GOODGAME STUDIOS CELEBRATES 300 MILLION REGISTERED PLAYERS

Strong and constant growth at a remarkable pace

Hamburg, March 30, 2016 - Goodgame Studios, Germany's leading developer and provider of gaming software, has shot past the next million mark and now brings together more than 300 million registered users worldwide. The number of active and paying players has also increased.

In 2015, Goodgame Studios added approximately 50 million new players to its existing titles alone. That's almost 90 new players per minute, and with new titles set for release this year, it looks like this growth will continue to skyrocket!

Goodgame Studios games are played in every country around the globe, with the biggest markets according to registration numbers being Brazil, Germany, the United States, Poland, and Russia. Nonetheless, even nations like Vatican City and Nauru have Goodgame fans. Tremendous growth was particularly visible in notable countries like the United States, China, India, and Russia.

With over 80 million registrations, Goodgame Empire has the most players of all the games. The mobile version of the game, Empire: Four Kingdoms, has more than 60 million users, while Goodgame Big Farm stands its ground with over 40 million players.

"We're pleased that our existing titles stand out from the crowd with their especially long lifespans and continue to display such strong growth in new registrations. The expansion of our portfolio over the upcoming year will boost our user numbers even higher," said Dr. Christian Wawrzinek, COO and founder of Goodgame Studios.

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 12 games in 26 languages and has over 300 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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