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CD PROJEKT®

MANAGEMENT BOARD REPORT
ON THE ACTIVITIES OF THE CD PROJEKT GROUP
FOR THE PERIOD BETWEEN
1 JANUARY AND 30 JUNE 2025

This English language translation has been prepared solely for the convenience of English-speaking readers. Despite all the efforts devoted to this translation, certain discrepancies, omissions or approximations may exist. In case of any differences between the Polish and the English versions, the Polish version shall prevail.

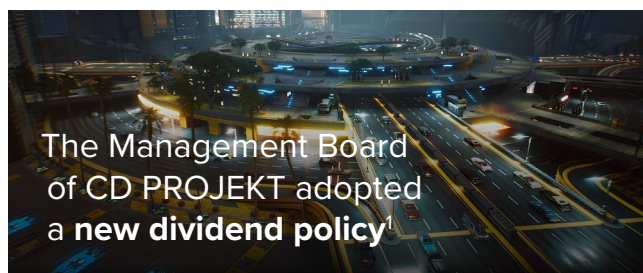
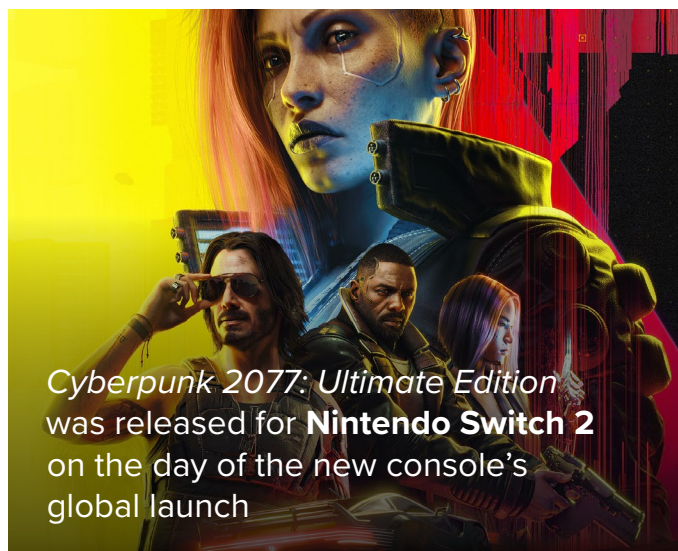
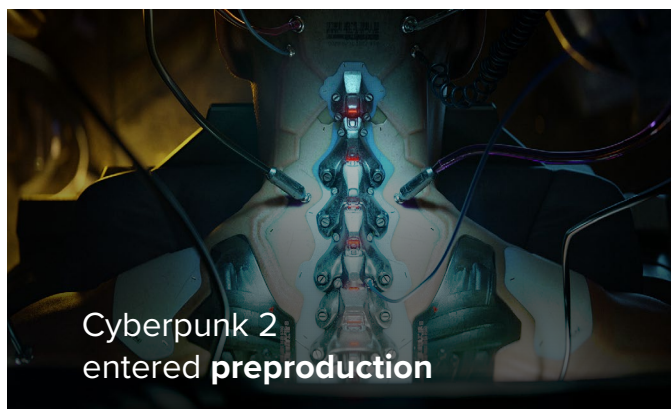
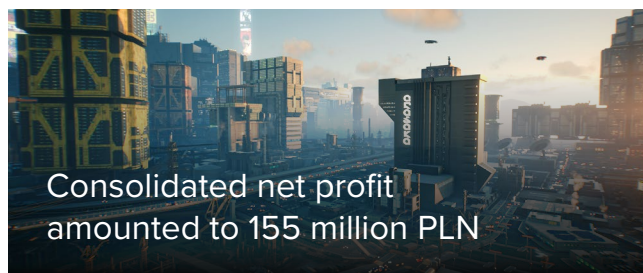
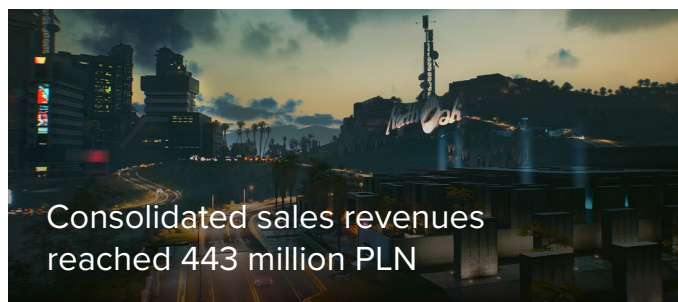
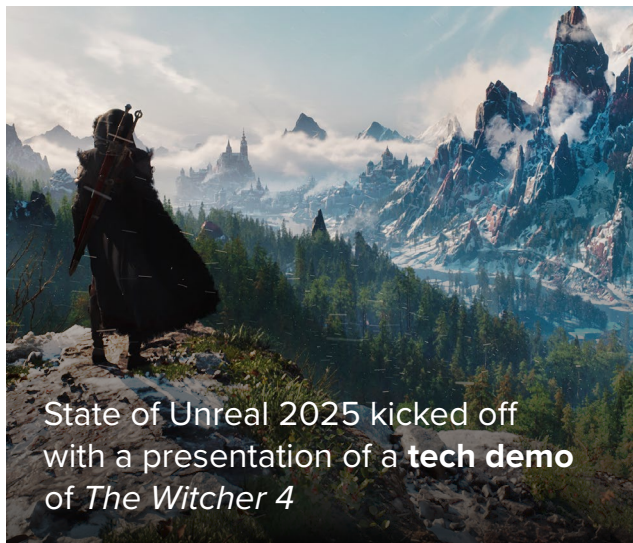
CD PROJEKT, its representatives and employees decline all responsibility in this regard. The Management Board report on the activities of the CD PROJEKT Group for the period between 1 January and 30 June 2025 has been prepared in compliance with § 71 of the Finance Minister's Regulation of 6 June 2025 concerning current and periodic information published by issuers of securities, and the conditions for recognizing as equivalent the information required under the laws of a non-member state ("the Regulation"). This document, along with the Semiannual Condensed Financial Statement of the CD PROJEKT Group for the period between 1 January and 30 June 2025, comprises the Consolidated Semiannual Report of the CD PROJEKT Group.

This Management Board report on the activities of the CD PROJEKT Group for the period between 1 January and 30 June 2025, in its key aspects contains information related to the separate financial statement of CD PROJEKT S.A. Due to the fact that the activities and separate financial statement of CD PROJEKT S.A. have a dominant influence on the activities and consolidated financial statement of the CD PROJEKT Group as a whole, information presented in subsequent sections of this report will refer to consolidated financial statement of the Group, whose scope covers the activities and financial result of CD PROJEKT S.A.

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The CD PROJEKT Group in the first half of 2025



¹ The new dividend policy applies to dividends covering the financial year 2025 and subsequent years

² Dividend record date: 30 June 2025; dividend payment date: 9 July 2025



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BRIEF OUTLINE OF THE CD PROJEKT GROUP

Activity profile

CD PROJEKT S.A. (also referred to as CD PROJEKT, the Company or us), headquartered in Warsaw, is the parent company of the CD PROJEKT Group. CD PROJEKT is listed on the Warsaw Stock Exchange (ISIN: PLOPTTC00011) and contributes to the WIG20 index, which brings together 20 of the largest and most liquid companies on the market.

The CD PROJEKT Group focuses on two areas of activity: development and publishing of world-class video games and managing the Group's franchises (carried out in the framework of the CD PROJEKT RED dev studio), and digital distribution of video games (carried out via the GOG.com platform).



Further information about the Group's core activities, including a description of its business segments, can be found in the section titled *Activities of the CD PROJEKT Group*.

Our mission and values



We create revolutionary role-playing games
with memorable stories
that inspire gamers

OUR VALUES:



Be ambitious



Set the goal
and persevere



Be honest
with everyone
at all times



Be kind
and respectful
to all around you



Always remember
about gamers

Our brands and product portfolio

CD PROJEKT carries out its activities in the framework of two flagship franchises – *The Witcher* and *Cyberpunk*.

The *Witcher* video game series, set in a dark fantasy world, follows the adventures of Geralt of Rivia – a professional monster hunter. Games from this series have so far sold over 75 million copies, and received more than 1 000 awards and accolades.

The Witcher – the first game in the *Witcher* trilogy – launched on the PC in 2007, and was followed by the second installment, *The Witcher 2: Assassins of Kings*, released in 2011 (PC) and 2012 (Xbox 360) respectively. *The Witcher 3: Wild Hunt* appeared in 2015 on the PC, PlayStation 4 and Xbox One, and in 2019 on Nintendo Switch. In 2022 the game was revamped to run on PlayStation 5, Xbox Series X|S and top-spec gaming PCs. Altogether, *The Witcher 3: Wild Hunt* received 250 Game of the Year awards, and sold more than 60 million copies. Games from the *Witcher* franchise are set in a universe created by Andrzej Sapkowski through a series of books and short stories.

Cyberpunk 2077 is a role-playing game set in a vibrant technologically advanced open world. Altogether, this game has won over 200 awards and sold more than 30 million copies. On 26 September 2023, we released *Phantom Liberty* – an expansion for *Cyberpunk 2077* which tells a spy-thriller story. The *Cyberpunk 2077* universe is also the setting for the acclaimed *Cyberpunk: Edgerunners* anime series, co-developed by CD PROJEKT RED and studio TRIGGER, and available on Netflix. The *Cyberpunk* universe is rooted in the *Cyberpunk 2020* tabletop RPG system created by Mike Pondsmith.

In the case of *The Witcher* and *Cyberpunk* the IP rights acquired by CD PROJEKT S.A. goes beyond video games. This enables us to progressively expand our portfolio with additional tie-in products where players can engage with our worlds in ways other than through gameplay. It also increases the recognition and power of our franchises.

