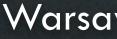


Adam Kiciński

President of the Board



Piotr Nielubowicz

Deputy President of the Board, CFO

Warsaw, May 21 2013



Meeting agenda

- CD PROJEKT Capital Group financial result for Q1 2013 highlights
- Results for Q1 2013 in each activity segment highlights
- Future plans in each activity segment
- Q&A session

ult for Q1 2013 — highlights nent — highlights



Financial results

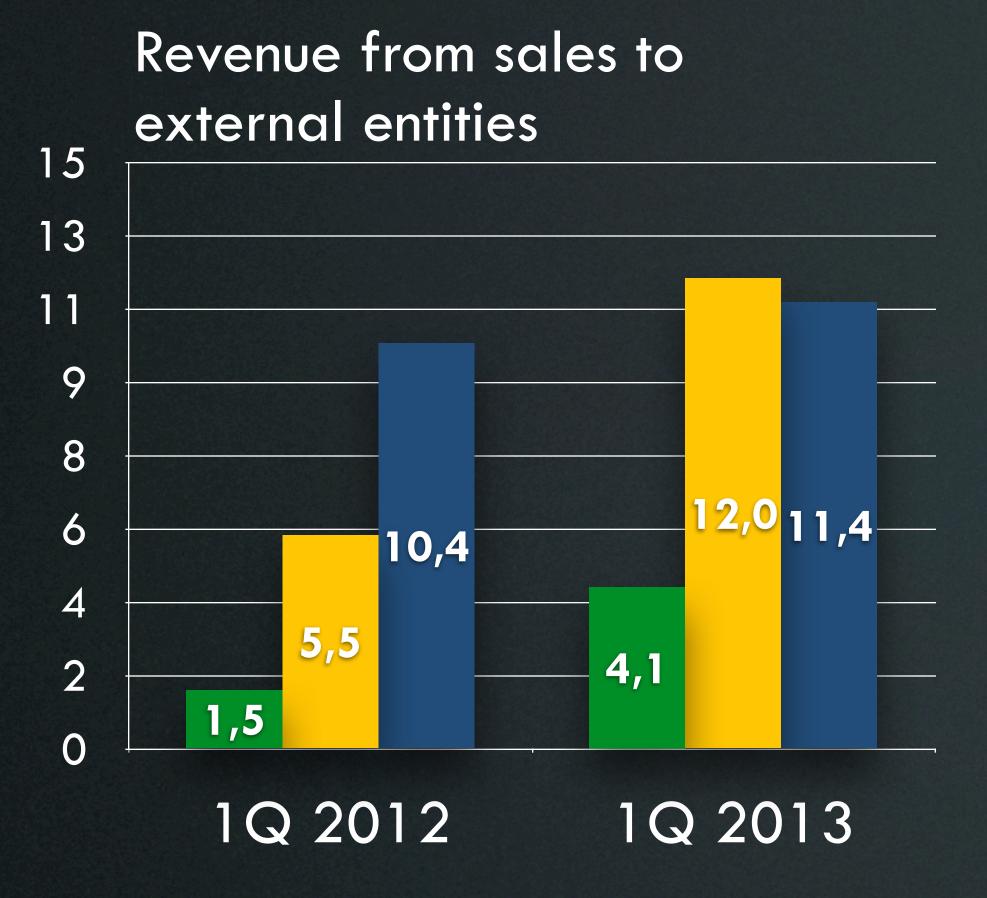
CD PROJEKT Group financial results – summary



