

FACT SHEET

Correct as of 01.10.2017



G2A.COM is the world's **biggest**, fastest growing digital gaming marketplace



More than **22 million transactions** were made within the G2A ecosystem worldwide in 2016

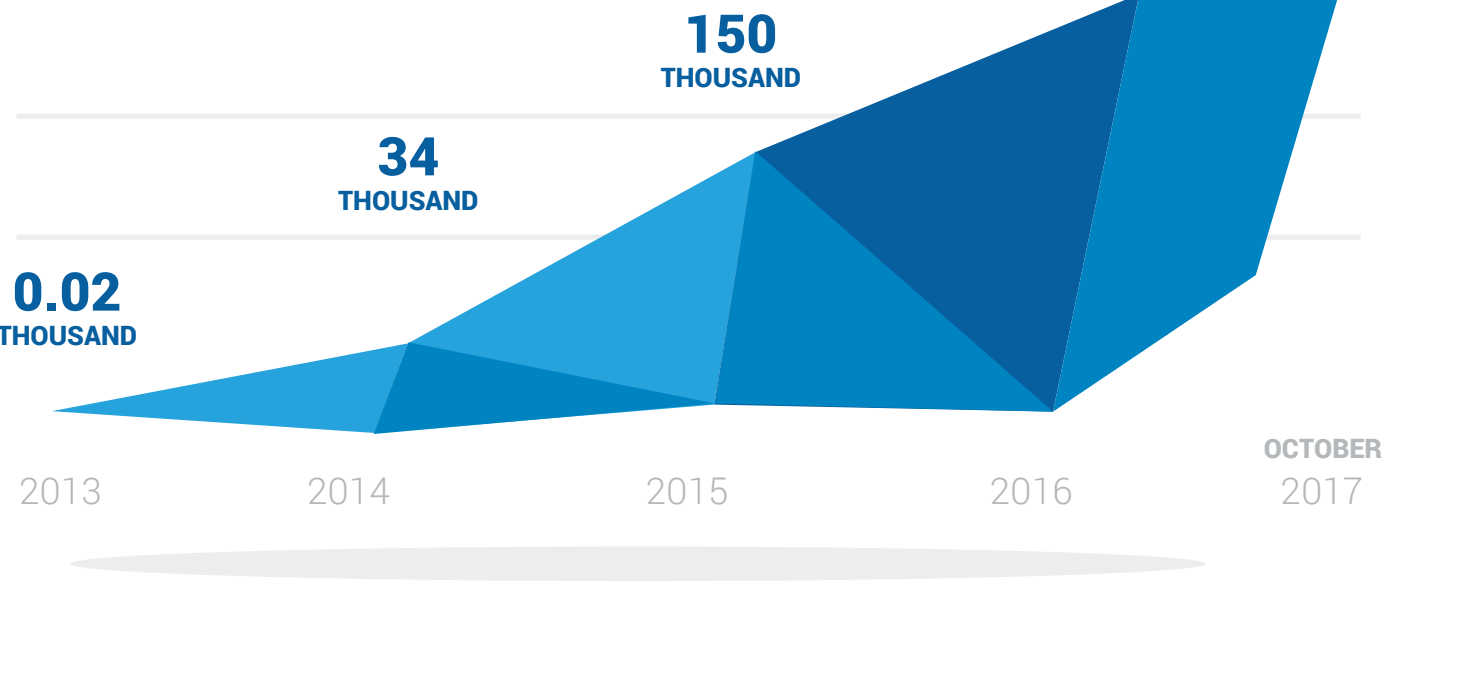


Global No.1 in terms of number of digital gaming products offered – over **75 thousand**