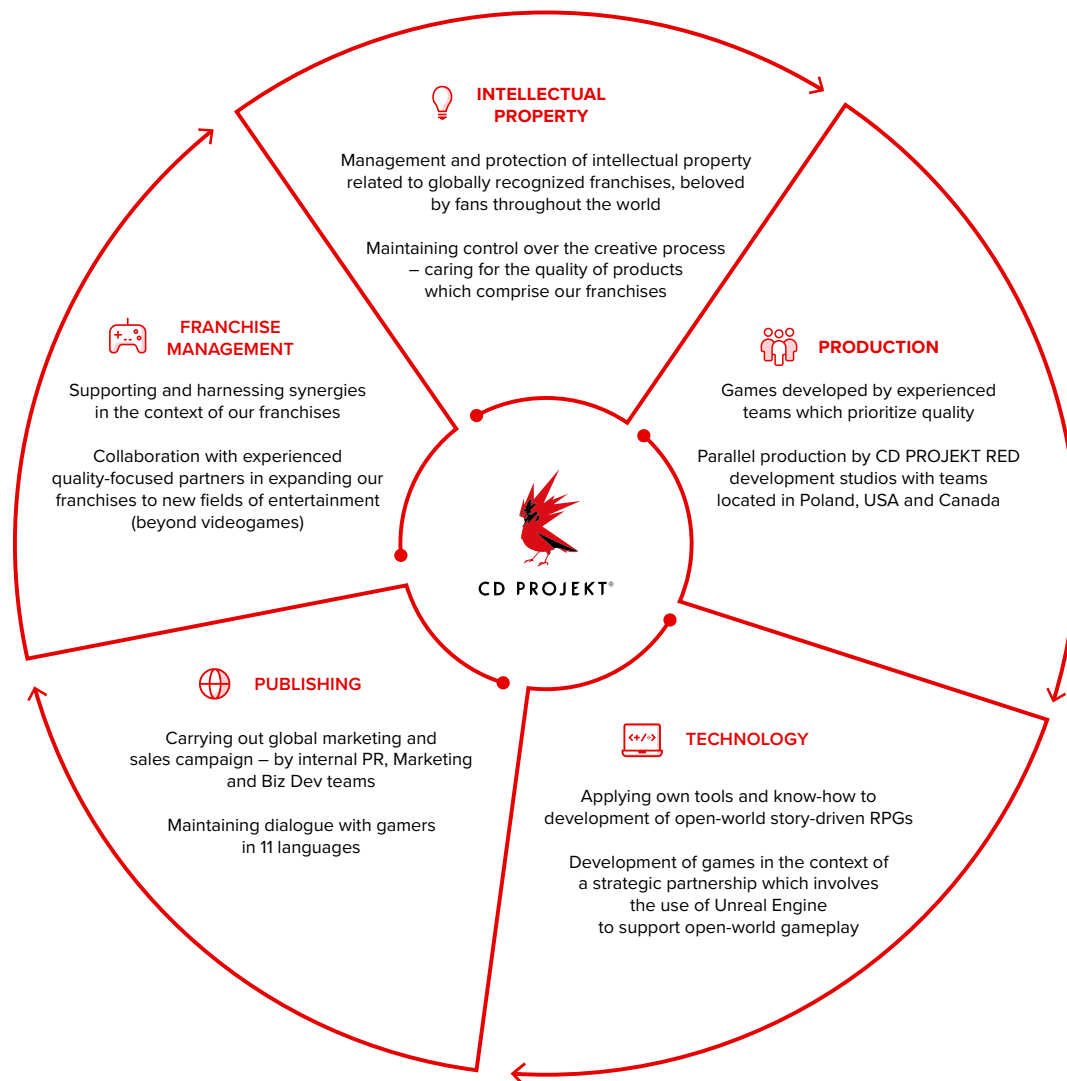


Business model

Our ambition is to create revolutionary role-playing games with unforgettable storylines that inspire gamers. This goal is critically dependent on maintaining independence (including in financial matters), which, in turn, facilitates artistic and creative freedom, and allows us to undertake bold business decisions.

To ensure top quality of products offered to players, our business model envisions maintaining control over key aspects related to the creation and sale of video games. This applies to IP rights, production processes, technologies, publishing and management of CD PROJEKT's franchises.

Chart 1 CD PROJEKT Group business model



Business strategy

In the framework of its strategy adopted in 2022, in the coming years the CD PROJEKT RED studio intends to focus on:

1. Creating revolutionary role-playing games, by developing and publishing the following releases:
 - A new *Witcher* trilogy, the first installment of which is *The Witcher 4* (formerly codenamed Polaris);
 - *Cyberpunk 2* (second game in the *Cyberpunk* franchise, formerly codenamed Orion);
 - Project Sirius – a game with multiplayer features set in *The Witcher* universe;
 - *The Witcher Remake* – a retelling of the first part of *The Witcher*, developed with the use of modern technologies, in collaboration with Fool's Theory.

In addition, CD PROJEKT RED is carrying out internal conceptual work on the third proprietary IP codenamed Hadar.

2. Implementing the *franchise flywheel* concept, which involves developing an ecosystem of mutually supporting products, rooted in the potential of the Studio's franchises.
3. Progressive enrichment of our franchise ecosystem with games offering multiplayer features.



Further information about the CD PROJEKT Group's strategy can be found in the *CD PROJEKT Group Long Term Strategic Growth Outlook* document, in the *Strategy Update: Long-term Product Outlook* presentation, and in the *CD PROJEKT Group Strategy Update: Long-term Product Outlook* video presentation.

In addition to flagship projects listed in the Strategy, the studio also engages in work on other unannounced projects which augment the *franchise flywheel concept*. These include game projects, along with various initiatives which match the broad definition of digital entertainment, and will be publicized once the Company has verified their commercial potential or launched the corresponding information campaigns.

Achieving the Group's ambitious business goals depends, among others, on its commitment to increasing team engagement by shaping a robust, healthy organizational culture based on mutual respect and observance of legal and ethical standards while promoting continuous talent development. Our initiatives, rooted in the five ambitions, support our plan to ensure sustainability at the CD PROJEKT Group and contribute to long-term increases in its value.

SUSTAINABILITY AMBITIONS:



Provoke reflection through the memorable stories



Be a company people want to be a part of



Continue the green transformation on our campus and beyond



Build relationships based on trust and transparency



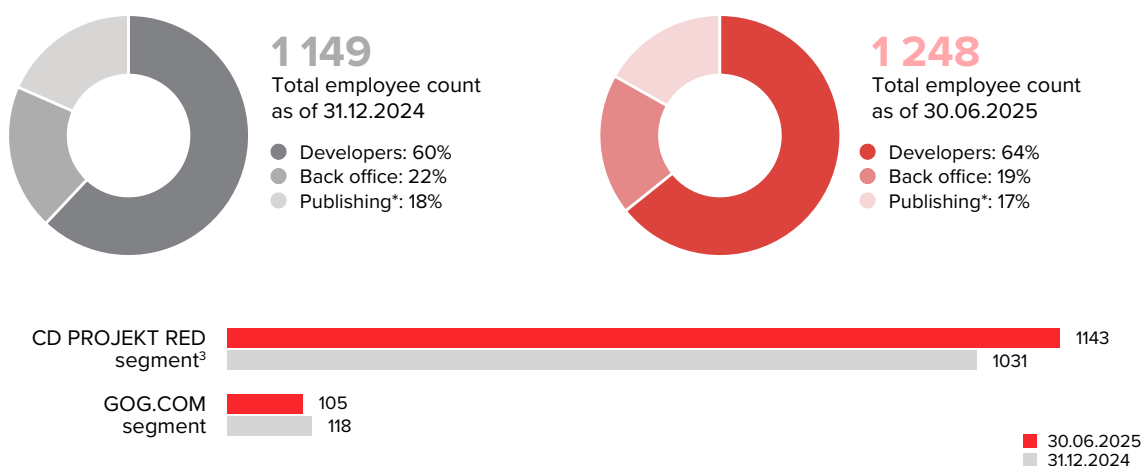
Use our resources and competencies to support others

Our team

Achieving ambitious strategic goals requires us to build a team which brings together top specialists in the field. We employ people for whom games are a passion, and who are committed to delivering top-quality world-class products and services. Their talent, engagement, motivation and creativity are the foundation upon which our long-term strategic success is built.

As of 30 June 2025 the Group employed 1 248 persons, including 802 developers as well as 210 and 236 members of the publishing and back office teams respectively. At the end of the first half of 2025 92% of our workforce were employed at companies which comprise the CD PROJEKT RED segment³, with GOG.COM making up the remaining 8%.

Chart 2 Employment structure at the CD PROJEKT Group at the end of 2024 and at the end of H1 2025



*The Publishing branch comprises, among others, Marketing, PR, Business Development, Customer Relations and Game Releases teams.



Further information about our team and our approach to managing employee-related affairs can be found in the *CD PROJEKT Group Sustainability Statement for 2024*, which is part of the *CD PROJEKT Group Management Board report for 2024*, in the section devoted to social affairs.

³ i.e. CD PROJEKT S.A., CD PROJEKT RED Inc., CD PROJEKT RED Canada Ltd.

CD PROJEKT's global presence

The headquarters of CD PROJEKT S.A. and GOG sp. z o.o. are both located in Warsaw. The CD PROJEKT RED studio has hubs in Warsaw and Boston. Additional development teams, affiliated with respective hubs, operate in Kraków, Wrocław and Vancouver.

