GOODGAME STUDIOS: EMPLOYEES DECIDE AGAINST ELECTION OF WORKS COUNCIL

Hamburg, January 19, 2016 – At today's all-employees meeting of Goodgame Studios, one of Germany's leading developers of gaming software, the clear majority of 62.8 percent of 1035 employees present voted against a works council. The electoral board that was to be appointed thus did not achieve a majority vote. It would have been responsible for preparing and conducting the election of a works council over the next weeks. The electoral procedures for the election of a works council has therefore been stopped at this point.

Goodgame Studios will now go on to develop an alternative system of employee representation in order to allow for more employee engagement within the company. Employees of Goodgame Studios will be in charge of establishing the new committee.

"We are happy that the majority of our employees are of the opinion that representation which is tailored specifically to the company is the most appropriate solution for Goodgame Studios. The committee when elected will have extensive rights enshrined by contractual obligation on behalf of the company, enabling it to act in the best interest of all employees. We express our sincere thanks for the work that was already done on this model and for the trust of our employees in this approach", said Kai Wawrzinek, CEO of Goodgame Studios.

Based on the clear results of the vote, we assume that everyone who is involved will respect the will of the employees and give the alternative model a fair chance to prove itself. Ver.di announced during the assembly that they will accept the result of the vote and will not take further steps.

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ABOUT GOODGAME STUDIOS

Goodgame Studios is a leading company in game software and specializes in the free-to-play market, with a focus on mobile and browser games. The company offers more than 10 games in 26 languages and has over 270 million registered users worldwide. With more than 1200 employees, the company has the largest workforce compared to other German computer game developers. Goodgame Studios was founded in Hamburg in 2009 and is owner-operated. Along with the headquarters, there are also subsidiaries in Tokyo and Seoul. Goodgame Studios only markets and publishes games which it develops in-house. You can find them on its portal, as well as through an extensive global partner network.

The development of the company has been recognized by multiple reputed awards such as "Entrepreneur of the Year 2011" from Ernst & Young as well as "Best European Studio" at the European Games Awards 2014. The company's games have also received several industry awards; most recently, Goodgame Empire was awarded “Best European Browser Game” and Empire: Four Kingdoms “Best European Mobile Game” at the European Game Awards 2014.

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