GOODGAME STUDIOS UNVEILS THE "4TH FLOOR" - ITS PC CLIENT INITIATIVE

4th Floor studio will launch an online action RPG using Unreal Engine

Hamburg, February 25, 2016 - Goodgame Studios' new initiative, the 4th Floor studio, is currently developing their first ever action-RPG title, using Unreal Engine 4. The gaming community will get their first opportunity to evaluate the game when it's revealed next month, so stay tuned!

The 4th Floor studio is home to more than 70 highly talented professionals from over 22 nations working on the first PC client title from Goodgame Studios, Germany's leading developer and publisher of gaming software. The team brings together an astounding pool of experience in developing AAA titles from their past roles at renowned game development studios, such as Blizzard Entertainment, Electronic Arts, Epic Games, and Riot Games, thus making the studio a powerhouse of gaming talent.

The 4th Floor studio is led by William Corey Barnard, an industry veteran with 20 years of experience in interactive entertainment. Barnard has held several leadership positions at a variety of AAA studios, including Warner Bros. and Electronic Arts, working on titles such as Lord of the Rings Online and Need for Speed: ProStreet.

Commenting on the studio unveiling, **William Corey Barnard, Head of 4th Floor studio at Goodgame Studios**, said, "The 4th Floor has a unique environment with widespread creative freedom. I empower my team to take calculated risks and push the boundaries of the action-RPG genre to create a unique gameplay experience for our community of players. Our first PC client game combines unique asymmetric, competitive, and cooperative gameplay in a way never seen before. We have made amazing progress due to the team's incredible dedication and passion."

The 4th Floor also inaugurated its very own sound studio that will serve as the epicenter of all music and sound design. Equipped with cutting-edge technology, the sound studio allows for top quality music production, voiceovers, and audio post-production. The composition and creation of AAA quality sound design will be delivered by our distinguished sound design team, led by Charlie Atanasyan, who contributed to the audio production of Assassin's Creed Unity.

"We are excited to enter the core games market with 4th Floor studio. Entering this segment is vastly important in our pursuit of becoming one of the world's leading game developers. I have complete confidence in this team of experienced and highly talented professionals and their ability to launch an exciting new title for the gaming community," said **Kai Wawrzinek, Chief Executive Officer at Goodgame Studios**.

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ABOUT GOODGAME STUDIOS

Goodgame Studios is Germany's leading developer and publisher of gaming software and specializes in the free-to-play market, with a focus on mobile and browser games. The company offers 12 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 awards, among them "Entrepreneur of the Year 2011" from Ernst & Young, the "Technology Fast 50 Award 2014" from Deloitte for being the fastest growing German technology company in 2014, and "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.

YOUR CONTACT

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