

**2010**

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.

**2012**

Boris Gertsovskiy became the President of CrazyBit, a social games development studio.

Progrestar and CrazyBit 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**

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.



**2014**

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**

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.



## 2018

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

Igor Bukhman and Dmitri Bukhman, founders of Playrix – a world's Top 3 mobile gaming company, acquire a stake in Nexters.

## 2019

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.

## 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 1/3 of the company's bookings, while the total install base reaches almost 100 million players.

## 2021

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

Two new casual games released – Chibi Island & Island Questaway.

Nexters Boost program is launched. Its aim – to help smaller developers by sharing expertise and providing funds needed to launch new games and building successful international businesses.



## 2022

First acquisition and investment deals – Cubic Games, RJ Games, and Royal Ark.