All figures in PLN millions

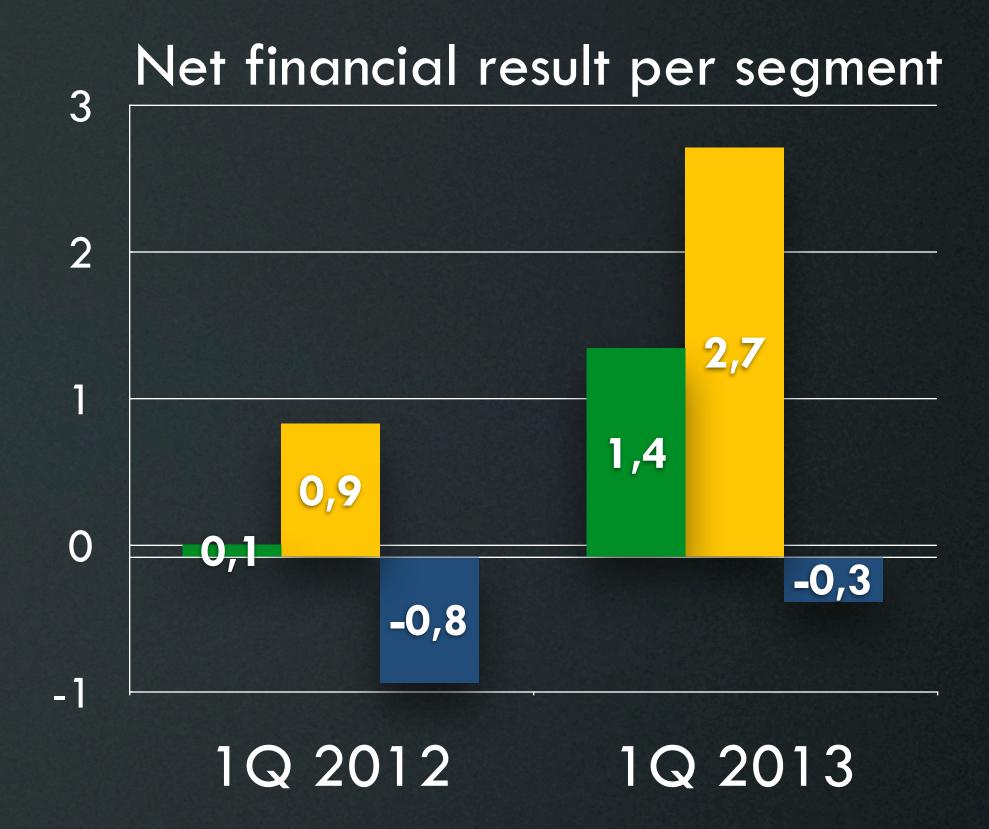


Financial results by activity segment



Videogame development – CD Projekt RED Studio Global digital distribution – GOG.com Distribution and publishing activities in Poland – CDP.pl

