



MEDIA INFORMATION

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Tear Down the Walls – Tribal Wars 2 Enters Open Beta

Hamburg, September 2, 2014. Online games developer [InnoGames](#) is calling all players to join their tribe with the open beta start for [Tribal Wars 2](#). Players can start playing the new online strategy game today in English and German - with 17 more languages launching in the next weeks. The game follows its legendary browser predecessor [Tribal Wars](#), which has 55 million registered players worldwide. Tribal Wars 2 is a highly anticipated title within the gaming community: Over 300,000 players already pre-registered for the game.

During the last few weeks the game was tested with limited numbers. “The closed beta gave us very valuable input for the development of the game and we thank all players who participated in it”, says Tribal Wars 2 Product Manager Nino Protic. “However, now is the time to test the game with a bigger community to prepare for the final launch.” He reveals more information about the change from closed to open beta in a [video](#).

In Tribal Wars 2, players find themselves as the 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. The game is designed as a cross-platform game for browser and mobile to enable players to use the same account for web, iOS and android while still experiencing the same game world, with the same rivals and allies. During the beta period, the game will only be available for browser. The launch of the mobile apps is planned for the end of the year.

With about 130 million registered players, InnoGames is one of the world's leading developers and providers of online games. Currently, the Hamburg-based company employs 350 professionals from 25 nations. InnoGames has scored major success with games such as Tribal Wars, [Grepolis](#) and [Forge of Empires](#).