

Microsoft's Next Purchase: Minecraft

Written by Marco Attard
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Microsoft announces its first major acquisition under the leadership of CEO Satya Nadella--Mojang, Swedish creator of the super-popular game *Minecraft*, a company valued by the Windows market at no less than \$2.5 billion.



Minecraft might not look like a big deal, being essentially a construction game with primitive block-like graphics, but the open-world "sandbox" title is actually a Very Big Deal. It has sold 54 million copies across PC, iOS, Android, Xbox and Playstation, and is top paid app on iTunes and Google Play app stores in both Europe and the US.

"*Minecraft* is more than a great game franchise," Nadella says. "It is an open world platform, driven by a vibrant community we care deeply about, and rich with new opportunities for that community and for Microsoft."

Meanwhile the Mojang statement confirming the acquisition reads "[c]hange is scary, and this is a big change for all of us. It's going to be good though. Everything is going to be OK."

Microsoft promises it will continue supporting *Minecraft* on its current formats, but it is safe to assume it will be available on Windows Phone soon enough as development on Microsoft devices will be further pushed.

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