

OUR STORY

Nexters story dates back to **2010** when the future friends and founders of Nexters first met.

Those days **Andrey Fadeev** (now Cofounder and CEO at Nexters) was running Progrestar, a social games development studio, and **Boris Gertsovskiy** (now Cofounder at Nexters) was shaping his plans on starting a game business.

Progrestar released Throne Rush, a strategy game which later became one of the most popular social games on Facebook and VK. Later Throne Rush became a part of the new company's portfolio

Nexters starts to grow its presence with a **new office in Cyprus** and launches **Hero Wars** - an action RPG which became a blockbuster with dozens of millions fans around the world.

Nexters drives an **almost four times growth in bookings and total install base** within a year and is now ranked as one of **Top 10** independent mobile game developers in Europe.

Hero Wars monthly active users (MAU) grows more than five times.

Nexters announced going public on Nasdaq via SPAC deal with Kismet Acquisition One Corp at a **valuation of \$1.9 billion**.

Plans announced for 2021 comprise **M&A strategy** and launching **3 new titles including Chibi Island** - a new farm & explore adventure game.

2010



2012



Boris Gertsovskiy became the President of **Crazy Bit**, a social games development studio.

Progrestar and **Crazy Bit** start their partnership - both teams are moving to new offices in the same office center, studios hold regular mutual events and share best practices.

2013



2014



ISLAND EXPERIMENT

Andrey and Boris decide to combine efforts and continue their gaming business under a **new brand - Nexters**.

Island Experiment, Nexters' first casual game released on social networks.

2016



2018



Nexters takes a strategic decision to switch its **focus on mobile platforms** and starts scaling mobile versions of its games.

Igor and Dmitriy Buchman, founders of **Playrix** - a world's Top 3 mobile gaming company, acquire a stake in **Nexters**.

2019



2020



Nexters expands firmly on the international market and becomes one of the **Top 5 independent mobile game developers in Europe**.

US share becomes the largest and now exceeds $\frac{1}{3}$ of the company's bookings, while the total install base reaches almost **100 million players**.

2021



nexters

YOUR NEXT
ADVENTURE
IS HERE