



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

# FACT SHEET

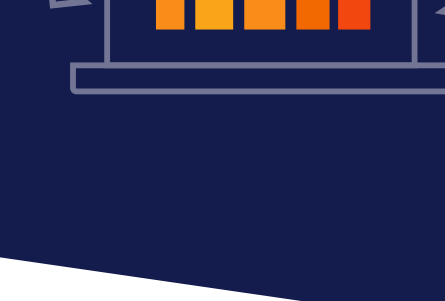
Correct as of 01.01.2018



More than **24 million transactions** were made within the G2A ecosystem worldwide in 2017

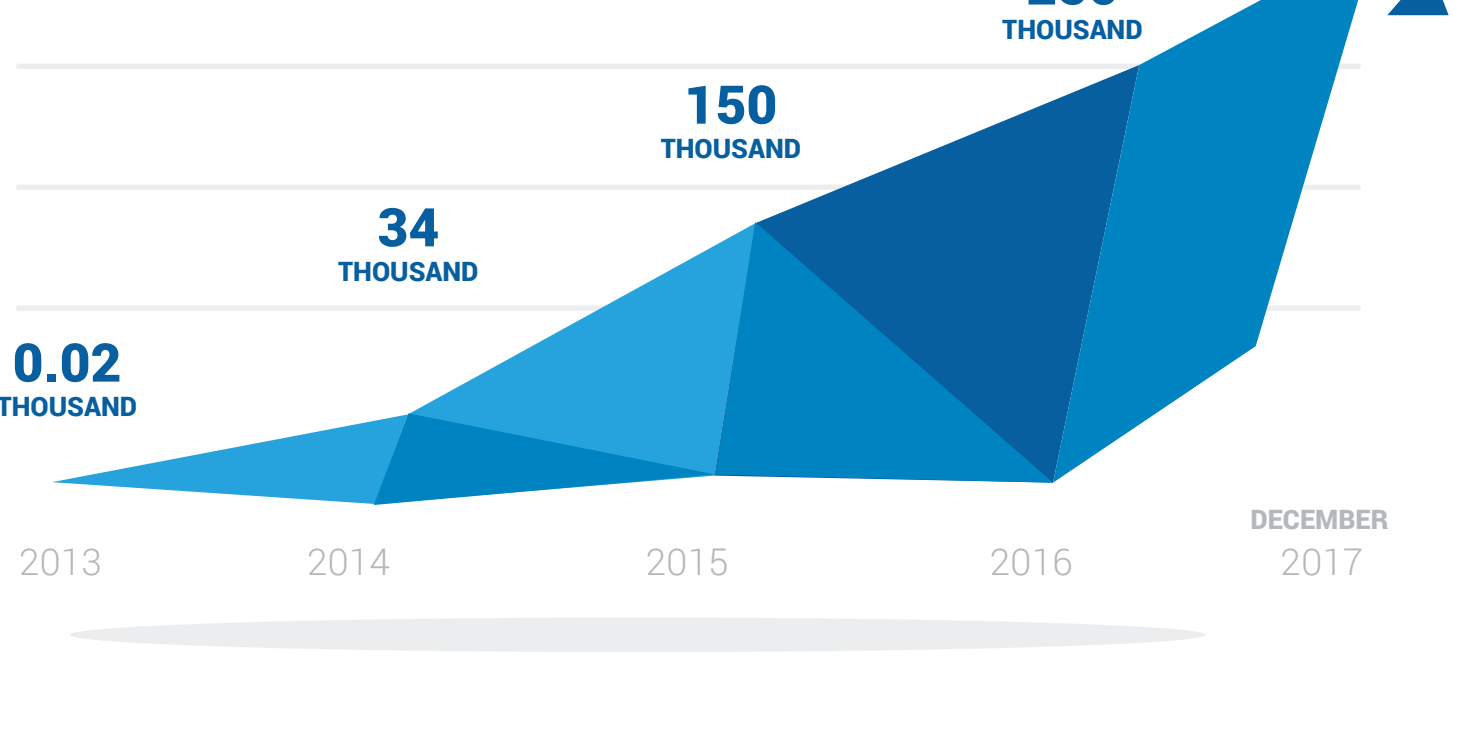


Global No.1 in terms of number of digital gaming products offered – over **75 thousand**

