

## The CD PROJEKT Group keeps up the pace

**The CD PROJEKT Capital Group reported 319 million PLN in sales revenues and 135 million PLN in net profit for the first half of 2016.**

The Group's sales revenues and net financial result were dominated by continuing high sales of The Witcher 3: Wild Hunt and by the global release of the game's second expansion – Blood and Wine.

*We're wrapping up a very busy six-month period. Our second expansion for The Witcher 3 – Blood and Wine – was widely acclaimed and, together with the base game, generated most of our sales during this period. But we're not done: on 30 August we're releasing The Witcher 3: Game of the Year Edition for all those who haven't yet had the chance to play the most celebrated videogame of 2015. In later months we will focus on the recently announced multiplayer card game – GWENT, with a closed beta launching on 25 October.* – says Adam Kiciński, CEO of CD PROJEKT.

GWENT – The Witcher Card Game is the Group's first product representative of this genre. The game is developed jointly by CD PROJEKT RED and GOG Poland. This approach enables CD PROJEKT RED to focus on gameplay while GOG takes care of networking and online features.

The GOG.com platform, which is owned by the CD PROJEKT Group, also posted good H1 results, with 69 million PLN in sales revenues. This is a new record for the company, made possible by good sales of the back catalogue along with GOG Galaxy support for the release of Blood and Wine.

The full consolidated financial statement of the CD PROJEKT Group can be found on the Company's website at <https://www.cdprojekt.com/en/investors/result-center/>.