

**PANZER LEAGUE WILL BE MOBILIZING ON NOVEMBER 7:  
THE FIRST MOBILE MOBA FOR TANKS IS COMING TO iOS AND ANDROID**

*Successful Soft Launch // New Game Mode Developed // Gameplay Trailer Now Online*

**Regensburg/Germany, September 27, 2018** – After a successful soft launch, Panzer League celebrates its global release in the App Store and on Google Play on November 7, 2018. In this new game by the German developer CipSoft, two teams of three will engage in a battle to disable the enemy defense system and destroy the reactor on the opponents base with their futuristic combat machines. The clever use of a tank's multiple abilities will be as important as strategic thinking and well-coordinated teamplay.

The first gameplay trailer, which was published today, shows the multiplayer online battle arena in action: <https://youtu.be/pDe937os9hs>

For the global launch, 18 unique tanks from four different classes are waiting for their deployment. Once a player has found his favorite tank, he can upgrade it according to the game situation he is in and his personal preferences. Even a supporting tank, for example, can have devastating attack capability that way.

Due to their driving behavior, it is possible to navigate the tanks with great precision over the screen of smartphones and tablets. What's more, the new game mode, which was released in the soft launch, is perfect for the requirements of mobile users. Among other features, this also resulted in a more compact map design, which led to the advantage of shorter matches and more action between players.

In its soft launch version, Panzer League was already nominated for several international awards like the Global Mobile Awards, the Game Connection Europe Development Awards and the International Mobile Gaming Awards Global.

For more information on the game, please visit: [panzerleague.com](http://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 over eleven 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.