





DIGITAL CONTENT





CYBERPUNK 2020 SOURCEBOOK



ART BOOKLET
FEATURING A SELECTION
OF ART FROM THE GAME



WALLPAPERS FOR DESKTOP AND MOBILE

**52.268038, 21.022262** 

WORLD COMPENDIUM









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Visualization for preview purposes only. Artwork and item design may be subject to change. The case included in the PC version comes with a Cyberpunk 2077 digital download game code and physical soundtrack CDs.





STICKERS

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CD PROJEKT RED\*



DIGITAL CONTENT



SOUNDTRACK



CYBERPUNK 2020 SOURCEBOOK



ART BOOKLET FEATURING A SELECTION OF ART FROM THE GAME



WALLPAPERS FOR DESKTOP AND MOBILE

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HARDCOVER ART BOOK

**EVIDENCE** QUADRA V-TECH METAL KEYCHAIN

CHAIN OF CUSTODY

COLLECTIBLE STEELBOOK®

WORLD COMPENDIUM



FROM NIGHT CITY



COLLECTOR'S EDITION

A GUIDE TO NIGHT CITY SEALED IN AN EVIDENCE BAG





EMBROIDERED PATCHES



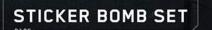
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MAP OF NIGHT CITY

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to change. The case included in the PC version comes with a Cyberpunk 2077 digital download game code and physical soundtrack CDs.

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2020

→ PRE-ORDER NOW ←

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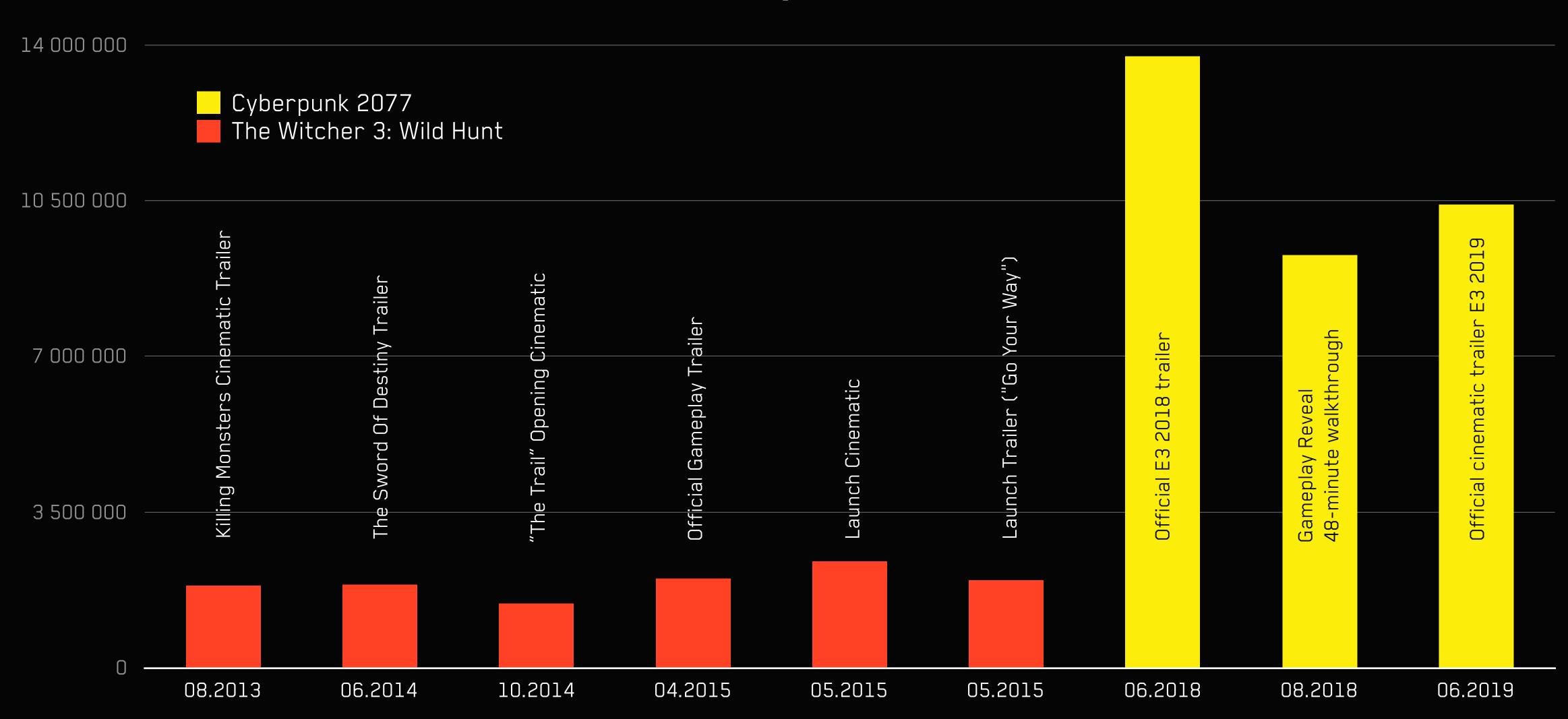






