**Wargaming Group Limited** (also known as **Wargaming.net**) is a [Belarusian](https://en.wikipedia.org/wiki/Belarusians) video game company headquartered in [Nicosia](https://en.wikipedia.org/wiki/Nicosia), [Cyprus](https://en.wikipedia.org/wiki/Cyprus).

The group operates across more than 20 offices globally and development studios, the largest of which is located in [Minsk](https://en.wikipedia.org/wiki/Minsk), where the company originated from. Initially focused on [turn-based strategy](https://en.wikipedia.org/wiki/Turn-based_strategy) and [real-time strategy](https://en.wikipedia.org/wiki/Real-time_strategy) games, Wargaming switched to developing [free-to-play](https://en.wikipedia.org/wiki/Free-to-play) online action games in 2009, including the military-themed team-based game [*World of Tanks*](https://en.wikipedia.org/wiki/World_of_Tanks), and later World of Warships and World of Warplanes.

Wargaming was founded by Victor Kislyi in [Minsk](https://en.wikipedia.org/wiki/Minsk) on 2 August 1998,[[2]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-2) intending the company as a developer of [strategy video games](https://en.wikipedia.org/wiki/Strategy_video_game).[[3]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-3) The company's first project was *DBA Online*—the digital version of a miniature tabletop rule set *De Bellis Antiquitatis*—launched in 2000. Wargaming started working on its first full-scale commercial project—the sci-fi turn-based strategy game *Massive Assault*, in March 2002.[[4]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-4) Over the course of five years, the company shipped five projects within the [*Massive Assault*](https://en.wikipedia.org/wiki/Massive_Assault_(series)) franchise.[[5]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-5)

On 16 November 2007, Wargaming acquired the Minsk-based developer Arise.[[6]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-6) In December 2008, the company released its first real-time strategy *Operation Bagration*.[[7]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-7) On 16 April 2009, Wargaming started working on real-time strategy game [*Order of War*](https://en.wikipedia.org/wiki/Order_of_War). It was published by [Square Enix](https://en.wikipedia.org/wiki/Square_Enix) on 18 September 2009.[[8]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-8) On 12 August 2010, the company released its first online title, [*World of Tanks*](https://en.wikipedia.org/wiki/World_of_Tanks). On 12 April 2011, *World of Tanks* was released in North America and Europe.[[9]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-9)

In 2011, Wargaming relocated its headquarters from Minsk to [Nicosia](https://en.wikipedia.org/wiki/Nicosia), Cyprus.[[10]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-10) Since 17 August 2015, these headquarters are located in the Wargaming HQ building, formerly known as the President building, located near the Presidential Palace in Nicosia.[[11]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-11) European operations headquarters, known as Wargaming Europe, were established in [Paris](https://en.wikipedia.org/wiki/Paris), France, in July 2011.[[12]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-Wargaming.net_Expands_to_Europe-12) On 3 August 2011, the company created a direct presence in North America by opening an office in San Francisco. At [E3 2011](https://en.wikipedia.org/wiki/E3_2011), Wargaming announced the follow-up to *World of Tanks*, the flight combat online action game [*World of Warplanes*](https://en.wikipedia.org/wiki/World_of_Warplanes).[[13]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-13) At Gamescom 2011, the company unveiled the third part of its military saga—the naval action online game [*World of Warships*](https://en.wikipedia.org/wiki/World_of_Warships).[[14]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-14) In October 2011, Wargaming announced the online collectible card [MMO game](https://en.wikipedia.org/wiki/Massively_multiplayer_online_game) *World of Tanks: Generals*. Throughout 2011, Wargaming joined strategic partnerships with Persha Studia, [Lesta Studio](https://en.wikipedia.org/wiki/Lesta_Studio) and DAVA Consulting,[[15]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-15) with each operating separate projects under Wargaming.

