



MEDIA INFORMATION

Your contact person:
Dennis Heinert

E-Mail:
dennis.heinert@innogames.com

Phone:
+49 40 78 89 33 5680

Goal! Goal! Gooooaaaal! – The Forge of Empires Soccer Cup started

Hamburg, June 12, 2014. Today [InnoGames](#) launched the [Forge of Empires](#) Soccer Cup. In the event, which will run for the next four and a half weeks, players have the chance to shoot penalties and compete with their neighbors, in order to receive bonuses or new, exclusive buildings. Game designer Peer introduces the event in a [new video](#).

During the Soccer Cup, players will receive new shots hourly or for solving quests. Those are used in a minigame that is shared among the neighborhood to score "Cups". Players can choose between four different types of penalties, which vary in difficulty and chances of winning. Depending on the chosen difficulty players will be rewarded with a different number of cups – A lob is harder to put off than a simple shot in the corner but the reward is much higher. The more neighbors fail at a specific shot, the more cups the player who finally succeeds gets. Cups can be traded for exclusive buildings, bonuses or items. In addition, every week, the player with the highest score will receive a unique decoration.

[Forge of Empires](#) is a browser-based strategy game in which players, tasked with leading a city to prosperity, can research new technologies, build impressive historical buildings and enlarge their sphere of influence through military campaigns and skillful dealing. The game has been awarded the title of "Best Browser Game" at the 2013 German Computer Game Award (Deutscher Computerspielpreis). Forge of Empires reached more than 15 million registered users and is playable in 23 languages.

With more than 120 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](#).

###