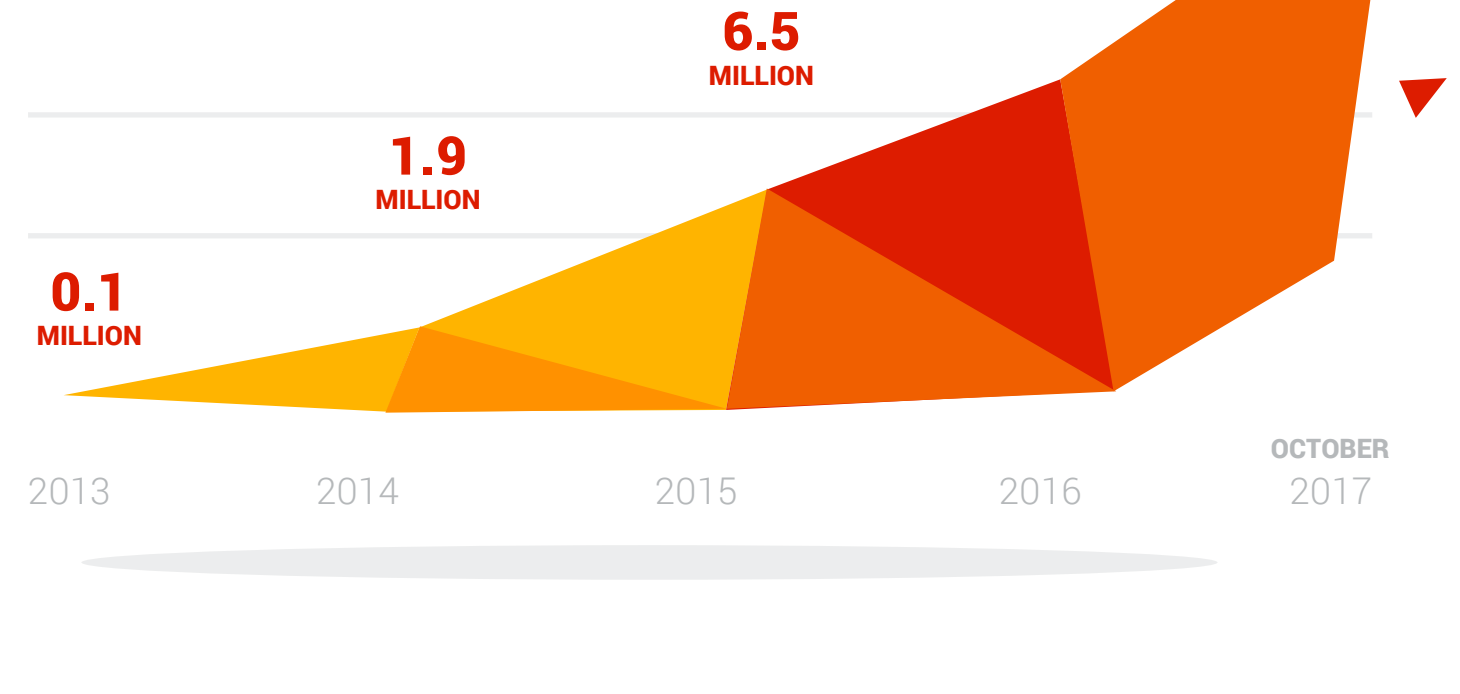


Over **330 million** website visits in 2017

NUMBER OF SELLERS



NUMBER OF USERS



SOCIAL MEDIA

G2A.COM has over **2.3 million likes** on **FACEBOOK**

Over **1.2 million followers** on **TWITTER**

Over **165 thousand followers** on **INSTAGRAM**

ACHIEVEMENTS

G2A Marketplace was launched in January 2014

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As of October 2017, there are over **300 thousand sellers** on G2A Marketplace

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In June 2013, **G2A Goldmine** – an innovative profit generator through which G2A.COM customers have earned over **\$6.8 mln USD** – was launched

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Doing well means doing good. Over **\$500 thousand** was raised by the G2A Community for Save the Children; US Aid amplified this to \$5 million during 2014-2015

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In May 2015, "G2A.COM Strong Hit of Discounts (Cheap as Duck)" YouTube video – which currently has over **1 million views** – was released