Map 1 CD PROJEKT Group around the world





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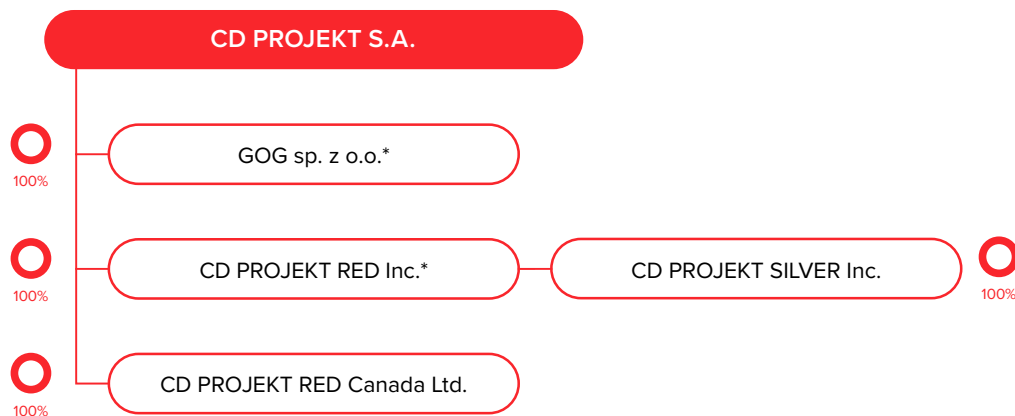
ACTIVITIES OF THE CD PROJEKT GROUP

Activities of the CD PROJEKT Group

ORGANIZATIONAL STRUCTURE OF THE CD PROJEKT GROUP

As of 30 June 2025, the CD PROJEKT Group consisted of the parent entity – CD PROJEKT S.A. – and four subsidiaries: GOG sp. z o.o., CD PROJEKT RED Inc., CD PROJEKT RED Canada Ltd. and CD PROJEKT SILVER Inc.

Chart 3 CD PROJEKT Group at the end of H1 2025 (capital and voting share)



* Consolidated companies; More information is available in the *Semiannual Condensed Financial Statement of the CD PROJEKT Group for the period between 1 January and 30 June 2025*

Table 1 Basic activity profile of each member company of the CD PROJEKT Group as of 30 June 2025

Company	Scope of activity
CD PROJEKT S.A.	CD PROJEKT S.A. acts as the holding company, coordinating the activities of the CD PROJEKT Group. Its principal scope of activity, carried out through the CD PROJEKT RED studio, involves developing and publishing video games as well as tie-in products.
GOG sp. z o.o.	This company carries out global distribution of videogames through online channels.
CD PROJEKT RED Inc.	This company coordinates development work on Cyberpunk 2 and Sirius, and participates in publishing and promotional activities focused on CD PROJEKT Group products.
CD PROJEKT RED Canada Ltd. ⁴	The company coordinates development in the framework of the CD PROJEKT RED studio.
CD PROJEKT SILVER Inc.	This company participates in developing entertainment products tied to CD PROJEKT brands.

⁴ until 30 December 2024 this company operated under the name CD PROJEKT RED Vancouver Studio Ltd.

CHANGES IN THE STRUCTURE AND ORGANIZATION OF THE CD PROJEKT GROUP

On 21 March 2025 the share capital of CD PROJEKT RED Inc. was increased by 708 thousand USD, to 8 628 thousand USD. The increased value of existing shares was fully paid up in cash by the parent Company. The aim of this capital increase was to facilitate remittance of the first installment of the payment for 100 000 shares of The Molasses Flood LLC, the ownership of which, pursuant to agreements concluded with its minority shareholders on 12 and 18 March 2025, respectively, was transferred to CD PROJEKT RED Inc. on 31 March 2025. As a result, CD PROJEKT RED Inc. became the owner of 100% (i.e. 550 000) shares of the aforementioned company. The intent of the Board of Directors of CD PROJEKT RED Inc. was to proceed with a merger between The Molasses Flood LLC as the target company, and its sole partner – CD PROJEKT RED Inc. as the surviving company. This merger was formally registered on 1 April 2025. Under the applicable legal regulations, CD PROJEKT RED Inc. therefore entered into all rights and obligations previously appertaining to The Molasses Flood. The merger was carried out in accordance with US law.

The goal of the merger was to further integrate The Molasses Flood team and its ongoing tasks with the structures and development processes in force at the CD PROJEKT RED studio, as well as to streamline the structure of the Group.



Description of activity segments of the CD PROJEKT Group

CD PROJEKT RED

Target and scope of business activity

Activities within this segment focus on the Company's franchises – *The Witcher* and *Cyberpunk* – and involve the following:

- developing and publishing video games;
- coordinating promotion, distribution and sales of own products;
- managing the Group's franchises and IP rights;
- collaborating with external partners in the scope of creating, selling, licensing or publishing tie-in products based on the Group's franchises.

Sales of CD PROJEKT RED games are carried out under the following core business models:

- sales of territorial distribution rights (for box and digital editions), settled post factum on the basis of monthly or quarterly sales reports / licensing reports submitted by the Company's business partners;
- supplies of physical box editions to the Company's business partners for retail resale.

Digital distribution agreements concluded by the Company are typically settled in monthly cycles, while distribution of physical videogame editions follows quarterly reporting cycles. Depending on the specific partner or contract, the Company also collects licensing reports – these are submitted 30, 45 or 60 days following the end of each reporting period (typically each month or quarter).

Business partners and suppliers

Within the CD PROJEKT RED activity segment, the Group carries out active distribution of its games for various hardware platforms, through leading digital distribution platforms (e.g. Steam, PlayStation Store, Xbox Games Store, Epic Games Store, Nintendo, Apple App Store, Google Play and Humble Bundle, along with its own proprietary GOG.com platform) as well as traditional distribution channels, in cooperation with leading global distributors (such as BANDAI NAMCO Entertainment Europe S.A.S., U&I Entertainment, Epicsoft Asia PTE LTD, Bandai Namco Entertainment Australia PTY LTD, Cenega S.A., Spike Chunsoft Co., Ltd., GEEKAY, H2 and ZamZam).

In the first half of 2025 CD PROJEKT RED sales to two clients – Valve Corporation and Sony Interactive Entertainment – exceeded 10% of the Group's consolidated sales revenues and totaled 173 042 thousand PLN and 78 606 thousand PLN respectively (39.1% and 17.7% of the Group's sales revenues respectively). These clients are not affiliated with CD PROJEKT S.A. or any of its subsidiaries. None of the other clients exceeded the 10% threshold for consolidated sales of the CD PROJEKT Group.

The videogame development process relies on certain bought-in tools and technical solutions; however, these do not result in significant concentration of supply. No CD PROJEKT RED supplier accounted for more than 10% of the consolidated revenues of the Group in the first half of 2025.

GOG.COM

Target and scope of business activity

Activities carried out in this segment focus on digital distribution of selected video games for the PC and for the macOS and Linux operating systems, carried out via the Company's proprietary GOG.com storefront and the GOG GALAXY application.

Among the key differences between GOG and its competition is our focus on ensuring that single-player games are distributed in the DRM-free model. In addition, GOG.com ensures compatibility with current versions of MS Windows, macOS and popular distributions of Linux for games available on these systems.

As of the publication date of this report, the GOG.com digital distribution platform offers over 11 thousand products from more than 1 500 partners. This includes both timeless classics and fresh releases from such well-known brands as Sony, Bethesda, Disney, Electronic Arts, Ubisoft, Capcom, Konami and Warner Bros. The Group also uses GOG.com to market its own products directly to end users – this includes games set in *The Witcher* universe, as well as *Cyberpunk 2077* together with its expansion – *Phantom Liberty*.

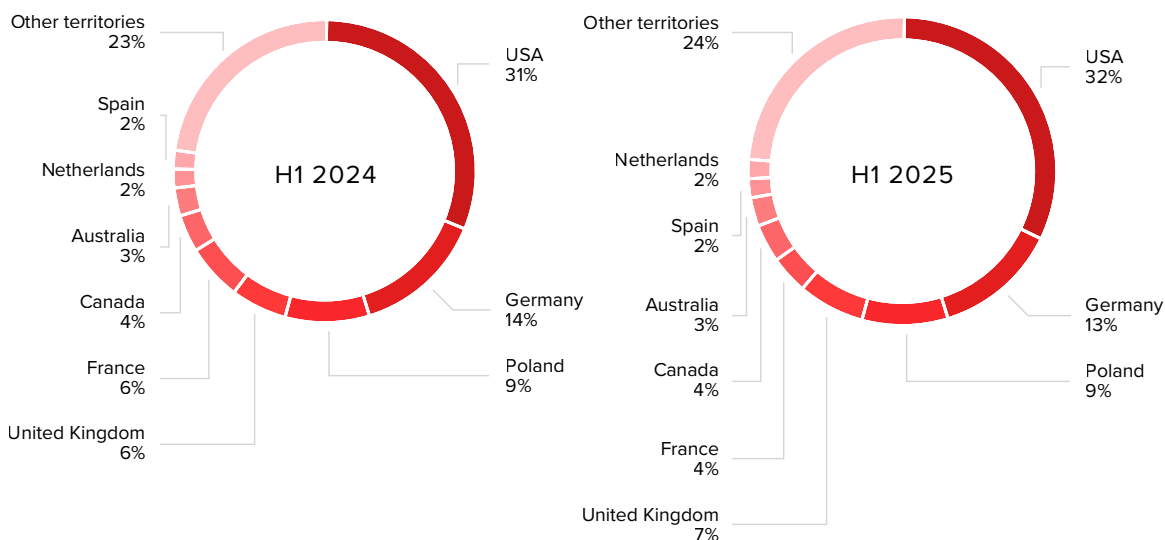
Payments collected by GOG sp. z o.o. from customers are split with the Company's suppliers as agreed upon in distribution contracts. Typical contracts require the Company to submit sales reports to its suppliers in monthly or quarterly cycles, not later than 30 days following the close of the given reporting period.

In the first half of 2025 the GOG.com platform was offered in English, French, German, Russian, Chinese and Polish – this includes full website and game localizations, as well as integration with locally popular payment channels (accepting payments in sixteen currencies).