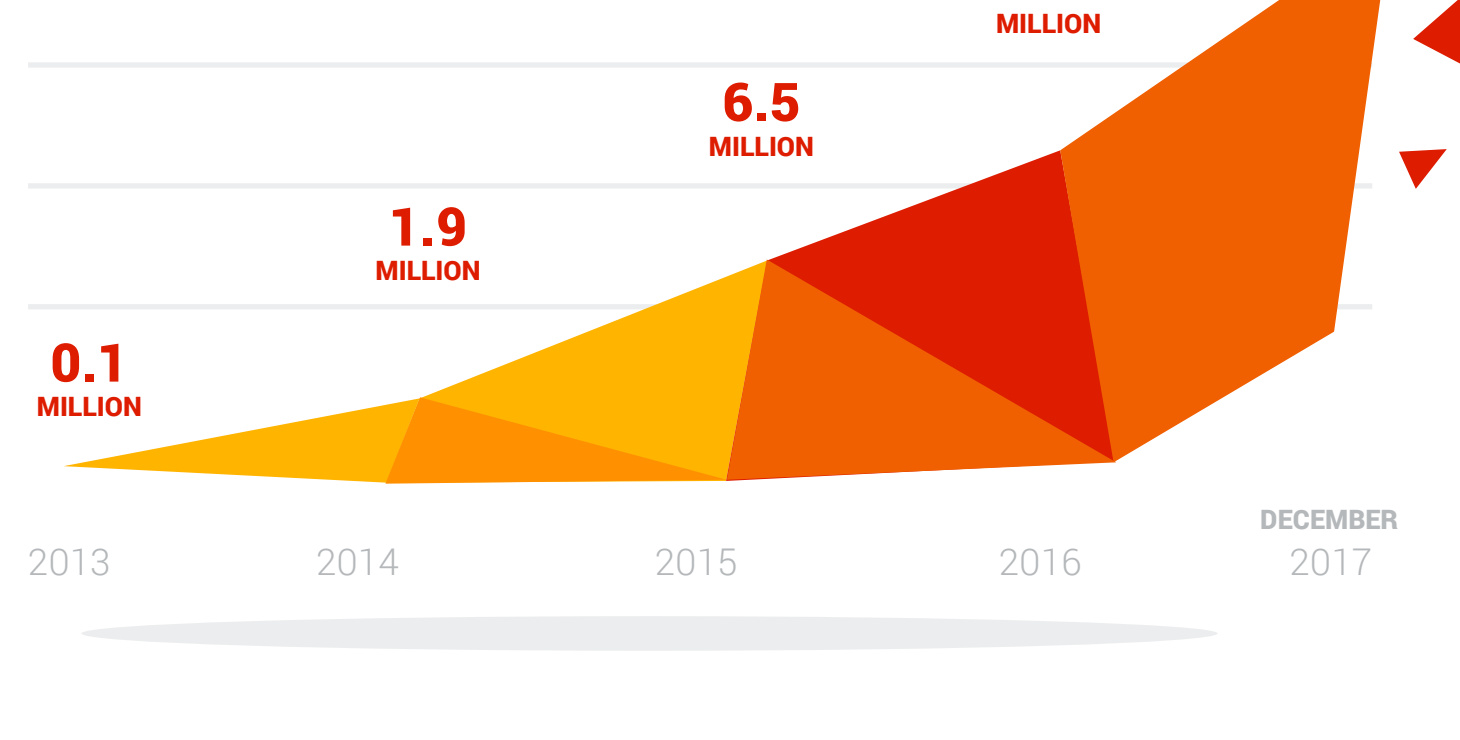


Over **570 million** website visits in 2017

## 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 January 2018, there are over **308 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 **\$7.3 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 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 February 2017, **G2A Deal** – a games pack made in direct cooperation with developers and publishers – was launched. As of December 2017, over **275 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 July 2016, **G2A Direct** – a developer and publisher program – was introduced