# VIEWERSHIP OF GAME TRAILERS ON CD PROJEKT'S YOUTUBE CHANNEL

(within 28 days of release)











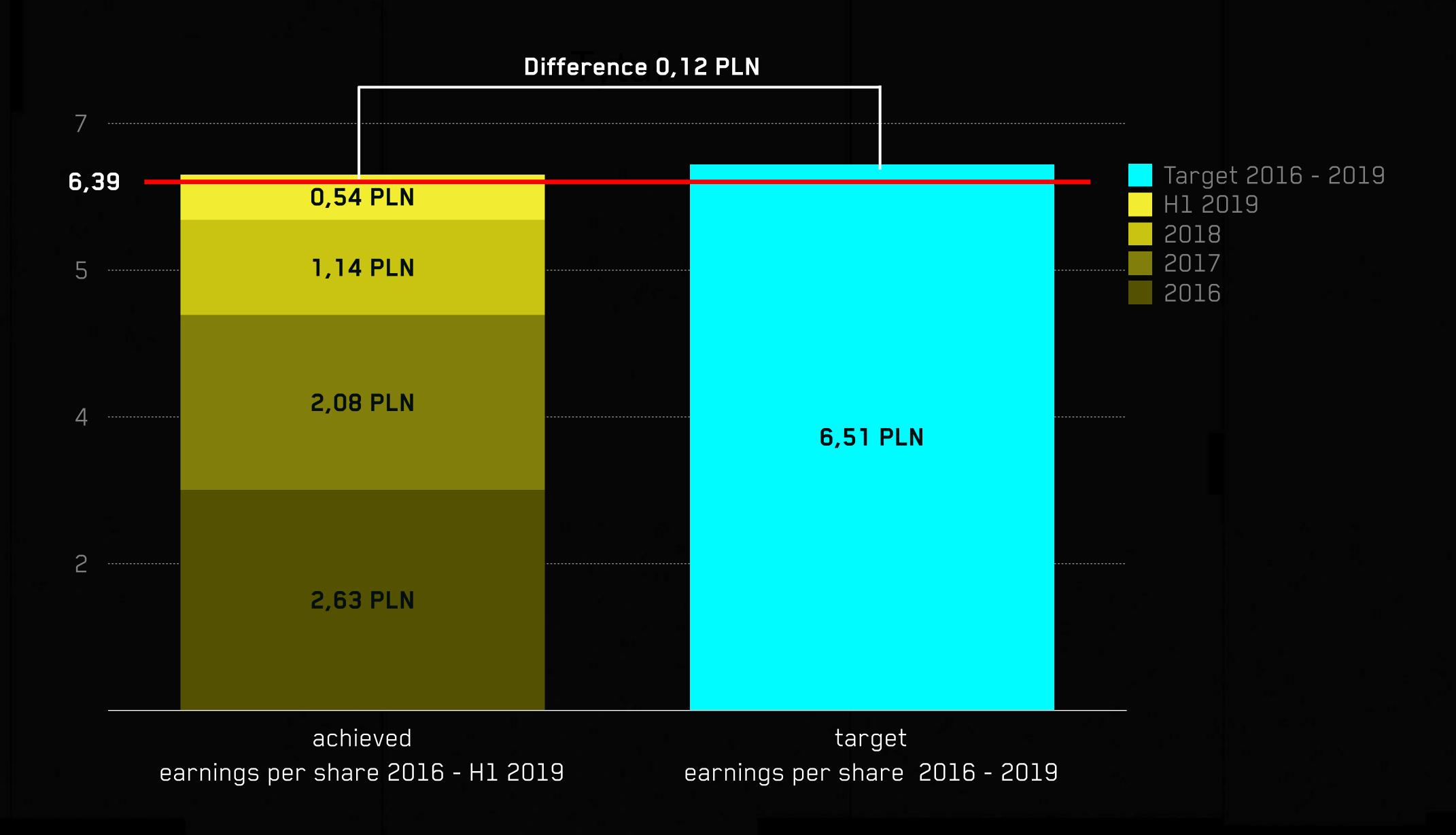




## CD PROJEKT RED - profit and loss account

	2018 H1	2019 H1	change
Salas navanuas	100 512	120 725	200/
Sales revenues	108 512	138 725	28%
Revenues from sales of products	104 682	104 460	
Revenues from sales of services	2 240	33 584	
Revenues from sales of goods and materials	1 590	681	
Cost of products, goods and services sold	2 270	12 981	472%
Cost of products and services sold	800	12 319	
Value of goods and materials sold	1 470	662	
Gross profit from sales	106 242	125 744	18%
Operating costs	44 409	66 645	50%
Selling costs	30 860	34 867	
General and administrative expenses	13 710	32 709	
Other operating revenues and expenses	-161	-931	
EBIT	61 833	59 099	-4%
Financial revenues less expenses	5 725	4 530	
Income tax	13 948	12 592	
Net profit	53 610	51 037	-5%

#### Incentive program - result goal



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#### GOG.com - profit and loss account

	2018 H1	2019 H1	change
Sales revenues	64 575	81 108	26%
Revenues from sales of products	2 906	3 733	
Revenues from sales of services	4	1	
Revenues from sales of goods and materials	61 665	77 374	
