



MEDIA INFORMATION

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Tribal Wars 2 – The Sound of Battle!

InnoGames Releases Orchestral Version of the Main Theme

Hamburg, March 27, 2014. Today [InnoGames](#) released additional information on the soundtrack for its strategic browser game [Tribal Wars 2](#). Aside from numerous sound effects, the game will feature 14 orchestral audio tracks, creating the appropriate mood for massive PvP-battles between players. InnoGames also released the game's main theme "Driving Them Back" - It can be listened to on the game's Blog. The High-quality tracks were composed by the award-winning studio Knights of Soundtrack.

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. Players can already pre-register for the game's beta on www.tribalwars2.com.

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 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](#).

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