



## MEDIA INFORMATION

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### InnoGames publishes launch trailer for Rising Generals

**Hamburg, June 19, 2014.** [InnoGames](#) just published a 90 seconds launch trailer for its upcoming cross-platform strategy MMO [Rising Generals](#). It offers a roundup of the most relevant game features like base building, recruitment and units, as well as espionage. The video includes an animated introduction sequence and a lot of gameplay material from browser, tablet and smartphone. At [Rising Generals](#), players will be able to use one account for all three platforms: browser, Android and iOS. The game is supposed to be released this summer. For the video production, InnoGames was supported by [Take Off Studios](#) and [imascore](#).

[Rising Generals](#) is a PvP (player versus player) oriented strategy MMO with a Modern Warfare setting. The game is designed for short but intense gaming sessions with a strong focus on action. There will be no run times, but attacks will be executed immediately. Strategic minds have several options to plan them: More than 20 different units from heavy tanks and infantry to helicopters and warplanes have to be chosen and well matched. Real-time 3D animations give each battle a unique feeling and will also provide valuable information about the course of the battle.

For the development of [Rising Generals](#), InnoGames was supported by game design legend Bruce Shelley, known for his work on [Civilization](#) and the [Age of Empires](#) series. Shelley worked several months with the team during development and spent time in InnoGames' Hamburg offices.

With about 120 million registered players, InnoGames is one of the world's leading developers and providers of online games. Currently, the Hamburg-based company employs 340 professionals from 25 nations. InnoGames has scored major success with games such as [Tribal Wars](#), [Grepolis](#) and [Forge of Empires](#).