

CD PROJEKT Group Strategy Update

30 March 2021



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CD PROJEKT Group

CD PROJEKT RED®	909 Com G
Since 2002	Sir
Game development and publishing	Digita
~900 team members	~200 te
Primary focus on AAA RPGs	4100 games

GOG.COM



ince 2008

Since 2018

al distribution

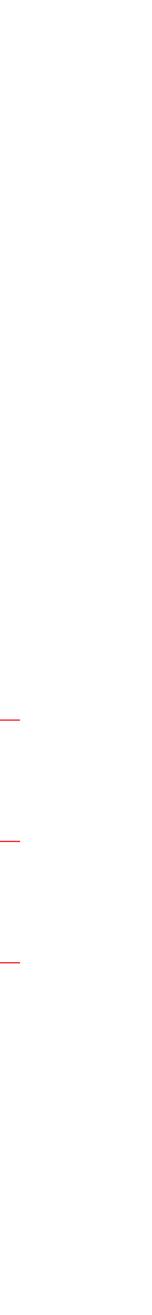
Mobile game development

team members

4100 games from 600 suppliers

~50 team members

Primary focus on AAA mobile experiences



4



Masterful storytelling



Direct connection to gamers

Our Core Strengths



Established and recognizable studio



Two unique franchises



Engaged community



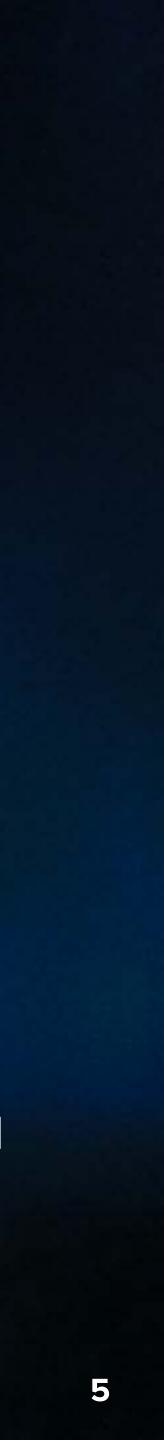
Online digital storefront



World-class publishing



Accumulated cash and resources







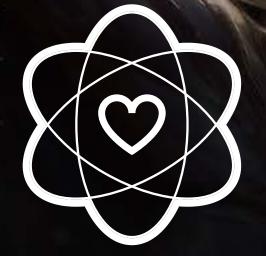
Mission

To create revolutionary story-driven RPGs, which go straight to the hearts of gamers from around the world

To be counted among the world's top three video game developers

To ensure a lasting place for our brands in the global popular culture

Mission and Values



Core values

Quality as our top priority

Passionate team as our greatest strength

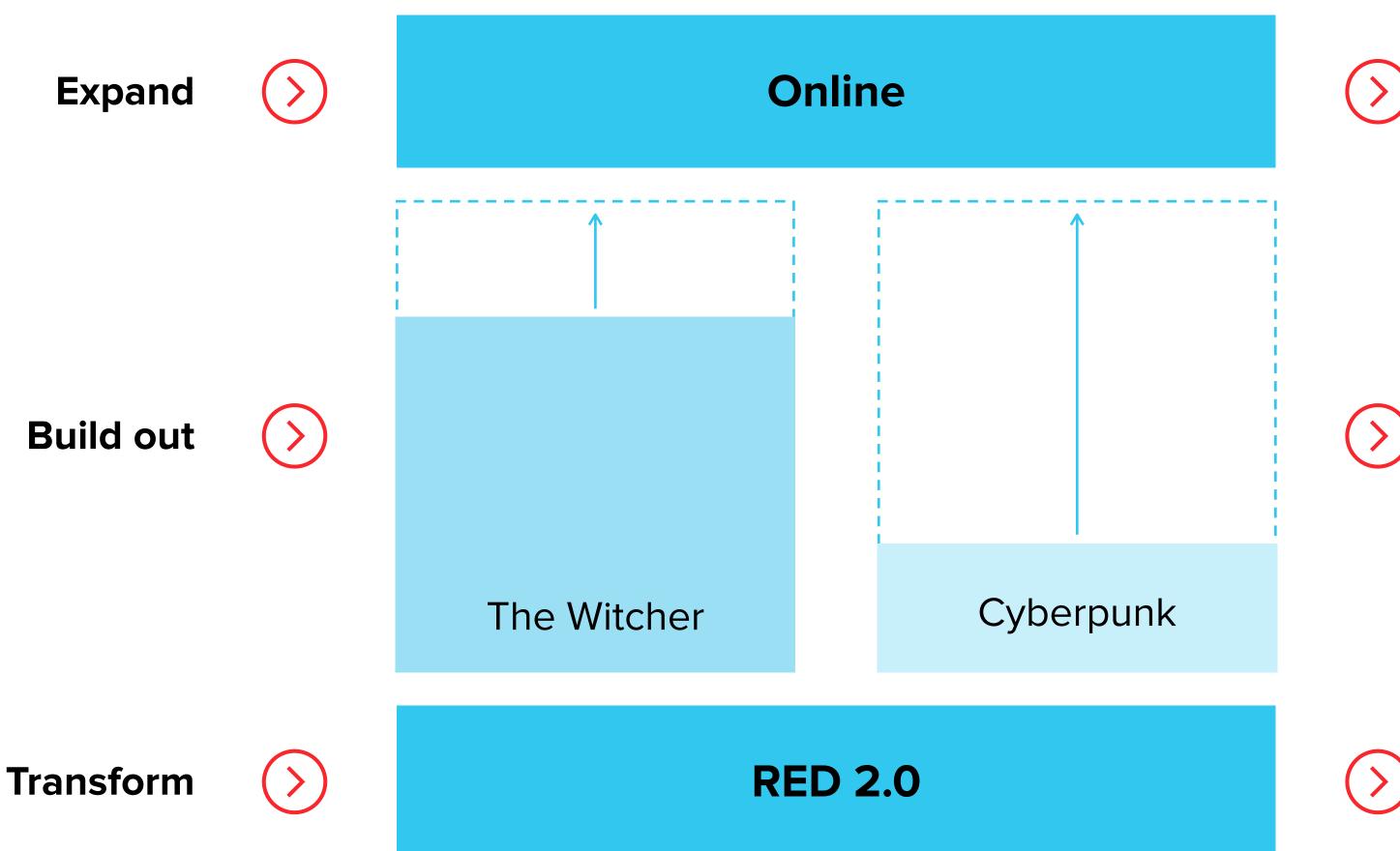
Tolerance, fairness and openness at our heart

