GOODGAME BIG FARM INTRODUCES APPEARANCE SETS FOR BUILDINGS

Make your farm even more unique in Goodgame Studios' hit browser game

Hamburg, June 8 2016 – Goodgame Studios, Germany's leading developer of gaming software, released a major update for its successful farm simulation game, Goodgame Big Farm. With the introduction of appearances, the browser game's more than 40 million registered players now have, for the first time ever, the possibility to change the looks of existing buildings! This will give farms a fresh and much more individual visual style as players will be able to choose from various appearance sets.

Appearances are collected and stored in the inventory. They can either be bought or gained during events. Each building needs to be assigned its own appearance to complete the fresh look. The first available set is "Back to the Roots", which gives the buildings a very natural and rustic style. More unique appearance sets will follow soon - and they will give farmers even more freedom to build up their dream farms.

ABOUT GOODGAME BIG FARM

Goodgame Big Farm is a free MMO economic simulation browser game. The player's task is to continually build up their small plot into an impressive farm. The game focuses on establishing a complex economic cycle that encompasses everything from growing simple crops to breeding pigs. As part of a cooperative, the player can communicate with other players, offer help, and work together to complete projects. Goodgame Big Farm currently has more than 40 million registered players worldwide and is available in 20 languages.
Since its release in August 2013, the game has won numerous awards. Most recently, the game was crowned "Best Casual Browser MMO" at the 2013 MMO of the Year awards.

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 a 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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