

I'm not a bot





































Has anyone else noticed slower response when loading the city screen & collecting building production in recent weeks? Very bad in H world (Ind age with lots of advanced players in hood, not so bad in D world (barely Colonial). Times can be over 90 seconds, but highly variable. Do some worlds have fewer or slower servers? Same computer, Win 7. I play in O world... While I do see some lag from time to time, it is not that often. . and never more than a second or two. I am still stuck with WinXP (gasp) but I do have the move recent flash player version. I have noticed that Firefox seems to do somewhat better than chrome, but not much Just tried the slow D world on Chrome - it flies, no delays at all. Is FF getting too bloated? I normally use comodo ice dragon when doing gvg, but it wont even load fights anymore. Using chrome now, but the lag is awful. When the Adobe need a reset, is when it get screwy here. Had Vista wish was really bad. Worst then playing Donky Kong on a Floppy. Change it to Ws7. Not to many problems and don't see Adobe anymore. Still use Firefox. Chrome take too long to just load their own search page. IE is always changing something. I dump them all together. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functioning of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Hello, Since yesterday i am unable to load the game in mozilla firefox (16.0.2). As soon as i try to launch the game, it goes to 60% and then stops. I tried clearing the cookies and refresh by Ctrl+F5, but both did not work. I can play in google chrome just fine. Had the same problem yesterday. I think I deleted all Forge cookies and cleared my cache. Clearing cache will probably do the trick Don't forget to restart your browser after that. Hope you get it working again! I cleaned the computer with CCleaner and now it works again. Not sure what the problem was. Glad you're back up and running You must log in or register to reply here. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. City-building video game 2012 video gameForge of EmpiresDeveloper(s)InnoGamesPublisher(s)InnoGamesPlatform(s)Web browser: iOS, AndroidRelease17 April 2012Genre(s)Strategy, citybuilding Forge of Empires is a browser-based strategy game developed by InnoGames. It was first launched on closed beta on 29 March 2012.[1][2] The game was initially released on 17 April 2012 (open beta phase).[3] In 2013, a television advertising campaign helped the game reach 10 million user registrations.[4] The game was later released on iOS 2014.[5] and Android in 2015.[6] The game is similar to both SimCity and Clash of Clans, but includes turn-based strategy elements.[7] As of 2023, the game earned over \$1 billion in lifetime revenue.[8] More than 50% of players play the game on mobile devices.[9] As of 2023, the game has over 130 million registered players.[10] A screenshot of Forge of Empires gameplay, showing the city management menu Forge of Empires is a city-builder that starts in the Stone Age and, with a technology tree, advances through all eras of human history to the far future. Houses provide population, which is required to build other buildings, and gold. Production buildings provide supplies. Goods can be produced by dedicated buildings. Decorations and cultural buildings provide an amount of happiness, that should meet the requirement of the existing population. Forge points are used to advance through the technology tree, and recharge over time. Each new era provides new buildings of each type, and sometimes new gameplay mechanics. There are Great Buildings, based on famous historical structures, that provide greater benefits. However, their construction and upgrading requires space, goods, forge points, and a special resource, blueprints. Combat requires the construction of military units, and take place in a minigame of turn-based tactics. The minigame takes place in an hexagon pattern, and units have strenghts and weaknesses against others in a rock paper scissors style. Combat takes place against the game in a world map, and in several types of player-versus-player formats. Players may group in teams named guilds. Initially, Forge of Empires was only available in English and German. As of 2023, there were 25 language versions available. A Korean language server was closed in 2016. 2013 - MMO Award for Best Strategy Browser MMO[11] 2013 - Deutscher Computerspielpreis for Best Browser Game[12] ^ Forge of Empires Tenth Anniversary Event [Introductory Guide], forgeofempirestips.com, 16 March 2022 ^ Forge of Empires 10th anniversary Event video., FoeHints, 16 March 2022 ^ Forge of Empires: Free-to-Play Strategy Game Entering Open Beta., browsergames.co.uk, 12 April 2012, archived from the original on 19 April 2015, retrieved 7 January 2015 ^ "TV ads lift Forge of Empires past 10m users", MCV UK, Archived from the original on 24 October 2016, Retrieved 1 February 2015. ^ "Forge of Empires now optimized for iPhone". TechnologyTell. Archived from the original on 1 February 2015, Retrieved 1 February 2015. ^ "Forge of Empires Launches on Android". Inquisitr. 25 March 2015, Retrieved 18 April 2015. ^ "It Came From Canada: Forge of Empires, InnoGames' Turn-Based Strategy Take on Clash of Clans". 