Suppliers and clients

GOG sp. z o.o. markets games via online channels directly to millions of individual users worldwide. As such, the segment does not have key clients in the usual sense of the term.

Chart 4 Sales of products and goods by GOG.com in H1 2024 and H1 2025, by territory



In terms of territorial breakdown, GOG.com sales in H1 2025 followed the pattern established in the preceding years. During this period the largest group of customers came from the United States (32%), followed by Germany (13%), Poland (9%) and the United Kingdom (7%).

As of the end of H1 2025 no single supplier in the GOG.COM segment accounted for more than 10% of the Group's consolidated revenues.

Brief description of the Issuer's significant accomplishments and shortcomings in the first half of 2025, along with a list of key events

In June 2025 we took part in the State of Unreal 2025 conference, during which we presented to-date outcomes of strategic collaboration with Epic Games. The event opened with a tech demo of *The Witcher 4*, where we showcased Unreal Engine 5 technologies and tools used in the creation of the game, to a live global audience of over 1.1 million spectators.

In 2025 we announced that the *Cyberpunk 2* team commenced preproduction. During this period we also carried out work on *Cyberpunk 2077: Ultimate Edition* for Mac devices equipped with Apple processors, leading up to a July 2025 release.

An important highlight of the first half of 2025 was the release of *Cyberpunk 2077: Ultimate Edition* for Nintendo Switch 2, which took place on June 5, coinciding with the console's global launch. The game was well received by gamers and gaming media alike. In the first weeks following release it occupied high places on bestseller lists, ranking among the top third-party games (i.e. non-Nintendo releases) for that platform.

To further support our *franchise flywheel* strategic development concept, in the first half of 2025 we announced a strategic partnership with Scopely, the objective of which is to develop a game based on one of our franchises. We also carried out parallel work on a live action project, as well as on *Cyberpunk: Edgerunners 2* – another part of the anime series set in the *Cyberpunk* universe.

During the reporting period GOG focused on implementing its new development strategy, including on its core project called the GOG Preservation Program.

SUMMARY OF OTHER IMPORTANT PRODUCT-RELATED AND MARKETING EVENTS AT THE CD PROJEKT GROUP

CD PROJEKT RED

On 21 January CD PROJEKT announced a global concert tour – *The Witcher in Concert* – which kicked off at Gamescom 2025 in Cologne (20 August). Altogether, over 50 concerts have thus far been announced as part of the tour, spanning Europe, North America and Asia. The tour is linked to our celebrations of the tenth anniversary of *The Witcher 3: Wild Hunt*, which took place on 19 May.

On 25 March, at a conference summarizing the CD PROJEKT Group's 2024 earnings, the Company announced that one of the unannounced projects underway at CD PROJEKT RED was being developed in collaboration with Fool's Theory.

On 28 May, at the CD PROJEKT Group's Q1 2025 earnings call, the Company announced the following:

- *The Witcher 3: Wild Hunt* had sold over 60 million copies since its release, generating – together with its expansions, i.e. *Hearts of Stone* and *Blood and Wine* – over 2.4 billion PLN in revenues;
- Over 10 million copies of the *Phantom Liberty* expansion had been sold.

GOG.COM

On 18 June GOG introduced a new program whereby platform users may voluntarily become involved in our efforts to preserve classic games, maintaining their playability.

In the first half of 2025 the GOG.com catalogue was expanded, among others, with releases such as *Dino Crisis*, *Dino Crisis 2*, *Kingdom Come: Deliverance II*, *Breath of Fire IV*, *DOOM (2016)*, *Tomb Raider IV-VI Remastered*, *Devil May Cry 4 Special Edition*, *Devil May Cry HD Collection*, *System Shock 2: 25th Anniversary Remaster* and *Silent Hill 2*.

During the reporting period major promotional events on GOG.com included seasonal sale campaigns – the Spring Sale and the Summer Sale. The latter provided an opportunity to purchase over 8 thousand games at bargain prices. The GOG team also organized other promotional activities, including a wide range of genre-specific sales focusing, among others, on storyline-rich games, horror games, strategy games or pixel art games.

Other notable product and marketing events occurring after the end of the reporting period

On 4-5 July, at Anime Expo in Los Angeles, CD PROJEKT announced that it was collaborating with studio TRIGGER on *Cyberpunk: Edgerunners 2* – a fresh installment in the cult anime series set in the *Cyberpunk 2077* universe. The reveal was accompanied, among others, by the series' first teaser trailer.

On 9 July *Cyberpunk 2077* joined the PlayStation Plus game catalogue. As a result, PlayStation Plus Extra and Premium subscribers may now enjoy the base edition of *Cyberpunk 2077* on PlayStation 4 or PlayStation 5 free of any additional charges.

On 17 July CD PROJEKT released *Cyberpunk 2077: Ultimate Edition* on Mac devices equipped with Apple processors and at least 16GB of unified RAM. The edition consists of the base game and the *Phantom Liberty* expansion. Players may now take advantage of advanced features such as ray tracing, frame interpolation or HDR support on Apple XDR displays.

SUMMARY OF KEY CORPORATE EVENTS

On 8 January, at a meeting of the CD PROJEKT S.A. Supervisory Board:

- Adam Kiciński and Marcin Iwiński were appointed Chairs of the Supervisory Board for its new term, and, consequently, they are both referred to as Co-Chairs of the Supervisory Board;
- David Gardner was appointed Deputy Chair of the Supervisory Board for its new term;
- A new Audit Committee was established, with the following composition: Agnieszka Słomka-Gołębiowska, Beata Cichocka Tylman and Adam Kiciński. The Audit Committee is chaired by Agnieszka Słomka-Gołębiowska.

On 15 January 2025, the Management Board adopted a resolution approving the CD PROJEKT S.A. Dividend Policy applicable to dividends for the financial year 2025 and subsequent years.



Further information about the CD PROJEKT S.A. Dividend Policy is provided in Current Report no. 3/2025.

On 1 April the merger between The Molasses Flood LLC as the target company and CD PROJEKT RED Inc. as the surviving company was officially registered. This process was described in more detail in the section titled *Organizational structure of the CD PROJEKT Group* above.

On 7 May the Management Board of the Company recommended that an amount of 99 910 510.00 PLN from the profit obtained in 2024 be allocated towards a dividend at 1 PLN per Company share. The recommendation also suggested transferring the remaining portion of the divisible net profit for the previous year, at 370 762 147.32 PLN, to the Company's reserve capital. On 20 May the Supervisory Board of the Company endorsed the Management Board's recommendation, and, subsequently, on 23 June the Ordinary General Meeting of the Company voted to allocate profit as proposed in the recommendation, with the dividend record date set to 30 June and the dividend payment date set to 9 July.

On 7 May the Management Board of the Company voted to allow exercise of some or all entitlements assigned to participants of the first stage of Incentive Program A for 2023-2027 by extending an offer to the aforementioned participants to purchase own shares from the Company, and, consequently, to apply to the General Meeting for approval of a share buy-back program linked to the vesting of the first stage of Incentive Program A, whereby in mid-2026 the first group of entitled parties will be able to purchase CD PROJEKT shares at nominal price. On 23 June the Ordinary General Meeting granted the requested authorization to the Management Board to carry out a buy-back program pursuant to terms and conditions listed in Current Report no. 7/2025.

On 23 June an Ordinary General Meeting of CD PROJEKT took place. In addition to standard resolutions related to approval of reports for the preceding financial year, as well as resolutions addressing the above matters, the General Meeting also voted to amend certain resolutions related to Incentive Program B as well as amend the Company Articles.



Further information concerning resolutions adopted by the General Meeting of CD PROJEKT S.A. can be found in Current Report no. 11/2025.

EVENTS FOLLOWING THE BALANCE SHEET DATE

No events which would materially affect the contents of this report occurred after the balance sheet date.

Factors which, in the Issuer's opinion, will affect its financial result in the scope of at least the coming quarter

The CD PROJEKT Group's financial results in the ongoing third quarter of 2025 will be primarily affected by, among others, the following:

- sales of games from the Group's back catalogue, which depend on the effectiveness of promotional and marketing activities, including the success of promotional events carried out on digital distribution platforms;
- one-time payment for inclusion of *Cyberpunk 2077* in the PlayStation Plus catalogue (under the Extra and Premium subscription tiers) beginning on 9 July 2025.

In further quarters, the Group's financial results will continue to depend heavily on sales of back-catalogue games. Other important factors include further ramp-up of development work on ongoing game dev projects (including expansion of the CD PROJEKT RED team in Boston), as well as implementation of additional projects in the framework of the *franchise flywheel* concept.

For the GOG.COM segment, effective implementation and validation of the new strategy, which emphasizes further development of the platform and its community, will remain a key factor.



Further information about key factors affecting the long-term development prospects of the CD PROJEKT Group can be found in the *Management Board report on CD PROJEKT Group activities in 2024*, in the section titled *Key factors relevant for further development of the CD PROJEKT Group*.

Disclosure of seasonal or cyclical activities

CD PROJEKT RED

The revenues and financial result of the CD PROJEKT RED segment are strongly affected by the videogame release schedule. Release frequency depends, among others, on the duration of the production cycle for each game. Games developed by the CD PROJEKT RED segment usually see production cycles of between 3 and 6 years.

Historically, the Studio had focused on a single large development project at a time, with initial conceptual work on a new game occurring before the previous game was complete and ready to be released. Currently, CD PROJEKT carries out parallel development of several games (including in collaboration with external dev teams) and tie-in products. It is anticipated that this will, in the future, lead to shorter intervals between successive releases.

With regard to games which have already been released, their yearly sales breakdown is dependent on the schedule of periodic promotional activities. In most cases, strong sales are reported in the second and fourth quarter, while the first and the third quarter (the latter of which overlaps with the summer vacation season) see weaker sales.