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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 **15.4 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 **245 949 thousand reviews** on Trustpilot with an average **score of 8.8/10**

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**100 G2A'nians** work to ensure the highest quality of user service and **70%** of cases are resolved within the first interaction

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**

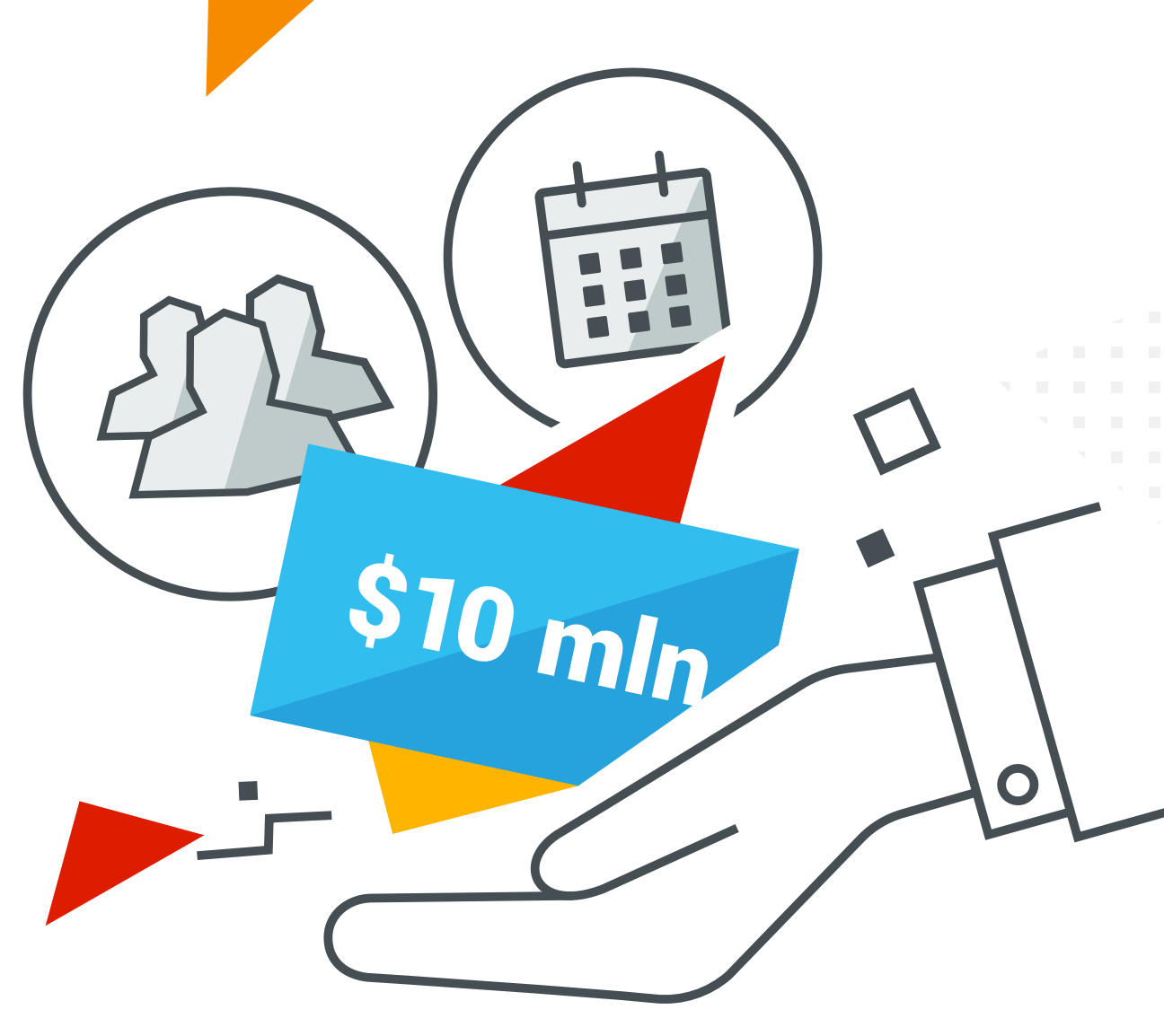


## PARTNERS

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** in 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