148Apps. Retrieved 1 February 2015. ^ Bull, Glenda (7 August 2023). "InnoGames' Forge of Empires surpasses \$1 billion in lifetime revenue". pocketgamer.biz. Retrieved 7 November 2023. ^ "Five years on: InnoGames on the evolution of Forge of Empires". Pocket Gamer. 6 July 2017, Retrieved 22 December 2023. ^ "InnoGames's worldwide strategy hit Forge of Empires joins €1 billion superclub". InnoGames. 7 August 2023, Retrieved 22 December 2023. ^ List of winners., GföGaming, 7 January 2015 ^ List of winners., Awardbüro Deutscher Computerspielpreis Stiftung Digitale Spielkultur, 7 January 2015, archived from the original on 2 July 2014 Official website (English) foe rechner strategy tool for Forge of Empires InnoGames homepage Retrieved from " Maintenance period happened at 15:00 hrs. Game now only loading to 48% on PC. Phew, or me lol. I guess we're going to have to find something useful to do working at present for me can log in fine using app, but only loads 48-51% on pc (en-E/RS/IT) Doesn't load anything for me, just spinning dial, same here. PC, en servers (all three that I play on, D, J, L worlds) EN0 and EN4 here, same issue, just the spinning dial, no loading screen. Works fine on mobile, but PC down since the update. Saw a tweet, though by Inno - they say it works for them fine. Hi All Tried to log on to my two worlds and it stays at around 49 to 51% Lord Tigreron been down for at least an hour, logging in via vpn seems to bypass the problem Same problem on Firefox & Chrome. Cleared Firefox cache which didn't fix it. maybe browser related? I have chrome and no go, but a friend using ff has logged in fine. World: en4, en9, en11 worlds that I play on (probably affecting others too) Browser and Version: Chrome v96.0.4664.110, also Edge v96.0.1054.62 Overview of the bug: after initial home page (en0.forgeofempires.com), I select the world to play on, and then the game fails to load. Stuck on InnoGames logo with 'hourglass' spinnny thing below it, on black screen. No progress, it just remaing stuck there, does not load the game. Screenshots: No need, it's a basic black screen with nothing but the Innogames logo. How often this occurs: Continuous since 7:30am Pacific standard time, January 3 (i.e. 3:30pm server time), no change, unable to connect into game at all since that time. Problem may have started earlier, that's just when I started. Urgency: Urgent, critical problem, prevents playing the game at all. Preventative Actions tried: Rebooted (no help); disabled FoEHelper addon; disabled Norton Safe Web addon; nothing works. Summary: Game fails to load, stuck on initial black pre-load screen with InnoGames logo. Trying to connect from west coast of Canada. I have performed a quicksearch of the forums using a select few keywords relating to my bug to see if it has already been reported: Yes it has been reported by others, but without all this template info. It may be related to a game update 1.221 scheduled for today January 3 ( Have you tried fixing it by using these methods? Yes, no luck. System info: Unable to load into game to collect this info as per the bug report section. Hardware acceleration: Yes, Chrome hardware acceleration is enabled. UPDATE: As of 10am PST (6pm server time), I am able to connect in to the game ok, after doing a Ctrl+F5 as suggested by another person. (Clearing cache might also do the trick.) Tried Internet Explorer, same problem as Chrome. Guessing it is on their end since more than one person and different areas/browsers. I can't login to any of the three worlds I play. I play on Chrome from my PC. Similar problem for me EN1, EN2 and EN5. Difference: I get the loading image with progress bar in the bottom of the screen. The bar will 'instantly' go to anywhere between 48 and 52% and then nothing happens. Yep, same here. I've been trying for about an hour - I'm in the UK and it's not working for me on Chrome, Edge or Firefox. I'm getting frustrated now. Same issue here also on Chrome and Edge browsers. Page 2 I'm not very technical - is there anything we can do, or do we just have to wait for the official people to notice and fix it? Can't log in to either of my worlds on en5 or en9. Gets to 50% and freezes but my other half can get in to his worlds! and he's on en9, frustrating! You can't do anything, they need to fix/redeploy on their end. Or use an android/ios device Same issue on EN server, there's two other report pages going on this problem has anyone deleting the browser they use and reinstalling seems to have helped some I have same problem tried two diff computers and my Mobile, I play in 6 world's....gotta be Inno problem !! Both me and my partner in the UK, use firefox, working for him but not for me. Was fine before the update! Mine only loads to 50% on en5 and en9 and his is OK on en9. Hope they fix it soon! Getting withdrawal syptoms! Same here, MAC OS 11.6 Brave / Safari / Chrome Ctr + F5 while on game screen did the trick for me Playing on Windows/Chrome Dr. Horace Worblehat said: Similar problem for me EN1, EN2 and EN5. Difference: I get the loading image with progress bar in the bottom of the screen. The bar will 'instantly' go to anywhere