

ANNIVERSARY OF THE WITCHER GAME SERIES

THE WITCHER

THE WITCHER 2

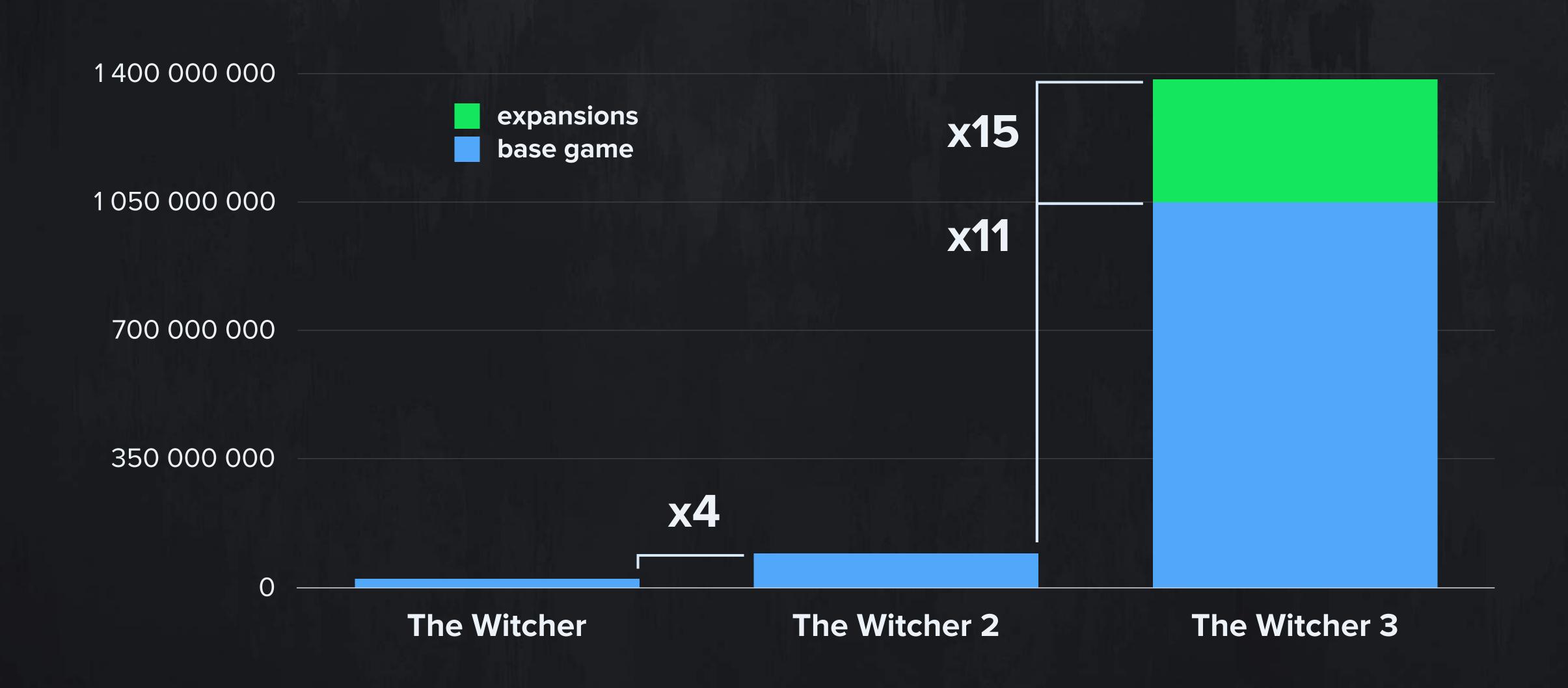






33M COPIES SOLD

Revenues generated by each game in The Witcher series within 3 years of release

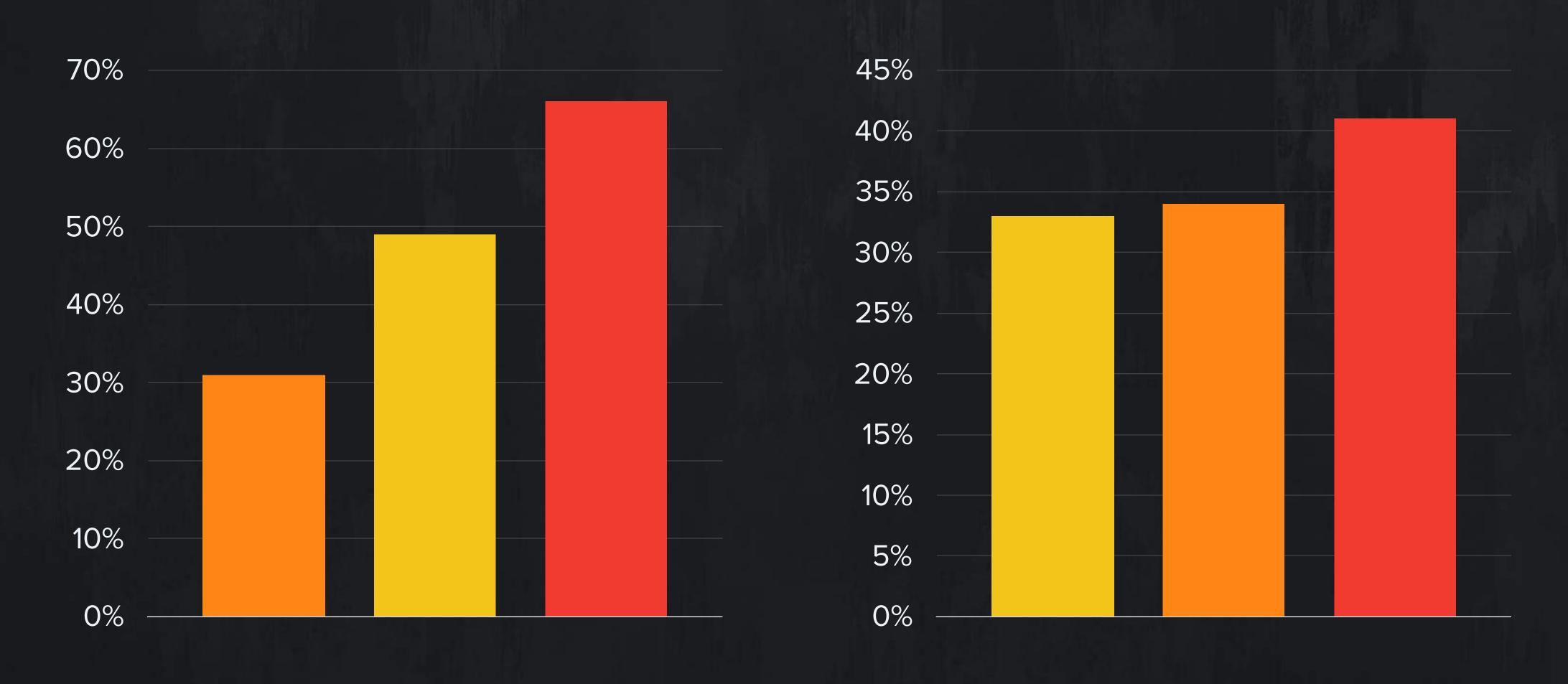


Revenues
2nd year vs 1st year

The Witcher

Revenues 3rd year vs 1st year

The Witcher 2 The Witcher 3 + expansions





financial results

	2016*	2017	change %
Sales revenues	583 903	463 184	-21%
Costs of products, goods and materials sold	113 238	82 174	-27%
Gross profit from sales	470 665	381 010	-19%
Operating costs	167 038	140 070	-16%
EBIT	303 627	240 940	-21%
Net financial revenues	8 311	6 465	-22%
Income tax	61 424	47 135	-23%
Net profit	250 514	200 270	-20%

