CONTENT

WHY WE CALCULATE OUR CARBON FOOTPRINT ?

Carbon neutrality - a **balance** between emitting and absorbing carbon from the atmosphere in carbon sinks.

This document synthesizes the results of our greenhouse gas (GHG) emissions assessment. It is mainly used to identify ways to improve our global impact and to define a reduction trajectory for the future.

Track and Enhance Improvement	Reporting to Stakeholders	Understanding Risks and Opportunities	greenly
■ Identify emission hot spots and potential reductions ■ Measure level of emissions over time ■ Set targets of emission of reduction	■ Reporting to international reporting programs ■ Reporting to voluntary reporting programs (e.g. CDP) ■ Improving transparency and accountability ■ Meeting stakeholders' expectations	■ Exposure to GHG regulations ■ Enhanced market opportunities ■ Guidance for investment and procurement decision making	**We partnered with GREENLY to carry out a corporate carbon footprint analysis of TSG emissions in 2021.**

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HOW WE CALCULATE OUR CARBON FOOTPRINT?

Scope 1: direct emissions
GHG emissions generated directly by the organization and its activities.
Examples: combustion of fossil fuels, refrigerant leaks.

Scope 2: indirect emissions related to energy consumption
Emissions related to the organization's consumption of electricity, heat or steam.
Example: electricity consumption.

Scope 3: other indirect emissions
All other indirect emissions occurring upstream or downstream of the organization's value chain.
Examples: purchase of raw materials, purchase of services, business trips, transportation of goods, waste, use and end of life of sold products, upstream energy.

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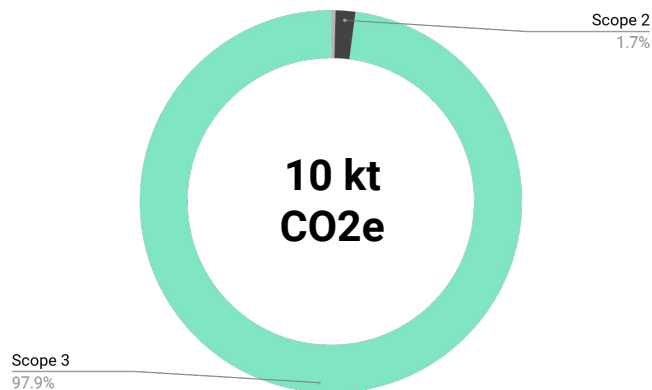
GENERAL OVERVIEW - RESULTS BY SCOPES

TOTAL EMISSIONS OF TEN SQUARE GAMES IN 2021, BY SCOPE (% TONS OF CO2E)

Scope 2
1.7%

**10 kt
CO2e**

Scope 3
97.9%

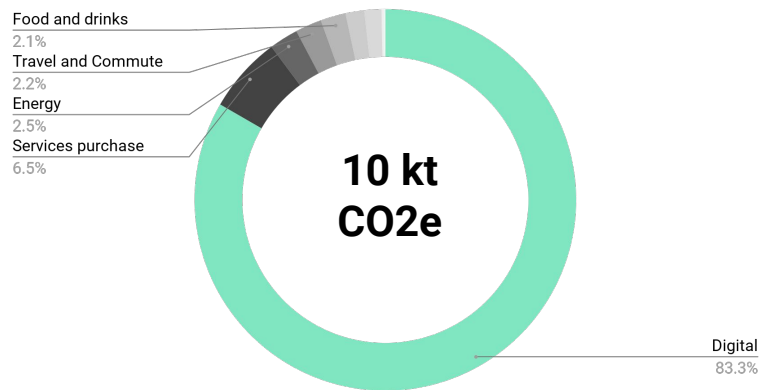|	Ten Square Games tCO2e/employee	Potential for reduction
SCOPE 1	< 0.1	
SCOPE 2	0.4	
SCOPE 3	21	

10 k tCO2e is equivalent to

1. **4760 Warsaw - New York round trips***

2. The annual emissions of **1 000 Polish people***

3. The amount of CO2 sequestered annually by **910 hectares of forest in growth***

*Sources: Exiobase, Labo1.5, French National Forests Office

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GENERAL OVERVIEW - RESULTS BY ACTIVITY

TOTAL EMISSIONS OF TEN SQUARE GAMES IN 2021, BY ACTIVITY (TONS OF CO2E)

10 kt CO2e

Food and drinks
2.1%

Travel and Commute
2.2%

Energy
2.5%

Services purchase
6.5%

Digital
83.3%

	Ten Square Games tCO2e	Per employee tCO2e/employee
Digital	**8.3 k**	**18**
Services purchase	**646**	**1.4**
Energy	**245**	**0.5**
Travel and Commute	**223**	**0.5**
Food and drinks	**213**	**0.5**
Assets	**158**	**0.3**
Others*	**176**	**0.4**

* Product purchase, Activities and events, Waste etc.

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GENERAL OVERVIEW - RESULTS PER EMPLOYEE

TOTAL EMISSIONS OF TEN SQUARE GAMES IN 2021 PER EMPLOYEE (TONS OF CO2E)

GHG emission assessment result

Scope 1 & 2	0.4 t/employee	1.5 t/MPLN
Scope 3	21 t/employee	70 t/MPLN
Total	**22 t/employee**	**72 t/MPLN**

Sector Benchmark

**Platforms, software and applications
21 tCO2e/employee**

Scope 1, 2 & 3

Results subject to the correct categorization and validation of expenses of Ten Square Games - validation rate of 95% on this report

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ENVIRONMENTAL PROJECTS

ECO IN-GAME ACTIVATIONS IN FLAGSHIP PRODUCTS - CATCH 2 HELP IN FISHING CLASH

The Fishing Clash team decided to engage the players in some charity work. We created a series of events themed around extinct fish and wanted to use the lure of rewards and entertainment to educate the players about the beautiful animals we've lost over time, and how to avoid losing more species.

Results?

A series of events with extinct fish where players managed to reach a threshold point threshold resulted in company's donation of 60K USD to Healthy Seas.

The NGO is is featured in the events in Fishing Clash, as they collect fishing gear abandoned in seas, which helps save lives of marine animals.

- **190 000 kg** of fishing nets & other waste removed

- **108** clean up days

- **~200 000** players engaged

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ENVIRONMENTAL PROJECTS

Employees engagement:

ECO - LEAGUE - gamification for earth week in the company

to share awareness and teach healthy habits

Our internal challenge where team members competed to plant the largest number of trees. As many as 40 different tasks were waiting for the participants, which were divided into three categories: habits, challenges and knowledge.

For each completed task, participants received Eco Points, and getting 75 Eco Points meant planting one tree on their behalf through posadzimy.pl

Results?

- **1 000 trees** planted
- **1 week** of eco competitions for the whole company

TSG ECO LEAGUE 2022 #TSGCARES

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