

UPDATE ON COVID-19

- The vast majority of the team continues to work from home
- We undertake actions aimed at ensuring everyone's safety:
 - regular antigen testing twice weekly
 - medical consultations as necessary
 - daily monitoring of health condition by experienced professionals









GLOBAL RELEASE

10.12.2020

PLAYS GREAT ALSO ON XBOX SERIES X S AND PS5



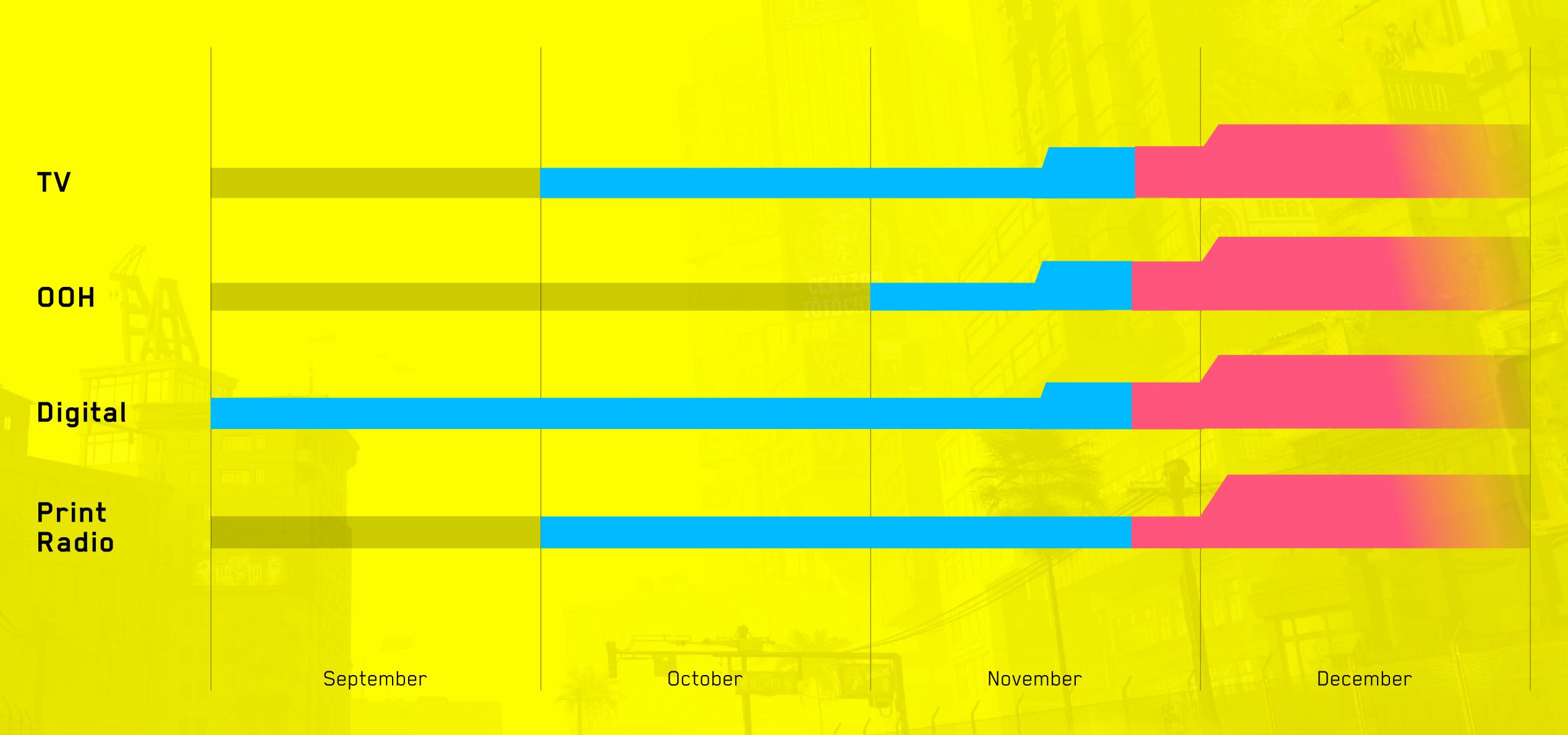








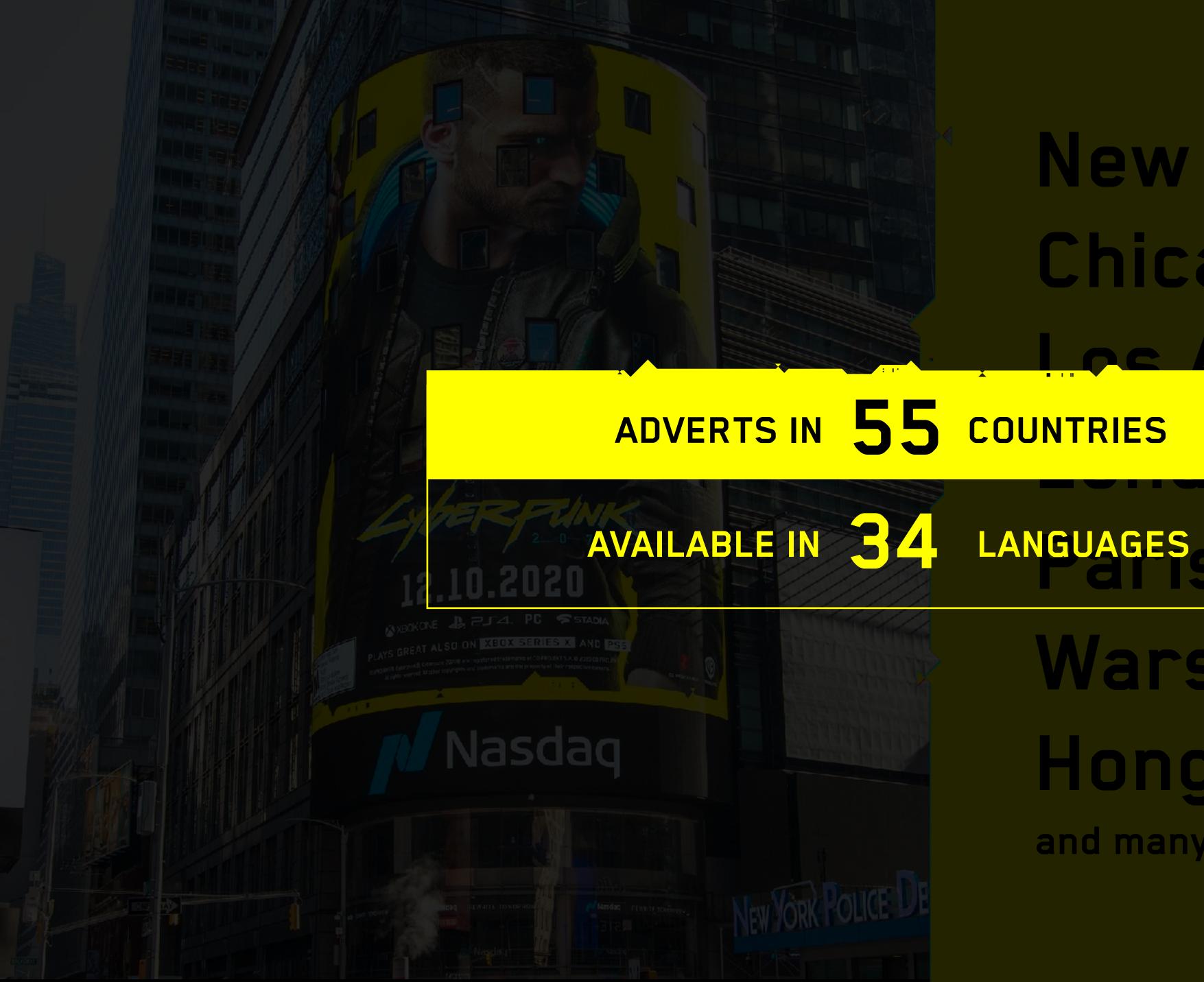
CYBERPUNK 2077 LAUNCH MARKETING CAMPAIGN OVERVIEW





New York Chicago Los Angeles London Paris Warsaw Hong Kong

and many more...



New York Chicago

ADVERTS IN 55 COUNTRIES

Warsaw Hong Kong

and many more...

