

Current Report No. 23/2013

Subject: Conclusion of significant contract

Legal basis: Art. 56 section 1 item 2 – current and periodic reporting

The Management Board of CD PROJEKT S.A., headquartered in Warsaw, Jagiellońska 74 (hereafter referred to as “the Company”), hereby announces that on 28 October 2013 a contract (hereafter referred to as “the Contract”) was concluded between the Company and NAMCO BANDAI GAMES EUROPE S.A.S., headquartered in France, 49-51 rue des Docks, 69252 Lyon Cedex 09 (hereafter referred to as “Namco”).

According to the Contract the Company grants Namco an exclusive license to use “The Witcher 3: Wild Hunt” (hereafter referred to as “the Game”) for the PC, Microsoft Xbox One and Sony PlayStation 4 (as well as for earlier generations of Xbox and PlayStation consoles, should such versions be released in the future) insofar as it is necessary to ensure distribution of the boxed version of the Game in Andorra, Austria, Belgium, Cyprus, Denmark, France, Finland, Germany, Greece, Iceland, Ireland, the Duchy of Lichtenstein, Luxembourg, Malta, Monaco, the Netherlands, Norway, Portugal, San Marino, Spain, Switzerland, Sweden and the United Kingdom (hereafter jointly referred to as “the Territory”). The Contract lists the duties of each party pertaining to this license agreement, broadly specifies how the Game should be distributed and contains provisions governing the Game’s promotional campaign, including the minimum level of Namco financial commitments to same.

According to the Contract, Namco acquires the right to produce, distribute and sell box sets of the Game throughout the Territory over a period of 3 (three) years following the Game’s official release.

The Company’s compensation due to the license grant will be estimated on the basis of Namco’s revenues less the agreed-upon distribution fees and promotional expenses. The Contract also lays out the mechanism for creation and dissolution of provisions. Financial obligations will be settled on a quarterly basis, according to sales reports prepared by Namco.

The Contract does not contain any extraordinary provisions which would set it apart from other contracts typically concluded in such cases, including provisions for penalties.

The Contract is deemed significant as the aggregate value of its associated cash flows, including contractual advances for licensing fees borne by Namco, exceeds 10% of the Company’s equity.

Disclaimer:

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