Cost of products, goods and services sold	44 702	57 413	28%
Cost of products and services sold	0	3 2 3 6	
Value of goods and materials sold	44 702	54 177	
Gross profit from sales	19 873	23 695	19%
Operating costs	20 403	22 800	12%
Selling costs	17 150	19 611	
General and administrative expenses	2 973	3 222	
Other operating revenues and expenses	280	-33	
EBIT	-530	895	- "
Financial revenues less expenses	-436	-149	
Income tax	212	103	
Net profit	-1 178	643	- de - 25-

#### CD PROJEKT Group - profit and loss account

	2018 H1	2019 H1	change
Sales revenues	168 434	214 407	27%
		-	<b>2</b> /70
Revenues from sales of products	108 772	109 775	
Revenues from sales of services	25	31 755	
Revenues from sales of goods and materials	59 637	72 877	
Cost of products, goods and services sold	43 829	66 168	51%
Cost of products and services sold	91	14 926	
Value of goods and materials sold	43 738	51 242	
Gross profit from sales	124 605	148 239	19%
Operating costs	63 304	88 245	39%
Selling costs	46 639	53 373	33 /
General and administrative expenses	16 546	35 836	
Other operating revenues and expenses	119	-964	
EBIT	61 301	59 994	-2%
Financial revenues less expenses	5 289	4 381	
Income tax	14 160	12 695	
Net profit	52 430	51 680	-1%

