



MEDIA INFORMATION

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InnoGames Opens New Development Studio in Düsseldorf

Mobile success of Forge of Empires massively accelerates turnover

Hamburg, September 30. In the wake of its dynamic growth, [InnoGames](#) announces it will open a new development studio on January 1. A team of industry veterans is already establishing the new studio in Düsseldorf, Germany which is planned to employ up to 50 people. The office in Hamburg will remain the companies' headquarters.

Better than expected turnover is one of the reasons for this expansion: revenue, foremost in the mobile sector, increased significantly in 2014. Especially after the very successful launch of the Forge of Empires iPad-App, with 1,5 million downloads in the first three months, added to that. It will probably not stop at this point since the iPhone-version for Forge of Empires was made available last week.

“With Forge of Empires we managed to establish InnoGames as a mobile game developer – with the iPad-Version alone we generate revenue in the seven digits. This is the financial foundation for our continued sustained growth”, explains Armin Busen, CFO at InnoGames. He added that mobile revenue increased by 500%, in comparison to 2013.

Hendrik Klindworth, InnoGames' founder and CEO points out: “For further growth, we need a number of highly skilled people across all departments. And it gets more and more complicated to find them in Hamburg alone. Düsseldorf is a very promising location with lots of potential for the job market”. Klindworth points out that Hamburg will always remain the company's headquarters and will also continue hiring additional people.

Next to Forge of Empires' mobile versions, Tribal Wars 2, one of InnoGames' cross-platform developments, further fueled the company's optimism. The game's open beta for browser was very successful and mobile versions will follow for Android and iOS towards the end of 2014.

With more than 130 million registered players, InnoGames is one of the leading developers of online games. The Hamburg based company currently employs over 350 people from more than 25 nations and scored major successes with games such as [Tribal Wars](#), [Forge of Empires](#) and [Grepolis](#).

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