All figures in PLN millions





CD PROJEKT Group asset s



1Q 2012

Fixed assets
Cash and investment fund shares

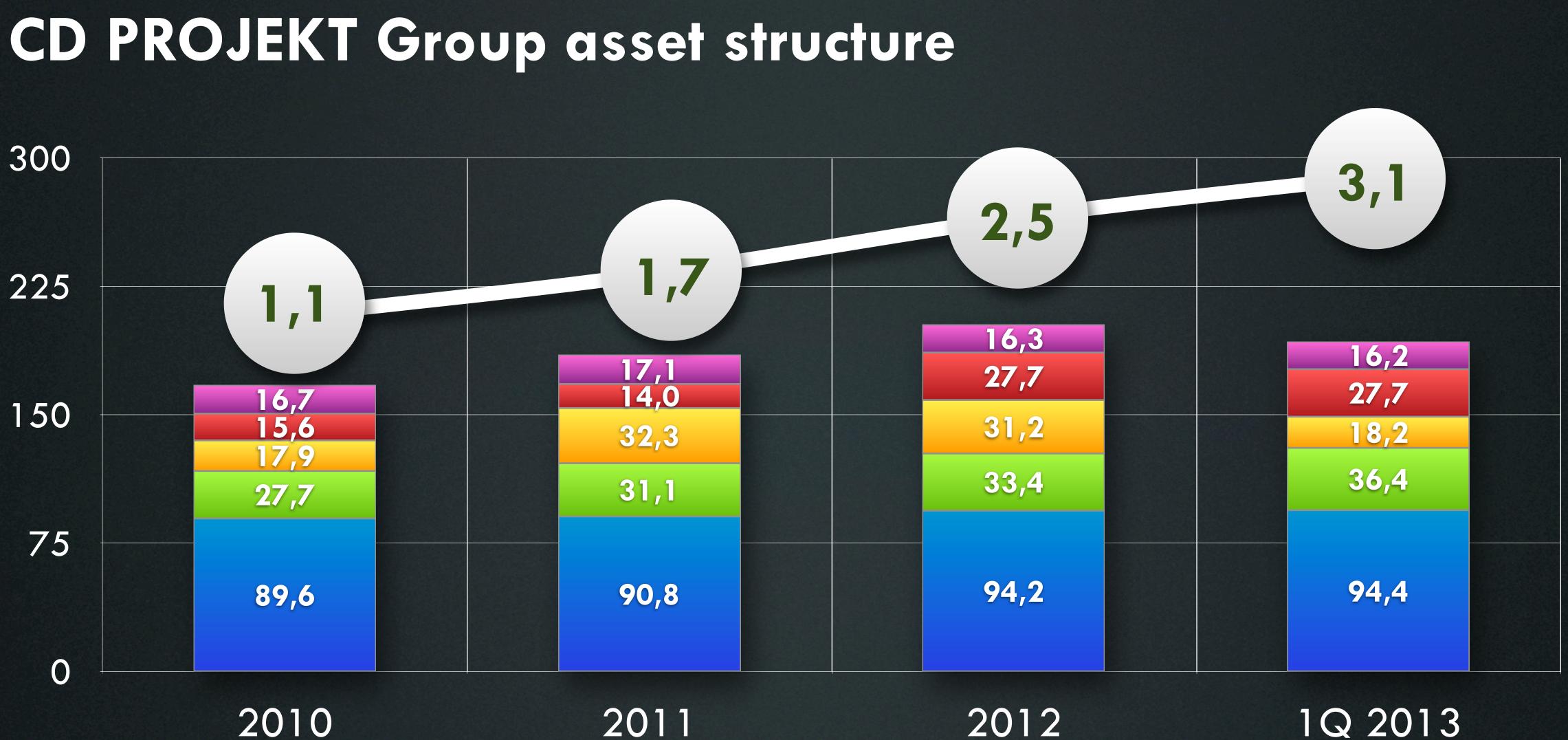
All figures in PLN millions

structure		
	3,1	
	16,2	
	27,7	
	18,2	
	36,4	
	94,4	

1Q 2013

Inventories Others Trade receivablesCurrent ratio





Fixed assets Cash and investment fund shares

All figures in PLN millions

1Q 2013 2012

Inventories Others

Trade receivables Current ratio



CD PROJEKT Group liability structure



