

**REACTION TO CORONAVIRUS CRISIS:****CIPSOFT ASKS ALL EMPLOYEES TO WORK FROM HOME**

*Health of employees is top priority // Measures should slow the spread of the virus // Operation of games ensured*

**Regensburg/Germany, March 18, 2020** | To fight the spread of the Coronavirus and to best protect employees as well as all business partners from infection, all CipSoft employees were switched to working from home last Monday. So far this had not been possible on this scale and on a company-wide level.

*“To prevent an overload of the German health system, it is important to avoid as many social contacts as possible in the next days and weeks,”* says managing director Benjamin Zuckerer. *“Unlike companies from other industries, we are in the privileged position to be able to do almost all of our business from home. We therefore want to make a contribution to improving the situation by switching to work from home immediately.”*

Thanks to the hard work of our in-house technical team, solutions could be installed in a very short time. These allow all employees to access their workplace from home and to efficiently exchange information. This ensures the ongoing operation of all games. In all probability, all planned new and further developments are not seriously hindered.

*“Should there still be changes, we will inform our players immediately,”* says Benjamin Zuckerer. *“In times of social distancing and nationwide curfews, our online games can help people not to feel alone. Also for this reason, it was important to us to take all necessary measures as quickly as possible.”*

**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 employs a staff of almost 100 and generates an annual turnover in the double-digit millions. 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. Panzer League, the first mobile multiplayer online battle arena with tanks, was released in 2018. 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.