



MEDIA INFORMATION

Your contact person:
Dennis Heinert

E-Mail:
dennis.heinert@innogames.com

Phone:
+49 40 78 89 33 5680

Closed Beta is coming - Tribal Wars 2 opens gates June 24th.

InnoGames releases information on beta launch of successor to legendary strategy game

Hamburg, June 17, 2014. Today [InnoGames](#) announced the closed beta start of its strategy MMO [Tribal Wars 2](#). On June 10, the English-speaking beta server will be opened to the first players. Everyone who signed up for a beta key, on www.tribalwars2.com, no matter how long ago, might be among the first to playtest the new game. During the first days of beta, the team will only allow for a moderate number of players in the game. After initial performance tests, the beta will quickly be opened to significantly more participants. The beta will start for browser only, with the launch of the Open beta, the game will also be available for Android and iOS. Players can set up one account for all platforms and play from whichever combination of devices they choose.

In Tribal Wars 2, players find themselves as leader of a small village in the midst of a medieval world. Tasked with growing and expanding their empire within a war-torn landscape, they have to fight in order to survive. The MMO's focus is real-time strategic battles with and against other players. Army size is not all that matters – political alliances and military pacts are crucial for success. Team play is a key aspect of the game. Compared to its predecessor, Tribal Wars 2 offers a significantly enhanced set of features, with a total of 17 buildings, 26 technologies and 13 units. Tribal Wars 2 will be released as cross-platform game for Android, iOS and all browsers.

Tribal Wars was developed as a hobby project in 2003 by the three founders of InnoGames, Hendrik Klindworth, Eike Klindworth and Michael Zillmer. Even though financial success was not the goal, the game grew to a size where it was impossible to maintain privately. Today, Tribal Wars has more than

50 million registered players and celebrated its tenth birthday last year with a big in-game event and a [video](#) saying thank you.

With about 120 million registered players, InnoGames is one of the world's leading developers and providers of online games. Currently, the Hamburg-based company employs 300 professionals from 22 nations. Next to [Tribal Wars](#), the Hamburg-based company has scored major successes with games such as [Forge of Empires](#) and [Grepolis](#).

###