

Press Release

Travian Games and ArtCraft Entertainment arrange partnership for Crowfall

Munich, June 27th, 2016 – Travian Games and ArtCraft Entertainment from Austin, Texas, are pleased to announce a formal partnership to bring the highly-anticipated massively multiplayer game *Crowfall* to Europe, Brazil and MENA. Travian Games will be on board as partner and the **beta test** starts in winter 2016. Current image material is available [here](#) – to access the store click [here](#).

Lars Janssen (CEO, Travian Games): "I couldn't be more excited about the partnership with ArtCraft Entertainment and the opportunity for Travian Games to work on *Crowfall*. The cultural fit between our teams is amazing and I'm looking forward to jointly building a vibrant community around the game."

"We received multiple offers to release *Crowfall* in Europe, but Travian was simply the best cultural fit. Travian Games has enormous reach, with millions of players world-wide – but they are still a game developer at heart," explained Gordon Walton, president and executive producer at ArtCraft Entertainment. "This is key, as we don't want a conventional publisher for *Crowfall*. We want a partner who sees the potential of our game, and won't try to change it into something else."

"Travian Games is one of the first, and most successful, pioneers in campaign-based gaming," notes J. Todd Coleman, ArtCraft Entertainment CEO and Chief Creative Officer. "*Crowfall* is the natural evolution of that idea: A dynamic virtual environment where hundreds of thousands of players can compete for world domination and only one alliance can emerge victorious."

A new type of massively-multiplayer online experience, *Crowfall* is a Throne War Simulator: a dynamic virtual world where kings, queens, mercenaries and assassins vie for supremacy using military strength, economic might and political power. *Crowfall* differs from standard MMOs in that each server represents a single "campaign" with a unique map, unique rules, and a limited timeframe. Each campaign lasts only a few months before one guild or alliance conquers the map and wins, and the players move on to the next campaign.

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Riding the momentum of a successful [Kickstarter](#) campaign in March of 2015, *Crowfall* has established itself as one of the most successful crowdfunded projects in video game history, raising almost \$2.8m in pledges from over 27,000 backers.

Interested players are invited to join the community on [Facebook](#), [Twitter](#) or [Google+](#). Click [here](#) to see a preview trailer of the game. More information is available on the [official website](#) and [here](#).

At this year's [gamescom](#) in Cologne, journalists have the opportunity to interview the team of developers.

Official website of Travian Games: www.traviangames.com

Watch the partnership announcement on Twitch: www.twitch.tv/crowfallgame

About Travian Games:

Travian Games GmbH, based in Munich, is a world renowned self-publishing developer of cross-platform games (online and mobile). The company offers its customers complex, multi-layered adventure worlds that inspire players with their gaming depth and guarantee users long-lasting enjoyment. A motivated team develops and markets mobile and online entertainment for all age groups. Here the focus is placed on cross-platform strategy games. Travian Games currently offers the following games: Rail Nation, goalunited Legends, goalunited PRO, Travian: Legends, Travian: Kingdoms, Truck Nation, Miramagia and UnitedGP. They are translated into as many as 39 languages and can be enjoyed by fans of lasting gaming entertainment all around the world.

About ArtCraft Entertainment:

Headquartered in Austin, ArtCraft Entertainment, Inc. is an independent developer and publisher of massively multiplayer interactive entertainment titles for consumers around the globe. Their flagship title "Crowfall" was announced in 2015 and is one of the most successful MMO crowdfunding campaigns of all time. ArtCraft is part of the vibrant game development community in Austin, Texas, which includes nearly 100 game companies and more than 2,000 game developers.

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