GOG.COM

The digital videogame distribution market, which is the main area of activity of GOG.COM, is characterized by seasonal fluctuations in revenues. On an annual basis, the highest revenues are typically obtained in the fourth quarter while the lowest revenues correspond to the third (vacation) quarter. Sales in Q2 and Q4 are boosted by promotional activities organized in these periods.

Historically, sales realized by GOG.COM have also been significantly affected by the release schedule of CD PROJEKT RED games.

Key threats and risks related to the remaining months of the current financial year

The CD PROJEKT Group is exposed to a range of risks, both financial and non-financial, associated with its operating activities. The goal of risk management at the Company is to ensure proper identification, assessment, analysis and further handling of risks.

Persistent external and internal risk factors which may affect the Group's activities and growth prospects, and are known to the Management Board, are described in the risk management section of the *Management Board Report on CD PROJEKT Group activities in 2024*, while financial risks are detailed in the *Consolidated Financial Statement of the CD PROJEKT Group for 2024*. The Company perceives the risks identified therein as applicable to the remaining months of the current financial year.



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03

RESULTS OF OPERATIONS
OF THE CD PROJEKT GROUP

Discussion of the key economic and financial figures disclosed in the consolidated financial statements

CONSOLIDATED INCOME STATEMENT

Table 2 Consolidated income statement of the CD PROJEKT Group (in PLN thousands)

	01.01.2025- 30.06.2025	01.01.2024- 30.06.2024*	change	change %
Sales revenue	443 039	424 683	18 356	4.3%
Sales of products	339 007	342 829	-3 822	-1.1%
Sales of services	1 169	1 572	-403	-25.6%
Sales of goods for resale and materials	102 863	80 282	22 581	28.1%
Cost of sales of products, services, goods for resale and materials	99 258	112 845	-13 587	-12.0%
Costs of products and services sold	24 140	53 682	-29 542	-55.0%
Cost of goods for resale and materials sold	75 118	59 163	15 955	27.0%
Gross profit/(loss) on sales	343 781	311 838	31 943	10.2%
Selling expenses	77 797	60 875	16 922	27.8%
Administrative expenses, including:	102 306	117 834	-15 528	-13.2%
costs of research projects	17 878	45 918	-28 040	-61.1%
Other operating income	8 275	10 525	-2 250	-21.4%
Other operating expenses	3 743	3 429	314	9.2%
(Impairment)/reversal of impairment of financial instruments	-148	-2	-146	-
Operating profit/(loss)	168 062	140 223	27 839	19.9%
Finance income	76 188	43 465	32 723	75.3%
Finance costs	43 156	8 831	34 325	388.7%
Profit/(loss) before tax	201 094	174 857	26 237	15.0%
Income tax	46 138	4 851	41 287	851.1%
Net profit/(loss)	154 956	170 006	-15 050	-8.9%

* restated data

DESCRIPTION AND ASSESSMENT OF THE FACTORS AND UNUSUAL EVENTS AFFECTING THE RESULTS OF OPERATIONS OF THE CD PROJEKT GROUP IN THE FIRST HALF OF 2025

The strong sales of *Cyberpunk 2077* together with the *Phantom Liberty* expansion and the release of the version of the game for Nintendo Switch 2 consoles, as well as the continuously important sales of *The Witcher 3: Wild Hunt* had the largest impact on the results of the CD PROJEKT Group for the first half of 2025.

With regard to game production, the most significant expenditure on development projects incurred during the reporting period related to *The Witcher 4*, *Cyberpunk 2* and *Sirius* projects which were in the development phase. The largest expenditure incurred on research related to the *Hadar* project.

As part of its investment activities, the Parent Company also executed construction work on the CD PROJEKT campus in Warsaw, including, in particular, the work associated with the final stage of the construction and fitting out the new office building customized to the specific characteristics of the work on game development.

In the first half of 2025, the following unusual events affecting the Group's results of operations occurred:

- in the first quarter of 2025, the Parent Company made adjustments to its estimates of the income tax for prior years totalling PLN 21 847 thousand. The adjustments resulted mainly from adjustments in the accounting treatment of the withholding tax. Given the low materiality of the adjustments in relation to the results of the operations of the relevant periods, the Company decided to recognize the adjustments to the estimated tax in the current period, without adjusting prior periods retrospectively;
- as a result of the registration of a business combination of the previously non-consolidated The Molasses Flood LLC as the acquiree with CD PROJEKT RED Inc. as the acquirer, a number of changes was disclosed in the financial data of the CD PROJEKT RED segment, including, among other things, an increase in the balance of Goodwill, a decrease in the balance of Shares in non-consolidated subordinated entities, and an increase in Property, plant and equipment, Retained earnings and Lease liabilities.

DISCUSSION OF THE CONSOLIDATED INCOME STATEMENT OF THE CD PROJEKT GROUP BY OPERATING SEGMENT

CD PROJEKT RED segment

Table 3 Income statement of the CD PROJEKT RED segment (in PLN thousand)

	01.01.2025- 30.06.2025	01.01.2024- 30.06.2024*	change	change %
Sales revenue	355 442	344 817	10 625	3.1%
Sales of products	336 075	339 667	-3 592	-1.1%
Sales of services	421	1 358	-937	-69.0%
Sales of goods for resale and materials	18 946	3 792	15 154	399.6%
Cost of sales of products, services, goods for resale and materials	37 996	57 026	-19 030	-33.4%
Costs of products and services sold	24 169	53 687	-29 518	-55.0%
Cost of goods for resale and materials sold	13 827	3 339	10 488	314.1%
Gross profit/(loss) on sales	317 446	287 791	29 655	10.3%
Selling expenses	58 675	41 077	17 598	42.8%
Administrative expenses, including:	96 329	113 014	-16 685	-14.8%
costs of research projects	17 878	45 918	-28 040	-61.1%
Other operating income	8 667	9 120	-453	-5.0%
Other operating expenses	3 829	3 654	175	4.8%
(Impairment)/reversal of impairment of financial instruments	-148	-2	-146	-
Operating profit/(loss)	167 132	139 164	27 968	20.1%
Finance income	75 026	39 944	35 082	87.8%
Finance costs	40 295	5 680	34 615	609.4%
Profit/(loss) before tax	201 863	173 428	28 435	16.4%
Income tax	46 028	4 597	41 431	901.3%
Net profit/(loss)	155 835	168 831	-12 996	-7.7%

*restated data

Sales of products had the largest share in the sales revenue of the CD PROJEKT RED segment for the period under review and related primarily to:

- royalties resulting from the sale of *Cyberpunk 2077* and the *Phantom Liberty* expansion (including the version for the Nintendo Switch 2 platform);
- royalties resulting from the sale of *The Witcher 3: Wild Hunt* with *Hearts of Stone* and *Blood and Wine* expansions;
- licence revenue from CD PROJEKT RED studio franchises;
- revenue related to other products of the segment.

In the first half of 2025, **Sales of services** comprised mainly revenue relating to services provided to related entities.

Sales of goods for resale and materials of the CD PROJEKT RED segment in the period discussed comprised mainly revenue from the sale of ready-made physical sets and elements of physical sets of own titles (media, boxes, figurines, gadgets) to distributors.

Total **Sales revenue** for the first half of 2025 was higher than in the comparative period mainly due to the release of *Cyberpunk 2077* with the *Phantom Liberty* expansion on the Nintendo Switch 2 platform in June, recorded, respectively, in **Sales of products** and **Sales of goods for resale and materials** (in the part corresponding to the sale of physical Nintendo Switch 2 cartridges).

The most significant component of the **Cost of products, services, goods for resale and materials sold** of the CD PROJEKT RED segment was the **Cost of products and services sold**, where mainly the cost of amortization of expenditure on development projects (own games manufactured) is presented. In the first quarter of 2025, the balance of the said item was mainly affected by the amortization of the expenditure on *Cyberpunk 2077*, including its expansion *Phantom Liberty* and the Nintendo Switch 2 version. The decrease compared to the first half of 2024 is a result of the segment's adopted plan for a decreasing amortization of its key products and the extension, at the beginning of 2025, of the amortization period for *Cyberpunk 2077* with *Phantom Liberty* and *The Witcher 3: Wild Hunt*, based on an updated estimate of these assets' useful economic lives.

In the first half of 2025, the **Cost of goods for resale and materials sold** comprised mainly the cost of manufacture of physical sets or components of these game sets sold to distributors. The increase in the item corresponds to the costs of ready-made sets of the *Cyberpunk 2077* game release for the Nintendo Switch 2 platform.

The **Cost of sales** of the CD PROJEKT RED segment in the period discussed comprised:

- the cost of promotion and sales support relating to the release of *Cyberpunk 2077* on the Nintendo Switch 2 platform in June;
- the cost of maintenance and updating of the CD PROJEKT RED studio games being sold, mainly those relating to *Cyberpunk 2077*;
- the cost of promotion and sales support of the already published and future products of the studio;
- costs associated with seeking business partners and expanding the franchise product portfolio.

The increase in the Cost of sales compared with the first half of 2024 is mainly due to the promotional costs associated with the release of the *Cyberpunk 2077* and the *Phantom Liberty* expansion on the Nintendo Switch 2 platform.

As part of Administrative expenses in the first half of 2025, the CD PROJEKT RED segment reported:

- fixed remuneration of the back office and management teams and the external costs of third party services classified in this category which, in line with an increase in the employment levels and the scale of operations of the segment's companies, are growing gradually;
- costs of work on the studio's proprietary technologies and future games that are at an early stage of production (the research phase, preceding the development phase and the start of their capitalization as part of **Expenditure on development projects** forming part of **Non-current assets**; as the *Cyberpunk 2* project entered the development phase, these costs decreased materially in relation to the comparative period;
- the cost associated with the functioning of the Incentive Plans A and B which are based on entitlements to the Company's shares.
- performance-related remuneration of the management.