between 48 and 52% and then nothing happens. Yes mine is the same not loading sticking at 48 or 50 percent. World: en4, en9, en11 worlds that I play on (probably affecting others too) Browser and Version: Chrome v96.0.4664.110, also Edge v96.0.1054.62 Overview of the bug: after initial home page (en0.forgeofempires.com), I select the world to play on, and then the game fails to load. Stuck on InnoGames logo with "hourglass" spinnny thing below it, on black screen. No progress, it just remains stuck there, does not load the game. Screenshots: No need, it's a basic black screen with nothing but the Innogames logo. How often this occurs: Continuous since 7:30am Pacific standard time, January 3 (i.e. 3:30pm server time), no change, unable to connect into game at all since that time. Problem may have started earlier, that's just when I started. Urgency: Urgent, critical problem, prevents playing the game at all. Preventative Actions tried: Rebooted (no help); disabled FoEHelper addon; disabled Norton Safe Web addon; nothing works. Summary: Game fails to load, stuck on initial black pre-load screen with InnoGames logo. Trying to connect from west coast of Canada. I have performed a quicksearch of the forums using a select few keywords relating to my bug to see if it has already been reported: Yes it has been reported by others, but without all this template info. It may be related to a game update 1.221 scheduled for today January 3 ( Have you tried fixing it by using these methods? Yes, no luck. System info: Unable to load into game to collect this info as per the bug report section. Hardware acceleration: Yes, Chrome hardware acceleration is enabled. This is happening in all browsers, its not the user the problem is server related in my opinion. Works fine here on all my EN worlds with Chrome, Firefox and Edge. I play Mobile and it loaded OK, just refreshes? does nothing else for me. nor me, I've been playing a month now and if this is how they treat customers ill be finding another game. Its all about the money if they cared they would fix this, and stop saying its the browser which is a standard response from game sites. Page 3 Anyone got an idea as to whats happening? cannot get onto server in any way? Ctr + F5 while on game screen did the trick for me Thank you, this did the trick for me too (now, after doing some chores). I'm pretty sure that I tried it earlier though, and it didn't work at that time. Ctrl-F5 also fixes the issue. cleared cache, cookies too. can't log in with chrome, but have got in fine with firefox. don't like ff though as it gets really slow and jerky playing FoE. I'm getting really grumpy now. I want to collect my stuff! Cache cleared in Chrome browser. EN2, EN5 and en7 not loading. app version newly downloaded - also not loading. Ctrl + F5 not working here. Game not Loading EN3, Tried two PCs and Mobile Nothing works.. Cleared Cache , Hstory etc... Server's must be down all over the place... Is anyone Home at Inno ?? Clearing cache and cookies did not help. As soon as I try to enter my world it just hangs there I just tried to load my game, hangs at around 50% while loading in all 3 cities. Playing on en10 Google Chrome, all seems well here no problems Same problem on laptop must be a server issue Playing on en10 Google Chrome, all seems well here no problems This is getting ridiculous now, it's been what, 4 hours? Tried all the browsers on my PC - none loading the game. Clearing cache makes no difference. Been down for hours. They should roll back until it's resolved Page 4 The advice on the support page is to clear cache - THEN RE-INSTALL BROWSER - REALLY????? I normally use Edge, only getting to 52%, Ctrl-F5 made no difference, but using Fire Fox Ctrl-F5 worked and the game loaded. The advice on the support page is to clear cache - THEN RE-INSTALL BROWSER - REALLY????? Its not browser related, I work in internet area and this is a forge of empires server problem, these sites tell you its your browser even when they know its their problem, I have analysed the connection and the results SAY its a problem from their side. Its not browser related, I work in internet area and this is a forge of empires server problem, these sites tell you its your browser even when they know its their problem. I have analysed the connection and the results SAY its a problem from their side. Its not browser related, I work in internet area and this is a forge of empires server problem, these sites tell you its your browser even when they know its their problem. I have analysed the connection and the results SAY its a problem from their side. "The resource was preloaded using link preload but not used within a few seconds from the window's load event. Please make sure it has an appropriate "as" value and it is preloaded intentionally." worlds won't load in Edge, tried Ctrl-F5, and cleared cache/Cookies, no difference, loaded Chrome, new install, won't load, same 50ish %, tried Fire Fox, wouldn't load, did Ctrl-F5, GAME LOADED! What is going on?? worlds won't load in Edge, tried Ctrl-F5, and cleared cache/Cookies, no difference, loaded Chrome, new install, won't load, same 50ish %, tried Fire Fox, wouldn't load, did Ctrl-F5, GAME LOADED! What is going on?? same Same here for en17 - the issue occurred after I was kicked off for a world update a few hours ago. Version showing on load page is attached. They've really screwed up on this one. I'm gonna wait till tomorrow, then probably just dump the game - I'm not attached enough to it. >.