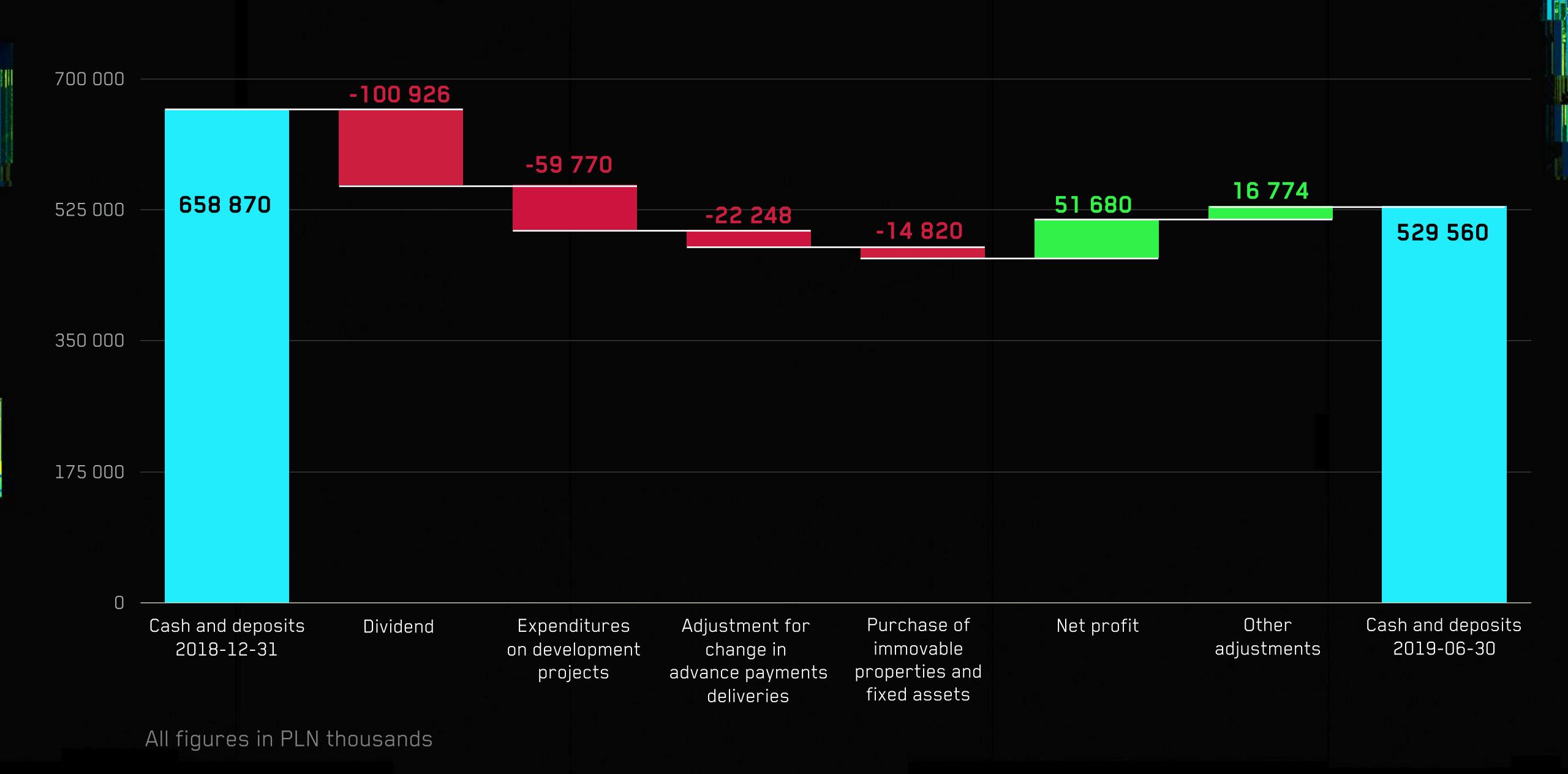
#### CD PROJEKT Group - balance sheet

ASSETS	31/12/2018	30/06/2019	change	change %
Fixed assets	388 309	454 783	66 474	17%
Expenditures on development projects	242 816	291 803	48 987	20%
Other fixed assets	145 493	162 980	17 487	12%
Working assets	738 529	681 875	-56 654	-8%
Trade receivables	37 008	90 401	53 393	144%
Other receivables	19 231	36 224	16 993	88%
Prepaid expenses	21 502	21 194	-308	-1%
Other working assets	1 918	4 496	2 578	134%
Cash and bank deposits	658 870	529 560	-129 310	-20%
TOTAL ASSETS	1 126 838	1 136 658	9 820	1%

