



MEDIA INFORMATION

Your contact person:
Dennis Heinert

E-Mail:
dennis.heinert@innogames.de

Phone:
+49 40 78 89 33 568

Another Look at Elvenar: Gameplay-Trailer Released

InnoGames publishes video along with beta key removal

Hamburg, April 8, 2015. Today, [InnoGames](#) released the [official gameplay-trailer](#) to its fantasy strategy game [Elvenar](#). The spot displays the main elements of the city-building MMO and gives an outlook on late-game elven and human cities. The game has been in English beta since the beginning of the year and is from now on accessible without key restrictions. In the coming weeks, other language versions will officially launch.

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 and 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](#).