The CD PROJEKT Capital Group posts nearly 85 million PLN in Q3 sales revenues and 36 million PLN in net profit

The most significant contribution to the Group’s result was from continuing strong sales of The Witcher 3 and its expansion packs.

Even though 2.5 years have passed since the debut of The Witcher 3 our game continues to attract scores of new players and remains an RPG evergreen. Consequently, during the third quarter of the year we reached another symbolic milestone: total pre-tax profit generated by sales of The Witcher and its expansion packs has topped 1 billion PLN – says Piotr Nielubowicz, Member of the Board and CFO of CD PROJEKT.

The reported results were also bolstered by the Group’s newest project – GWENT: The Witcher Card Game. GWENT was the most important product of the third quarter in the GOG.com segment, which reported over 33 million in aggregate sales revenues – over 40% more than during the corresponding period in 2016. In terms of revenues, this was the best third quarter in GOG’s history.

From the business perspective, during the recent months the GWENT development team continued to improve the game and its mechanics, and to tweak gameplay balance. In the near future GWENT will be migrated to a new version of its underlying technology stack, facilitating future development plans. The Company is also setting up an internal live operations department, tasked with regularly expanding the game with various forms of content and ensuring that GWENT is frequently updated with new cards, challenges and vanity items – both for experienced players and for those who are only just beginning their GWENT adventure.

Development of our future releases - Cyberpunk 2077 and GWENT: The Witcher Card Game, continued during the third quarter, consuming 18 million PLN in development expenses. Cumulative development expenses at the end of September 2017 reached 117 million PLN.

The full financial statement of the CD PROJEKT Capital Group can be found on the Company website at www.cdpprojekt.com.