



ten square games

CARBON NEUTRALITY PROJECT



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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

- Identify emission hot spots and potential reductions
- Measure level of emissions over time
- Set targets of emission of reduction

Reporting to Stakeholders

- Reporting to international reporting programs
- Reporting to voluntary reporting programs (e.g. CDP)
- Improving transparency and accountability
- Meeting stakeholders' expectations

Understanding Risks and Opportunities

- Exposure to GHG regulations
- Enhanced market opportunities
- Guidance for investment and procurement decision making

greenly

We partnered with GREENLY to carry out a corporate carbon footprint analysis of TSG emissions in 2021.

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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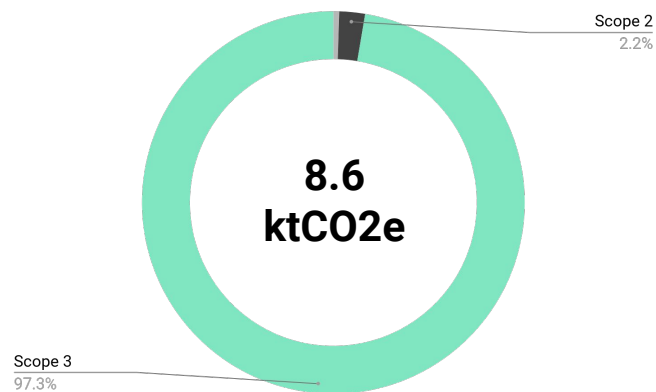
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GENERAL OVERVIEW - RESULTS BY SCOPES

TOTAL EMISSIONS OF TEN SQUARE GAMES IN 2022 (% TONS OF CO2E)



	Ten Square Games <i>tCO2e/employee</i>		Potential for reduction
Scope 1	< 0.1	+9%	<div></div>
Scope 2	0.4	+13%	<div></div>
Scope 3	18	-14%	<div></div>

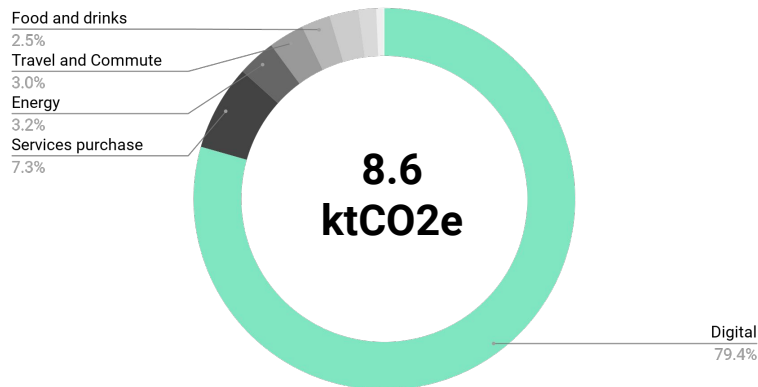
8.6 k tCO2e is equivalent to

1. 4 100 Warsaw - New York round trips*
2. The annual emissions of 870 Polish people*
3. The amount of CO2 sequestered annually by 790 hectares of forest in growth*

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

GENERAL OVERVIEW - RESULTS BY ACTIVITY

TOTAL EMISSIONS OF TEN SQUARE GAMES IN 2022, BY ACTIVITY (TONS OF CO2E)



	Ten Square Games tCO2e		Per employee tCO2e/employee	
Digital	6.9 k	-17%	15	-17%
Services purchase	628	-3%	1.4	-3%
Energy	280	+14%	0.6	+14%
Travel and Commute	260	+17%	0.6	+17%
Food and drinks	213	+0%	0.5	+0%
Assets	212	+34%	0.5	+34%
Others*	188	+7%	0.4	+7%

* Product purchase, Activities and events, Waste etc.



GENERAL OVERVIEW - RESULTS PER EMPLOYEE

TOTAL EMISSIONS OF TEN SQUARE GAMES IN 2022 PER EMPLOYEE (TONS OF CO2E)

GHG emission assessment result

Scope 1 & 2	230 tCO2e	+12%	0.5 t/employee	+12%	1.7 t/MPLN	+12%
Scope 3	8.4 ktCO2e	-14%	18 t/employee	-14%	61 t/MPLN	-14%
Total	8.6 ktCO2e	-13%	19 t/employee	-13%	62 t/MPLN	-13%

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 89% on this report



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ENVIRONMENTAL PROJECTS

ECO IN-GAME ACTIVATIONS IN FISHING CLASH - **SAVE THE ODER** EVENT FOR PLAYERS TO REBUILD BIODIVERSITY IN THE ODER AFTER ECOLOGICAL DISASTER

After the Oder river was devastated by an unprecedented environmental catastrophe, TSG decided to help rebuild its ecosystem in the best possible way as for the gaming company

Fishing Clash created 24-hour in-game event to raise awareness about water ecosystem - players were challenged with catching as many fish as possible. The more fish were caught, the more money Ten Square Games transferred to Polish Angling Association for restoring the river to its former glory.

Results?

- **100.000 PLN** donated to rebuild the river's biodiversity
- **76% of players** took part in the event



ENVIRONMENTAL PROJECTS

ECO IN-GAME ACTIVATIONS IN FLAGSHIP PRODUCTS - **GREEN GAME JAM** IN FISHING CLASH & HUNTING CLASH

World-wide Green Game Jam event is Playing for the Planet Alliance's annual event. The whole gaming industry is challenged to create in-game activations that will drive ecological awareness and promote better habits among players.

Both Fishing Clash and Hunting Clash prepared events to share eco awareness and educate players. We had two long events in Amazon river (FC) and Tanzania (HC).

Points gathered by players were converted into donation for Ecosia.

Results?

- **60.000 trees** planted by TSG with Ecosia
- **2.75 mln players** reached with the joint forces of all gaming companies in GGJ campaign



ENVIRONMENTAL PROJECTS

EMPLOYEE ENGAGEMENT: 2ND EDITION OF ECO - LEAGUE - GAMIFICATION 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 that were redeemed for planting trees on their behalf through posadzimy.pl

Additionally, in all TSG locations teams managed to take part in offline eco-activities.

Results?

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

