

Chimera Entertainment GmbH

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Press Release

[Ambitious student project becomes entrepreneurial success story](#)

Chimera Entertainment celebrates its 5th anniversary

In the fall of 2006, the initiators of a student project formed the core of Chimera Entertainment – five years later, the nowadays medium-sized enterprise can already look back on a successful history.

Munich, 17.11.2011 – As students, Christian Kluckner and Alexander Kehr were working on ideas for the PC strategy game “Windchaser” in 2005. The concept was met with a highly positive response from industry and media representatives. For this reason, the team started searching for a publisher.

With the support of Hendrik Lesser and his company remote control productions, dtp Entertainment was found as publishing partner for “Windchaser”. This move led to the founding of Chimera Entertainment. Christian Kluckner, Alexander Kehr and Hendrik Lesser founded the company when work on the project started in 2006.

The production began in the Augsburgstraße in Munich at the end of 2006 and lasted two years. Around ten people were working on the ambitious title until its release in spring 2008. The highly regarded release gave Chimera Entertainment its first recognition in the industry and their efforts were rewarded with the LARA Startup Award 2007 in the run-up to the release.

The team continued with more success: Versions of “Train Your Brain With Dr. Kawashima” (BGG Entertainment) were built for PC and Mac with the, at the time, brand new Unity 3D Engine. Chimera Entertainment was one of the first studios in Europe using this technology and it is still using it for several projects. This was followed by several conversions of „memory®“ (Ravensburger Digital) and several console projects were started. Through this, Chimera Entertainment gained experience with online and multiplatform development, which is the core of the company today.

Another milestone of the company’s history was the release of its first browser MMO game “WARSTORY – Europe in Flames”, which launched in late summer in 2010. Since then, the game has been continuously refined by an especially assembled live team. From summer 2011, the game has not only been playable in English, German and Russian language, but also in Thai. The title was launched in the Thai market with one of the biggest local online publishers.

In 2011, Chimera Entertainment achieved important successes at the iOS sector. In cooperation with the Regensburger publisher dreamfab, Chimera Entertainment developed the runner game “Demolition Dash” and the physics puzzler “Happy Hills” (both iOS), which have been downloaded over a half million times since their release.

Today, Chimera Entertainment employs over 30 people in Munich and is still growing. In 2011 alone, over half a dozen jobs were created. Upcoming projects made this expansion possible: Chimera Entertainment already has three releases for PC and mobile devices in its pipeline.

Christian Kluckner, Managing und Development Director at Chimera Entertainment, stated: „We are very proud to see how Chimera Entertainment has evolved in the years after its founding. It is great to see, that we are so strong in regards to online and multiplatform development. I want to thank everybody who has accompanied us and believed in us over these years. We have a lot in mind for 2012. Stay tuned!”

Hendrik Lesser, Managing Director at Chimera Entertainment, states: „It is great to see how a medium-sized business has grown out of the “Windchaser” project, which works future-oriented and economical. To have a share on this and having been with it from the start makes me happy and proud at the same time.”

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About Chimera Entertainment

Chimera Entertainment is an independent developer for digital entertainment software which focuses on online gaming and cross platform development. The studio was awarded with the 2007 LARA Startup Award and has today more than 30 employees working in the heart of Munich. Since its founding in 2006, Chimera Entertainment has developed titles on five different platforms, including the browser MMOG “Warstory – Europe in Flames”, “Train Your Brain With Dr. Kawashima” and the iOS-Puzzlegame “Happy Hills”.

For more information about Chimera Entertainment, please visit:

<http://www.chimera-entertainment.de/en>