

MEDIA INFORMATION

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Let's Get Ready to Rumble: InnoGames Announces Closed Beta for Rising Generals

Strategy experts can proof their talent from August 20 on in the browser

Hamburg, August 14. InnoGames just announced the closed beta start of the browser version of their strategy MMO Rising Generals. From 20th of August on, the first players will gain access to the game. They can already pre-register on beta.risinggenerals.com and will thereby take part in the lotteries for the beta keys. The mobile versions of the cross-platform game will follow at a later date, for android as well as iOS, InnoGames mentioned in the announcement at Gamescom 2014.

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 high action focus. There will be no run times for example, 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. The game worlds of Rising Generals will have space for up to 40,000 players who can band together in so-called Battle Groups and fight for predominance. Unlockable technologies as well as officers and generals provide helpful bonuses and perks. Real-time 3D animations give each battle a unique feeling and will also provide valuable information about the course of the battle.

To create 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 120 million registered players, InnoGames is one of the world's leading developers and providers of online games. 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.