

**AWARD-WINNING RECORD YEAR:
CIPSOFT NAMED ONE OF GERMANY'S 100 BEST EMPLOYERS**

Winner in the Great Place to Work competition // Record revenue driven by Tibia and The Settlers Online // Bonus payment equivalent to several months' pay

Regensburg/Germany, March 20, 2026 | German online games developer CipSoft is among the winners of the "Germany's Best Employers 2026" competition. With this award, the international institute Great Place to Work honours companies that offer particularly attractive and supportive working conditions. At the same time, CipSoft is reporting the highest revenue in the company's history: according to preliminary figures, its 113 employees generated over 28 million euros in 2025. This is also the largest workforce the Regensburg-based company has ever had. In the previous record year of 2020, revenue stood at 25.6 million euros.

"In 2025, we welcomed more new colleagues to CipSoft than ever before. That makes us all the more pleased to receive an award as one of Germany's best employers, especially one that is based on employee survey results. This award shows that, even in a phase of growth, we continue to benefit from the unique company culture we have built together," said CipSoft Managing Director Stephan Vogler, who accepted the award in person in Cologne.

The record revenue is due in part to CipSoft's takeover of the city-building strategy game The Settlers Online from Ubisoft. It was also driven by rising player numbers for the MMORPG classic Tibia, which introduced a new playable class for the first time last year. For employees, the strong business performance means a bonus payment on par with the previous year, when profit-sharing was equivalent to nearly eight additional months' pay.

CipSoft GmbH has been regularly certified by Great Place to Work since 2021. After receiving repeated recognition as one of the best employers in Bavaria and in the ICT sector, the game developer has now been named one of Germany's 100 best employers for the first time.

ABOUT CIPSOFT

CipSoft GmbH was founded in Regensburg in June 2001 following the success of Tibia. The game went online in January 1997, making it one of the very first MMORPGs (massively multiplayer online role-playing games). In 2003, CipSoft also released TibiaME, the first online role-playing game for mobile devices. In 2025, the German developer took over the browser game The Settlers Online from Ubisoft. CipSoft is currently also developing Persist Online, an MMORPG with zombies. Still independent today, the company has received numerous awards over the years, including being named "Studio of the Year" at the 2022 German Computer Game Awards.