As regards **Other operating income and expenses**, the segment recognized mainly the revenue from the utilization of the tax relief for innovative employees and revenue from services provided to related entities, from the lease of office space in the real estate complex located at ul. Jagiellońska 74 and 76 in Warsaw as well as re-invoicing and the related expenses.

In the first half of 2025, the CD PROJEKT RED segment reported a surplus of **Finance income** over **Finance costs**, consisting mainly of interest on bonds and current bank deposits.

The significantly higher **Income tax** recognized in the income statement and the segment's effective tax rate of 22.8% compared with the comparative period were mainly due to adjustments to the accounting treatment of the withholding tax in the Parent Company. As a result of an error in estimating income tax, withholding tax of PLN 11 082 thousand for 2022 and PLN 14 710 thousand for 2023, refunded in 2024, was deducted incorrectly in the prior years. Due to the materiality in relation to the results of the adjusted periods being low, the Company decided to recognize the adjustments to tax estimates on an ongoing basis, without adjusting the periods retrospectively.

The consolidated **Net profit** of the CD PROJEKT RED segment for the first half of 2025 amounted to PLN 155 835 thousand and was PLN 12 996 thousand (7.7%) lower than in the comparative period.

GOG.COM segment

Table 4 Income statement of the GOG.COM segment (in PLN thousand)

	01.01.2025- 30.06.2025	01.01.2024- 30.06.2024*	change	change %
Sales revenue	94 304	87 669	6 635	7.6%
Sales of products	-	-	-	-
Sales of services	820	306	514	168.0%
Sales of goods for resale and materials	93 484	87 363	6 121	7.0%
Cost of sales of products, services, goods for resale and materials	67 924	63 535	4 389	6.9%
Costs of products and services sold	-	-	-	-
Cost of goods for resale and materials sold	67 924	63 535	4 389	6.9%
Gross profit/(loss) on sales	26 380	24 134	2 246	9.3%
Selling expenses	19 095	19 858	-763	-3.8%
Administrative expenses, including:	6 005	4 865	1 140	23.4%
costs of research projects	-	-	-	-
Other operating income	201	2 081	-1 880	-90.3%
Other operating expenses	471	520	-49	-9.4%
(Impairment)/reversal of impairment of financial instruments	-	-	-	-
Operating profit/(loss)	1 010	972	38	3.9%
Finance income	1 162	3 521	-2 359	-67.0%
Finance costs	2 895	3 211	-316	-9.8%
Profit/(loss) before tax	-723	1 282	-2 005	-
Income tax	83	251	-168	-66.9%
Net profit/(loss)	-806	1 031	-1 837	-

*restated data

The total of **Sales revenue** of the GOG.COM segment comprises mainly **Sales of goods for resale and materials** related to the digital distribution of games from GOG.COM's external suppliers to end customers, carried out via the GOG.com platform and the GOG GALAXY application.

Three seasonal promotions – the New Year Sale, Spring Sale and Summer Sale (taking place partly in July) had the largest impact on the development of sales of goods for resale and materials of the GOG.COM segment in the first half of 2025.

In the first half of 2025, GOG made more classic games available for players to purchase than in the comparative period of the previous year - including but not limited to: *Dino Crisis*, *Dino Crisis 2*, *Breath of Fire IV*, *Doom* (2016) or *Croc Legend of the Gobbos*, as well as long-awaited releases such as *Kingdom Come: Deliverance II* or *Silent Hill 2: Remake*. GOG was also developing a Games Preservation Program which included *Silent Hill 4: Room* (and the titles referred to above such as: *Dino Crisis*, *Dino Crisis 2*, *Breath of Fire IV*). In addition, a continued interest in AAA titles such as *Cyberpunk 2077: Phantom Liberty*, *Baldur's Gate 3* and *Fallout 4* could be noted during the period under review.

The **Cost of sales of services, goods for resale and materials**, which accompany sales directly, increased compared with the comparative period in line with higher revenue.

In the period discussed, **Selling expenses** of the GOG.COM segment decreased slightly compared with the first half of 2024 regardless of an increase in Sales revenue.

Among the **Selling expenses** reported in the GOG.COM segment, the following items have the most significant shares:

- the remuneration of the team responsible for operating, development and promotion of the GOG.COM platform, as well as maintenance and further development of the GOG GALAXY application;
- transaction costs related to the processing of payments on the GOG.com platform;
- the costs of the ICT infrastructure related to making sales;
- the costs of the marketing activities concerning the promotion of the platform and games available on the platform;
- the costs of amortization, including the amortization of completed development projects relating to technologies used for handling sales and servicing GOG's customers.

The main components of the **Administrative expenses** of the GOG.COM segment are the remuneration of the administrative teams, remuneration of the Company's Management Board, as well as amortization costs and the costs of other external services classified in this category. The increase in the level of Administrative Expenses in the period discussed in relation to the comparative period was mainly due to an increase in ongoing remuneration costs, the incentive plan for the management and the amortization of the newly implemented Financial Processing and ERP systems.

In addition, in the period discussed, the segment recorded a decrease in **Other operating income** relating primarily to one-time revenue on the integration of the GOG.com shop with external services in the comparative period.

In the first half of 2025, the GOG.COM segment showed an excess of **Finance costs** over **Finance income**. Finance costs comprised mainly foreign exchange losses on the valuation of items expressed in foreign currencies, and Finance income comprised mainly interest on bank deposits.

Despite generating an **Operating profit** of PLN 1 010 thousand, after taking into account the net finance costs and tax charges, the **Net loss** of the GOG.COM segment for the first half of 2025 amounted to PLN 806 thousand.

Table 5 Net profitability ratio – Alternative Performance Measure

	01.01.2025- 30.06.2025	01.01.2024- 30.06.2024	01.01.2025- 30.06.2025	01.01.2024- 30.06.2024	01.01.2025- 30.06.2025	01.01.2024- 30.06.2024
	CD PROJEKT GROUP		CD PROJEKT RED		GOG.COM	
Net profit margin (Net profit / Sales revenues)	35.0%	40.0%	43.8%	48.9%	-0.9%	1.2%

The Net profitability ratio presents additional information, indicating what part of Sales revenue remains within the enterprise in the form of a Net profit after covering all the costs and tax charges shown in the Income statement. An increase in the value of this ratio means an increase in the effectiveness of the activities carried out, related to the level of the Sales revenue earned. The ratio used is a standard and commonly used measure in financial analysis, and its usefulness was analysed in terms of the information provided to investors on the effectiveness of the activities of the CD PROJEKT Group and its segments.

In the first half of 2025, the Group's Net profitability ratio was 35.0% and was lower than in the corresponding period of the prior year, both on the consolidated basis for the CD PROJEKT Group and on the stand-alone basis for each of the segments.

CONSOLIDATED STATEMENT OF FINANCIAL POSITION OF THE CD PROJEKT GROUP

Table 6 Consolidated statement of financial position of the CD PROJEKT Group (in PLN thousand)

	30.06.2025	31.12.2024*	change	change %
NON-CURRENT ASSETS	1 841 892	1 574 164	267 728	17.0%
Property, plant and equipment	303 117	262 913	40 204	15.3%
Intangible assets	68 317	69 305	-988	-1.4%
Expenditure on development projects	897 726	695 421	202 305	29.1%
Investment properties	31 004	31 670	-666	-2.1%
Goodwill	88 899	56 438	32 461	57.5%
Shares in non-consolidated subordinated entities	10 504	39 453	-28 949	-73.4%
Prepayments and deferred costs	23 558	24 431	-873	-3.6%
Other financial assets	321 129	292 137	28 992	9.9%
Deferred tax assets	97 239	101 989	-4 750	-4.7%
Other receivables	399	407	-8	-2.0%
CURRENT ASSETS	1 352 307	1 468 260	-115 953	-7.9%
Inventories	4 642	1 802	2 840	157.6%
Trade receivables	90 967	167 628	-76 661	-45.7%
Current income tax receivables	-	15 211	-15 211	-100.0%
Other receivables	106 527	69 721	36 806	52.8%
Prepayments and deferred costs	23 097	25 868	-2 771	-10.7%
Other financial assets	569 271	540 620	28 651	5.3%
Bank deposits over 3 months	410 829	522 524	-111 695	-21.4%
Cash and cash equivalents	146 974	124 886	22 088	17.7%
TOTAL ASSETS	3 194 199	3 042 424	151 775	5.0%

* restated data

	30.06.2025	31.12.2024*	change	change %
EQUITY	2 877 876	2 800 667	77 209	2.8%
Share capital	99 911	99 911	0	0.0%
Supplementary capital	2 400 607	2 069 034	331 573	16.0%
Share premium	116 700	116 700	0	0.0%
Other reserves	110 598	49 017	61 581	125.6%
Foreign exchange differences on translation	-4 726	431	-5 157	-
Retained earnings/(Accumulated losses)	-170	-4 300	4 130	-
Net profit/(loss) for the period	154 956	469 874	-314 918	-67.0%
NON-CURRENT LIABILITIES	26 207	22 574	3 633	16.1%
Other financial liabilities	21 414	17 706	3 708	20.9%
Other liabilities	2 154	2 274	-120	-5.3%
Deferred tax provisions	-	67	-67	-100.0%
Deferred income	1 777	1 665	112	6.7%
Provision for retirement and similar benefits	862	862	0	0.0%
CURRENT LIABILITIES	290 116	219 183	70 933	32.4%
Other financial liabilities	6 729	12 408	-5 679	-45.8%
Trade payables	62 122	74 733	-12 611	-16.9%
Current income tax liabilities	6 929	782	6 147	786.1%
Other liabilities	110 514	12 924	97 590	755.1%
Deferred income	29 776	15 175	14 601	96.2%
Provision for retirement and similar benefits	13 319	8 740	4 579	52.4%
Other provisions	60 727	94 421	-33 694	-35.7%
TOTAL EQUITY AND LIABILITIES	3 194 199	3 042 424	151 775	5.0%

* restated data

DISCUSSION OF THE CONSOLIDATED STATEMENT OF FINANCIAL POSITION OF THE CD PROJEKT GROUP

Assets

The item **Expenditure on development projects**, in which the Group recognizes expenditure on the development of new products and technologies, incurred and deferred, had the largest share in the value of the Group's **Non-current assets** as at 30 June 2025, as well as the greatest impact on the increase in the balance thereof. An increase in the item discussed is mainly due to the expenditure incurred by the CD PROJEKT RED segment on the production of future games in an advanced development phase (mainly *The Witcher 4*, *Cyberpunk 2* and *Sirius*) in an amount higher than the amortization of the productions completed (mainly *Cyberpunk 2077* including the *Phantom Liberty* expansion and *The Witcher 3: Wild Hunt*).