Net profitability	43%	43%

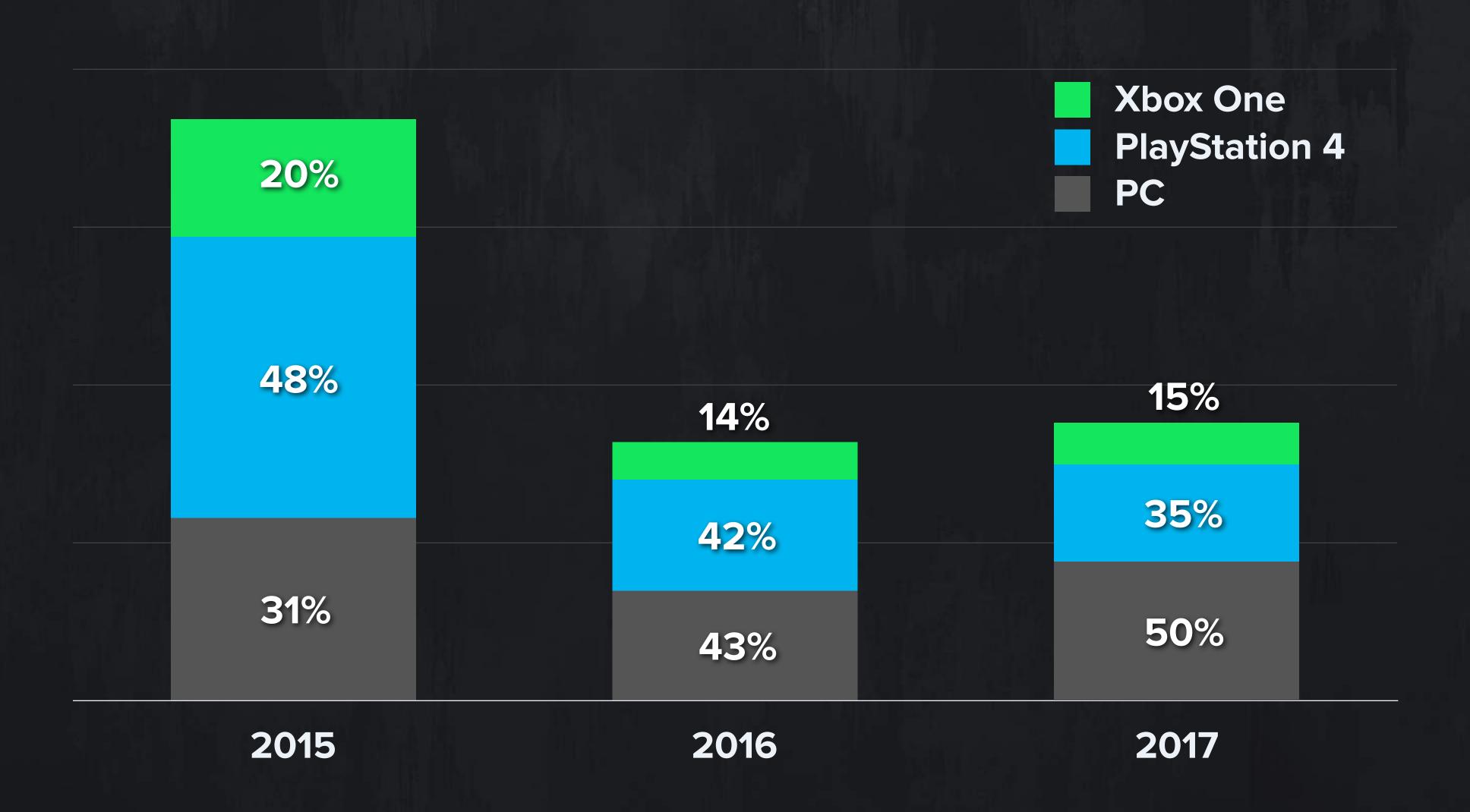
CD PROJEKT RED

financial results

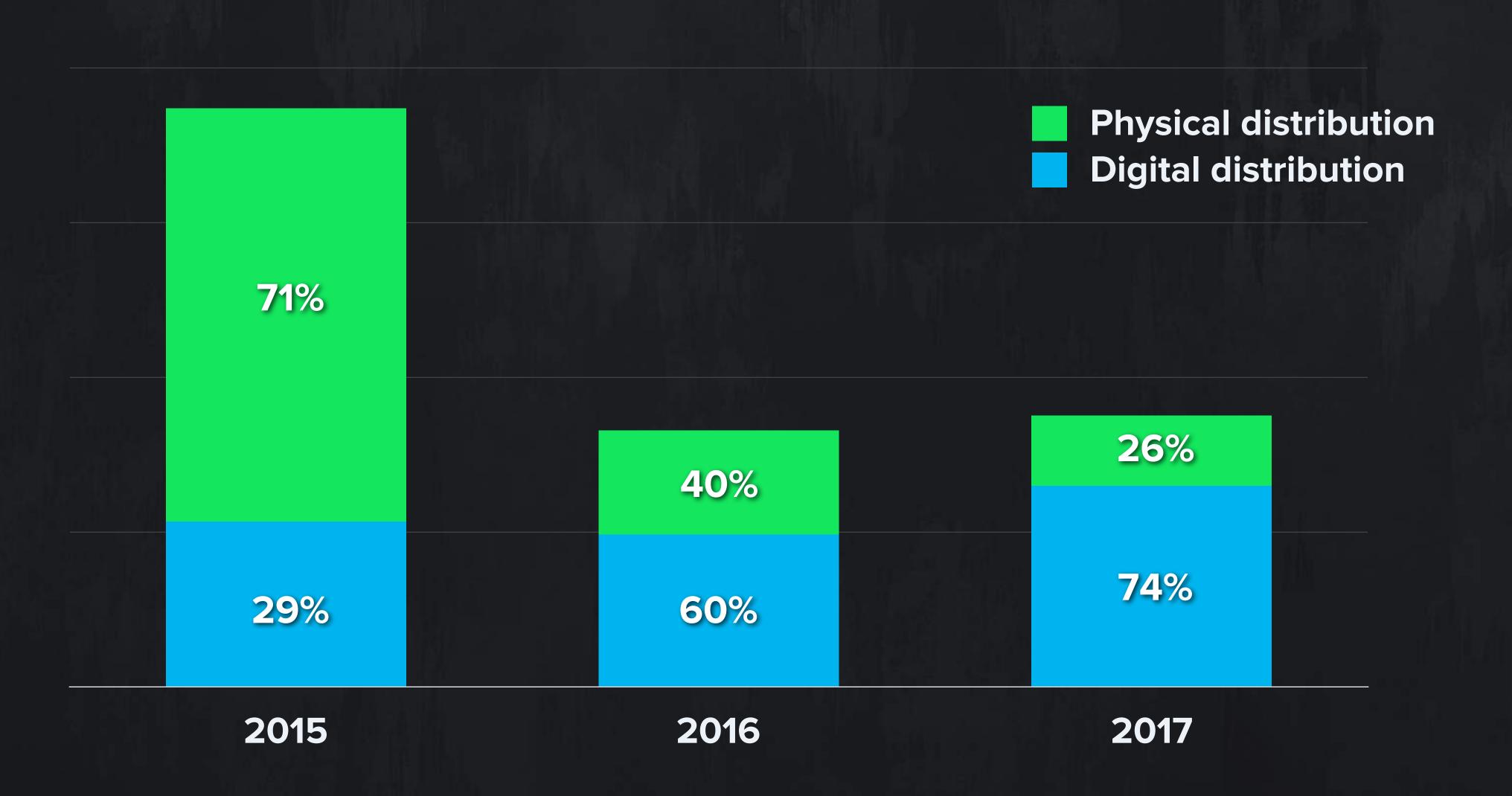
	2016*	2017	change %
Sales revenues	478 058	330 304	-31%
Costs of products, goods and materials sold	50 566	13 715	-73%
Gross profit from sales	427 492	316 589	-26 %
Operating costs	130 264	94 041	-28%
EBIT	297 228	222 548	-25%
Net financial revenues	12 708	6 693	-47%
Income tax	60 360	44 969	-25%
Net profit	249 576	184 272	-26%
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Net profitability	52%	56%

The Witcher 3 — platforms Copies sold



The Witcher 3 - distribution channel Copies sold



GOG.com financial results

	2016*	2017	change %
Sales revenues	133 518	169 550	27 %
Costs of products, goods and materials sold	88 227	107 297	22%
Gross profit from sales	45 291	62 253	37 %
Operating costs	38 892	43 861	13%
EBIT	6 399	18 392	187%
Net financial revenues	-524	-228	-56%
Income tax	1064	2 166	104%
Net profit	4 811	15 998	233%

