

A NEW HOME FOR THE SETTLERS ONLINE: CIPSOFT TO LEAD DEVELOPMENT AND OPERATIONS OF THE BROWSER-BASED STRATEGY GAME

Planned Investments in the Game // Experienced German Developer as the Perfect Fit // The Settlers Online team to transition from Ubisoft to CipSoft

Regensburg/Germany, April 2, 2025 | Today, CipSoft announced that it will take over the lead operation and further development of the browser game The Settlers Online from Ubisoft Blue Byte. The Settlers Online development team will continue their work at CipSoft's new Düsseldorf office, ensuring the online game continues to operate seamlessly. Once the migration of The Settlers Online to CipSoft's infrastructure is complete, the company will focus on the game's consistent and focused development. Players can look forward to a bright future. The Settlers brand will remain at Ubisoft.

"The Settlers Online, with its rich tradition and passionate community, is a perfect match for CipSoft. We have always prioritized sustainable growth and long-term success over short-term gains or rapid expansion," says Stephan Vogler, one of the co-founders and managing directors at CipSoft. *"We see tremendous potential in The Settlers Online and are committed to investing in the game's future."*

Benedikt Grindel, Managing Director, Ubisoft Blue Byte, is pleased to pass the torch to a great partner after more than 15 years of running the game: *"The Settlers Online and its community is close to our hearts. CipSoft's expertise is a perfect fit for this game, and we know it will be in very good and experienced hands. This change will give current and future players of The Settlers Online a promising future for the continued operation of the game. I also want to highlight that the agreement is a great opportunity for the current dev team to continue their successful work on this project."*

CipSoft has nearly 30 years of experience in developing and operating online games. The MMORPG classic Tibia, released in 1997, is more successful than ever and continues to receive regular updates and new content. For the first time in its history, a brand-new playable class is being introduced to the game. *"The takeover of The Settlers Online will not affect our continued commitment to Tibia or our upcoming MMORPG Persist Online,"* Vogler emphasizes.

CipSoft recently announced that it has expanded its portfolio by making Tibia's payment system available to other game developers under the new "MultiPayer" brand. The Settlers Online will, of course, also be integrated into this system and will benefit from additional synergies in this area.

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). CipSoft generated a pre-tax profit of 12.3 million euros in 2024. As all of the company's more than one hundred employees share in its profits, they will receive a bonus equivalent to nearly eight months' salary.