[YOUTUBE](#)

In February 2015, **G2A Land** – an award-winning virtual reality project – was introduced making G2A a forerunner in this technology. In December 2016, **Blunt Force** – a VR first-person WWII shooter – was announced

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In January 2015, **G2A PAY** – a reliable payment solution which currently offers over **200 payment methods** in one place – was launched

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In June 2016, **G2A 3D** – A 3D printing platform which brings games to life – was launched

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In July 2016, **G2A Direct** – a developer and publisher program – was introduced

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In February 2017, **G2A Deal** – a games pack made in direct cooperation with developers and publishers – was launched. As of October 2017, over **260 thousand** packs have been sold

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In February 2017, **G2A News** – a news portal with the latest gaming industry updates – was released

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In July 2017, G2A.COM, as the **first marketplace in the world**, introduced **VAT MOSS**. G2A Marketplace is now more transparent and VAT is included in all product prices

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In May 2017, G2A.COM hosted a **bootcamp for Virtus.Pro and Natus Vincere**. Over **1.8 million** people watched the two teams compete and **3 thousand** fans attended the meet & greet event

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In July 2017, G2A became the main subject of yet another article – this time in **Harvard Business Review Poland**

[MEDIA ABOUT US](#)

In August 2017, **G2A Loot** – a service for opening and creating gaming cases – was launched

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CUSTOMER EXPERIENCE

G2A.COM serves more than **14.5 million customers** and welcomes **500 thousand new customers** every month

Global no.1 in number of digital gaming products offered (**over 75 thousand**)

In May 2014, **G2A Shield** – a premium subscription service – was introduced

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24/7 support with native speakers; a cultural experience in **9 languages** (**7 of them 24/7**)

Over **231 159 thousand reviews** on Trustpilot with an average **score of 8.9/10**

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In 2015, the average customer service e-mail response time was **10 minutes**, and **5 minutes** for live chat

G2A.COM has customers in over **170 countries** and the website is available in **19 languages**

EMPLOYMENT

Over **700 employees**

From **35 countries**

Speaking **20 languages**

PARTNERS

G2A.COM is in partnership with top-ranked gaming icons, which collectively have over **100 million fans**, followers and subscribers, and has more than a **1000 partners** worldwide, including PayPal, Google, Amazon, Wargaming and MSI

100 million+ AWESOME FANS **1000** GREAT PARTNERS

ESPORTS

G2A.COM has invested over **\$10 million** in esports, becoming one of the major supporters of the gaming community and has worked with over **70 teams** and more than **100 esports and gaming events**. G2A.COM is **one of the top esports brands** in the world, based on the number of engaged users.

AWARDS



Best Deal of the Year 2017
eBay Hong Kong



Newsweek's Innovation Award
Business Insider



Golden Medal for the CEO of G2A.COM
Polish Academy of Success



Company of the Year
Crystal Antenna Award



Innovative Cross Cultural Training for Gamers
The Stevies (US)



Cross Cultural Customer Experience
The Stevies (US)



G2A Land Oculus Virtual Reality (VR) Project
The Stevies (US)



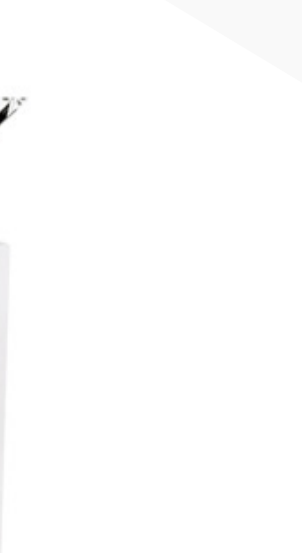
Outstanding Customer Service Team
Global Business Excellence



Outstanding New Product/Service
Global Business Excellence



Outstanding Fast-Growth Business
Global Business Excellence



Innovation in Customer Experience
UK Financial Services Experience Awards