Net profitability	4%	9%
Net promability	— /0	3 /6

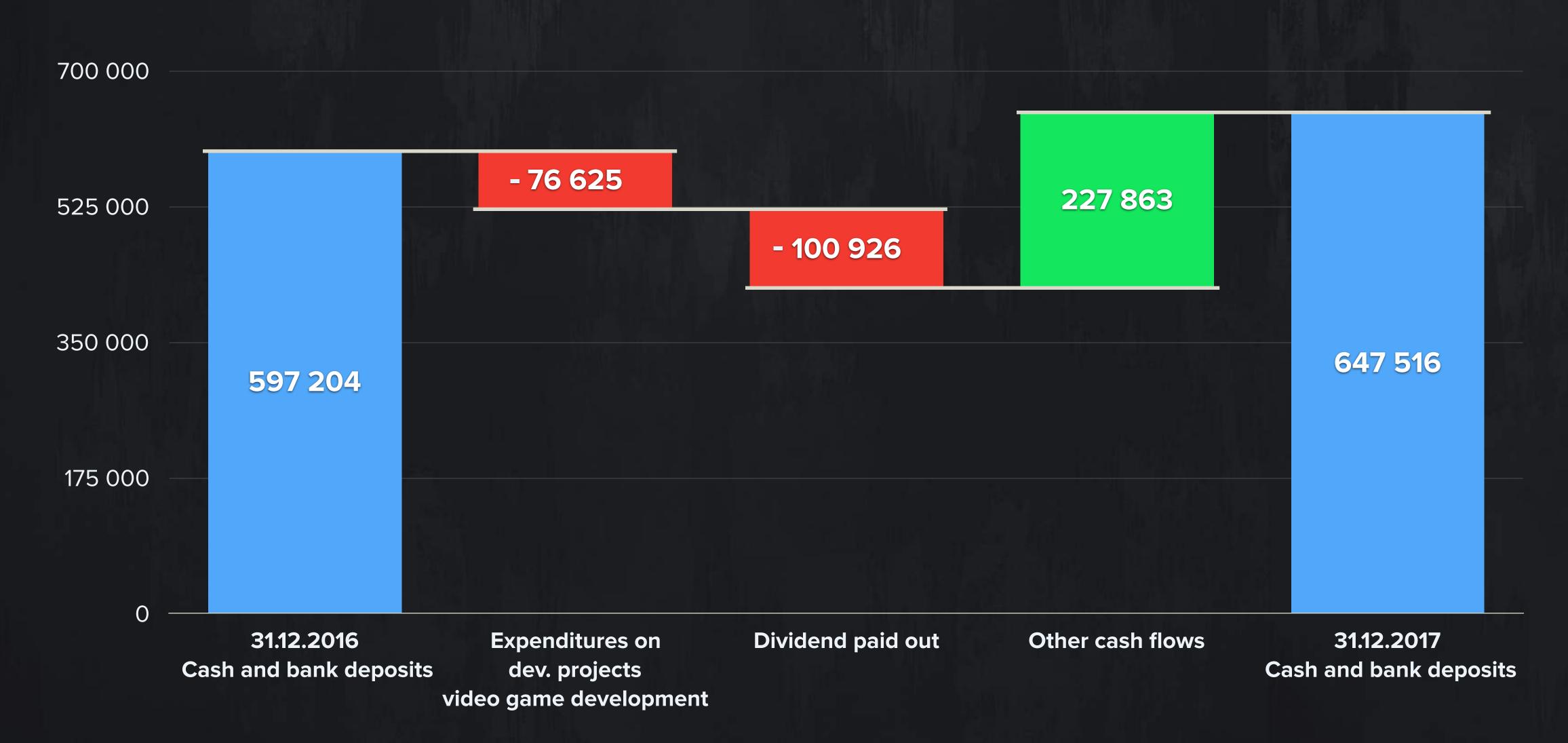
assets

	31.12.2016*	31.12.2017	change	change %
Fixed assets	170 644	255 535	84 891	50%
Expenditures on development projects	62 011	142 505	80 494	130%
Other fixed assets	108 633	113 030	4 397	4%
Current assets	704 316	725 978	21 662	3%
Trade receivables	71 554	46 261	-25 293	-35%
Other receivables	20 268	17 582	-2 686	-13%
Prepaid expanses	14 724	14 296	-428	-3%
Other current assets	566	323	-243	-43%
Cash and bank deposits	597 204	647 516	50 312	8%
TOTAL ASSETS	874 960	981 513	106 553	12%

