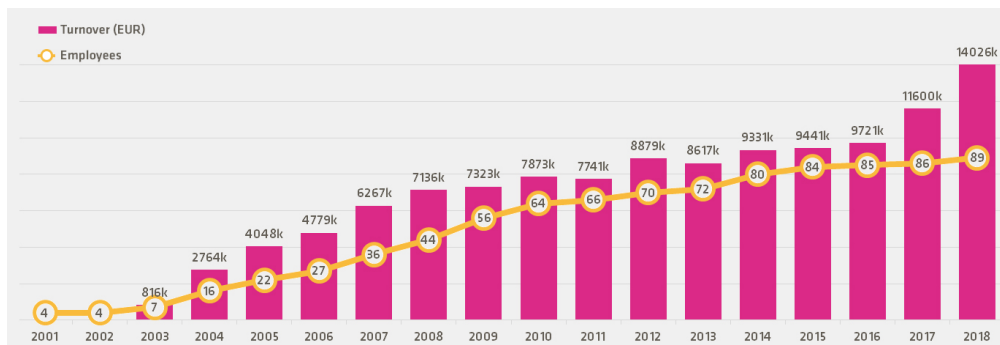


FURTHER QUEST COMPLETED:

CIPSOFT ACHIEVES MOST SUCCESSFUL YEAR IN THE COMPANY'S HISTORY

Record Result of Previous Year Once More Surpassed // Profit Increase of Almost 50 Percent // Profit Sharing Bonus Amounts to 5.4 Monthly Salaries for Each Employee

Regensburg/Germany, January 30, 2019 | Last year has been the most successful in the long history of the German game developer CipSoft. In 2018 the now 89 employees generated more than EUR 14 million. Previous year's record turnover of EUR 11.6 million were thus exceeded by more than 20 percent. Pre-tax profit increased by EUR 1.9 million to a total of 5.7 million.



The key factor for this excellent result is Tibia, the game whose success has led to the founding of CipSoft in 2001. In 2018, an average of 80,000 users had been active in the MMORPG every day – over eight percent more than in the previous year. The number of paid Premium Accounts even increased by over twelve percent.

“Of course it feels incredible that the game, which we put on the internet as students 22 years ago, still fascinates so many people worldwide,” says Stephan Vogler, CEO and founder of CipSoft. “Above all, the great development of recent years is a nice recognition for the many colleagues who give everything every day to make Tibia even better.” Since CipSoft’s employees participate in the company’s success through a profit sharing model, they also benefit financially from the good business figures and can expect nearly an additional half annual income.

Also Panzer League, CipSoft’s latest game, shows a positive development. In the time between the global release on November 7, 2018 until the end of the year, the game was downloaded 170,000 times to mobile phones and tablets worldwide. *“If you add this to the game ideas which are currently in development, we are looking very positively into the future,”* says Stephan Vogler excitedly and looks forward to the current financial year.