

**TWO DECADES OF FANTASY ADVENTURES:
ONLINE ROLE-PLAYING GAME TIBIA CELEBRATES 20 YEAR ANNIVERSARY**

One of the oldest MMORPGs worldwide // 30 million player accounts in more than 200 countries // New client and annual winter update released

Regensburg/Germany, January 9, 2017 | As announced by German game developer CipSoft today, their long-running MMORPG Tibia just celebrated its 20th anniversary. The game was launched on January 7, 1997 and is one the world's oldest active online role-playing games.

"Tibia is a unique success story", says Managing Director and CipSoft co-founder Ulrich Schlott. "I'm happy and grateful that our student project has grown into such a MMO hit, supported by a very dedicated team and, most of all, by our wonderful players." Stephan Vogler, Managing Director and co-founder, adds: "Even after 20 years we're not running out of ideas for Tibia – I'm sure the game will keep attracting players for years to come."

Tibia has continued to grow over the last years and is currently played by more than 100.000 gamers every day (DAU). The single most well-known player was YouTube personality PewDiePie who last year confessed Tibia was his *"favourite game of all time"* and the game he *"wasted his teenage years on"*. Over the course of twenty years 30 million Tibia accounts were registered, with almost all growth stemming from word of mouth among gamers.

ABOUT TIBIA

In 1997 the first permanent public server has been set up running Tibia Alpha 1.0. The developers, four students from Regensburg, Bavaria, had been inspired by the early multi-user dungeons (MUD) and the technical options offered by emerging internet technologies. Tibia significantly differs from other MMO concepts by the use of tough gameplay rules: For example, if characters die they will lose a large part of their achieved experience. There is also no level cap. In August 2016 a user did beat all records by reaching level 999. (www.tibia.com)