

# LET'S HEAR IT FOR AGRICULTURE: GOODGAME STUDIOS CELEBRATES BIG FARM'S TEN-YEAR ANNIVERSARY

*Hamburg, 27 October 2022* - A special day is coming up for Hamburg developer and publisher Goodgame Studios this weekend: The ever-popular and worldwide successful farming simulator, Big Farm, is turning ten. Celebrating the round birthday appropriately, the game will host a number of events and special activities.

Goodgame Big Farm was released on October 29 in 2012 and evolved into a global phenomenon within weeks. As of today, more than 111 million players have registered with the farming simulation and its attached "Big-spin offs". The game has been updated with monthly new content for a decade now and moved from Flash to HTML to stay in touch with new technologies.

In celebration of the game's ten-year existence, the Big Farm community will get to enjoy a dedicated birthday event, where players can earn a multitude of rewards. All registered players on level six and onwards will receive a present with cosmetic in-game items. Additionally, players of the first hour who have been active in the game for ten years will receive a very special Goodgame Big Farm treat in the form of a high-end decoration item.

Charity's not missing out on the celebrations either: Goodgame Studios is cooperating with GamesForest Club again! Players participating in the Global Points Event can reach certain milestones and donate trees for reforestation projects in Germany, Canada and Peru.

But that's not all. More events around the game and via Goodgame Big Farm's communications channels as well as

social media are planned. Furthermore, massive in-game sales of purchasable content are happening across the whole birthday period.

Oleg Rößger, CEO and chairman of Goodgame Studios says "Ten years of Big Farm is a magnificent milestone of our ongoing company strategy and we are overjoyed to have established our products successfully on a very fast-paced market for over a decade. Our internal teams develop our games with great engagement and keep the dreamlike atmosphere of the created worlds alive for our communities – I would like to thank our employees for this and am looking forward with excitement to the coming years in the Goodgame universe.

Benjamin Völkel, Vice President Live Operations at Goodgame Studios, adds: "A massive thank you goes out to our active player community which has been supporting us for many years with phenomenal dedication and turned Big Farm into a place of virtual relaxation. We are looking forward to enjoying this special day with our community and wish all farms in the game a happy in-game birthday."

Fun Facts: On a daily basis players in Goodgame Big Farm start more than 60 million productions, collect 875 million eggs and 769 million apples, harvest 98 million cabbages and apply 590 million doses of fertilizer to their virtual fields. On top of that, players have fulfilled more than 426 million contracts of the in-game market since the release of Goodgame Big Farm.



## ABOUT GOODGAME BIG FARM

Goodgame Big Farm is a browser-based farming simulation by German developer and publisher Goodgame Studios, released October 2012. Today, the brand counts more than 111 million registered players and is available in 20 different languages.

## ABOUT GOODGAME STUDIOS

Goodgame Studios is one of the leading developers and providers of game software specializing in the free-to-play segment. The focus is on mobile and browser games. The company offers its games in 26 languages and has over 500 million registered users worldwide. Empire: Four Kingdoms - the world's most successful app by a German company - is part of Goodgame Studios' product portfolio. The game developer was founded in Hamburg in 2009. In addition to its headquarters in Germany, the company has a branch office in Tokyo. Since January 2018, Goodgame Studios has been part of the Stillfront Group, a leading company for game studios in the free-to-play sector. For more information, please visit [www.goodgamestudios.com](http://www.goodgamestudios.com).

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