



MEDIA INFORMATION

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Tribal Wars 2: New Second Village Feature Speeds up Game Start

Hamburg, April 9, 2015. [InnoGames](#) just implemented a new feature into its online strategy game [Tribal Wars 2](#), which significantly speeds up the game progress in the beginning. From now on, players will be able to get a second village by fulfilling quests within five days. Additional villages will have to be captured like before but with this updated system players will reach the mid-game quicker. The company has also published a [video](#) where Game Designer, Thomas Fisher explaining it further.

“Tribal Wars 2 is essentially about managing a whole empire, moving troops from one village to the other and performing strategic attacks on enemies”, InnoGames’ Senior Product Manager Nino Protic explains. “However, it currently takes players up to two weeks until they have their second village and know this gaming experience. We wanted to change this so players will now get the full gaming experience way quicker and easier.”

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 while still experiencing the same game world, with the same rivals and allies. The game is released for both browser and [Android](#); the iOS app will follow in the next months.

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](#).