GAME OF TOWNS: GOODGAME EMPIRE INTRODUCES ALLIANCE CITIES

Goodgame Studios gives its 80 million+ players the biggest update of the year

Hamburg, 06.06.2016 - **Goodgame Studios, Germany's leading developer of gaming software, has this week released the biggest update of the year for its online strategy hit, Goodgame Empire. This update grants the wishes of many players, as for the first time, players can team up with their alliances to build a metropolis of epic proportions and make this city the capital of the Great Empire. Check out this video to learn more about the update from the source.**

Founding a noble house is the only prerequisite for building an alliance city. In terms of design and game mechanics, the alliance cities are completely different from all the current cities in Goodgame Empire. In the alliance city, buildings occupy set lots and thus blend in perfectly with the new picturesque scenery. Constructing buildings earns every player in the alliance valuable bonuses. Only one alliance city is allowed per alliance.

This feature focuses on not only building up the city, but also the battle for the title of royal capital. Alliance cities can only be attacked during battle periods - the first battle for the royal capital starts on June 7. The time it takes to reach an alliance city with your troops is always the same - regardless of where your castle is located on the world map. Attacks on alliance cities are anonymous, which means that even less advanced players can risk attacks without fearing the revenge of powerful alliances. The city defense is different as well. Alliances don't station troops along their walls like usual, but rather upgrade their buildings to defend their cities. This means that even if a city has just lost a battle, its defenses remain intact and don't need to be replaced.

Players can look forward to royal tokens and royal coins as rewards for successful attacks. With royal tokens, alliance city owners can upgrade their buildings and move up in the event rankings. The alliance that secures first place in these rankings will receive the prestigious title of royal capital for their city. This is then indicated on the map of the kingdoms. Players who don't have their own alliance cities can also benefit from royal coins. Using this new currency, they can buy decorative items, equipment, and more in an exclusive shop.

The Strategy Games Studio, under the umbrella of Goodgame Studios, is in charge of the development of Goodgame Empire. Over 50 game designers, artists, and programmers worked several months on implementing this mega update. More content that will further expand the alliance cities is planned for the future.

Phillip Knust, head of the Strategy Games Studio, remarked: "Our goal for more than four years has been to regularly deliver new, top-quality content to ensure that our players will continue enjoying Goodgame Empire in the future. Over 80 million registered players have already claimed their thrones in the empire, and this number keeps on growing. This shows us that we're on the right path, and we're grateful to all our loyal fans who have taken this path with us."

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ABOUT GOODGAME EMPIRE

Goodgame Empire is a free MMO strategy game (massively multiplayer online game) for browsers. Players are transported back in time to become castle lords in a medieval world. They interact on a massive world map to collect resources, build mighty castles, and test their strategic skills in battles against enemy castle lords – all with help from other players they can form alliances with! Goodgame Empire currently has more than 80 million registered players worldwide and is available in 25 languages.

Since its release in August 2011, the game has won numerous awards and achieved recognition across the globe. Most recently, the game was crowned "Best European Browser Game" at the 2014 European Games Award.

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 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 global partner network.

The development of the company has been recognized by multiple awards, among them 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. Develop Magazine recently named Goodgame Studios its top 30 Developer worldwide, the only German company to be named in its top 100. 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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