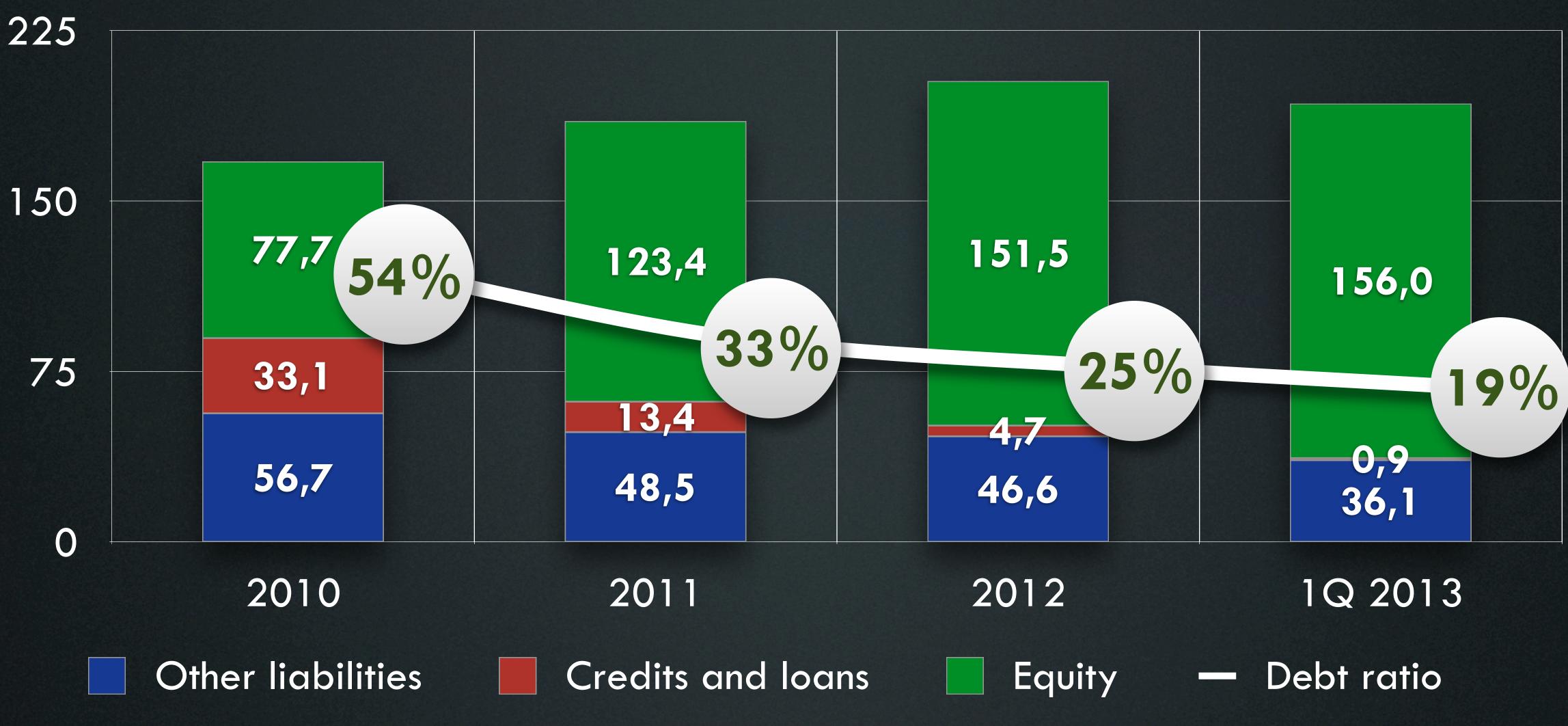
Other liabilities Credits and loans

All figures in PLN millions

Equity Debt ratio

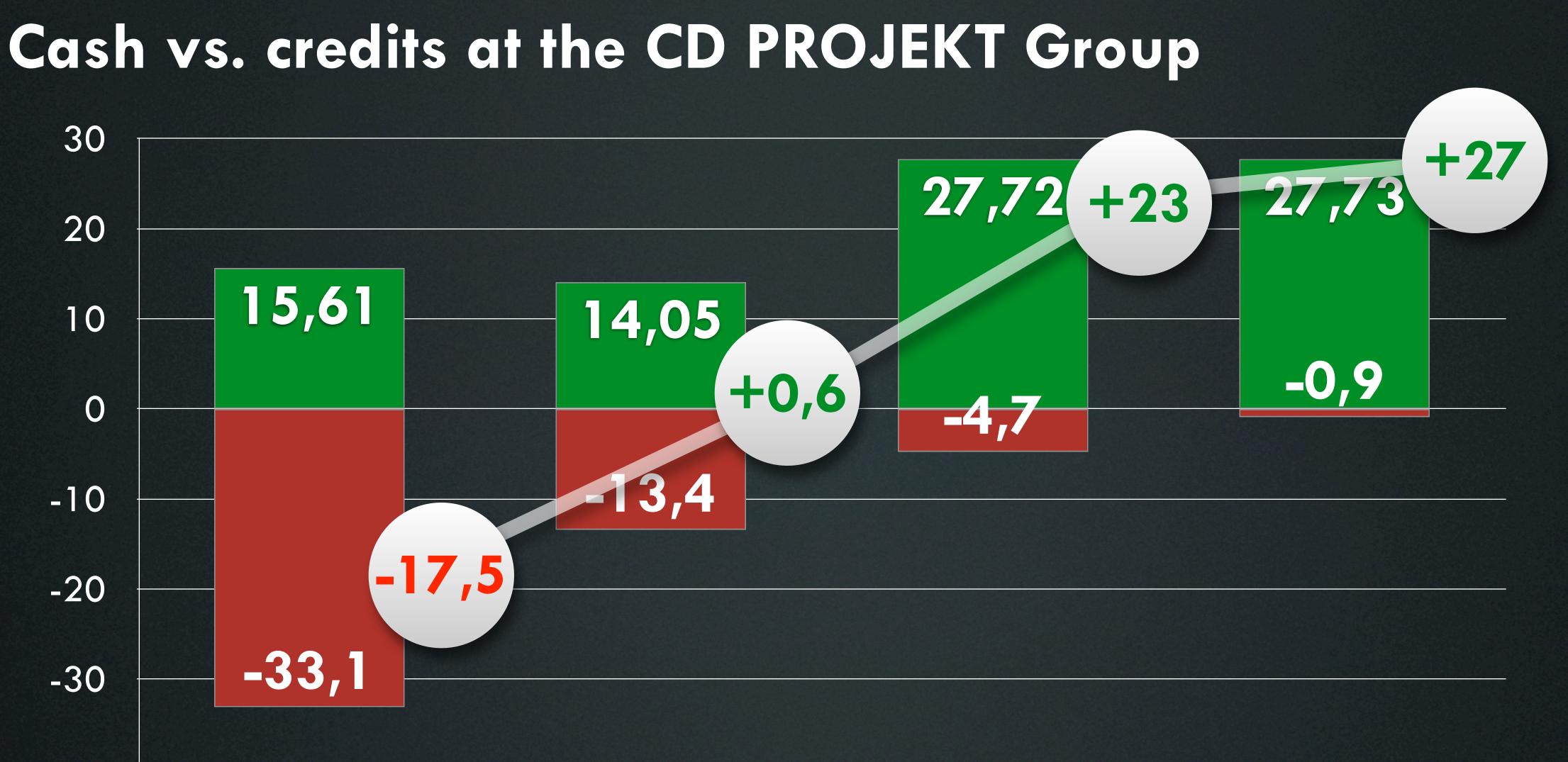


CD PROJEKT Group liability structure



All figures in PLN millions







2012 1Q 2013

-- Cash assets + investment fund shares - credits



Cash flows in 1Q

Profit/loss before tax

Changes in inventories

Changes in liabilities excepting credits and loans

Changes in liabilities excepting credits and loans

