



MEDIA INFORMATION

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Tribal Wars 2: Cross-Platform Gameplay and going Native for Mobile

InnoGames elaborates on development; game reaches 100.000 pre-registrations for beta

Hamburg, January 16, 2013. Today [InnoGames](#) released additional information on its strategy online game [Tribal Wars 2](#), describing the technical basis of the company's first native cross-platform game. The browser component is a combination of the Open source-framework AngularJS, created by Google, and Javascript Canvas. Mobile access will be granted via native Apps – those use additional COCOS2D frameworks on iOS and Java as well as Libgdx on Android. All mobile versions will be optimized for touchscreen-use on numerous devices. 100.000 players already pre-registered for the upcoming closed beta phase.

Unlike its browser-based predecessor, which added crossplay via iOS- and Android-Apps later, Tribal Wars 2 was planned to take full advantage of cross-platform possibilities. Therefore the game had to be streamlined on browser, tablets and smartphones in terms of technical basis and gameplay. "Our goal was to make all parts of gameplay feel and interact with the players the best way possible - on all platforms. At the same time, the performance had to meet our standards," says Marc Kamps, Producer of Tribal Wars 2. "We experimented with multiplatform-solutions like HTML 5, but in the end, going native allowed us to take full advantage of the mobile devices' processing power and touchscreen displays." Kamps adds.

Players can already pre-register for the game's beta on www.tribalwars2.com. Tribal Wars 2 sports state-of-the-art graphics and will later be released as cross-platform for Android, iOS and all browsers. Therefore, players can set up one account for all platforms and play from whichever combination of devices they choose. In the recently released announcement Video, members of the

team and InnoGames co-founder Hendrik Klindworth, are describing their visions for the game and upcoming features.

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. Tribal Wars 2 will be released as cross-platform game for Android, iOS and all browsers. Therefore, players can set up one account for all platforms and play from whichever combination of devices they choose.

Tribal Wars was developed as a hobby project in 2003 by the three founders of InnoGames, Hendrik Klindworth, Eike Klindworth and Michael Zillmer. Today, Tribal Wars has more than 50 million registered players and recently celebrated its tenth birthday with a big in-game event and a [video](#) saying thank you.

With more than 110 million registered players, InnoGames is one of the world's leading developers and providers of online games. Next to [Tribal Wars](#), the Hamburg-based company has scored major successes with games such as [Forge of Empires](#) and [Grepolis](#).

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