

CD PROJEKT wraps up 2015 and looks forward to the future

- In 2015 the CD PROJEKT Group reported 798 million PLN in revenues and 342.4 million PLN in net profit.
- CD PROJEKT has sold over 20 million copies of games from The Witcher trilogy.

The Group's financial result for 2015 was primarily affected by the finalization of development and global release of The Witcher 3: Wild Hunt. The commercial success of CD PROJEKT RED's newest project went hand in hand with an image boost. Altogether, the game has received over 800 awards, including 250 Game of the Year awards, while the Studio itself picked up over 30 global Developer of the Year trophies. The Witcher 3: Wild Hunt was also the most talked-about release of 2015 in online gaming media.

The release of The Witcher 3 was linked to the debut of our proprietary GOG Galaxy technology stack. All players who purchased box editions of The Witcher 3 for the PC received activation keys for the game's digital edition on GOG.com, with GOG Galaxy responsible for installation of game and delivery of additional content and patches.

2015 was also the final year of the incentive program whose goals were originally published in late 2011. At that time the Company expected that 10 million copies of its own games would have been sold by the end of 2015 – whereas actual sales of The Witcher, The Witcher 2: Assassins of Kings and The Witcher 3: Wild Hunt reached over 20 million copies. The net financial result of the CD PROJEKT Capital Group for the years 2012-2015 was reported as 390 million PLN, which is 68% more than the corresponding goal. The Company's share price on the Warsaw Stock Exchange increased by 353%, compared to a 26% increase in the WIG index over the same period.

The Witcher 3 set the bar high and provided a reference point for our future growth. We continue to develop and strengthen global brands by exploiting our proprietary technologies and drawing upon our accumulated know-how. Our team of experienced, talented and passionate professionals is fully capable of creating a videogame from scratch – starting with a fresh concept, then proceeding with development and marketing activities, and finalizing the project with global distribution. Thanks to GOG Galaxy, GOG.com is also opening a new chapter in its history. –to quote the CD PROJEKT Management Board address to shareholders.

Together with the publication of its financial statement for 2015 the Company also presented the main tenets of its updated strategy for 2016-2021, available at www.cdprojekt.com