



MEDIA INFORMATION

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Don't Paint Eggs! InnoGames Offers Three Ways to Beat a Dull Easter

Hamburg, March 19, 2015. Although Easter is still a few weeks away, the German games developer [InnoGames](#) just announced three ways to beat boredom during the holiday. Three of its games will host their annual ingame events, with [Forge of Empires](#) starting on March 25, followed by [The West](#) and [Grepolis](#) on April 1. The company has also released three videos in which they explain the event mechanics.

[Forge of Empires](#) kicks it all off with a twist to the traditional egg hunt. Throughout the event fans of the city builder will be able to find and collect eggs to exchange for prizes. The game has also incorporated a social action to keep everyone engaged. Participants have a maximum of six "hiding actions" per day that allow them to hide eggs in other cities.

[Grepolis](#) and [The West](#) follow suit with their own take on the holiday. On their end, Grepolis brings back a magical reward-laying hen. Players must feed this mythical animal with specific combinations of three ingredients to get rewards. In addition, they introduce daily and overall rankings based on the number of accumulated eggs. Conversely The West will host their Easter Showdown which lets players duel against four different bandits. Participants must find eggs through daily ingame activities to unlock three of the four outlaws. Winning streaks will determine the top ranked player. He or she will receive an exclusive weapon at the end of the event.

With about 150 million registered players, InnoGames is one of the world's leading developers and providers of online games. Currently, the Hamburg-based company employs over 350 professionals from 30 nations. InnoGames has scored major success with games such as [Tribal Wars](#), [Grepolis](#) and [Forge of Empires](#).