< Didn't work for me -:( Ever since the 3pm upgrade on 3rd January, I have been unable to log into the game - it gets to 48% to 51% then freezes, or progresses no further. When they have this many players already stating of problems with loading, then clearly everything is not FINE & they really need to investigate how the new update is affecting player's abilities in logging on. Forge of Empires [1]: Build Your Empire and Journey Through the Ages [2]: Build a city [3]: harvest a village [4]: and explore tribes [5] in Forge of Empires! This game is a city-building [6] strategy game where you can craft your own civilization. Here are some key features of the game:[7] Explore Different Ages: Journey through the centuries [8] and explore different ages [9] of civilization. Fro the Stone Age to the Space Age, there's always a new mystery to uncover. Build Your Tribe: Collect resources and build houses for your villagers . Merge tribes together and create a dream town . City-Building Games: Forge of Empires is a game changer in the world of city-building games. It offers a unique gameplay experience with its different ages and resource management [10] system.[11] Adventure Through Ages: Rise an empire on the go [12] with Forge of Empires. Find adventure [13], explore the wild [14], and build your civilization.[15] Farm Life: Harvest your crops [16] and collect resources [17] to help your village prosper.[18] Megapolis: Build your city [19] into a megapolis [20] and become the most powerful ruler in the land.[21] Strategy is key [22] in Forge of Empires. Manage your resources, plan your expansion, and dominate your opponents.[23] Guilds: Join a guild [24] and work together with other players to build a powerful alliance.[25] Craft Your City: Craft your city [26] to perfection with beautiful buildings, decorations, and more Forge of Empires is an adventure through the ages [27], where you can build a city [28], harvest a village [29], explore tribes [30], and craft your own civilization [31]. Join the game today and start your journey!Safety starts with understanding how developers collect and share your data. Data privacy and security practices may vary based on your use, region, and age. The developer provided this information and may update it over time.This app may share these data types with third partiesPersonal info, Financial info and 3 othersThis app may collect these data typesPersonal info, Financial info and 4 othersData is encrypted in transitYou can request that data be deletedRatings and reviews are verifiedinfo\_outlineRatings and reviews are verifiedinfo\_outlinewow this game really surprised me, this isn't just a city builder, it's packed with so many games, quests and aspects, that it's really fun to play. sure you can just build the city, but if you get into good guild (and you will if you play well), they will help you to grow in superb ways. the game has a lot of different mechanics, which really make it interesting and it is NOT pay to win. you can enjoy a great amount of fun without paying.66 people found this review helpfulDid you find this helpful?Thank you for your feedback!Fun, Well Paced, Easy, and Fun Tutorial, and Great Game Play. It's genuinely simple to play, yet fun to strategize your city planning, what buildings you'll add, and more The only complaint is that you have to throw some money into the game to get the most out of it, but considering the prices are super ludicrous and the developer needs to make money somehow, I'm willing to overlook it. Don't say this often but it's very well balanced, fun and enjoyable. 10/10162 people found this review helpfulDid you find this helpful?Thank you for your feedback!Easy to play. Very addictive. Game moves as fast or as slow as you do; the pace adapts well for both casual or serious players. You can play on desktop or mobile interchangeably! Developers are very much a part of the community; constantly improving the game and running events. It's F2P and holds true there. There's no P2W element. I spent a few \$ because I wanted to support the game as I've been enjoying it thoroughly. Edit: there are optional ads but not as intrusive as I first thought.918 people found this review helpfulDid you find this helpful?Thank you for your kind words!Now that the legendary Viking tournament has come to a close, it's time to rest your axe and sort out your new rewards in peace. Prepare well, for a new challenge is bound to come soon!flagFlag as inappropriate Hi there... I tried to login just now, and it wont load. stopped at 57% Retried twice, it will stick at 56 and 55% see my post in "game discussion" there are s small sentence below 55% it seems they are upgrading Got it to 58%.... not enough I'm afraid... It's been working for me. The only change I noticed is that they re-did the goods' pictures again Same issue for me on the Pale Moon webbrowser v 24.2 & v24.3 x64 Loading FoE game version 