The balance of **Property, plant and equipment** primarily consists of:

- expenditure on the construction work on the CD PROJEKT campus in Warsaw (Assets under construction), which had the most material impact on increasing the value of Property, plant and equipment in the period under review;
- the value of the real estate complex at ul. Jagiellońska 74 and 76 (Buildings and structures and Land), the recognized part thereof being the part to be used by the CD PROJEKT Group for its own purposes;
- plant and machinery, where the Group recognizes, among other things, computers, servers and other electronic devices used in its activities;
- assets in respect of the right of use of leased office space (with the adequate value of Other financial liabilities in respect of concluded contracts on the lease of space being recognized on the Equity and liabilities side at the same time).

The most significant items recognized in **Intangible assets** are mainly the value of the CD PROJEKT corporate brand and the The Witcher trademark, as well as the value of the copyright and computer software held by the Group. The value of the item did not change materially in 2025.

The increase in the balance of **Goodwill** of the CD PROJEKT Group in the first half of 2025 is due to the business combination of the previously non-consolidated company The Molasses Flood LLC, as the acquiree, with CD PROJEKT RED Inc. as the acquirer on 1 April 2025. Moreover, the item discussed is composed of amounts resulting from accounting for the merger of the parent company with the CDP Investment Group on 30 April 2010 (arising on CD PROJEKT Red Sp. z o.o.) and accounting for the acquisition of a development studio located in Wrocław by CD PROJEKT S.A. from Strange New Things sp. z o.o. sp. k. on 18 May 2018.

The balance of **Investment properties** consists of the values of the properties at ul. Jagiellońska 74 and ul. Jagiellońska 76, the parts thereof classified as earmarked for lease.

The value of **Shares in non-consolidated subordinated entities** comprises shares in CD PROJEKT RED Vancouver Studio Ltd. and CD PROJEKT SILVER Inc. The decrease in the balance in the period discussed is due to the business combination of the previously non-consolidated company The Molasses Flood LLC, as the acquiree, with CD PROJEKT RED Inc. as the acquirer on 1 April 2025.

The value of **Inventories** as at the end of the first half of 2025 consists mainly of ready-made physical sets and elements of physical sets of the editions of games of own production intended for CD PROJEKT RED's external distributors, and the increase in the balance of the item is associated with the production of ready-made sets of the *Cyberpunk 2077* game for Nintendo Switch 2 consoles.

The consolidated balance of **Trade receivables** decreased in the period discussed mainly due to the inflow of royalties obtained in the CD PROJEKT RED segment in the fourth quarter of 2024.

The balance of the Group's **Other receivables** as at 30 June 2025 comprises mainly advances for suppliers and security deposits, receivables in respect of the withholding tax deducted by foreign recipients of the licences granted by the CD PROJEKT RED segment, VAT settlements, settlements with the Social Insurance Institution (ZUS).

The consolidated value of the current and non-current **Prepayments and deferred costs** recognized as at the end of the analysed period and a decrease in these balances was mainly affected by the amount of the so-called minimum guarantees, i.e. advances and prepayments made by GOG to its suppliers towards fees for the distribution of games offered on the GOG.com platform, not recognized in the income statement by the balance sheet date. In addition, the item includes, among other things, deferred fees for software, licences and rights and deferred prepayments related to services.

The consolidated balance of current and non-current **Other financial assets** as at the end of June 2025 comprises primarily the value of domestic and foreign Treasury bonds purchased by CD PROJEKT S.A. to diversify credit risk, including the measurement of derivative financial instruments securing the value of bonds in foreign currencies.

The total value of financial reserves in the form of **Cash and cash equivalents, Bank deposits over 3 months** and liquid financial assets in the form of purchased Treasury bonds (recognized in total in current and non-current Other financial assets) held by the Group as at 30 June 2025 amounted to PLN 1 426 772 thousand and decreased by PLN 45 262 thousand during the first half of 2025.

Non-current assets accounted for 57.7% and Current assets for 42.3% of the total assets of the CD PROJEKT Group as at the end of June 2024.

Equity and liabilities

As at 30 June 2025, the CD PROJEKT Group's **equity** amounted to PLN 2 877 876 and increased by PLN 77 209 thousand compared with the end of 2024. The increase in equity resulting mainly from the net profit earned for the first half of the year and the costs of the incentive plan exceeded the reduction resulting from the dividend for 2024 of PLN 99 910 thousand approved by the General Meeting of the Company (paid on 9 July).

In current and non-current **Other financial liabilities**, the Group recognizes mainly the measurement of derivative financial instruments hedging the foreign exchange risk of bonds in foreign currencies, liabilities in respect of the perpetual usufruct of land at the Jagiellońska 74 and Jagiellońska 76 complexes in Warsaw, and liabilities in respect of the concluded contracts for the lease of office space.

The balance of the Group's **Trade payables** comprised current trade payables of the CD PROJEKT RED segment and liabilities of the GOG.COM segment in respect of payments for the last period of sales to service providers and the so-called minimum guarantees contracted for new titles of the GOG.com platform.

The increase in **Other liabilities** in the first half of 2025 was due to the liability in respect of the dividend approved by the Company's General Meeting on 23 June 2025 and paid on 9 July 2025. In addition, the balance of the item was affected by the Group's liabilities in respect of social security, VAT and future services.

In **Deferred income** (current and non-current) as at the end of June 2025, the Group's segments recognized mainly:

- CD PROJEKT RED – advances towards royalties related to pre-sale and sale in future periods, including the so-called minimum guarantees from publishers and distribution partners; the increase in the balance was due to minimum guarantees relating to sales of the *Cyberpunk 2077* game, including the version for Nintendo Switch 2;
- GOG.COM – deferred income relating to the company's customers (the GOG Portfolio);
- CD PROJEKT RED – deferred income concerning subsidies;
- GOG.com – the value of pre-orders for games with release dates in future periods, placed by customers.

The balance of current and non-current **Provisions for retirement and similar benefits** includes primarily a holiday pay provision in the CD PROJEKT RED segment.

A decrease in the balance of **Other provisions** (current and non-current) of the CD PROJEKT Group resulted mainly from a decrease in provisions for performance-related remuneration in the CD PROJEKT RED segment related to the payment of bonuses dependent on the results for 2024 in the period discussed. It also includes provisions for external services costs, remuneration dependent on the current year's result and other costs.

In the Equity and liabilities of the CD PROJEKT Group as at 30 June 2025, Equity represented 90.1%, whereas Current and Non-current liabilities represented 9.9%.

The consolidated statement of financial position by business segment of the Group is contained in the *Interim condensed consolidated financial statements of the CD PROJEKT Group for the period from 1 January to 30 June 2025*.

CONSOLIDATED STATEMENT OF CASH FLOWS OF THE CD PROJEKT GROUP

Table 7 Consolidated statement of cash flows of the CD PROJEKT Group (in PLN thousand)

	01.01.2025- 30.06.2025	01.01.2024- 30.06.2024
OPERATING ACTIVITIES		
Net profit/(loss)	154 956	170 006
Total adjustments:	61 402	102 248
Depreciation and amortization of property, plant and equipment, intangible assets, expenditure on development projects and investment properties	5 563	7 082
Amortization of development projects recognized as cost of sales	27 673	52 735
Foreign exchange (gains)/losses	29 428	(8 176)
Interest and shares in profits	(35 991)	(33 912)
(Gains)/losses on investing activities	(30 636)	5 849
Increase/(Decrease) in provisions	(29 062)	(28 755)
(Increase)/Decrease in inventories	(2 840)	257
(Increase)/Decrease in receivables	56 028	106 779
Increase/(Decrease) in liabilities, excluding loans and borrowings	2 221	(17 008)
Changes in other assets and liabilities	18 237	5 177
Other adjustments	20 781	12 220
Cash from operating activities	216 358	272 254
Income tax expense	38 762	966
Withholding tax paid abroad	7 376	3 885
Income tax (paid)/refunded	(12 785)	(26 176)
Net cash from operating activities	249 711	250 929

01.01.2025-
30.06.202501.01.2024-
30.06.2024**INVESTING ACTIVITIES**

Inflows	757 902	491 746
Sale of intangible assets and property, plant and equipment	201	167
Repayment of loans granted	-	292
Expiry of bank deposits over 3 months	538 383	425 613
Redemption of bonds	183 067	29 353
Interest on bonds	8 086	7 536
Interest on deposits	17 348	15 865
Inflows from execution of forward contracts	10 817	12 784
Other inflows from investing activities	-	136
Outflows	982 956	669 775
Acquisition of intangible assets and property, plant and equipment	60 187	36 731
Expenditure on development projects	241 990	107 139
Expenditure on intangible assets	-	211
Acquisition of investment properties and capitalization of expenditure	3 569	11
Purchase of shares in a subsidiary	-	3 170
Placement of bank deposits over 3 months	436 384	426 313
Purchase of bonds and cost of their purchase	240 826	96 200
Net cash from investing activities	(225 054)	(178 029)

FINANCING ACTIVITIES

Inflows	15	9
Settlement of lease receivables	13	7
Interest received	2	2
Outflows	2 584	101 983
Dividends and other distributions to shareholders	-	99 911
Payment of lease liabilities	2 253	1 662
Interest paid	331	410
Net cash from financing activities	(2 569)	(101 974)
Net increase/(decrease) in cash and cash equivalents	22 088	(29 074)
Changes in cash and cash equivalents in the balance sheet	22 088	(29 074)
Cash and cash equivalents as at the beginning of the period	124 886	178 054
Cash and cash equivalents as at the end of the period	146 974	148 980

DISCUSSION OF THE CONSOLIDATED STATEMENT OF CASH FLOWS OF THE CD PROJEKT GROUP

Under **Operating activities** in the first half of 2025, the CD PROJEKT Group reported net cash inflows of PLN 249 711 thousand.

