



TibiaME now available in Malay

Regensburg, 18 June 2010 – TibiaME, the first MMORPG for mobile phones is now available in Malay.

With Malaysia being one of the most important markets for TibiaME, CipSoft decided to offer a localised version of the game in Malay.

Besides the game client and GUI components, all text messages which are sent by the server like NPC scripts, achievements or monster descriptions have been translated as well. Including this new localised version, TibiaME is now available in 3 different languages (English, German and Malay).

“Of course it is easier for new players to find their way in TibiaME, if they feel completely comfortable with the presented language,” says Benjamin Zuckerer, Product Manager for TibiaME. “In addition, it’s a matter of respect to communicate with your customers in their own language.”

Asked about a possible translation into other languages, Zuckerer explains “At the moment we are quite busy with other projects like the upcoming release of the iPhone client, so we don’t have any short term plans for other language versions. It is of course possible, but not decided yet.”

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. CipSoft’s third product, Fiction Fighters, which can be described as an interactive 3D online comic, will be released soon.

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