Independence

Gamer-centric approach



CD PROJEKT Strategic Development Framework



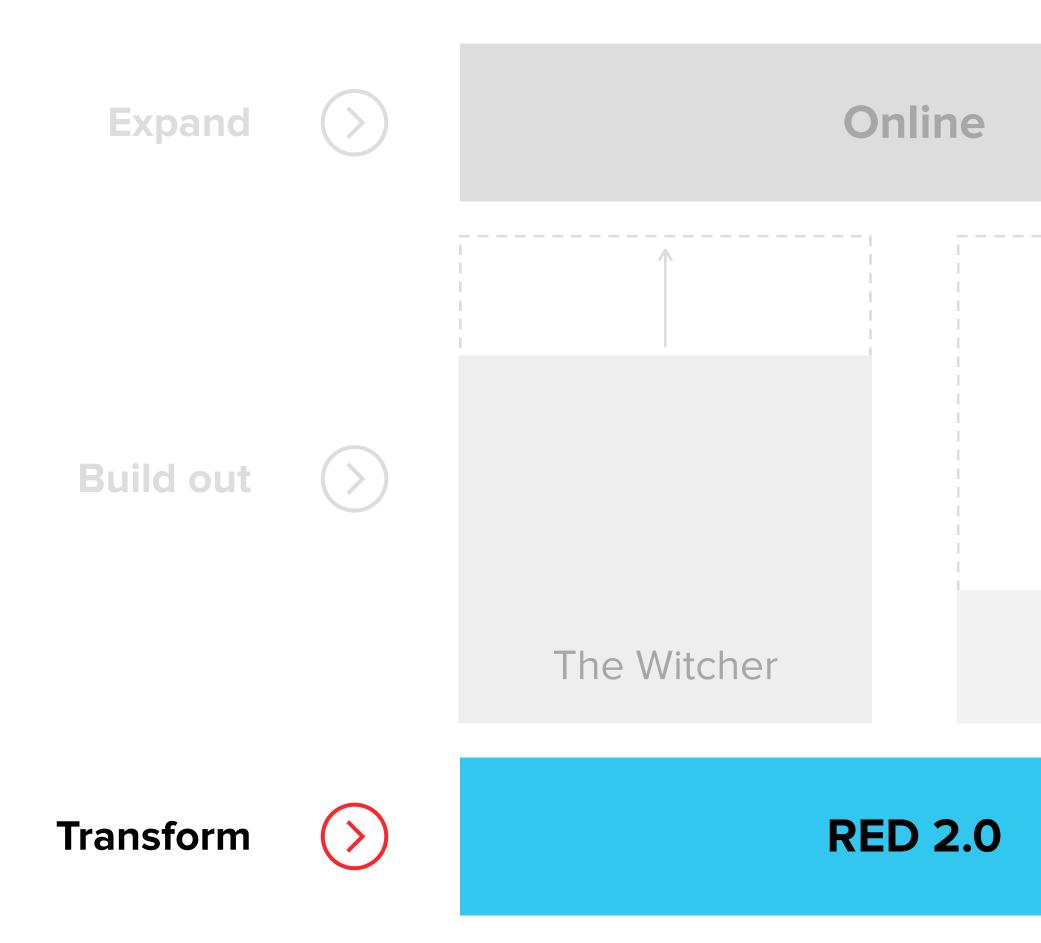
Online experience enriching our IPs. Gaming community built around GOG GALAXY

Franchise value creation through core gaming extensions (e.g. mobile), and partnerships (e.g. TV series, merchandise)

Parallel AAA game development by growing production throughput



CD PROJEKT Strategic Development Framework





Online experience enriching our IPs. Gaming community built around GOG GALAXY

Franchise value creation through core gaming extensions (e.g. mobile), and partnerships (e.g. TV series, merchandise)

