



MEDIA INFORMATION

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Harmony or Progress - Choose your Side! Elvenar Unveils Gameplay Details

InnoGames releases first look on the game's playable races, Humans and Elves

Hamburg, December 3, 2014. [InnoGames](#) uncovers additional information today on the visuals and gameplay of its latest strategic city-builder [Elvenar](#). The information reveals distinct differences between the two playable races, Humans and Elves. Especially on how they differ aesthetically - in the way their cities look and feel. Gameplay-wise, both have access to similar features in terms of city-building and exploring the multiplayer overworld map. InnoGames' latest video supports this with first gameplay scenes and has Game Designer Timon and UI Artist Oliver explain the game's unique look and feel.

Visually speaking, Elves live in harmony with nature and incorporate it into their architecture while Humans use nature as construction material instead. This means their buildings feature heaps of stone and metal as the main components. The city building aspect focuses on residential, cultural and production type structures with unique houses that unlock additional options. Most edifices have 15 upgradable stages, which makes them grow in size and change visually.

Elvenar is a city-building Strategy-MMO from InnoGames, set in an exotic fantasy world. Tasked with creating a flourishing city, players can choose between Elves or Humans as a starting race. The choice influences the way the players' cities and inhabitants look and units are at their disposal. Elvenar will start in the browser; mobile versions are planned. Elvenar will start in the browser; mobile versions are planned. The game's closed beta is supposed to start in January 2015.

Between managing resources, levelling up buildings and unlocking new perks, players should also pay attention to the multiplayer-map if they want to find valuable relics. Yet, players might have to fight

numerous fantastic creatures for them. The game's strategic battles are 3D-animated, with up to 20 different monster and unit types, which make each encounter unique.

With more than 130 million registered players, InnoGames is one of the world's leading developers and providers of online games. The Hamburg-based company has scored major successes with games such as [Tribal Wars](#), [Forge of Empires](#) and [Grepolis](#).