



TibiaME - the first MMORPG for mobile phones goes epic

Regensburg, August 31st - The first MMORPG worldwide running on a mobile phone gets bigger and bigger, and this does not only apply to the number of players.

CipSoft, the developer of TibiaME introduces a new concept that enriches the content of the game by new means: Episodical updates. These episodes consist of short quests and story elements that can be solved quite easily but already act as teasers for the upcoming update.

"There are three simple reasons behind this concept", explains Ben Zuckerer, Product Manager for TibiaME at CipSoft. "First of all, we wanted to give our players something new to do until we release the next update, second of all our 'Tales of Tibia' build up a coherent story line that leads the community consequently to the big update, and finally, we just had too many great ideas."

In the colourful real-time fantasy world of TibiaME, hundreds of players can set forth together in search of virtual adventure. Acting as warriors or wizards, they will be faced with the challenge of developing the skills of their selected characters, exploring a large variety of areas, unravelling secrets and interacting with other players on a social and diplomatic level. Currently, more than 20,000 players enjoy the TibiaMe experience.

About CipSoft

CipSoft is an independent German Developer and Publisher of online games for various platforms. With 300.000 international players, Tibia, the main product is one of the oldest and most successful online role playing games from Europe. Furthermore, TibiaME is the first online role playing game for mobile phones worldwide.

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