



MEDIA INFORMATION

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Magic Comes to Elvenar: InnoGames TV Announces New Game Feature February episode unveils never before seen footage of game mechanic

Hamburg, January 29. [InnoGames](#) just released the first episode of [InnoGames TV](#) for 2016 with exclusive information: the release of a new feature in its fantasy city builder [Elvenar](#). The approximately 11 minute [video](#) explains the ins and outs of Spells (Elvenar's recent game mechanic) and sums up the most recent news for [Forge of Empires](#), [Grepolis](#) and [Tribal Wars 2](#).

In the February episode, Game Designer Timon and Graphic Artist Oliver reveal Spells. The new addition will give players a new dimension of options, decision and rewards in the game. To get these benefits players must first research and build the Magic Academy. From there, they will be able to create three different spell types which help them boost supply output, good manufacturing or culture.

Afterwards, Forge of Empires reveals three different news this month. The first two are the Valentine's Day event and the next Historical event while the third is the departure of Game Designer Peer from the monthly video podcast. In addition, Tribal Wars 2 presents their 'Move Units' feature while Grepolis answers some questions from their Q&A session on Facebook. The episode also concludes with a small sneak peek into the game's upgraded 'Farming Villages'.

Through their monthly video podcast, InnoGames provides the community with the latest news about their games. While the host speaks English, nine languages are available via subtitles on YouTube.

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](#).

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