



MEDIA INFORMATION

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The Dawn of Tomorrow: Forge of Empires Introduces New Era

Hamburg, April 16, 2015. The German developer [InnoGames](#), has just introduced a new period to its strategic online game [Forge of Empires](#): The Tomorrow Era. The new age will be available on all language versions, from April 21 on and is already playable on the international server. The addition is set in a dark cyber-punk world and introduces a brand new storyline that spans 13 provinces. In this [new video](#), game designer Peer further explains features from the Tomorrow Era.

For the first time ever, players can look forward to fighting within their cities ingame. A total of 71 new quests with a James Bond inspired plot will also introduce four new province leaders waiting to be fought. Tomorrow will also feature new technologies like “Nutrition Science” and “Drones” along with numerous buildings that highlight the perks and drawbacks of the near future.

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 25 million registered users and is playable in 23 languages in browser and on both [iOS](#) and [Android](#).

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](#).