ANNUAL REPORT 2019

**REVENUES**

- **31.39M €**
  - Diggy's Adventure (49%)
  - AFK Cats (0.8%)
  - Emporea (2.7%)
  - Trainstation 2 (3.4%)
  - Trainstation (14%)
  - Seaport (30%)

**4 EVERGREENS**

- Diggy's Adventure: 1.21M MAU
- Seaport: 912K MAU
- Trainstation: 566K MAU
- Emporea: 11K MAU

**2 RISING STARS**

- Trainstation 2: 770K MAU
- AFK Cats: 134K MAU

...MORE COMING SOON!

**MARKETPLACE**

- **2017**: 28M, 33M, 31M, 39M

**2018**

- 20+

**EXPERT TALKS**

- Incl. GDC, Reboot, PGC, ...

**400+ HOURS OF SOFT SKILL TRAININGS**

**600+ CVs RECEIVED**

**129 INTERVIEWS**

**38 NEW PIXELS**

**ALL-TIME PLAYERS**

- 96.8M

**YEARS SPENT PLAYING OUR GAMES**

- 40K

**REGISTRATIONS**

- 10 FEATURES IN APP STORES

**MARKETING SPEND**

- 12.7M

**224 EMPLOYEES**

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**129 INTERVIEWS**

**38 NEW PIXELS**

**TOP COUNTRIES**

- US, DE, GB, FR, AU

**OUR FAVORITE GAMES**

- DOTA2
- CS:GO
- NHL
- SINGSTAR
- Towerfall

**20+ EXPERT TALKS**

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**8.65 Nicereply RATING**

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**Diggy’s Adventure**

- 38.2M lifetime registrations
- 96.3M total revenues brutto
- 7 years on the market
- Started on desktop
- Moved to mobile in 2016
- Survived end of Flash player
- Over 100 events introduced
- 15.9K followers on Instagram

**Seaport**

- 15M lifetime registrations
- 28.6M total revenues brutto
- Ship management simulator
- Launched in November 2015
- 44 events
- 1759 ships in the game
- 23 unique port designs

**TrainStation**

- 37.5M lifetime registrations
- 71.1M total revenues brutto
- 10th anniversary in 2020
- Started as a Facebook game
- Moved to mobile in 2015
- 4320 locomotives
- 150+ events
- 1.36M fans on Facebook

**TrainStation 2**

- 5.8M lifetime registrations
- 2.3M total revenues brutto
- 3D transport tycoon
- Launched in July 2019
- 170 locomotives
- 6530 polygons per locomotive
- 8 game regions
- 42 ingame characters

**AFK Cats**

- 979K lifetime registrations
- 616K total revenues brutto
- First idle RPG project
- Launched in autumn 2019
- 4.6* app stores rating
- 10000+ battle stages
- 72 unique cat heroes
- Vivid community on Discord

**Emporea**

- 3.9M lifetime registrations
- 7.9M total revenues brutto
- Still alive after 10 years
- Operated by 1 pixel employee
- 0 production costs in 2019
- 10 game worlds