Cyberpunk



Parallel AAA game development by growing production throughput



RED 2.0: Transforming and Powering Up for Growth





Scaling up our talent pool

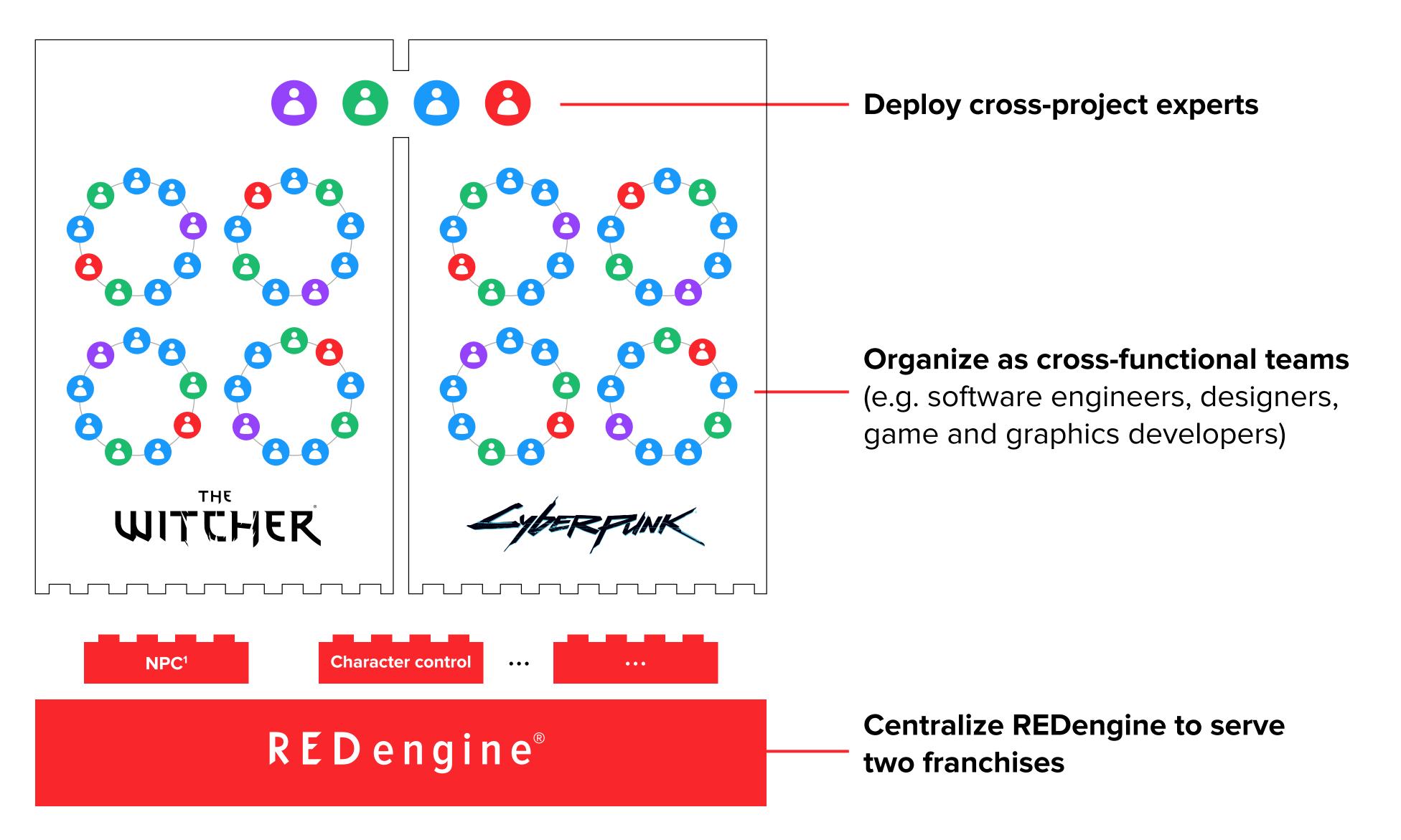
Streamlining development process

Securing the quality of upcoming AAA content

Growing production throughput to enable parallel AAA game development



Transforming Development Process



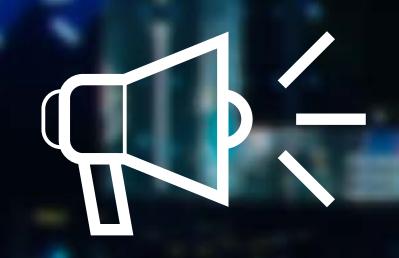
¹ Non-player character



