

## **The CD PROJEKT Group wraps up the first quarter of 2014**

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The CD PROJEKT Group wrapped up the first quarter of 2014 with a consolidated net profit of 1.39 million PLN. Despite financing large-scale development projects (The Witcher 3: Wild Hunt, Cyberpunk 2077) with its own resources, CD PROJEKT continues to generate cash, with 2.2 million PLN in net cash flows and 3.4 million PLN in cash flows from continuing operations.

“First-quarter result further confirm what we already observed last year – the CD PROJEKT Group has sufficient potential to continue work on several world-class development projects in parallel, finance them with its own resources and generate cash.” – says Adam Kiciński, President of the Board.

“We have concluded the most important and most intensive period in to-date development work on The Witcher 3. In the first quarter we began fleshing out game localizations by recruiting voice actors and recording voiceovers in various languages. At the same time we are busily working on our participation in E3 Los Angeles where we intend to reveal new content and publish new information regarding the game and its planned release. The first outcome of this ramp-up in marketing activities is the rebranded Company logo, unveiled yesterday along with an entirely new logo for the game itself. The Witcher 3: Wild Hunt is currently among the world’s most eagerly anticipated games and has huge marketing potential. We want to ensure flawless communication with the global gaming community, surpassing our earlier achievements, and release an outstanding product which will meet the most rigorous expectations in order to realize its expected potential.” – adds Kiciński.

The consolidated Q1 revenues of the Group were 30.804 million PLN, with 1.386 million PLN in net profit. Again, the most significant contribution to these figures was from the global digital distribution segment, with GOG.com reporting a net profit of 1.88 million PLN.

The upcoming months will be a busy time for GOG.com, which is actively pursuing two major development projects. At the E3 fair in Los Angeles the Company will unveil a new technology which should enable it to expand its catalogue with new products, add new features and attract new customers.