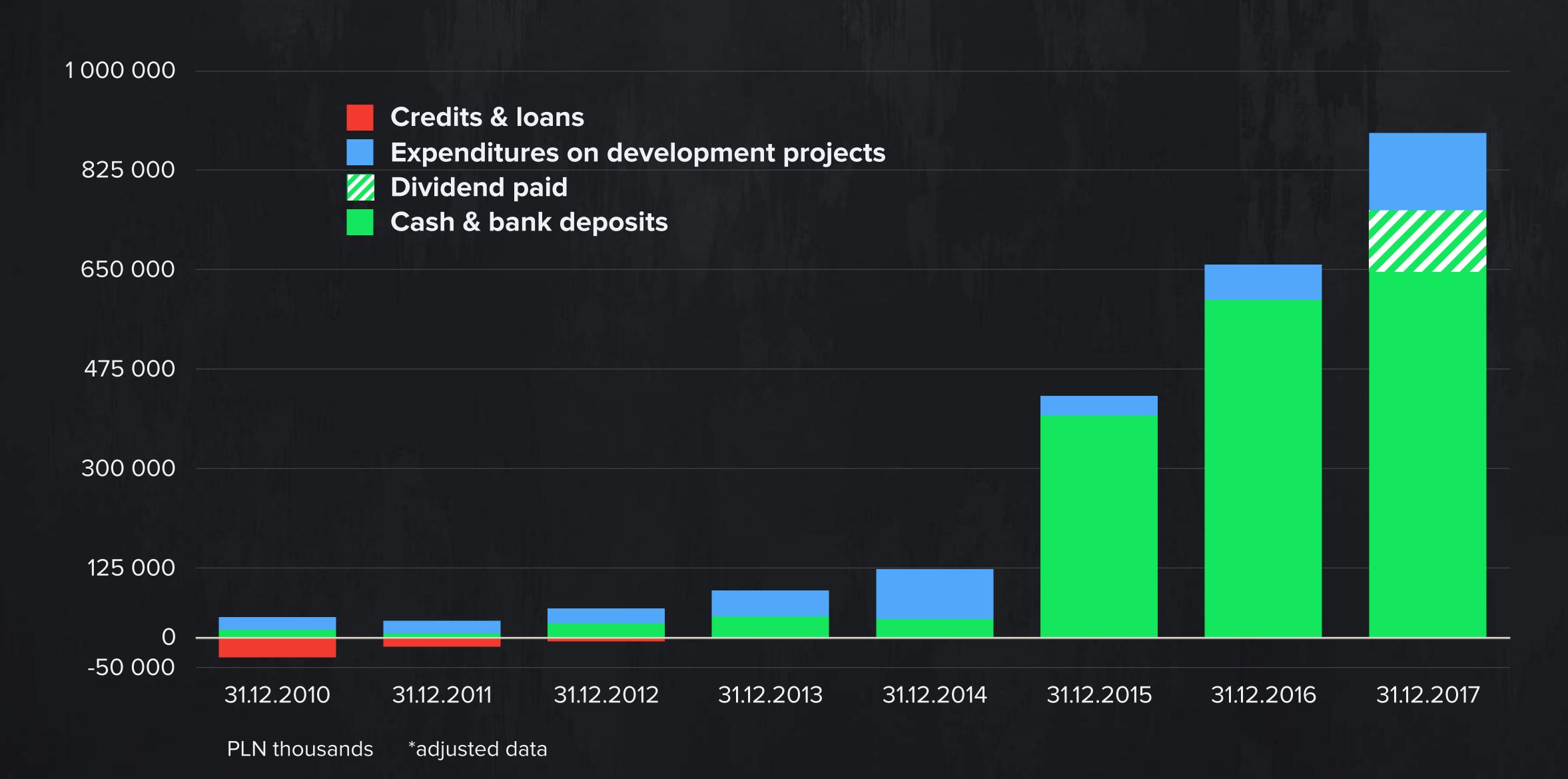
liabilities

	31.12.2016*	31.12.2017	change	change %
Equity	776 938	882 899	105 961	14%
Long-term liabilities	8 275	4 130	-4 145	-50%
Short-term liabilities	89 747	94 484	4 737	5%
Trade and other liabilities	37 733	44 144	6 411	17%
Other provisions	45 031	43 640	-1 391	-3%
Other short-term liabilities	6 983	6 700	-283	-4%
TOTAL EQUITY AND LIABILITIES	874 960	981 513	106 553	12%

cash flows



cash, bank deposits & expenditures on development projects







THE WITCHER CARD GAME



GWENT IN 2018

- New cards
- New faction
- New in-game events
- Thronebreaker single-player story-driven campaign
- Out of beta







ESPORTS







8 TOURNAMENTS

\$25 000 PRIZE POOL

4 TOURNAMENTS

\$100 000 PRIZE POOL

SERIES FINALE

\$250 000 PRIZE POOL

GWENT esports key aims:

- Keep players **engaged** throughout the year (viewership)
- Boost players retention by offering a chance to become a pro (involvement)
- Generate PR effect and attract new players (awareness)





GOG in 2017 — digital store

- Available in 2 additional languages Polish and Chinese, for a total of 7 languages with full localization, native customer support and ability to make purchases in local currencies
- Over 450 new releases 2350 games now in the catalogue
- Over 100 new suppliers, bringing the total number of business partners to 550

GOG in 2017 — LiveOps

New DevOps team focusing on GWENT, set up to ensure player retention, oversee monetization and provide in-game metrics; Based on the shared know-how of GOG.com and CD PROJEKT RED.

