



## MEDIA INFORMATION

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### **Tribal Wars 2: Prepare for Battle – and Go Berserk If You Have to!**

**New units secure challenging fights for veterans and newcomers alike**

**Hamburg, February 4, 2014.** Today [InnoGames](#) released additional information on the unit system of its online strategy game [Tribal Wars 2](#). Thirteen offensive and defensive units will be responsible for the players' shining victory or crushing defeat on the battlefield. Every unit brings its own set of weaknesses and strengths to the table – archers are a great defense against foot soldiers, whereas rams will easily crush the enemies' fortifications. The new special units, the powerful berserker and the trebuchet might give players an edge in heated conflicts – but which one will they choose? InnoGames introduces more information on the battle system in a [new video](#).

There will be lots of new strategies and tactics to test in Tribal Wars 2 - Not just entirely new players, but also hardened veterans of the first game might discover something unexpected. Mounted archers for example, are the perfect countermeasure for defenses heavily relying on archers. The Preceptory, a new building, which can be unlocked later in the game, houses even more secret weapons. Having to choose from one of three factions, the players might get access to either the trebuchet or the berserker: the trebuchet is capable of effectively defending a village against siege weapons, whereas the berserkers feel no fear on the battlefield – they get stronger, the more enemies they have to face! Also, numerous generals support the players' tactical advancements with additional abilities.

Players can already pre-register for the game's beta on [www.tribalwars2.com](http://www.tribalwars2.com). Tribal Wars 2 sports state-of-the-art graphics and will later be released as cross-platform for Android, iOS and all browsers. Therefore, players can set up one account for all platforms and play from whichever

combination of devices they choose. In the recently released announcement video, members of the team and InnoGames co-founder Hendrik Klindworth are describing their visions for the game and upcoming features.

In Tribal Wars 2, players find themselves as 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. Tribal Wars 2 will be released as cross-platform game for Android, iOS and all browsers. Therefore, players can set up one account for all platforms and play from whichever combination of devices they choose.

Tribal Wars was developed as a hobby project in 2003 by the three founders of InnoGames, Hendrik Klindworth, Eike Klindworth and Michael Zillmer. Today, Tribal Wars has more than 50 million registered players and recently celebrated its tenth birthday with a big in-game event and a [video](#) saying thank you.

With more than 110 million registered players, InnoGames is one of the world's leading developers and providers of online games. Next to [Tribal Wars](#), the Hamburg-based company has scored major successes with games such as [Forge of Empires](#) and [Grepolis](#).

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