

**HUNTING SEASON IS OPEN:
MMORPG CLASSIC TIBIA ADDS VARIETY TO MONSTER HUNTING**

Complete overhaul of hunting tasks // Conclusion to a multi-year story // Winter Update trailer featuring Queen Eloise's first-ever appearance

Regensburg/Germany, November 24, 2025 | Fighting monsters – or hunting, as it's called in Tibia – is one of the core gameplay elements of CipSoft's MMORPG classic. The Winter Update 2025, now available for free, rewards players for seeking out new hunting grounds and makes levelling even more varied.

The Hunting Task System has been completely overhauled and now consists of two pillars. In Bounty Tasks, players choose one of three randomly selected creatures at a difficulty of their choice and then hunt it down. In addition, up to 18 different Weekly Tasks add even more challenges and rewards to the game.

"The world of Tibia has been growing for decades and is home to hundreds of different creatures," said the product manager responsible for the update, known to the community as Fluffey. *"The new system encourages players to hunt in areas they've never visited before. Completing tasks grants powerful boosts and offers an engaging way to level up."* This means that players of all levels will benefit from the update.

Fittingly, the two new quests in the Winter Update also take players through many different areas – including new enemies and boss fights. "Order of the Stag" is also the haunting conclusion to the story of knightly orders that has run through Tibia's lore for several years. Meanwhile, new players will find it easier than ever to get started in the complex world of the MMORPG, as Tibia received a new tutorial in October.

As always, details on all the new additions, including several long-requested quality-of-life features, can be found on www.tibia.com, or in today's Winter Update trailer (<https://youtu.be/3hLLSyPoD2M>), where Queen Eloise can be heard for the first time alongside King Tibianus. Artwork, screenshots, and logos can be downloaded from the press section of the CipSoft website.

ABOUT TIBIA

Tibia went online in 1997, making it one of the very first MMORPGs. Since then, players from all over the world have created over 32 million accounts. Characters in Tibia can be levelled up indefinitely, but also lose valuable experience points if they do not survive an adventure. This high-stakes gameplay, the immense freedom and content that has grown over decades make Tibia the MMORPG classic without limits. The game can be downloaded for free from www.tibia.com and the Epic Games Store.