

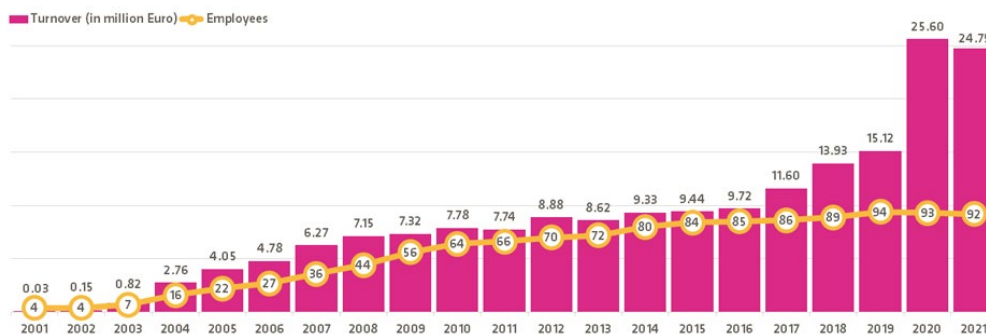
## STUDIO OF THE YEAR: CIPSOFT WINS GERMAN COMPUTER GAMES AWARD

*Tibia Developers Win in the Category "Studio of the Year" // Prize Money of 50,000 Euros Will Be Donated // Turnover of 2021 Lives Up to the Previous Year's Record*

**Regensburg/Germany, April 1, 2022** | On Thursday evening the Deutscher Computerspielpreis (German Computer Games Award) was presented by the German government and the German Games Industry Association. The prize for "Studio of the Year", worth 50,000 euros, was awarded to the developer CipSoft. Managing directors Stephan Vogler and Benjamin Zuckerer accepted the trophy from Judith Gerlach. In her laudatory speech, the Bavarian Digital Minister emphasised the social responsibility of CipSoft.

*"This prize is certainly the greatest award we have ever received,"* said Vogler in his short acceptance speech. *"Unfortunately those are no carefree days. Therefore we have decided to donate 50,000 euros to help refugees from Ukraine."* Finally, the CipSoft founder thanked the jury for the award, the players around the world for their loyalty over the years, and the whole CipSoft team: *"Without you, CipSoft wouldn't be CipSoft. You guys are great!"*

Winning the German Computer Games Award is already the third reason for CipSoft to celebrate this year. After Tibia's 25th anniversary in January, the company from Regensburg is also very pleased with the final business figures for 2021. The past year goes down as the second best so far in CipSoft's company history, which now spans more than two decades. The 92 employees generated a turnover of 24.754 million euros and with that just fell short of the record result of 2020. The profit before taxes amounts to 13.885 million euros. As in the previous year, all employees thus will receive a profit sharing bonus which roughly equals an additional year's salary.



### ABOUT CIPSOFT

CipSoft GmbH was founded in June 2001 as a result of Tibia's success. Today, it is still completely independent and ranks as one of Germany's oldest game developers, generating a turnover of roughly 25 million Euros per year with the help of nearly 100 employees. In 2003, CipSoft released TibiaME, an adaptation for mobile platforms inspired by Tibia which was the very first online role playing game on mobile phones. Most recently, LiteBringer was released as the first game to be completely based on the Litecoin blockchain.