

# **The honor of King's mobile game has crossed over 100 million, setting a new record.**

Shenzhen (China), (IANS) Tencent Games' TiMi Studios, the brain after Honor of Kings, has declared that the famous mobile game has crossed over 100 million average daily active users, setting a new record. The pronouncement was made throughout an online Livestream celebrating the game's fifth anniversary with players.

Timi Studios on Sunday also started two new untitled games, increasing the Honor of King's world from the multiplayer online battle arena (MOBA) into two more unstated genres.

As a segment of a broader series of celebrations, Honor of Kings, issued by Tencent Games, launched an officially licensed Bruce Lee skin to the game. It also launched a collaboration with luxury fashion house Burberry.

Since it started in 2015, it has obtained momentum to become the most popular game in China and one of the world's highest-grossing games of all time, TiMi Studios said.

"We've spent more than a decade investing time and passion into learning what matters to Chinese gamers," Li Min, Game Director of Honor of Kings and General Manager of TiMi Studios, said in a statement.

"Honor of Kings is not only a great competitive title but we've also seen it become a hub of social activity for people in China. To engage with such a large, daily audience is truly an honor and motivator to continue delivering the best entertainment experience for our audience every day," he said.

The honor of Kings was out of the first games in the world to give some vital technical solutions for mobile game development, involving frame accompaniment, improvement for mobile networks, non-synchronous coloring, frame synchronization betterment after disconnection, and other technologies to support an enormous user base.

The success of these technologies now advantages all of Tencent's player-versus-player (PvP) games.