CYBERPUNK 2077 - GLOBAL REACH

18 LANGUAGE VERSIONS

INTOTAL

10 VOICE-OVERS

18 SUBTITLES

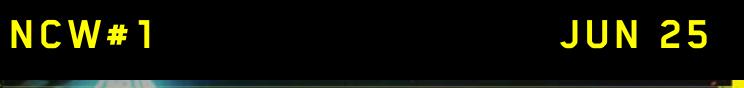
Brazilian Portuguese	audio + subtitles				
Chinese	audio + subtitles				
English	audio + subtitles				
French	audio + subtitles				
German	audio + subtitles				
Italian	audio + subtitles				
Japanese Jap	audio + subtitles				
Polish	audio + subtitles				
Russian	audio + subtitles				
Spanish	audio + subtitles				
Arab	subtitles				
Czech	subtitles				
Hungarian	subtitles				
Korean	subtitles				
Latin American Spanish	subtitles				
Thai	subtitles				
Traditional Chinese	subtitles				
Turkish	subtitles				

LAUNCH OF CYBERPUNK 2077

PROMOTIONAL CAMPAIGN

2020 NBA FINALS: LA LAKERS VS. MIAMI HEAT

1 OCTOBER 2020







NCW#2

NCW#3 SEPT 18 **NOV 19** NCW#5 **NCW#4 OCT 15**



L-M 786563 EV-01





AUG 10



23 M VIEWS IN 3 DAYS*

CP 2077 PARTNERSHIPS

- ▶ 20+ global and local partnerships announced, more to come soon
- Partnerships cover key product lines and fit into our CP 2077 brand strategy, incl.:
 - beverages: Sprite, Rockstar
 - apparel: Adidas, LPP, J!NX, Bioworld
 - electronics and communications: Xbox, Play, OnePlus, Razer, Steelseries, Nvidia, Alienware, Seagate
 - cosmetics: Old Spice
 - books and comics: Dark Horse, Piggyback Interactive



NOVEMBER 2020 HANDS-ON PREVIEW

NIGHT CITY TO LEAVE

GAMESRADAR+

Cyberpunk 2077 has blown us away many times, with the writing, the screenplay, the universe and the breathtaking atmosphere

