [teams are a huge part](#) of the game). If you're concerned about what they hear and/or say, consider not allowing headphones (so what they hear can be heard by you), only allowing play in a public part of the house, and talking with them about who they choose to team up with.

In addition, though the "mature" language filter can help in text chat, it won't be perfect, so it's important to monitor your children and have continuing conversations about what they see and hear while playing.

As *Fortnite* mentions on its [Parental Controls page](#), there are some features that are available via a platform or console that cannot be blocked within the game. Click the links on the page for each individual platform to learn how to enable its parental controls.

## Should I let my kids play it?

Whether or not you let your kids play *Fortnite* depends on their ages, maturity levels, their demonstrated abilities to make wise decisions, and your assessment of how playing the game affects them. Generally speaking, if you are setting good limits on time and how they're interacting with strangers online, we don't see a major problem with the game.

If you are going to allow it, we think it's helpful for you to take an interest in *FN* and even play it with your kids. We also think it's important for you to encourage them to spend more time developing skills and creativity in the real world than they spend playing or watching video games.

## How can I set good limits on the game?

1. Don't be **against** *Fortnite*. [Be for other pursuits](#). Encourage them to develop skills and interests outside of the game. Spend time together as a family. Serve other people on a regular basis.
2. Do set limits on their screen time, and make sure this includes *all* screen time, not just time spent playing *FN*. It's possible to spend a lot of time watching Twitch or YouTube videos about *FN*. (And realize, as one mom told us, that **setting a "match/**

**round limit” is better than setting a time limit** for *Fortnite*. Why? Because if your gamer is in the middle of a round when the time’s up, and you force them to quit without finishing the round, their squad or friends will be left in a lurch and they will be really angry with you.)

3. Don’t overreact and come down with the hammer of justice, suddenly cutting them off from the game. Work with your kids to determine what good limits look like.
4. Make them earn their purchases! If they want the Battle Pass or Battle Bundle (or other purchases), find chores they can do around the house or have them babysit to earn the money first (date night, anyone?).
5. Take an interest in *Fortnite* and talk to your kids about it. Says Lisa Damour, “I have found that many teenagers love to talk about it with anyone who’s willing. And while learning about the details of this latest craze may not be at the top of every parent’s agenda, learning more about why the game captivates one’s kid just might be.”
6. Play with your kids. If they want to invite you into their world, take advantage of their openness, [like this mom did](#).
7. If you let your kids play with strangers, don’t let them use an audio headset. You have no way of knowing or vetting what other people are saying.
8. If you’re still at a loss for understanding *Fortnite*, we recommend watching [Ninja’s stream](#) on Mixer or [Bugha’s stream](#) on Twitch. You can also check out *Fortnite*’s twitter account [here](#).

## Final thoughts

So many people enjoy video games because they’re an immersive form of storytelling and can often be a way of being in community with other people. But as with anything, we have a tendency to misplace our priorities and escape from the world God created, instead of playing a stronger role in it. *Fortnite* has a lot of good qualities, but your kids need you to help them steward their time, gifts, and communities well. As with most things, moderation and balance are important. If your kids play *Fortnite* for an hour, have them play outside for an hour as well. Ultimately, you know your children best

and want the best for them, so look for signs of how they play the game in healthy or unhealthy ways and engage with them accordingly. Good luck!

## Related Axis Resources

- [The Culture Translator](#), a **free** weekly email that offers biblical insight on all things teen-related
- [A Parent's Guide to Twitch.tv](#)
- [A Parent's Guide to Minecraft](#)
- [A Parent's Guide to League of Legends](#)
- [A Parent's Guide to Video Games](#)
- Check out [axis.org](#) for even more resources!
- If you'd like access to all of our digital resources, both current and yet to come, for one low yearly or monthly fee, check out the [All Axis Pass!](#)

## Additional Resources

- [“Signposts: Should Your Family Play Video Games?”](#) Dr. Russell Moore
- [“Do video games lead to violence?”](#) CNN
- [“Does playing violent video games cause aggression? A longitudinal intervention study,”](#) Nature.com

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# A Parent's Guide to **FORTNITE**

## Recap

- *Fortnite* is a sandbox video game with two modes: PvE (called *Save the World*) and PvP (called *Battle Royale*).
- Gamers like *Fortnite* because of its cartoonish graphics, fun elements like emotes (dances) and skins (outfits), building component, and its ever-changing story and map.
- The game is free to play, but there's a lot of status and clout wrapped up in one's avatar, so many players purchase a Battle Pass every season to earn exclusive items and challenges.
- Most players don't just look at it as a game; they see it as a place where their friends gather.
- When considering whether to let your kids play it, consider their ages and maturity levels, your own convictions, each individual kid's struggles or tendencies, and what they might learn from it.
- Don't just be against the game; be for other pursuits!
- Always set screen time limits, but with *Fortnite*, limit the number of matches, rather than the amount of time played so that they don't have to abandon their squad in the middle of a match.
- The best way to show your gamers you care is to play with them or, at the very least, show an interest in their interests. That will earn you the right to speak wisdom into that aspect of their lives.

**Hint: Screen shot or print this page to refer back to later!**

# A Parent's Guide to **FORNITE**

## Discussion Questions

- What do you like about *Fortnite*? What do your friends like about it?
- How is it different from other games you've played?
- Do you like watching *Fortnite* on Twitch or YouTube? If so, why?
- Do you feel you're spending a healthy amount of time on *Fortnite*?
- What are the benefits of playing it?
- Do you feel that *Fortnite* helps you to build community and get to know your friends better? Explain.
- How much time are you spending face-to-face with people or on being creative in the real world?
- What are the benefits to spending time with people face-to-face and not just on a video game?
- What are the advantages of spending time in the real world?
- How does Battle Pass make you focus on the wrong things?
- What do you think is a healthy/realistic amount of money to spend on video games each month? Why?
- Is it tempting to spend more than that? Why? What would decrease that temptation?
- Are video games a good way for you to rest and rejuvenate? Why or why not? If not, what boundaries can we set to make sure you get the rest you need?

**Hint: Screen shot or print this page to refer back to later!**