GOODGAME STUDIOS FOCUSES ON CORE COMPETENCIES

Hamburg, August 18, 2016 – Goodgame Studios, a leading developer and provider of free-to-play games will focus more on its very profitable core business, strategy games on mobile and browser based platforms. The restructuring effort will lead to discontinuing the production of casual and PC client games. Additionally all central functions which are not part of the gaming development departments will be reorganized. In a joint decision with the employee representatives, the plan entails to reduce the workforce by the end of September 2016.

Strategy games and performance marketing

The main objective of the restructuring is to reinstall a clear focus on the core competencies of Goodgame Studios, in particular through the development of strategy games for browsers and mobile devices. Moreover, the company will further leverage its strong expertise in performance marketing. With the new structure, Goodgame Studios is in a good position to swiftly achieve further successful results. Goodgame Studios is ready to launch new promising games at the end of 2016 and beginning of 2017.

Since Goodgame Studios was founded in 2009, it became Germany's largest computer games developer with regards to the number of employees and revenues. In the past years, the organization invested heavily in new genres and platforms. However, so far none of the new releases has been as successful as earlier top games.

Restructuring with highest priority on social considerations

In a joint effort with the employee representatives of the Goodgame Employee Committee, the company's management has developed a comprehensive social compensation plan. The scope of measures includes a voluntary redundancy program which exceeds normal market levels, non-renewal of temporary contracts and, if necessary, compulsory redundancies for operational reasons in combination with high severance packages. All employees affected by a termination for operational reasons will also be offered to change to an employment transitional company, which will receive additional funds from Goodgame Studios. In addition, Goodgame Studios will create a fund to reimburse the relocation costs for expat employees. The number of employees to be dismissed for operational reasons will depend on the acceptance rate of the voluntary redundancy scheme. The downsizing will be by a lower three-digit number.

„The success of Goodgame Studios in the recent past was only possible with our outstanding employees who deserve our sincerest gratitude. All the more we deeply regret to be forced to implement these profound changes. They are unavoidable to secure the successful future of Goodgame Studios and sustained job security of the remaining employees. By focusing our strengths on our profitable core business, we will be even better positioned in the future. Now, more than ever, we are committed to our overall goal to develop games which will fascinate our users all over the world for years to come", says Christian Wawrzinek, founder and COO of Goodgame Studios.

„We had intensive talks about the restructuring plans with the management team, in order to enforce and safeguard the interests of our co-workers. Our overarching goal for the social plan was to include an optimal balance between high levels of freedom in choosing individual solutions and to ensure good financial security for all affected. After constructive, but tough negotiations, the agreed package now balances these aspects and does justice to our diverse workforce's needs. We hope this will help pave the way to new opportunities beyond Goodgame Studios for all affected colleagues", says Alexander Brüne, spokesperson of the Goodgame Studios Employee Committee (GEC).

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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 over 10 games in 26 languages and has over 300 million registered users worldwide. With more than 1100 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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