

MEDIA INFORMATION

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Enter an Enchanted World: Elvenar Officially Launches

InnoGames opens English-speaking International version, twenty more languages to follow

Hamburg, May 28, 2015. Today, <u>InnoGames</u> officially launched the International version of its fantasy strategy game <u>Elvenar</u>. From now on, the game is playable in English worldwide on the International server – In the coming weeks, InnoGames will officially release Elvenar in over 20 additional languages, following the English and German versions of the game.

Elvenar is a city-building strategy-MMO from InnoGames, set in an exotic fantasy world. Tasked with creating a flourishing city, players can choose between Elves or Humans as a starting race. The game's focus lies on building and upgrading a city, but players also trade or explore the world map. The choice between Elves and Humans influences the way the players' cities and inhabitants look and which technologies and units are at their disposal. The Elves live and breathe magic and exist in close harmony with nature, whereas Humans are ambitious and determined engineers.

Between managing resources, levelling up buildings and unlocking new perks, players should also pay attention to the multiplayer map. There they can interact with neighbors, scout new provinces and unlock various powerful relics by fighting NPCs or trading. Fights take place on various battlegrounds. The strategic battles are 3D-animated, with up to 20 different monsters and unit types, which make each encounter unique and tactically deep.

With more than 150 million registered players, InnoGames is one of the world's leading developers and providers of online games. The Hamburg-based company has scored major successes with games such as Tribal Wars, Forge of Empires and Grepolis.