yeuxvideo.com

I don't think I've ever seen another game city quite as stunning as Night City

IGN

Night City is a remarkable feat of world-building

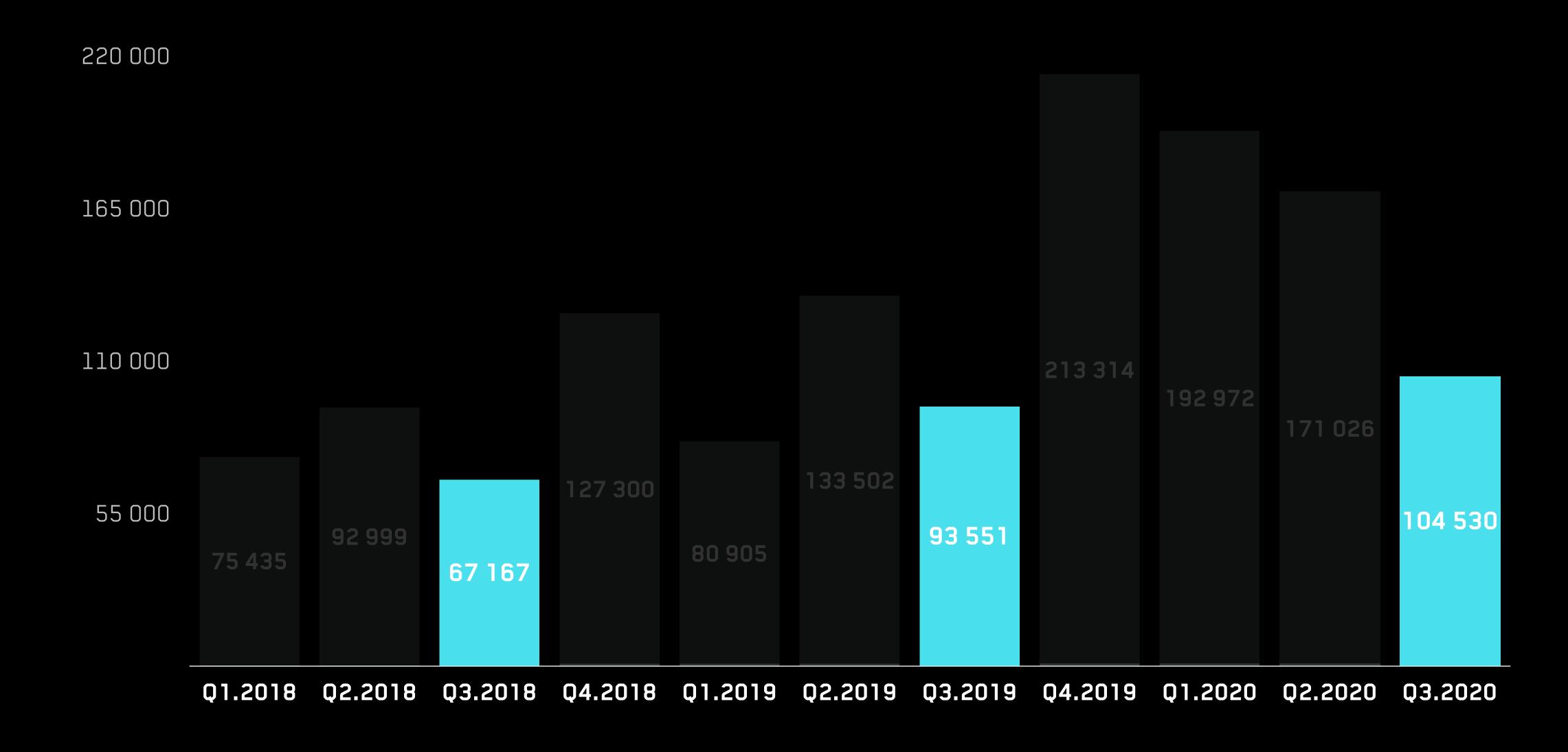
PC GAMER



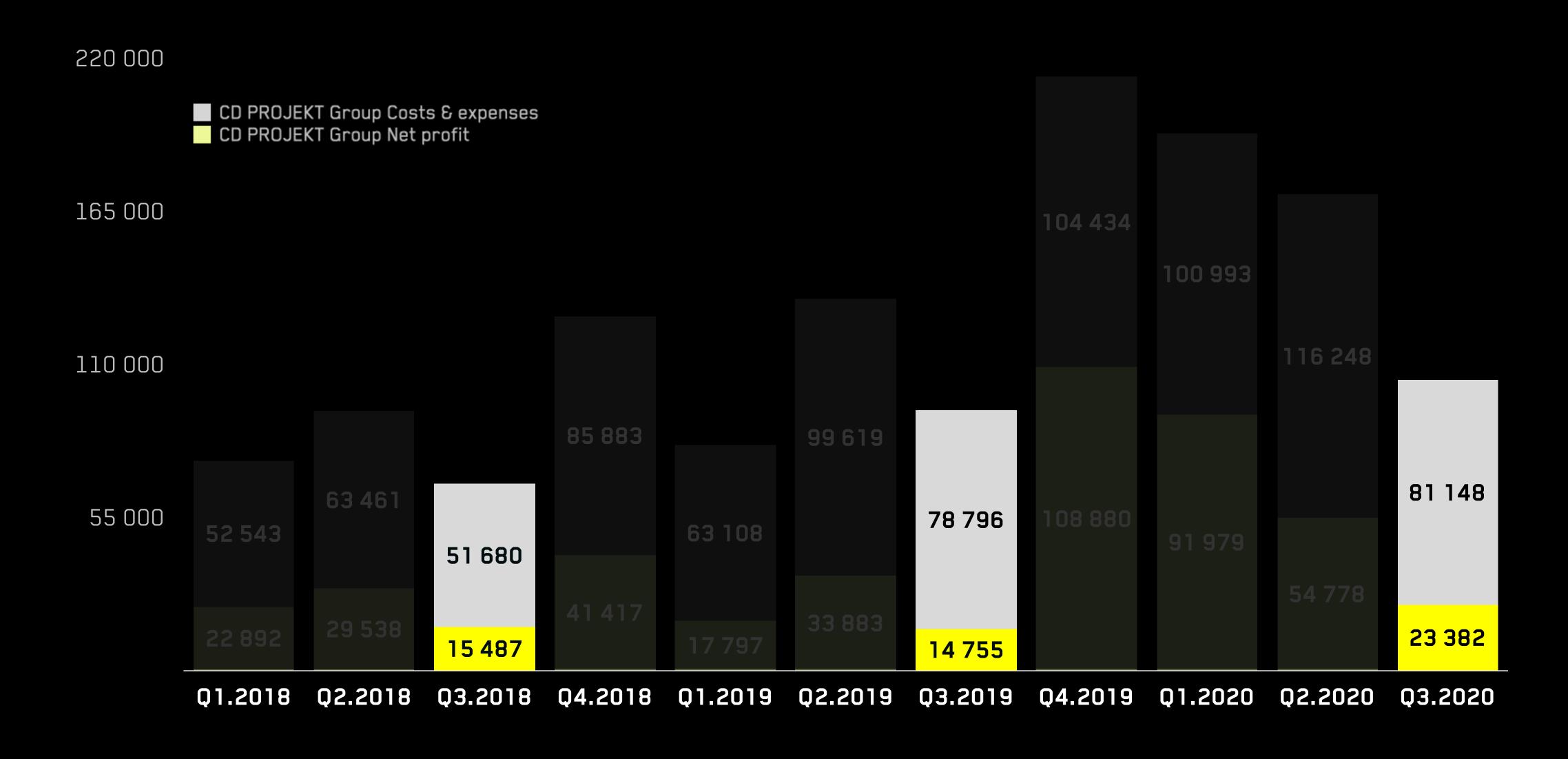
CD PROJEKT GROUP - PROFIT AND LOSS ACCOUNT

