

CD PROJEKT looks back at the first half of 2024

In the first half of 2024 CD PROJEKT carried on with its development work on upcoming releases, while engaging in activities which support sales of previously published games. The Company is gearing up to begin the full-fledged production phase of project Polaris – the first instalment in the new Witcher saga.

- Work on Polaris is progressing – its development team is nearing a major milestone which will mark the end of the preproduction phase. The first half of the year was also a busy period for our Boston studio, which is laying the groundwork for Project Orion – a new game set in the Cyberpunk universe – says Michał Nowakowski, Joint CEO of CD PROJEKT.

In May the Studio released REDkit – a modding tool for *The Witcher 3: Wild Hunt*, enabling users to create their own adventures in the world of Geralt of Rivia.

- It's been several months since our dev tools were released to gamers, and there's already a slew of interesting modding projects out there. We are happy to see the engagement of the gaming community, which is eager to share its ideas, bringing new strength to The Witcher 3 – a game set to celebrate its 10th anniversary next year – remarks Michał Nowakowski.

The revenues of the CD PROJEKT Group in the first half of 2024 amounted to 425 million PLN, driven chiefly by sales of *Cyberpunk 2077* and its expansion - *Phantom Liberty*. The Group posted 170 million PLN in consolidated net profit.

- In addition to strong financial results, which – in terms of net profit – outperformed the comparative period by nearly 90% - in H1 2024 we also noted an increase in our financial reserves. Despite having paid out almost 100 million PLN in a dividend, and allocating over 150 million PLN to new projects, our reserves nevertheless grew by more than 55 million PLN – notes Piotr Nielubowicz, CFO of CD PROJEKT.

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