



## MEDIA INFORMATION

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### **Putting the “Instant” in Action: InnoGames Publishes Gameplay Video on Rising Generals**

**Hamburg, September 11, 2014.** [InnoGames](#) just published additional information on the gameplay for its upcoming cross-platform strategy title [Rising Generals](#). Today, the company demonstrates the game’s progressive nature through a new video. Unlike other strategy-MMOs, Rising Generals works with a cooldown-system which allows players to take direct action and be efficient on the battlefield - even in shorter sessions. A complex espionage system and over 20 unit types, which work with a stone-paper-scissor system, add tactical depth. The video walks players through the most relevant actions in the game and show its defining characteristics. In Rising Generals, players will be able to use one account for all three platforms: browser, Android and iOS. The browser version of the game already entered closed beta – players who have a key can register with it at [www.risinggenerals.com](http://www.risinggenerals.com).

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

For the development of Rising Generals, InnoGames was supported by game design legend Bruce Shelley, known for his work on Civilization and the Age of Empires series. Shelley worked several months with the team during development and spent time in InnoGames’ Hamburg offices. With about 130 million registered players, InnoGames is one of the world's leading developers and providers of online games. Currently, the Hamburg-based company employs 350 professionals from

25 nations. InnoGames has scored major success with games such as [Tribal Wars](#), [Grepolis](#) and [Forge of Empires](#).