On 21 February 2012, the Android version of *World of Tanks Assistant*, the mobile application for *World of Tanks*, went live in Europe and North America.[[16]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-16) In May 2012, Wargaming entered the Korean games market by opening a subsidiary office in [Seoul](https://en.wikipedia.org/wiki/Seoul).[[17]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-17) Wargaming embarked on a rebranding initiative and announced the Wargaming.net service,[[18]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-18) which will unite its games and services into a single battle universe in June 2012.[[19]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-19) On 7 August 2012, Wargaming acquired Australian company [BigWorld Technology](https://en.wikipedia.org/wiki/BigWorld_Technology)[[20]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-20)[[21]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-21) which brought development of the [middleware](https://en.wikipedia.org/wiki/Middleware) for its MMO projects in-house. In an annual report for the [Cyprus Stock Exchange (CSE)](https://en.wikipedia.org/wiki/Cyprus_Stock_Exchange) in 2012, Wargaming's revenue was declared to be 217.9 million Euro, with a net profit of 6.1 million Euro.[[22]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-22) Wargaming's shares were delisted from the CSE in 2015, and it remains a privately held company to date.

Wargaming moved into the [console](https://en.wikipedia.org/wiki/Video_game_console) market by acquiring [Day 1 Studios](https://en.wikipedia.org/wiki/Day_1_Studios) on 29 January 2013.[[23]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-23)[[24]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-24) Renamed Wargaming Chicago-Baltimore, the studios are currently developing [*World of Tanks: Xbox 360 Edition*](https://en.wikipedia.org/wiki/World_of_Tanks:_Xbox_360_Edition) (February 2014), [Xbox One](https://en.wikipedia.org/wiki/Xbox_One) (July 2015) and [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4) (January 2016).[[25]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-25) On 12 February 2013, Wargaming announced its own [esports](https://en.wikipedia.org/wiki/Esports) league,[[26]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-26) the Wargaming.net League. The company acquired [Gas Powered Games](https://en.wikipedia.org/wiki/Gas_Powered_Games) on 14 February 2013. On 26 March 2013, Wargaming announced *World of Tanks Blitz*,[[27]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-27) a mobile [MMO game](https://en.wikipedia.org/wiki/Massively_multiplayer_online_game) centered around tank combat available for smartphones and tablets. The game was released on [iOS](https://en.wikipedia.org/wiki/IOS)[[28]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-28) in June 2014. As of 2016, *World of Tanks Blitz* is available on iOS, [Android](https://en.wikipedia.org/wiki/Android_(operating_system)),[[29]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-29) [Windows 10](https://en.wikipedia.org/wiki/Windows_10)[[30]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-30) and [Mac OS X](https://en.wikipedia.org/wiki/Mac_OS_X).[[31]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-31) Wargaming branched into the Japanese games market by opening an office in [Tokyo](https://en.wikipedia.org/wiki/Tokyo) on 29 May 2013.[[32]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-32) On 22 July 2013, the company bought [*Total Annihilation*](https://en.wikipedia.org/wiki/Total_Annihilation) and [*Master of Orion*](https://en.wikipedia.org/wiki/Master_of_Orion) intellectual properties from the [Atari](https://en.wikipedia.org/wiki/Atari_SA) bankruptcy proceedings.[[33]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-33)

In July 2015, Wargaming launched WG Labs as a division that would act as a third-party publisher to outside developers.[[34]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-34) The creation of the division was primarily driven by Wargaming's partnership with independent studio NGD Studios and their game, *Master of Orion*.[[35]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-35) In October, the company also rebranded DropForge, a [Bellevue, Washington](https://en.wikipedia.org/wiki/Bellevue,_Washington)-based mobile game studio founded in 2013 by David Bluhm, as WG Cells.[[36]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-36) WG Cells was shut down in August 2016.[[37]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-37)

Wargaming's WG Labs division released a reimagining of [*Master of Orion*](https://en.wikipedia.org/wiki/Master_of_Orion) in August 2016. The game was developed by the Argentine [NGD Studios](https://en.wikipedia.org/wiki/NGD_Studios). In November 2016 Wargaming, [SEGA](https://en.wikipedia.org/wiki/SEGA) and [Creative Assembly](https://en.wikipedia.org/wiki/Creative_Assembly) announced a new strategic partnership that will see Total War: ARENA published worldwide.[[38]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-38) As of 2016, Wargaming owns a significant share of the [Hellenic Bank](https://en.wikipedia.org/wiki/Hellenic_Bank) (Daniel S. Loeb's Third Point Group is the other major shareholder of the Cyprus-based Bank) and has shown an interest in purchasing land property assets in Cyprus for its use and investment purposes. Wargaming has become the largest taxpayer within Cyprus.[[39]](https://en.wikipedia.org/wiki/Wargaming_(company)#cite_note-39)

In 2017, Wargaming started a mobile games division called Wargaming Mobile.