Parallel AAA Development to Start in 2022



Changing the Way we Communicate our Work



Marketing and PR campaigns will start closer to the actual launch

However, new projects might still be teased early on



Game communication will focus on more polished footage and demos

Moreover, showcases will be conducted on all platforms



Patches and updates

Free DLCs¹

Next Gen update

¹ DLC – small additional content

Roadmap Update – 2021

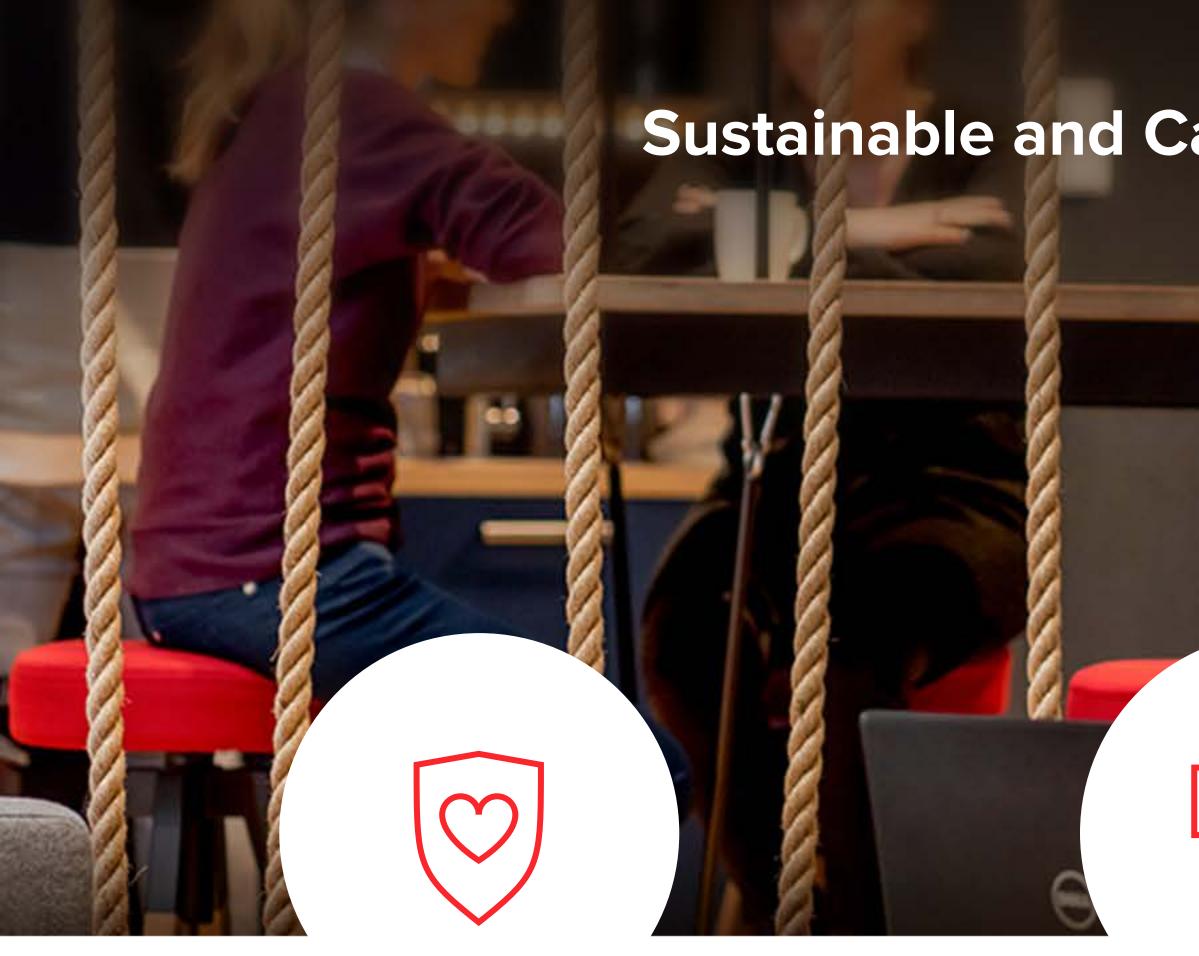
