**Press release**  December 13th, 2010

**Aloriah joins one of the world’s largest gaming portals – reaching an audience of 160 million players**

**Swedish online browser game Aloriah will join the German gaming portal Bigpoint’s range of online games as of December 13th, thus reaching over 160 million online players in over 35 countries.**

Devillusion Entertainment, developers of Aloriah, has been given the possibility to let Aloriah become part of Bigpoint’s range of high quality online games. Bigpoint is Germany’s largest gaming portal, and one of the third largest gaming portals in the world. The cooperation means that Bigpoint will receive a part of the revenue generated from Aloriah by their players. In return, Aloriah is exposed to Bigpoint’s massive number of players world wide.

- Bigpoint is one of the major hotspots in the world for online gamers, so it wasn’t a hard decision for us when we got the opportunity to become a part of this community. It’s a sign of approval for Aloriah, and will let us reach millions of gamers worldwide. We believe that this will be a major boost for Aloriah, especially as we already can tell that the game is popular among our players, says Jacob Westman, developer at Devillusion Entertainment.

Aloriah is a browser based slow-time strategy game set in a Viking-inspired fantasy world. The player can construct his village, build armies to fight and conquer enemies, and participate in different quests together with other players. Aloriah was launched on the web in September 2010 and has already 15 000 registered players.

The [browser game](http://www.aloriah.com) is available at [www.aloriah.com](http://www.aloriah.com)

For more information about Bigpoint, please visit: [www.bigpoint.com](http://www.bigpoint.com)

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