



## MEDIA INFORMATION

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### **InnoGames: Cross-platform game Rising Generals will demo gameplay at E3** **InnoGames releases further information on Adobe Air Development for new title**

**Hamburg, June 4, 2014.** Today [InnoGames](http://innogames.com) released additional information on its upcoming strategy game [Rising Generals](http://risinggenerals.com). During E3 2014, the German publisher will demo cross-platform gameplay across iOS-, Android- and browser-based devices. The PvP-heavy MMO has been developed as a native cross-platform game with Adobe Air. To create Rising Generals, InnoGames was supported by game design legend Bruce Shelley, known for his work on Civilization and the Age of Empires series. He will also attend InnoGames' E3 presence and talk about his involvement in the game. Shelley worked several months with the team during development and spent time at InnoGames' Hamburg offices. On [www.risinggenerals.com](http://www.risinggenerals.com), players can pre-register for the upcoming beta, which is scheduled for summer 2014.

Development with Adobe Air allowed the team to build the game for iOS, Android and browsers simultaneously and focus on optimizing multiplayer for up to 40.000 players on one map. To boost performance and support the use of native hardware on all devices, other Adobe tools like action script and Stage 3D were used as well.

“We made sure that it is possible to zoom onto the game map seamlessly, enjoy a visually appealing management of your secret underground base and watch your troops crushing enemies in combat,” explains Christoph Schmidt, Producer of Rising Generals. “Also, we built one user interface that works on all devices – we started to optimize for mobile first and went on from there”, he adds. Key to the game's performance on all devices was the flexibility to add native sources to the mix, even while developing on all platforms simultaneously: “The 3D graphics and effects, especially on mobile

devices, would not have been possible without GPU utilization at all”, says Hans-Christian Kientopf, graphic programmer of the team.

In *Rising Generals*, players become commander of a military base, which needs to be quickly upgraded and staffed with troops in order to defend against and attack hostile neighbors. Unlockable technologies as well as officers and generals 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.

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](#).