

FIRE AT WILL ON SMARTPHONE AND TABLET:**CIPSOFT'S NEW MULTIPLAYER GAME PANZER LEAGUE IS COMING TO IOS AND ANDROID**

First mobile multiplayer online battle arena for tanks // Global release planned for this year // Teaser trailer offers an initial taste

Regensburg/Germany, July 18, 2017 | This year the German games developer Cipsoft is planning the worldwide release of the first mobile multiplayer online battle arena for tanks, available through the App Store and on Google Play. Panzer League is currently in soft launch and can already be tested in select countries in Southeast Asia. The free-to-play game is based on a successful prototype, which was launched in 2014, and has been continually perfected ever since. Two four-player teams meet in action-packed battles to fight for victory on the battlefield and to improve their war machines.

The new teaser trailer offers an initial taste of Panzer League:
<https://youtu.be/jhyonWPzLY8>

Players can currently choose from 18 unique tanks out of four different classes. Each machine features different abilities and can be adapted to the players' individual combat styles using numerous upgrades – invisibility, healing abilities, or raw firepower are all possible! During matches, teams must use their resources wisely, and they can purchase new items to specialize their tanks. After every round, everything can be reconfigured and upgraded in order to get even more out of the mobile fortresses.

However, simply attacking opponents is not enough! To win, players will have to use team spirit and the right strategy to conquer important control points or research stations. They can play against the computer in solo or co-op mode or challenge other players from all over the world. Teams will have to arm themselves and cleverly play to their strengths, because from now on, PvP means Panzer versus Panzer!

For more information on the game, visit panzerleague.com.

ABOUT CIPSOFT

CipSoft GmbH was founded in June, 2001 and arose from the success of Tibia, one of the world's first MMORPGs. The game has enjoyed over 20 years of success. It was one of the first to employ a freemium or free-to-play model. As one of the oldest German game developers, the company today has a turnover of nearly ten million Euros per annum and employs a staff of 90. By developing TibiaME, an adaptation for mobile platforms inspired by Tibia, CipSoft were the first to release an online role-playing game for mobile phones in 2003, recognizing the potential of mobile midcore/hardcore titles early on. As a fully self-financed independent development studio, the Regensburg-based Cipsoft team make full use of their creative freedom and their extensive experience with online multiplayer games to forge new paths when further developing existing products as well as when introducing innovative new products to the market.