	Q3 2019	Q3 2020	RED	GOG	eliminations	change
Sales revenues	92 871	104 518	65 276	40 500	-1 258	13%
Revenues from sales of products	47 147	61 902	58 873	2 781	248	31%
Revenues from sales of services	2 381	467	992	65	-590	-80%
Revenues from sales of goods and materials	43 343	42 149	5 411	37 654	-916	-3%
Cost of products, goods and materials sold	37 880	36 428	9 391	28 132	-1 095	-4%
Cost of products and services sold	6 362	6 620	5 471	1 576	-427	4%
Cost of goods and materials sold	31 518	29 808	3 920	26 556	-668	-5%
Gross profit from sales	54 991	68 090	55 885	12 368	-163	24%
Operating costs	38 168	39 573	27 729	11 993	-149	4%
Selling costs	27 334	31 198	20 812	10 567	-181	14%
General and administrative costs	11 698	8 597	7 055	1 542		-27%
Other costs and revenues	-864	-222	-138	-116	32	-74%
EBIT	16 823	28 517	28 156	375	-14	70%
Financial revenues less expenses	2 336	-762	-544	-243	25	-133%
Income tax	4 264	4 373	4 369	2	2	3%
Net profit	14 895	23 382	23 243	130	9	57%
Net profitability	16%	22%	36%			

