

SUCCESSFUL MOVE:**THE SETTLERS ONLINE NOW RUNS ON CIPSOFT'S INFRASTRUCTURE**

Migration of all game worlds complete // CipSoft's MultiPayer payment system integrated //
Joint team based in Regensburg

Regensburg/Germany, December 1, 2025 | In April, it was announced that German developer CipSoft would take over Ubisoft's browser game The Settlers Online. After familiarising itself with the game's structure and functionality and carefully planning the move, CipSoft has now transferred all game worlds to its infrastructure. The Settlers Online is now also connected to CipSoft's payment system, which is marketed under the name "MultiPayer". This marks the successful completion of the migration.

"We would like to thank Ubisoft for their trust and support," said Stephan Payer, who led the project at CipSoft. "We are now focusing fully on further developing the game to unlock the great potential we see in The Settlers Online. Over the coming year, we will not only be introducing new in-game events and addressing requests from the community, but also continuing to work on the game's technical foundation so that The Settlers Online runs as smoothly and reliably as possible."

Benedikt Grindel, Managing Director of Ubisoft Blue Byte, is delighted with the successful transition: *"The past few months have shown that The Settlers Online is in very good hands. We have worked together very successfully throughout the migration and have been able to rely on CipSoft's decades of experience with online games. We are very happy to have found an excellent partner for the game and its fantastic community."*

The organisational groundwork has also been laid for the successful further development of The Settlers Online: The remaining employees of CipSoft's Düsseldorf office are transferring to Regensburg and will form a joint department with the team there in the expanded office space at the company headquarters. The Düsseldorf office was therefore closed with effect from 30 November.

ABOUT CIPSOFT

CipSoft GmbH was founded in June 2001 in Regensburg, Germany, following the success of Tibia. The game went online in January 1997, making it one of the very first MMORPGs. As one of Germany's oldest game developers, the independent company now generates annual revenue of more than 20 million euros and employs over 100 staff members. In 2003, CipSoft released TibiaME, a mobile adaptation inspired by Tibia and one of the first online role-playing games for mobile phones. In 2024, CipSoft announced Persist Online, an MMORPG featuring zombies. Under the MultiPayer brand, CipSoft also makes Tibia's payment system available to other game developers.