GOG Galaxy in 2017

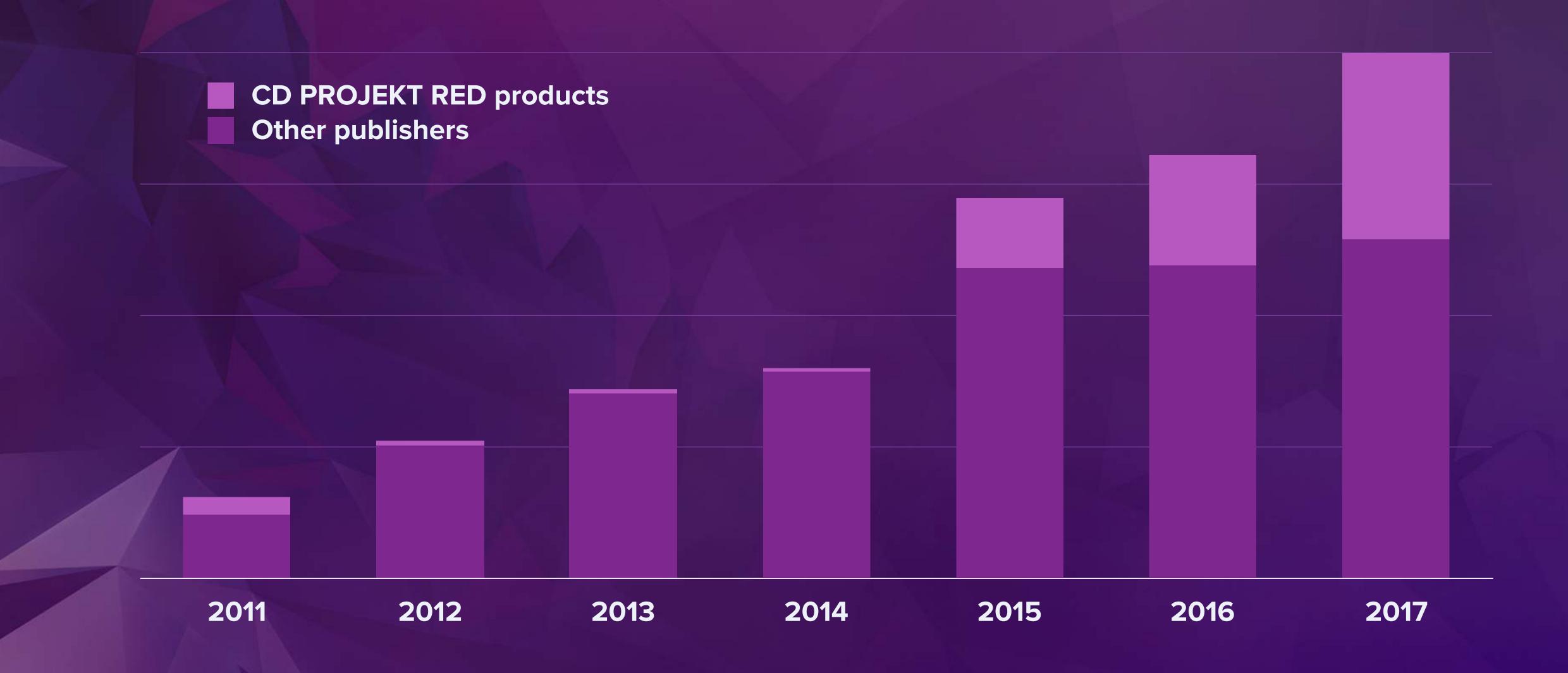
- Nearly 500 games supporting GOG Galaxy, including 79 new games with full support added by their respective developers/partners
- GOG Galaxy version 1.2 released
- Cross-platform backend supporting the public beta of GWENT for the PC,
 Xbox One and PlayStation 4

Development of online technologies

Building a strategic skillset to support our releases bolstering synergies between CD PROJEKT RED and <u>GOG.com</u>