CD PROJEKT GROUP - SALES REVENUES



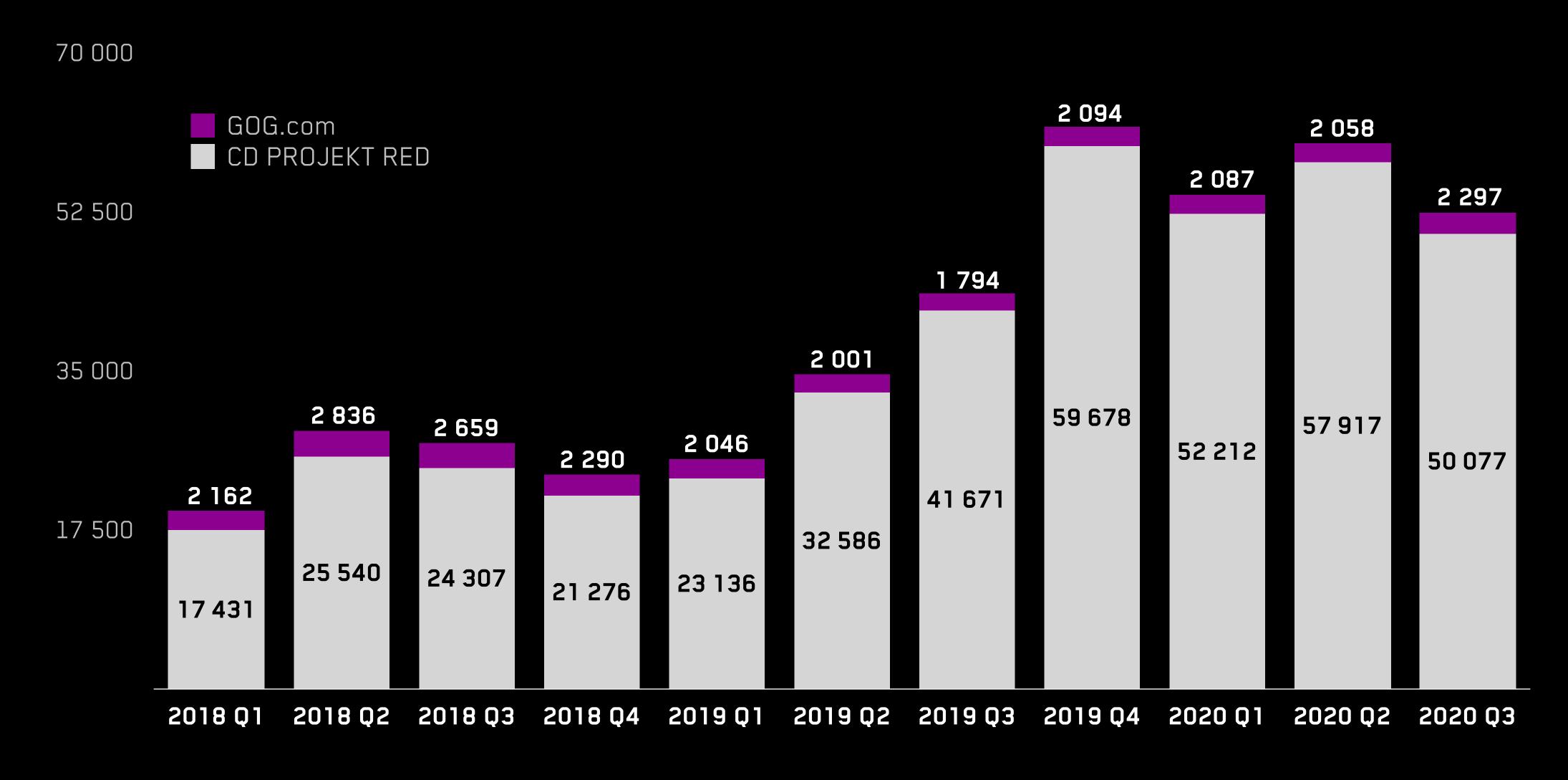
CD PROJEKT GROUP - PROFIT VS. COSTS AND EXPENSES



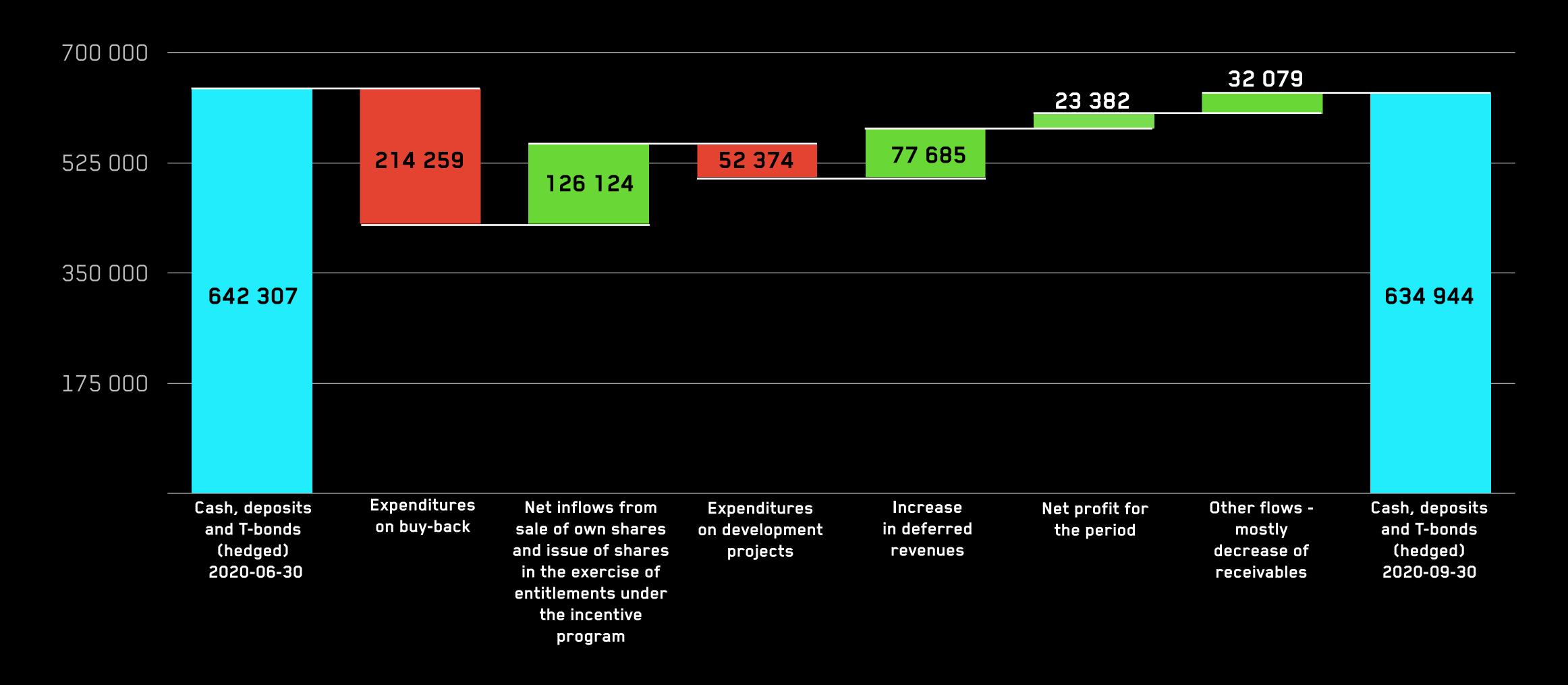
CD PROJEKT GROUP - BALANCE SHEET

867 584 522 745 51 522 293 317 736 532	42 316 39 602 66 2 648	5% 8% 0% 1%
51 522 293 317 736 532	66 2 648	0%
293 317 736 532	2 648	
736 532		1%
	_2E 202	
	-33 303	-5%
15 906	-257	-2%
109 475	-25 115	-19%
24 714	-3 514	-12%
85 619	-28 049	-25%
500 818	21 632	5%
604 116	7 013	0%
634 944	-7 363	-1%
31.09.20	change	change %
081 458	-179 261	-14%
22 569	-1 133	-5%
500 089	187 407	60%
180 880	105 076	139%
114 518	114 518	
284 470	77 685	38%
34 739	4 6 4 6	15%
604 116	7 013	0%
	15 906 109 475 24 714 85 619 500 818 604 116 634 944 31.09.20 081 458 22 569 500 089 180 880 114 518 284 470 34 739	736 532 -35 303 15 906 -257 109 475 -25 115 24 714 -3 514 85 619 -28 049 500 818 21 632 604 116 7 013 31.09.20 change 081 458 -179 261 22 569 -1 133 500 089 187 407 180 880 105 076 114 518 114 518 284 470 77 685 34 739 4 646

CD PROJEKT GROUP - EXPENDITURES ON DEVELOPMENT PROJECTS



CD PROJEKT GROUP - CASH FLOW



TOTAL VALUE OF CASH, DEPOSITS AND T-BONDS DECREASED BY 7 363K PLN IN Q3 AND INCREASED BY 152 643K PLN IN Q1-Q3



CYBERPUNK 2077 GLOBAL RELEASE

10 DECEMBER 2020



