



MEDIA INFORMATION

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InnoGames cancels development of Rising Generals

Hamburg, January 26, 2015. Today, [InnoGames](#) shut down development of its strategy game [Rising Generals](#) as of now. On February 9, the developer and publisher will take the game's servers offline. Reason for the projects' cancellation is InnoGames' high standards in its products' quality, which were not entirely met during the closed beta of the game. Player feedback during that phase supported the decision to discontinue the project.

Employees involved in developing Rising Generals will all be integrated into other InnoGames' projects – including strategy game Elvenar, which recently launched its closed beta, as well as developing mobile technologies and software for future games.

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](#).