The Witcher: Monster Slayer

TH

The Witcher 3: Next Gen update

Further development of GWENT





Comfortable

Inclusiveness and diversity

Well-being

Bilateral internal communication

Barrierless environment

Sustainable and Caring Work Environment

Open

Empowering

Ambitious projects

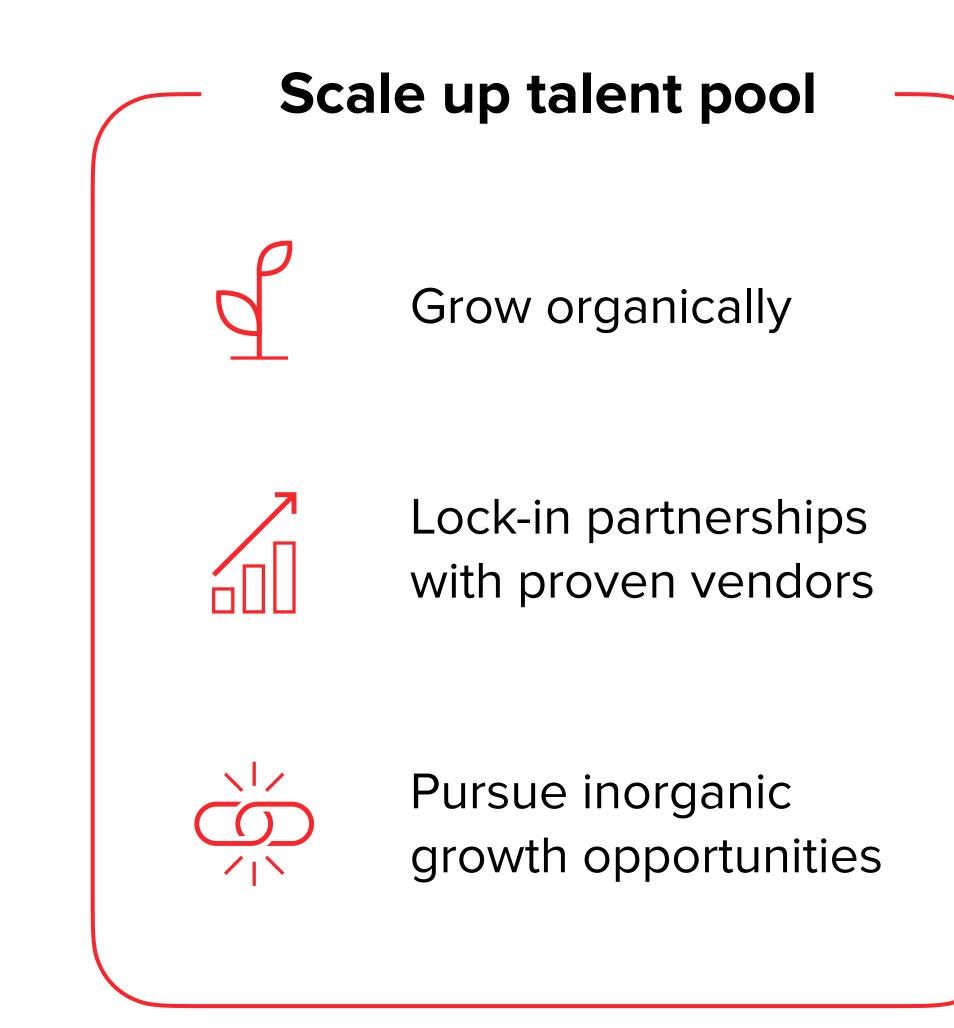
Personal development







Increased Focus on Talent





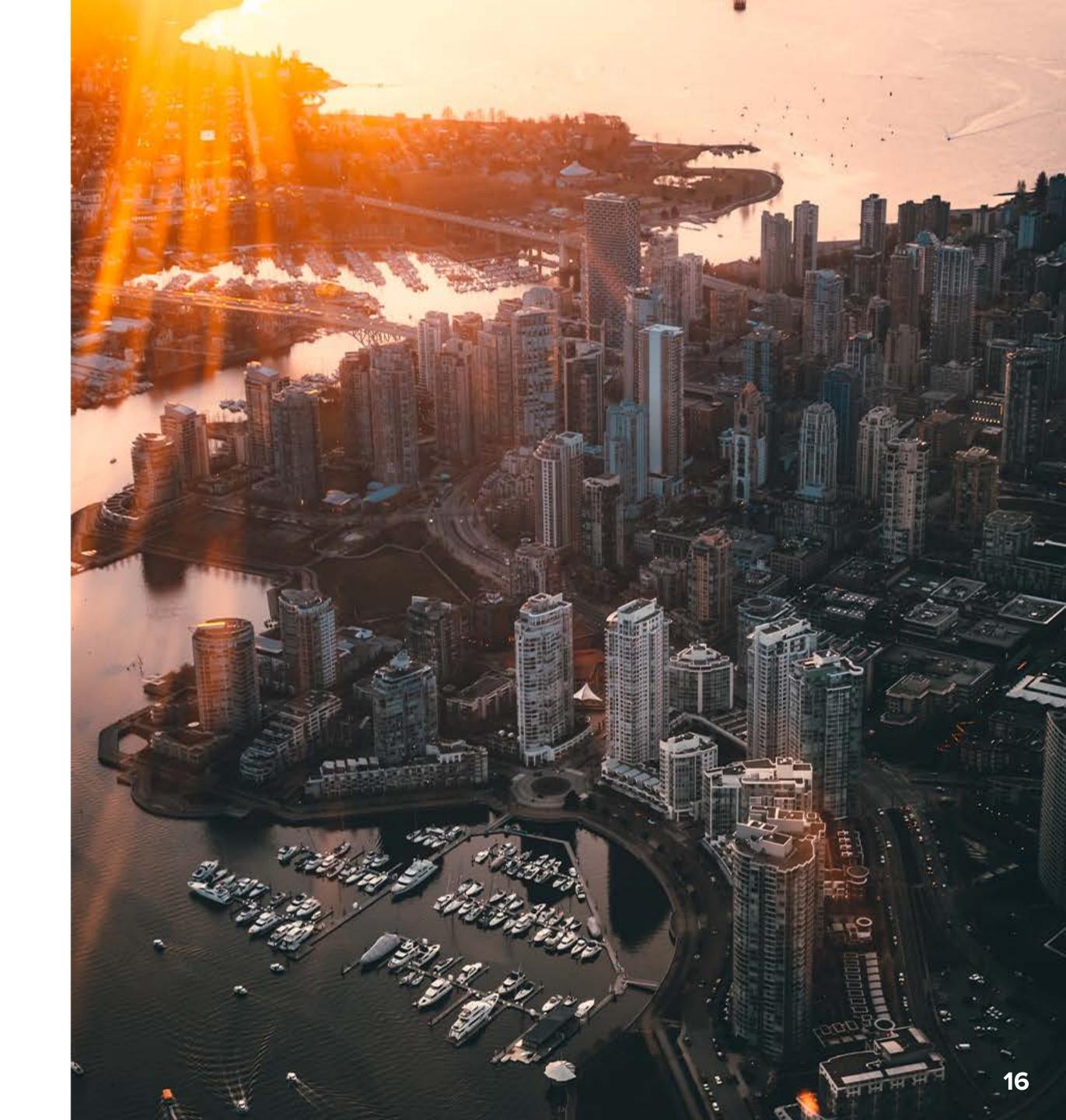
Actively on the Lookout for M&A Opportunities