Changes in other assets and liabilities, incl. miscellaneous adjustments

NET CASH FLOW FROM OPERATING ACTIVITIES

NET CASH FLOW FROM INVESTMENT ACTIVITIES

NET CASH FLOW FROM FINANCIAL ACTIVITIES

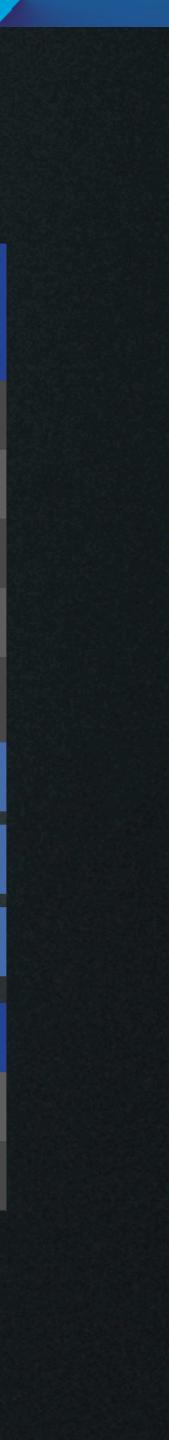
AGGREGATE NET CASH FLOWS

Cash assets at beginning of period

Cash assets at end of period

All data in PLN thousands

1Q	2012	1Q 2013
	248	3 306
-2	574	-3 044
10	850	14 954
-8	555	-10 145
-	390	-643
	906	4 977
2	038	-934
-7	884	-4 038
-4 9	940	5
9	819	26 866
4	879	26 871







