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## A Custom-Designed Payment System for Gaming: CipSoft Extends its Portfolio by Introducing MultiPayer

Proven payment system from Tibia now available to other developers // Build-up by Boris Schneider-Johne // Nearly 8 additional monthly salaries thanks to successful business year



Regensburg/Germany, March 27, 2025 | After yet another successful year in which the number of CipSoft employees reached a record high, the creators of Tibia extend their line of business: MultiPayer, a system that has been custom-designed for the gaming industry, allows other developers to benefit from CipSoft's decades of experience with payments for games.

After the conclusion of a test phase in which CipSoft set up web stores for games such as Shadow Gambit and Songs of Silence, MultiPayer is now officially launching. The website www.multipayer.com, which went live today, outlines the key benefits of the payment system for game developers. Partnerships with additional studios are already in place and will be announced in the coming weeks.

In the future, CipSoft aims to primarily integrate online games with its payment system. Establishing this new line of business will be the task of Boris Schneider-Johne, who was hired in September 2024 for this purpose. "With his many years of experience, including roles in business development and third party management at Microsoft, Boris is the ideal person for this job," says CipSoft's Managing Director, Stephan Vogler.

MultiPayer relies on customized solutions that help save money on payment processing fees and marketing. Unique security solutions and technical innovations also allow for the implementation of game features that could not be easily realized by other providers. "Tibia's continued success is also due to our payment system. Features such as player-to-player trading would not even be possible without it," explains Vogler.

Tibia, the MMORPG classic which only recently announced the introduction of a new, playable character class, is largely responsible for CipSoft's once again excellent business results in 2024. A pre-tax profit of 12.3 million euros means the company's 103 employees will receive a bonus equivalent to nearly 8 additional monthly salaries.

## **ABOUT CIPSOFT**

CipSoft GmbH was founded in Regensburg in June 2001 as a consequence of Tibia's success. The MMORPG has generated more than 250 million euros since its start in 1997 and broke revenue records several times in recent years. In 2003, CipSoft published TibiaME, the first online role playing game for mobile devices. Currently Persist Online is in development, a MMORPG featuring zombies. In 2022 the company, which is fully independent to this day, was decorated as Game Studio of the Year at the Deutscher Computerspielpreis (German Computer Games Award).