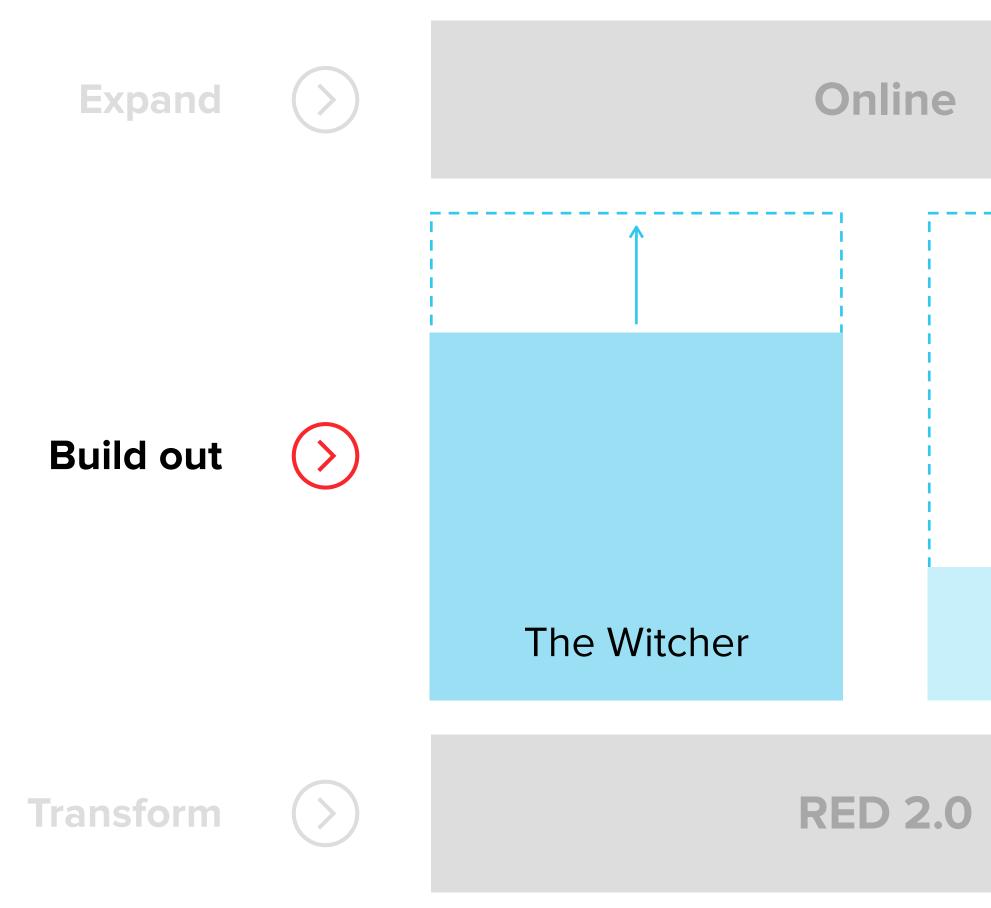
We have just signed investment term sheet with Digital Scapes

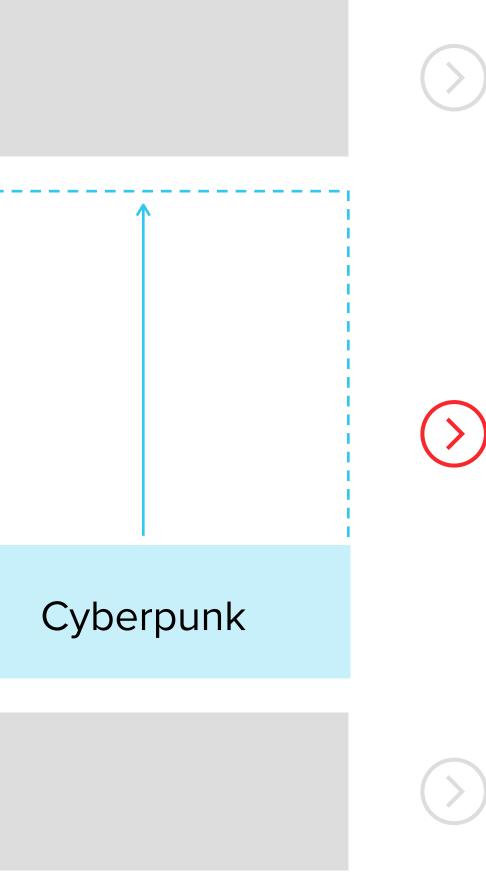
Based in Vancouver, Canada

Trusted partner with skilled industry veterans



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Online experience enriching our IPs. Gaming community built around GOG GALAXY

Franchise value creation through core gaming extensions (e.g. mobile), and partnerships (e.g. TV series, merchandise)

