

CD PROJEKT looks back at 2020

In 2020 the CD PROJEKT Group posted over 2.1 billion in sales revenues – a more than fourfold increase over the preceding year. This dynamic growth is primarily due to the December release of Cyberpunk 2077 – the largest game in CD PROJEKT RED’s history, which sold over 13.7 million copies by the end of 2020.

- The past year was an especially busy period for us, culminating in the release of the largest project in the 26-year history of CD PROJEKT. Owing to great effort on the part of the entire team, we managed to introduce a new franchise to the market. However, as for the release itself – clearly not everything went according to plan. This was a huge lesson for us, one we will never forget – but I believe now is the time to look to the future. We remain ambitious and we are giving it our all to bring Cyberpunk to a level where everyone can fully enjoy the game, regardless of platform – says Adam Kiciński, President and Joint CEO of the CD PROJEKT Group.

The Group’s consolidated net profit in 2020 was 1 154 million PLN, having increased more than sixfold since the preceding year. While the bulk of this result is attributable to the CD PROJEKT RED segment, GOG.com also posted record-breaking earnings. Thanks to a strong fourth quarter, assisted by the release of Cyberpunk 2077, the segment generated nearly 344 million PLN in sales revenues and more than 20 million PLN in net profit.

Games from The Witcher series enjoyed another very successful year, with strong sales across the board.

- The Witcher 3 had the second best year in its history with regard to the number of copies sold – it had only done better during its release year, which was nearly 6 years ago. In 2020 the cumulative number of The Witcher 3 copies sold topped 30 million, while the entire trilogy sold over 50 million copies – remarks Piotr Nielubowicz, Vice President and CFO of CD PROJEKT.

The Witcher and Cyberpunk represent two major franchises within which CD PROJEKT will develop new projects over the coming years. Both are regarded as pillars of the Company’s further growth, and represent a major focus of its Strategy Update, published in March.

- We are convinced that the changes we’re introducing will enhance our efficiency and allow us to achieve the goals we have set for ourselves. There’s no shortage of motivation; we also feel strong support on the part of the team, which is very encouraging – says Adam Kiciński.

- In addition to further updates to Cyberpunk and free DLCs, in the second half of the year we plan to release dedicated next-gen console editions of both Cyberpunk and The Witcher 3. In addition, we’re approaching the release of The Witcher: Monster Slayer, a location-based augmented reality mobile game. And of course we continue to work on other projects which will bear fruit in later years – adds Piotr Nielubowicz.

The full financial statement of the CD PROJEKT Group can be found at <https://www.cdprojekt.com/en/investors/result-center/>.