1.19.20851 (30.01.2014 - 12:40) hangs around 55%, 56 - 59% Restarted computer, cleared cache, same result... Installed older version of the PM browser, same result. Removed Flash, Re-installed Flash, ... No result! What have you changed InnoGames??? Loading in Chrome = OK (v 32.0.1700.102 m) Loading in Firefox = OK (v 26.0) I can't load it, too - loading stops somewhere between 55 and 58 %. Browser: Firefox 26.0 with Flash 12.0.0.43 Edit: With internet explorer it works, but I would prefer using firefox. Last edited: Jan 30, 2014 Can a mod please set the priority of this bug to "very high / CRITICAL". I am seeing here that people have problems with Firefox (one of the most popular browsers) and Pale Moon - and when I logged on with IE I also have seen in the guild mails that people having problems with Chrome (also a popular browser). So maybe only IE is working??? Did anyone successfully log in with an other browser than IE? Last edited: Jan 30, 2014 After trying at least 10 times, it works now with firefox. I hat to clear the cash and offline website data with selecting Chronic --> Clear newest chronic - just pressing Ctrl-F5 (several times) did not work. I had the same issue eg loading stuck at 50-58%. Using Google Chrome v32.0.1700.77 and flash v11.2.202.335 on Ubuntu 13.10 x64. Clearing cache in Chrome solved the issue. I've the same problem using chrome 32.0.1700.102 with firefox it works I only have ff and it wont load for me either We had some login issues earlier which are now fixed. If you are still experiencing issues, please clear your browsers cache and try again. Thanks for your patience. If this doesnt work, try an alternative browser. The issues if they are still occurring are a localised issue. Loaded okay for me on the first try, BUT have to refresh to go to tech tree, and there is no map, just a brown page, and nothing helped: refresh, clearing, etc. on Chrome. Can you see if it happens on Incoognito on Chrome? Thanks. same here. Loading is stuck at 55 % Firefox 26.0 windows7 Still experiencing this problem Our game needs a stable Internet connection to play, and is developed with up-to-date systems, browser versions, and drivers for video card and other components in your computer in mind. It also requires to have hardware acceleration enabled in the browser of your choice. While this is enabled for most browsers by default, it isn't for all browsers, and could have been deactivated by a user of the browser, or by the browser itself.Google Chrome version 86We have found that players updating their Google Chrome browser to version 86, or using any other Chromium-based browser (such as Edge, Opera, and others), could encounter trouble playing our game, showing itself in being unable to load the game client, or in a slow gaming experience if it is possible to load the game. This, in most cases, is caused by the browser's hardware acceleration feature being disabled. If that is the case, you can attempt to re-enable this feature manually, which will allow you to play the game again in most cases.To re-enable the hardware acceleration in your browser, please locate the options from the settings. In Google Chrome, simply open Chrome's settings by clicking on the three vertical dots at the top right of the browser's interface. From there, select "Settings". Alternatively, you can visit "chrome://settings" directly via the URL bar in the Google Chrome browser. Within the settings, either use the search bar at the top to search for "hardware acceleration", or in the menu on the left side, click "Advanced", then "System". You should now see a setting named "Use hardware acceleration when available". To enable it, flick the switch to the right side. Google Chrome will ask you to relaunch, so that the changes can take effect. Please do so.Settings for other browsers may look differently, but the naming of the option will almost always include the words "hardware acceleration". In case you don't know how to check this setting for the browser of your choice, please refer to the manufacturer's website, or the browser's Help section, often found through its settings.When your browser has restarted, you should be able to access the game again. If that is not the case for you, it could be due to a compatibility problem, most likely caused by outdated drivers for your system, especially your graphics card. Specifically, with the introduction of Google Chrome version 86, an incompatibility was identified with AMD Graphics cards using drivers using AMD's internal versioning numbers 8.17.10\* and older. However, there may also be cases where an out of date driver causes issues not specifically for this driver version. In all of these cases, we recommend you download the most up-to-date display drivers from your graphics card manufacturer. The most commonly used ones are AMD, Nvidia, and Intel.You can also try playing the game through another browser of your choice (e.g. Mozilla Firefox, which is not Chromium-based), or you are welcome to contact our support team by clicking the green "Contact us" button at the bottom of this article. We will be happy to assist you wherever we can! Related articles Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.