Parallel AAA game development by growing production throughput



Extending the Reach of Our RPGs

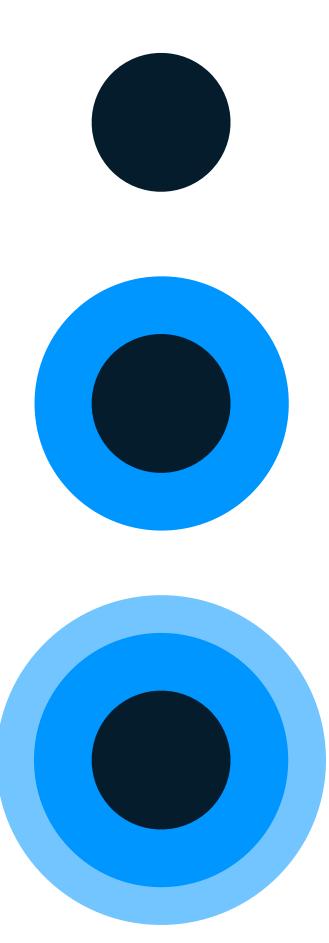
THE WITCHER®



Pure **RPG**

RPG with **action** elements

RPG with **action** and **shooter** elements





Building Broader Franchises Based on Our Core

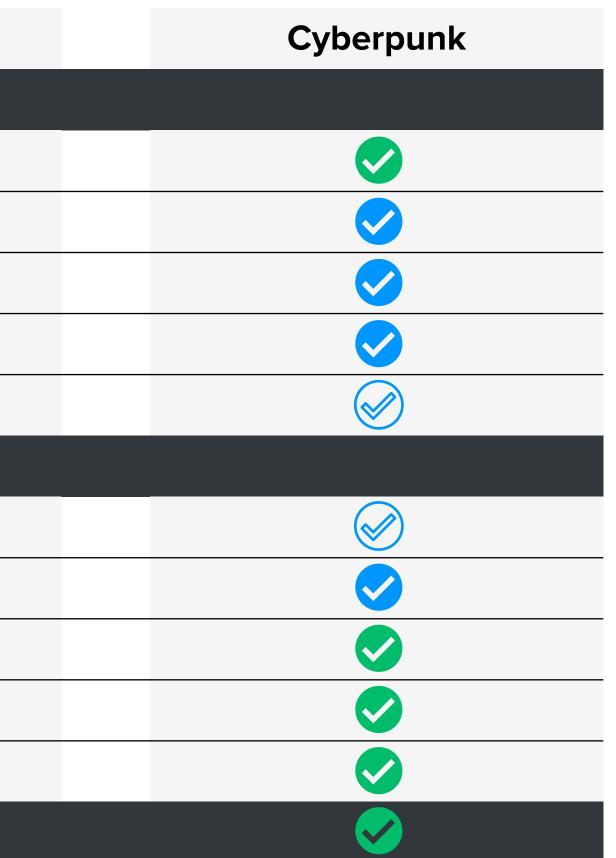
🗸 Available now

✓ In the pipeline

Or Long-term consideration

The Witcher

Gaming Single player game Core Next Gen Expansions Online experience Mobile Content * Live action Adjacencies * Anime Music * Books Comics Merchandise



Selected franchise expansion examples

- Release of The Witcher:
 Monster Slayer AR mobile
 game
- Cyberpunk: EDGERUNNERS –
 CD PROJEKT RED and Studio
 Trigger anime to be aired on
 Netflix
- Increased offer on merchandise of toys, gadgets, comics and apparel





Actively Managing The Witcher Franchise Flywheel

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⊘→⊘

Create and release incremental gaming content





Expand into broader entertainment (e.g. TV series, music, merchandise) and co-ops with brands





Develop world-class AAA RPGs







Provide players with memorable experience

50+ Million units sold of The Witcher saga



Flywheel **Effect Brings** Exponential Financial **Benefits**, as **Proven by The Witcher**

5(0) Million units sold of The Witcher saga

Annual revenues at game release

The Witcher

The Witcher 2 The Witcher 3 + expansions







Cyberpunk Flywheel Will Build on The Witcher Experiences

Create and release incremental gaming content

Expand into broader entertainment

(e.g. TV series, music, merchandise) and co-ops with brands





Develop world-class AAA RPGs

Updates and free DLCs¹ in 2021

Next Gen release and free Next Gen update in H2 2021

Expansions in progress

Addition of online elements

Provide players with memorable experience

> **13 Million** games sold at launch

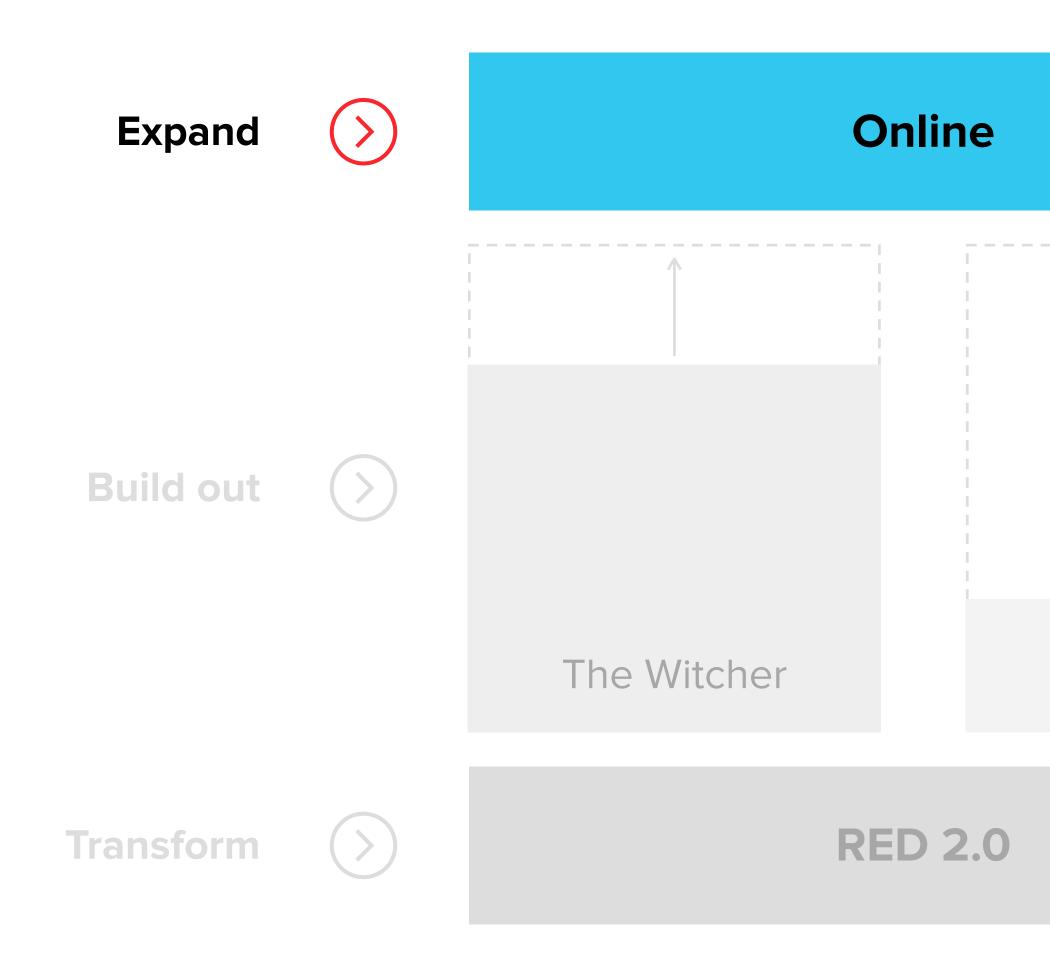
¹ DLC – small additional content







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Parallel AAA game development by growing production throughput



