

# GOODGAME STUDIOS CONTINUES FIGHT AGAINST CLIMATE CHANGE AND JOINS GAMESFOREST.CLUB AS FOUNDING MEMBER

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Hamburg, February 01, 2022 - Goodgame Studios, leading developer and publisher of online video games on browser and mobile devices is intensifying its engagement to further a sustainable future on earth and joins GamesForest.Club as a founding member. The included and already existing digital gaming forest from Goodgame Studios can be visually and interactively visited via <http://ggs.social/ggs-forest> and will continue to grow in the future thanks to the support of upcoming projects.

The first project supported by Goodgame Studios in cooperation with GamesForest.Club will be the newly decorated "PlanBe" cultivation area near Campeche, Mexico. The area will not only help fight the effects of the climate crisis thanks to the planting of new trees but will also be made available for active field tests for scientists and research facilities all over the world.

"We are very happy to support GamesForest.Club all over the world in the future. We found a very committed partner from the gaming world with whom we want to push sustainable projects to protect our planet." says Oleg Rößger, CEO of Goodgame Studios.

"As a tech company, we will work with GamesForest.Club to promote the fight against climate change even more intensively, and at the same time we can provide science with the support it needs in the wild," said Verena Schnaus, CFO and Managing Director at Goodgame Studios.

Over the coming weeks and months, Goodgame Studios will support further projects in cooperation with GamesForest.Club and actively include their already existing communities of gamers – among these is the 10th anniversary of Goodgame Big Farm this year.

The Hamburg company already supported various projects to sustain natural resources in the past as well as the global forestation with the charity organization One Tree Planted. Goodgame Studios, as a part of Stillfront Group, was certified as a climate neutral company by South Pole in 2020.



## ABOUT GAMESFOREST.CLUB

GamesForest.Club is a charity organization operating out of Berlin (Germany) that supports the gaming and creative industries to actively invest into the absorption of carbon by planting trees and protecting the forests. Their aim is to protect and restore nature with the power of games and the good heart and heads of our industry. For further information about GamesForest.Club please visit <https://gamesforest.club/>.

## ABOUT GOODGAME STUDIOS

Goodgame Studios is a leading developer and publisher of gaming software, specializing in the free-to-play sector. Its focus is on mobile and browser games. The company offers games in 26 languages and has over 500 million registered users worldwide. Empire: Four Kingdoms – the world's all-time highest grossing app produced by a German company – is part of Goodgame Studios' portfolio. The games developer was founded in Hamburg in 2009. In addition to the head office in Germany, the company has a subsidiary in Tokyo. Since January 2018, Goodgame Studios has been part of Stillfront Group, a leading free-to-play powerhouse of gaming studios. For further information please visit [www.goodgamestudios.com](http://www.goodgamestudios.com).

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