

## G2A FACTSHEET

October 2021

## HISTORY

**2010**

Started as a retailer.



XYZ-XXX-YYY-ZZZ

**2014**Initially offered **game keys, gaming services and gift cards** for all major platforms (Steam, Uplay, Origin, PSN, Xbox).**2014**Changed into a **marketplace**.**2018**G2A Marketplace was expanded to include **electronics and gadgets** from all major brands (Razer, Corsair, Logitech, Asus, MSI, etc.)

## KEY NUMBERS

**20M+**clients  
worldwide**100M+**products  
sold so far**307M**visits  
in 2020

## PRODUCTS



Subscription service offering unique discounts and special offers for the clients.



Referral program that lets users earn money by recommending G2A Marketplace.



A tool for external stores to import their products to the marketplace in a quick and easy way.



A program which lets game developers open their official store on the marketplace and gain a lot of benefits.

## G2A PLUS

An addition to the normal shopping experience, **G2A Plus** lets subscribers receive **unique discounts** and **special offers** just for them.

Here are some numbers:

- ✓ Nearly **2M people** have tried Plus in total.
- ✓ Over **25 000 game keys** sold **weekly** through unique Plus offers.
- ✓ Over **38 000 games and DLCs**, as well as **over 800 software products** discounted within the subscription on the marketplace.
- ✓ Unique benefits: **exclusive discounts**, **individual reflinks** with which clients can earn money by recommending G2A Plus, **free game each month**.



## G2A Goldmine

As a referral program with a very long history – it has been launched in **June 2013**, even before the marketplace – Goldmine has always allowed our users **earn money** while **doing what they like the most**: playing games and talking about them!

Since its inception, Goldmine has amassed some spectacular numbers:

- ✓ As of September 2021, its users have **earned nearly €6.2M in total**.
- ✓ Goldmine reflinks account for **over 500k monthly visits** on the marketplace website.



## SOCIAL MEDIA

**3.7 million**  
overall reach

**98% response rate**  
on social media

**2 hrs**  
avg. response time

**f** **2.3M**  
likes  
Facebook

**t** **825k**  
followers  
Twitter

**i** **307k**  
followers  
Instagram

**v** **200k**  
subscribers  
YouTube

**t** **5.5k**  
followers  
Twitch

**in** **8.9k**  
followers  
LinkedIn



## AWARDS AND RECOGNITION



**BrandMe CEO**  
Forbes Poland



**Golden Drums**  
Slovenian  
Advertising  
Chamber



**KTR Golden/Silver  
Swords**  
Advertising Creators  
Club Poland



**Reliable Partner  
2018**  
CWK Operator



**Best Benefits  
Strategy 2018**  
Benefits Festival



**Leader of the  
Region in Financial  
Services**  
Nowiny/Polska Press



**Newsweek's  
Innovation Award**  
Business Insider



**Golden Medal**  
Polish Academy  
of Success



**Best Deal  
of the Year 2017**  
eBay Hong Kong



**Cross Cultural  
Customer  
Experience**  
The Stevies (US)



**Merchant Team  
of the Year**  
CNP Awards  
2021



**Outstanding New  
Product/Service**  
Global Business  
Excellence



**Outstanding  
Fast-Growth  
Business**  
Global Business  
Excellence



**Innovation in  
Customer  
Experience**  
UK Financial Services  
Experience Awards



**Company of the Year**  
Crystal Antenna  
Award

## MEDIA ABOUT G2A

**Forbes**

**G2A's co-founder  
included on 30 under 30**  
(Forbes Poland)



**Harvard  
Business  
Review**

**How G2A keeps a start-up  
energy in a big company**  
(Harvard Business  
Review Poland)

**BUSINESS  
INSIDER**

**G2A's CEO and co-founder  
named a Digital Shaper**  
(Business Insider Poland)

**B  
M  
BRANDME  
CEO  
Forbes**

**G2A's CEO wins the  
BrandMe CEO award**  
(Forbes Poland)

## WORKING AT G2A

### NETHERLANDS (NL)



### HONG KONG (HK)



The biggest business and exhibition center in the city of Rzeszow, Poland.

### POLAND (PL)



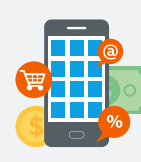
## EMPLOYEES



**500**  
talented, skilled  
specialists



**12**  
countries  
of their origin



**Individual  
benefits for  
employees**



**Active  
Team**

promoting **healthy lifestyle**,  
available to every employee



**Internship  
programs**

## CHARITY



Save the Children 

**\$500,000**  
gathered for the  
**Save the Children**  
Foundation

**GAMING  
FOR GOOD**

**\$128,193**  
gathered through our  
platform and donated to  
**Gaming for Good**