Distribution and publishing activities in Poland

CCD.D

Recent accomplishments

- Launch of new product category to complement the existing portfolio. Since March 2013 the CDP.pl platform also carries e-books and e-comics (over 200 titles), including an exclusive distribution agreement covering Andrzej Sapkowski's The Witcher saga.
- Acquisition of rights to the Electronic Arts catalogue over 100 titles including such global hits as The Sims, FIFA and Battlefield
- Expansion of CDP.pl portfolio with "unplugged" games four collector's puzzles featuring scenes from The Witcher, available since April





The coming months

- New digital distribution category
- Console premiere of Diablo III (the first ever console release of this cult classic) Launch of Disney Infinity – key Disney project in the upcoming three-year period

Later in 2013

- picture publishing segment
- Initiating cooperation with 1-2 global leaders in the videogame publishing segment



Retail distribution: initiating cooperation with at least 1 new partner in the videogame/motion

Further streamlining of logistics, accounting and administrative operations to increase efficiency





Videogame development

Recent accomplishments

- First teaser trailer of Cyberpunk 2077 the second major project currently underway at the Studio. Over 7 million viewers in the first days following release.
- Launch of The Witcher 3 promotional campaign we've made quite a splash! ;)
- Release of the REDkit open beta and extending support to the modding community
- Ongoing promotional campaigns supporting sales of The Witcher 2
- Establishment of US branch of the CD Projekt RED Studio responsible for marketing and PR activities in the Americas, with particular focus on the US market





The Witcher 3 A worthy beginning



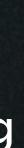
CDPROJEKT

The Witcher 3: Wild Hunt - a must see next generation RPG

Gameinformer

(USA, Australia) #1 videogame journal in the USA and worldwide, with a print run of 8 million copies, reaching 34 million readers







PELNE WERSJE GIER FAR CRY 2 MAGICKA

WIEDŹMINZ DZIKI GON

TOMB RAIDER - SIMCITY - DEAD SPACE 3 METAL GEAR RISING: REVENGEANCE

WORLD OF TANKS



6

The Witcher 3 A worthy beginning

- Enthusiastic reception by the gaming media
- globally)
- 40 articles in mainstream printed press
- 100+ online publications within 5 days of announcement



10 magazine covers (with more underway ;) spanning the who's who of videogame journalism – including Game Informer (#1 in readership among men aged 18-24



Later in 2013

- Establishment of a new development branch in Kraków
- Release of the first "unplugged" game set in The Witcher universe
- Concluding The Witcher 3 distribution agreements with representatives of key international markets
- Participation in major trade fairs in the USA and Europe





E3 in Los Angeles

- A highlight of The Witcher 3 promotional campaign; reveal of new content Three-day presence at the largest gaming fair in the USA 21 presentations for over 500 journalists and business partners Negotiating The Witcher 3 distribution agreements with representatives of key international
- And a suprirse! ;)





Global digital distribution

Recent accomplishments

Exclusive release of the cult FPS – System Shock 2. #1 on the users' wishlist, voted for by over 34 thousand players.
Introduction of game series bundles as limited-time offers on GOG.com
Over 500 games now available





Later in 2013

- Two major R&D projects in support of further expansion of the platform
- Extensive summer discounts to increase sales
- New DRM-free games in higher price brackets, concurrent with their respective global releases
- Establishing a presence in the United States (in collaboration with CD Projekt RED) to facilitate growth and recruitment activities





Dynamic growth



*All figures in PLN millions





Thank you for your attention!

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