GOODGAME STUDIOS: LEGENDS OF HONOR REACHES HALF A MILLION PLAYERS, RELEASES NEW GAMEPLAY VIDEO

Factions and Alliances strive for dominion in new strategy game

Hamburg, February 17, 2016 – Legends of Honor, the newest browser game from Goodgame Studios, Germany's leading developer of gaming software, has this week already reached 500,000 registered players - only one month after the global launch. Additionally, the German-based developer has also released further information about the kingdoms and factions within the game. A new video shows the factions, alliance system, and all the kingdoms that can be unlocked in the strategy game.

The game has been launched in a total of 20 languages since roll-out began on January 7. "Legends of Honor has exceeded all our expectations," says Phillip Knust, Head of the Strategy Games Studio (responsible for Goodgame Empire). "Half a million players after only four weeks is an impressive start for Legends as a new strategy brand. We are particularly excited by how active the players have been on the servers." But according to Knust, that's just the beginning. "With the launch of the mobile version, which is currently in the advanced stages of development, we are expecting an extremely successful year for Legends of Honor". The iOS and Android versions will be launched in the coming months.

The newly released video offers information on the three Houses, or factions, that the players can join. The noble followers of the Order of the Goldenclaw, led by Leos Goldmane, fight under the banner of the red lion for the pride of their alliance. Azar Fireheart and the Knights of Ash and Shadow blanket the land with fire and rage beneath the symbol of the dragon. And finally, the Warriors of the Wild Lands and their leader, Torben the Unbreakable go into battle in the name of the bear, confident in their claim to power over weaker clans.

Which alliances are available to the players is influenced by which faction they choose. It is possible to change sides at any time, though this comes at the cost of all the Honor that the player has collected up until that point - the most valuable resource within the game. During the game, the most powerful alliances compete across the three Kingdoms: the High Kingdom, the Ice Storm Mountains, and the Dark Marshes. These lands are full of unique resources, lying in wait for a powerful ruler to take charge.

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

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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.

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.

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