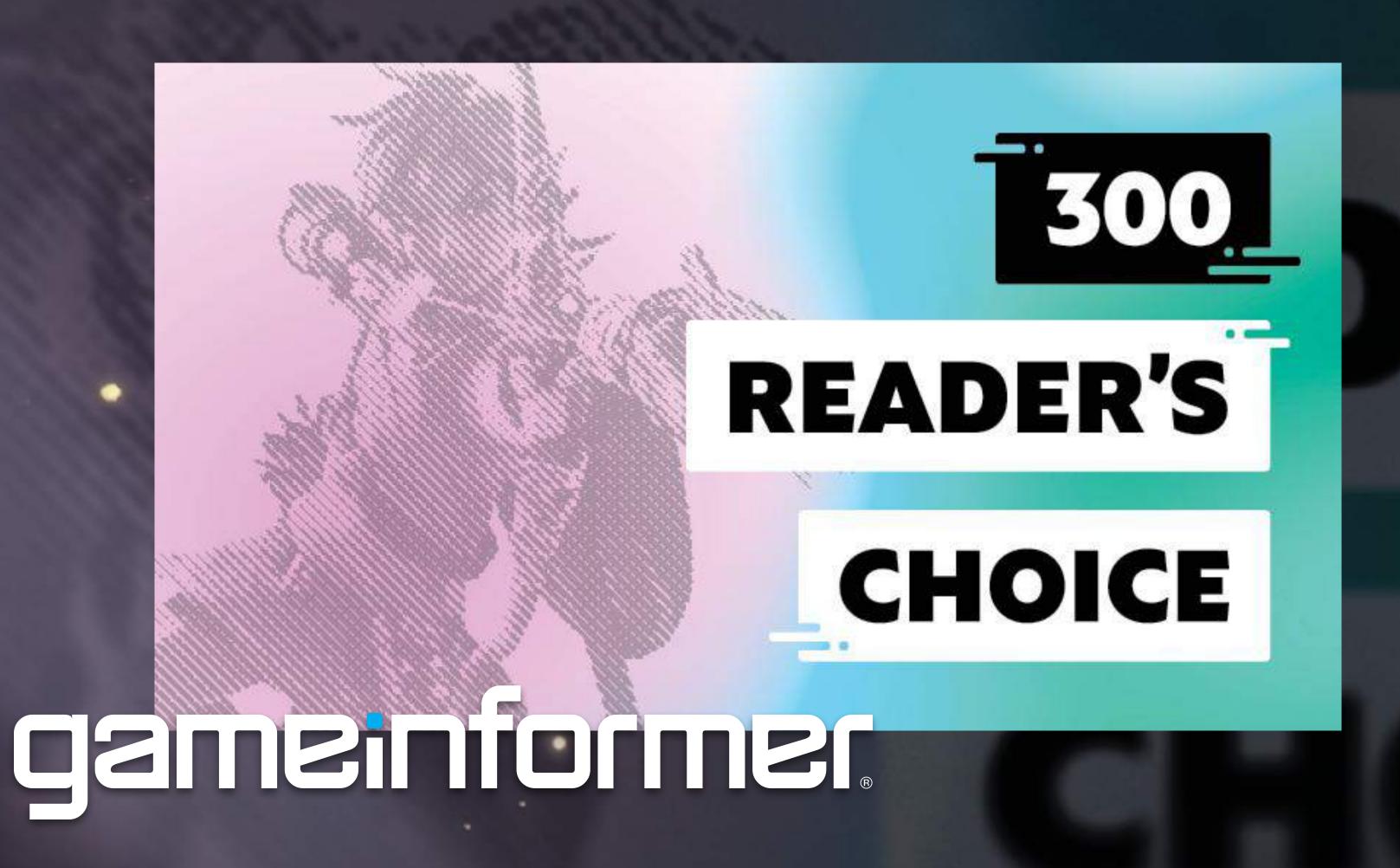
Share of CD PROJEKT RED products

in GOG.com sales revenues, 2011-2017





The Witcher 3: Wild Hunt Top Game of All Time







Legal disclaimer

This report includes forward-looking statements. Because such statements deal with future events, they are subject to various risks and uncertainties and actual results for fiscal year 2018 and beyond could differ materially from the CD PROJEKT's current expectations. Forward-looking statements are identified by words such as "anticipates", "projects", "expects", "plans", "intends", "believes", "estimates," "targets," and other similar expressions that indicate trends and future events.

Factors that could cause the CD PROJEKT's results to differ materially from those expressed in forward-looking statements include, without limitation, variation in demand and acceptance of the Company's products and services, the frequency, magnitude and timing of paper and other raw-material-price changes, general business and economic conditions beyond the Company's control, timing of the completion and integration of acquisitions, the consequences of competitive factors in the marketplace including the ability to attract and retain customers, results of continuous improvement and other cost-containment strategies, and the Company's success in attracting and retaining key personnel. The Company undertakes no obligation to revise or update forward-looking statements as a result of new information, since these statements may no longer be accurate or timely.