Going Online with Paced Approach

Online gaming is essential to grow all our franchises

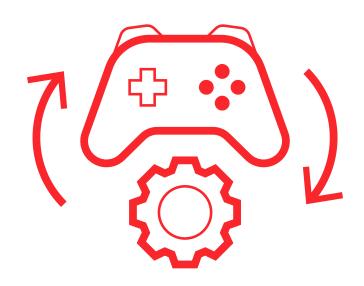




Embed compelling and enriching online experiences into our upcoming games

Games





Community

Create GOG GALAXY--powered communities and connections with players within, across and beyond our games **Tech & Expertise**

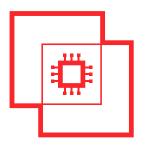
Develop technologies and expertise in sync with our new online philosophy



Thoughtful Financial Management



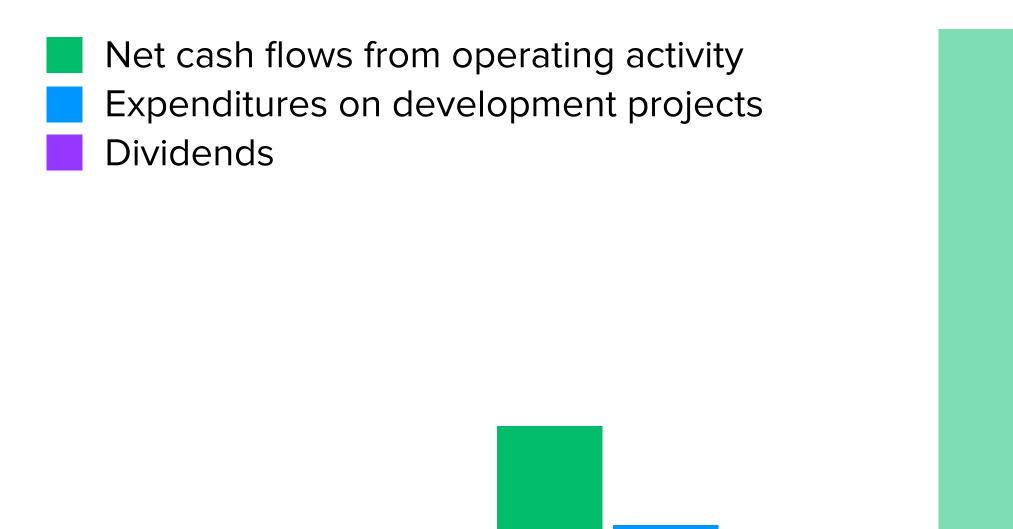
Self-financed development and strong financial backbone

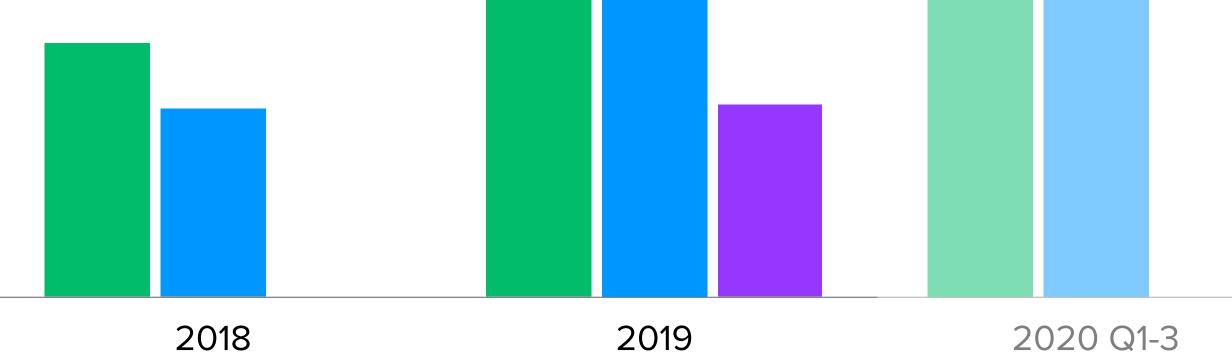


M&A to bolster tech capabilities



Shareholder payouts when viable









From

Focus on AAA RPG

Single-player

Sequential IP development

Waterfall development

AAA game-focused

Quality-focused

Our Transformation Journey

То

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Genre-blending with AAA RPG core

Single-player + online experience

Parallel IP development

Agile delivery

AAA + broad IP ecosystem (mobile, beyond gaming)

Team- and quality-focused



CD PROJEKT Group Strategy Update: Key Takeaways



Expanded focus on team building, talent growth and technical excellency Clear strategic goals to expand IP and reinvent ways of working

Watch the video presenting CD PROJEKT Group Strategy Update





Strong financial backbone securing future development

