



Press release

- MMORPG Tibia® Celebrates 10th Birthday -

Regensburg, January 08, 2007 – Tibia® and its players are celebrating the 10th anniversary of the successful MMORPG.

Tibia is one of the oldest and most successful online role playing games from Europe. The game is completely free of charge and as of this moment, more than 250,000 players from all around the world inhabit the medieval world of Tibia. The game design grants all players a great amount of liberty and offers multiple possibilities to interact on communicative, diplomatic or martial levels. Thus, each of the 72 separate game worlds represents an individual society which is strongly formed and influenced by the community itself.

"To be able to celebrate the 10th anniversary together with our players is a great pleasure for all of us. It is an acknowledgement for past efforts and at the same time a possibility to thank our amazing community for their loyalty and passion over the last years." says Guido Lübke, co-founder of CipSoft GmbH and product manager for Tibia. Among other things, the birthday celebrations include various in-game events and the give-away of 1000 free Premium Accounts. Everybody can take part in this lottery by simply signing up on the completely redesigned website, which will be launched that day as well.

The idea to create an online role playing game with a 'graphical user interface' was already born in the autumn of 1995. Unlike other text-based multi user dungeons, which were common in those days, Tibia should give its players a more lively impression of the world they live in. 10 years ago and at that time still being a student project, the first permanent public game server went online on January 7th 1997. With a permanently growing number of players Tibia had to be put on a more professional basis. Hence, in June 2001, the CipSoft GmbH was founded by today's Executive Officers, Stephan Börzsönyi, Guido Lübke, Ulrich Schlott and Stephan Vogler. Since the beginning, Tibia has improved continuously and the number of players has never ceased growing.

"I believe Tibia appeals to the players due to several reasons: the game can be played free of charge as a matter of principle. Moreover, Tibia does not require state of the art PC hardware or a top internet connection, which makes Tibia accessible to almost everybody in the world. Being online for 10 years now, Tibia has a huge international, strong and lively community. After all – it's a lot of fun." says Guido Lübke, explaining the 10-year success story of Tibia.

For further information please visit: www.tibia.com/community/?subtopic=Lottery

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