



MEDIA INFORMATION

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Everyone Needs a Mentor: Tribal Wars Lets you Learn from the Best

InnoGames addresses game's learning curve with new Mentoring System

Hamburg, March 03, 2015. Today [InnoGames](#) has introduced a new feature to its classic strategy MMO [Tribal Wars](#). The new game component named the "Mentoring System" aims to help new players rapidly learn and assimilate into competitive play by assigning a veteran of the game to them. Through quests and personal guidance they help them get the important first steps right. The company has also released an accompanying [video](#) explaining the process.

Through this brand-new system potential mentors and apprentices are determined and matched based on their achievements. This means experienced players can coach novices by assigning tasks in the form of quests. While this helps beginners mentors also benefit by being recognized as valuable members of the community. A mentor rating is included into this element to guarantee mutual satisfaction. Qualifying and interested members can access the Mentoring System via their profile menu.

Tribal Wars places the player as leader of a small village, striving for power and glory. In order to build a strong empire and conquer other villages, one must unite with powerful allies and found a mighty tribe. Its vast game worlds and varied tactical opportunities make Tribal Wars one of the most popular browser-based games in the world, with over 50 million registered users playing it in almost 30 languages.

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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