

PRESS RELEASE / Digital goods

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Cooperation in the online games growth market: Goodgame Studios is now a Wirecard client

- **Worldwide credit card acceptance**
- **Secure payment processing via tokenization**

Aschheim (Munich). Wirecard has gained a new client in the rapidly growing online games market: Germany's market leader of games software, Goodgame Studios, is to begin using Wirecard's payment services. The Hamburg-based company exclusively sells internally developed games via its own portal as well as an extended worldwide network of partners. More than 300 million customers around the world can choose between more than ten mobile and browser games which are available in 26 languages.

Goodgame Studios will use Wirecard's Checkout Seamless Integration. This enables the provider to seamlessly integrate the payment process, in turn allowing players to make convenient card payments for browser games wherever they may be in the world. As a fraud prevention measure, automated real-time risk management tools will run alongside each individual payment. To ensure payments are as simple as possible, Goodgame Studios uses Wirecard's tokenization service. This enables customers to access stored payment data using what is known as a token, meaning that the customer doesn't have to save any sensitive data themselves, instead using the certified and secured Wirecard server environment.

Bruno Sousa, Lead Payment Manager at Goodgame Studios: "Our innovative developments mean that we are in touch with the needs of our users. While creating experience worlds and enjoyment of the game are important, seamless processes such as secure and convenient payment processing are an absolute must – this applies to all gamers across all payment platforms. Wirecard really impressed us with their consultancy and implementation."

Head of Sales Digital Goods at Wirecard, Julia Kitzinger: "The online games industry is growing rapidly and the market segment's potential is huge. In America and Asia, the games market grows by as much as 15% - 18% per year, and Europe is catching up. Mobile devices and ever-increasing internet speeds are just two of the driving factors. For this reason, we are pleased that Goodgame Studios has chosen us as their online payment provider and that we too can profit from what this exciting growth market has to offer."

The Wirecard Group supports online games providers with individual payment solutions. These include online payment processing of local and international payment methods, micro payments, subscription-based billing, risk management solutions, credit card acceptance (acquiring) and

accompanying call centre services. Many online games platforms have already placed their trust in Wirecard's solutions.

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About Wirecard:

Wirecard AG is a global technology group that supports companies in accepting electronic payments from all sales channels. As a leading independent supplier, the Wirecard Group offers outsourcing and white label solutions for electronic payments. A global platform bundles international payment acceptances and methods with supplementary fraud prevention solutions. With regard to issuing own payment instruments in the form of cards or mobile payment solutions, the Wirecard Group provides companies with an end-to-end infrastructure, including the requisite licences for card and account products. Wirecard AG is listed on the Frankfurt Securities Exchange (TecDAX, ISIN DE0007472060, WDI). For further information about Wirecard, please visit www.wirecard.com or follow us on twitter [@wirecard](https://twitter.com/wirecard).

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About Goodgame Studios:

Goodgame Studios is Germany's leading development and publisher of games software and specialises in the free-to-play market, with focus on mobile and browser games. The company offers 12 games in 26 languages and has over 270 million registered users worldwide. With more than 1200 employees, the company has the largest workforce compared to other German computer game developers. Goodgame Studios was founded in Hamburg in 2009 and is owner-operated. Along with the headquarters, there are also subsidiaries in Tokyo and Seoul. Goodgame Studios only markets and publishes games which it develops in-house. You can find them on its portal, as well as through an extensive global partner network.

www.goodgamestudios.com