

G2A.COM/tinyBuild STATEMENT

G2A Calls for tinyBuild to Provide their List of Suspicious Keys Within 3 Days

G2A.COM would like to inform partners, gamers, developers, publishers and other interested parties that there is a back story on the current issue with tinyBuild. G2A recently asked for cooperation with tinyBuild to investigate the matter and to get a quick and solid resolution.

It is important to note that G2A is an open doors marketplace where everyone is allowed to sell all types of digital gaming goods. G2A is a common and legitimate point of sale for many developers to sell keys outside of retail distribution, with more than 200 thousand sellers in total. Before tinyBuild reached out to G2A, we identified more than 200 tinyBuild product auctions on the G2A Marketplace and suspended all of them because they violated G2A.COM Terms and Conditions and security procedures.

The original source of this case goes back to March 22nd of 2016. The official tinyBuild Twitter account posted a tweet containing unreliable information [regarding the piracy rates of their latest title Punch Club](#). Naturally our representatives reached out, to educate and offer assistance to the developers.

What followed were email conversations. Many unjustified demands were made by tinyBuild regarding the removal of G2A marketplace merchant stock from the marketplace and compensation for their estimated value of products. All questions asked of G2A were answered, (all data requested by tinyBuild was given freely by G2A) including the number of sales and their median value for the life time of the product page (original release dates of the products right up until the 8th of June 2016).

All G2A asked, was to cooperate with tinyBuild to rectify the issue, which is the list of the keys they deemed without any verification, as stolen. Only then can G2A compare these keys against the confidential G2A marketplace database and report those findings back to tinyBuild. Unfortunately tinyBuild never came back with the answers to resolve the issue.

In reference to the \$450 thousand dollars potentially lost for tinyBuild:

Why did tinyBuild refer only to the highest price point in their product history? While on the real market you can buy their products in a bundle on an 85% off discount as sourced from <https://steamdb.info/app/207140/>, <https://isthereanydeal.com/>. Finding a better medium price here would give a true overview. TinyBuild should explain to the media why they omitted their sales data from the revenue projection.

The question the gaming industry should be asking is, why did tinyBuild never come back to us with a list of codes that should be taken down from the G2A's Marketplace?

In conclusion, G2A has an open door, gives full support to developers with prompt communication channels, uses advanced tools (exchanging blacklist, identifying suspicious merchants and auctions and 'KYC' -Know Your Customers procedures), and offers award-winning protection solutions with G2A Shield.

TinyBuild should connect back with us and provide us with the list of suspicious keys for further investigation. Thereafter, G2A will be happy to publicly release the results of the investigation of this case with tinyBuild.

G2A.COM calls for tinyBuild to provide their list of suspicious keys within three days from the date of this transmission.

Interested parties with questions can get in touch at office@g2a.com

WWW.G2A.COM, WWW.G2A.CO,

G2A FACT SHEET: WWW.G2A.CO/PRESS

21st June 2016