



MEDIA INFORMATION

Your contact person:
Dennis Heinert

E-Mail:
dennis.heinert@innogames.com

Phone:
+49 40 78 89 33 5680

The most magnificent rollout since the Autobots: Rising Generals introduces Unit Types!

Explosions? Check! Double-Turret Laser Tanks? Check! Anti-Anti-Aircraft? Check!

Hamburg, October 9, 2014. [InnoGames](#) just published additional information on the unit types for its upcoming cross-platform strategy title [Rising Generals](#). Rising Generals features over 20 unit types that work with a stone-paper-scissors system. Today, the company demonstrates the game's impressive military arsenal through a new video. The video walks players through the most relevant actions in the game and show its defining characteristics.

Rising Generals features various unit types that fight against their enemy counterparts in three battle phases: During the airstrike, bombers and interceptor planes battle for air superiority. Afterwards, minelayers and artillery engage on the battlefield and set the stage for the main phase – during combat, armored vehicles, tanks, and battle helicopters fight it out until a winner is determined. For all phases, there are various types of combat vehicles available, all with unique strengths and weaknesses against other unit types. Players are tasked with finding the right mixture: A squad of heavy Hydra tanks might demolish lighter combat vehicles, but how to protect them from anti-tank Archangel helicopters? Simply add in a number of smaller Paladin tanks carrying anti-aircraft rockets!

In Rising Generals, players command a military base which needs to be quickly upgraded and staffed with troops in order to defend itself against and attack hostile neighbors. Unlockable technologies as well as officers provide helpful bonuses and perks. Aimed at triggering instant action, Rising Generals progresses at a significantly higher speed than other online strategy games. Real-time 3D animations give each battle a unique feeling, and more than 20 units provide players with lots of strategic options.

For the development of Rising Generals, InnoGames was supported by game design legend Bruce Shelley, known for his work on Civilization and the Age of Empires series. Shelley worked several months with the team during development and spent time in InnoGames' Hamburg offices.

With about 130 million registered players, InnoGames is one of the world's leading developers and providers of online games. Currently, the Hamburg-based company employs 350 professionals from 25 nations. InnoGames has scored major success with games such as [Tribal Wars](#), [Grepolis](#) and [Forge of Empires](#).