LEGENDS OF HONOR – GOODGAME STUDIOS INTRODUCES NEW GAMEPLAY VIDEO ON WORLD MAP, PVP-BATTLES AND HEROES

Recruit. Defend. Conquer. Heroes are the decisive factor in battling for victory

Hamburg January 25, 2016 – Goodgame Studios, Germany's leading developer of gaming software, today released additional information on PVP and hero characters in its browser game Legends of Honor. In their new video, the hamburg-based publisher explains how players fight NPC characters and attack other player's castles with their heroes through the interactive world map.

Aside from city-building, everything in Legends of Honor revolves around the hero characters, with which the game's world map is explored. To go into battle players assign an army to their heroes, and by applying level-ups or boosters to the respective unit classes(infantry, cavalry, and ranged) the heroes' army can become ever stronger in battle. The heroes and their armies then explore the huge, interactive world map where they will encounter other players' heroes and castles, as well as NPC marauders. Victories are rewarded with loot in the form of coins, resources, honor, and experience points for the heroes. The more honor a player collects, the mightier honor ranks and units they will unlock.

The right battle tactic is crucial for achieving victory and collecting honor for their faction. The numerous unit types possess their own attributes and advantages on various terrains such as forest, hills, and plains. Players must therefore plan their attacks carefully. Constructing walls, towers, and moats helps players defend their own fortress.

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.

CONTACT-INFORMATIONS

Theodorstraße 42 – 90, Haus 9
22761 Hamburg

pr@goodgamestudios.com
www.goodgamestudios.com

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ABOUT LEGENDS OF HONOR

Legends of Honor is a free-to-play building and strategy MMO browser game. Players collect resources, constantly upgrade their fortresses, and expand their rule in a medieval setting. The game's key components include fighting for the honor of your own faction and exploring the interactive world map, where your heroes are able to move about freely and fight in tactical battles.

Legends of Honor can be played worldwide and will be released in 20 languages.

YOUR CONTACT

Fabio Lo Zito, Manager Product Communications
E-Mail: flozito@goodgamestudios.com
Phone: +49 (0)40 / 219 880 – 171
Fax: +49 (0)40 / 219 880 – 200

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