31/12/2018	30/06/2019	change	change %
1 002 864	975 330	-27 534	-3%
6 6 9 1	6 6 7 8	-13	0%
117 283	154 650	37 367	32%
49 914	45 327	-4 587	-9%
18 031	14 692	-3 339	-19%
26 172	83 844	57 672	220%
23 166	10 787	-12 379	-53%
1 126 838	1 136 658	9 820	1%
	1 002 864 6 691 117 283 49 914 18 031 26 172 23 166	1 002 864       975 330         6 691       6 678         117 283       154 650         49 914       45 327         18 031       14 692         26 172       83 844         23 166       10 787	1 002 864       975 330       -27 534         6 691       6 678       -13         117 283       154 650       37 367         49 914       45 327       -4 587         18 031       14 692       -3 339         26 172       83 844       57 672         23 166       10 787       -12 379

All figures in PLN thousands

#### CD PROJEKT Group - cash flow







Game box



COMPLETE EDITION



Game card with The Witcher 3: Wild Hunt base game, Hearts of Stone & Blood and Wine expansions, and 16 DLC



The Witcher Universe: Compendium



OVER 800 AWARDS

GAME OF THE YEAR

IGN

GAME OF THE YEAR

THE GAME AWARDS

GAME OF THE YEAR

GAMESPOT

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COMING TO

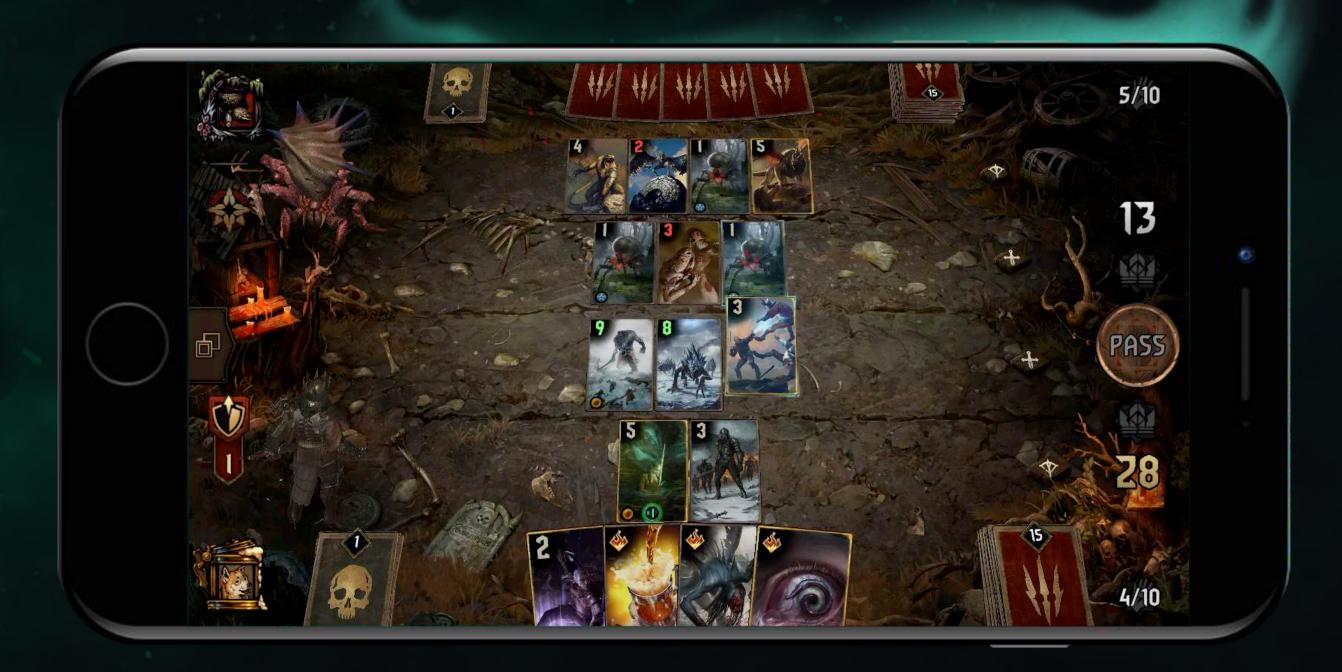




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OCTOBER 15, 2019

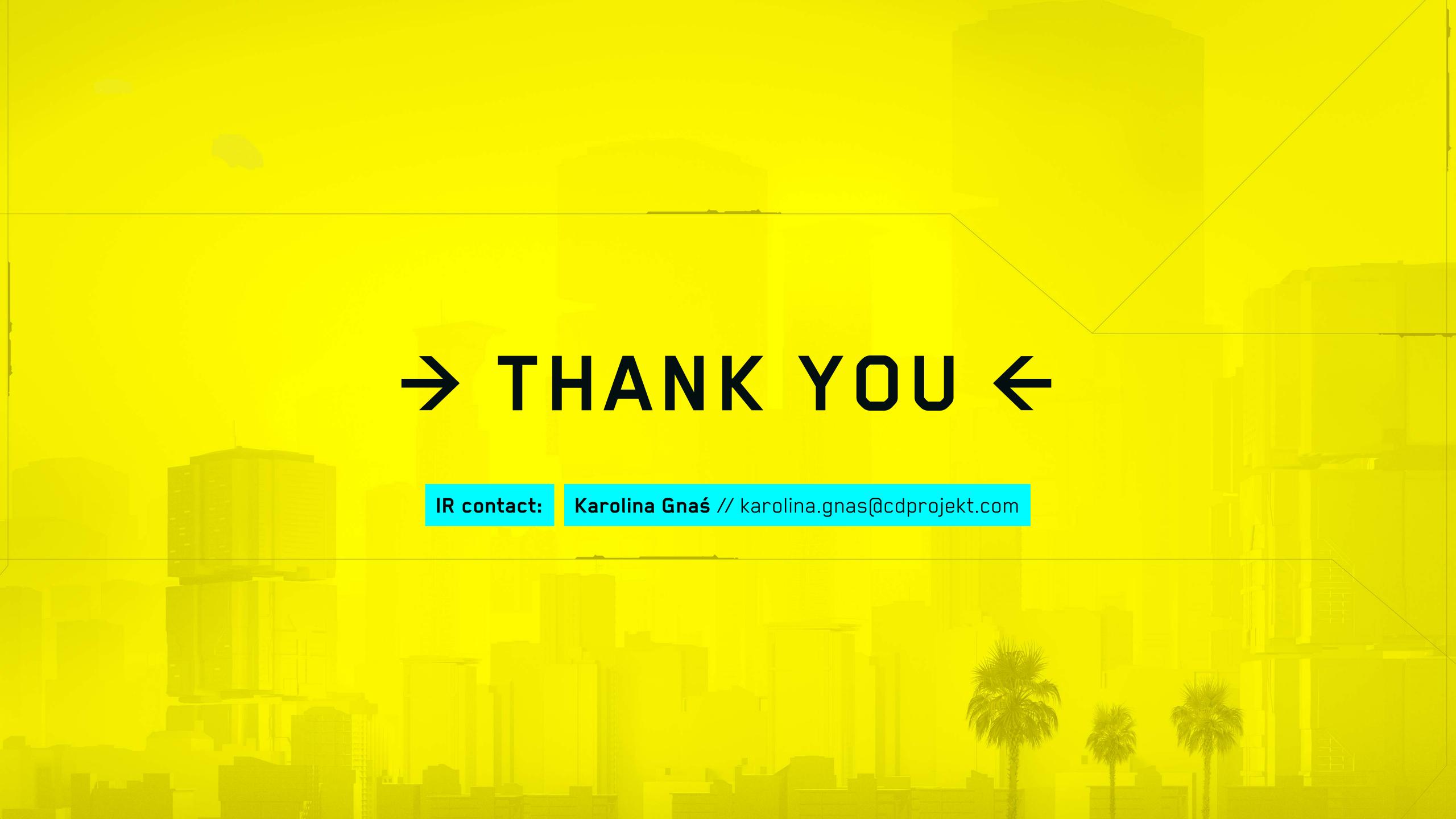




on iPhone







#### 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 2019 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 forwardlooking 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.