The consolidated net profit was adjusted for:

- I. Non-cash items (an increase in total):
 - **Amortization and depreciation** (an increase);
 - **Amortization of development projects**, recognized as the **cost of sales** (an increase), corresponding primarily to the amortization of the expenditure on development projects related to *Cyberpunk 2077* together with the *Phantom Liberty* expansion for various platforms;
 - **Foreign exchange gains/(losses)**, an increase resulting mainly from the measurement of foreign Treasury bonds and foreign currency deposits over 3 months;
 - **Gains/(losses) on investing activities**, a decrease resulting mainly from transactions in derivative financial instruments and bonds included in other sections of the statement of cash flows;
 - **Increase/(decrease) in provisions**, a decrease resulting mainly from a decrease in the balance of provisions for performance-related remuneration;
 - **Other adjustments**, an increase resulting mainly from the elimination of the accounting for costs of the incentive plans and adjustments to the amortization/depreciation recognized in the cost of sales and in other operating expenses;
- II. Items related to changes in current assets and current liabilities (an overall increase):
 - **(Increase)/Decrease in inventories**, a decrease in cash flows related to the release of the *Cyberpunk 2077* game for Nintendo Switch 2 consoles and an increase in inventories;
 - **(Increase)/decrease in receivables**, an increase in the balance of cash flows resulting primarily from a decrease in the balance of receivables in the CD PROJEKT RED segment, related to the inflow of royalties reported for the fourth quarter of 2024;
 - **Increase/(decrease) in liabilities, excluding loans and borrowings**, a decrease in the balance of cash flows as a result of an increase in the Parent Company's liabilities relating to the dividend for 2024 which was higher than a decrease in the balance of the Group's other current liabilities;
 - **Changes in other assets and liabilities**, an increase in the balance of cash flows resulting mainly from a decrease in the balance of the so-called minimum guarantees contracted by GOG.com and an increase in the balance of minimum guarantees and advances in the CD PROJEKT RED segment;
- III. Item recognized in other sections of the statement of cash flows – **Interest and shares in profits**, resulting in a decrease in the cash flows shown under operating activities;
- IV. Difference between the corporate income tax recognized in the income statement (an increase) and the tax actually paid during the first half of 2025, taking into account settlements related to withholding tax.

The negative balance of **Net cash outflows on investing activities** in the first half of 2025 was mainly due to net outflows related to capital expenditure on assets, primarily **Expenditure on development projects** (i.e. the work on new games) and **Property, plant and equipment**.

In the first half of 2025, the CD PROJEKT Group did not generate any significant **Net cash flows from financing activities**.

In total, in the first half of 2025, the CD PROJEKT Group generated positive **Net cash inflows** of PLN 22 088 thousand, while investing PLN 305 746 thousand in assets (expenditure on development projects, intangible assets and property, plant and equipment) and reducing the balance of bonds and bank deposits over 3 months by a total of PLN 67 350 thousand.

INFORMATION ON LOANS AND BORROWINGS IN THE FIRST HALF OF 2025

In the reporting period, the CD PROJEKT Group did not have any external liabilities in respect of loans or borrowings.

INFORMATION ON LOANS GRANTED IN THE FIRST HALF OF 2025

In the reporting period, none of the CD PROJEKT Group companies granted any loans to non-Group entities. In the first half of 2025, CD PROJEKT S.A. granted a loan to CD PROJEKT RED Inc. of up to USD 4 350 thousand. In the first half of 2025, USD 931 thousand was disbursed. As at 30 June 2025, the outstanding amount, including accrued interest, was USD 942 thousand. In addition, the loan previously granted by CD PROJEKT S.A. to The Molasses Flood LLC of USD 659 thousand was repaid in full in the first half of 2025.

INFORMATION ON SURETIES AND GUARANTEES GRANTED IN THE FIRST HALF OF 2025 AND OTHER MATERIAL OFF-BALANCE-SHEET ITEMS

Information on sureties and guarantees and other material off-balance-sheet items is presented in the *Interim condensed consolidated financial statements of the CD PROJEKT Group for the period from 1 January to 30 June 2025*.

TRANSACTIONS WITH RELATED ENTITIES

Within the activities of the CD PROJEKT Group in the first half of 2025, there were mainly the following types of transactions between related entities:

- sale of licences between CD PROJEKT S.A. and GOG sp. z o.o., The Molasses Flood LLC, as part of the activities carried out by the individual entities;
- sale relating to research and development projects involving the creation of games and technologies by CD PROJEKT RED Inc., The Molasses Flood LLC and CD PROJEKT RED Vancouver Studio Ltd. for CD PROJEKT S.A.;
- provision of services such as legal, financial, administrative and management services rendered mainly by CD PROJEKT S.A. to its related entities;
- lease of office space by CD PROJEKT S.A. to GOG.com sp. z o.o., and sublease of office space between The Molasses Flood LLC and CD PROJEKT RED Inc.;
- sale of CD PROJEKT RED Inc.'s services to CD PROJEKT S.A., related to the coordination of publishing and promotional activities in North America;
- a loan granted to The Molasses Flood LLC and CD PROJEKT RED Inc. by CD PROJEKT S.A.;
- other transactions arising from current operating activities, e.g. the costs of employee relocation or re invoicing costs incurred jointly.

Transactions between related entities are concluded on an arm's length basis as part of the normal business activities carried out by the CD PROJEKT Group entities. Detailed information about the terms and conditions of the transactions between related entities is contained in the *Interim condensed consolidated financial statements of the CD PROJEKT Group for the period from 1 January to 30 June 2025*.

MANAGEMENT BOARD'S POSITION ON THE FEASIBILITY OF MEETING PREVIOUSLY PUBLISHED PROFIT FORECASTS FOR A GIVEN YEAR

The CD PROJEKT Group has not published any financial forecasts, therefore, no explanations are given for the differences between the financial results shown in the report.



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04

CORPORATE GOVERNANCE

Corporate governance policies

CD PROJEKT S.A. is subject to corporate governance policies codified in the “Best Practice for WSE Listed Companies” document, 2021 edition (annexed to Resolution no. 13/1834/2021 of the Supervisory Board of the Warsaw Stock Exchange of 29 March 2021) (“Best Practices”).



A document which provides information on the implementation of Best Practice for WSE Listed Companies, 2021 edition, is available on the Company's website.

Entity authorized to perform audits of financial statements

The entity authorized to perform reviews and audits of separate and consolidated financial statements of the Company and the CD PROJEKT Group for the years 2024-2025 – both interim and annual (including verification of their compliance with the European Single Electronic Format; ESEF), as well as to perform reviews of remuneration reports for the years 2024-2025 is Grant Thornton Polska PSA with a registered office in Poznań. Grant Thornton Polska PSA has also been contracted to audit the financial statement of GOG sp. z o.o.

Shareholders controlling at least 5% of the total number of votes at the General Meeting

The Company's share capital amounts to 99 910 510 PLN, divided into 99 910 510 shares with a nominal value of 1 PLN per share. The two largest share packages of CD PROJEKT S.A. continue to be controlled by the Company's co-founders: Marcin Iwiński (incumbent Co-Chair of the Supervisory Board) and Michał Kiciński.

Table 8 Shareholders controlling at least 5% of the vote at the General Meeting as of the publication date of this report⁵

	Qty. of shares	Percentage share in share capital (%)	Number of votes controlled	Percentage share of total number of votes at the GM (%)
Marcin Iwiński	12 650 000	12.66%	12 650 000	12.66%
Michał Kiciński ^{**}	9 989 363	10.00%	9 989 363	10.00%
Piotr Nielubowicz	6 858 717	6.86%	6 858 717	6.86%
Nationale-Nederlanden Powszechne Towarzystwo Emerytalne S.A. (all funds collectively) ^{**}	5 417 124	5.42%	5 417 124	5.42%
incl. Nationale-Nederlanden Otwarty Fundusz Emerytalny ^{**}	5 030 225	5.03%	5 030 225	5.03%

* As disclosed in the most recent notification submitted to the Company on 13 November 2023 (Current Report no. 41/2023)

** As disclosed in the most recent notification submitted to the Company on 12 August 2024 (Current Report no. 15/2024)

⁵ The shareholding structure, including percentages of the Company's share capital and votes at the General Meeting controlled by each shareholder, is determined on the basis of formal notifications submitted to the Company by shareholders who control at least 5% of the total number of votes at the General Meeting of Shareholders.

CHANGES IN OWNERSHIP OF MAJOR PACKAGES OF COMPANY STOCK SINCE THE PUBLICATION DATE OF THE PREVIOUS PERIODIC REPORT

No notifications regarding changes in ownership of major packages of Company stock have been received by the Company since the publication of its previous periodic report (covering the first quarter of 2025).

Company shares held by members of its Management Board and Supervisory Board

Table 9 Quantity of shares held by members of the Management Board and Supervisory Board of the Company*

Name	Position	as of 28.08.2025 r.	as of 30.06.2025 r.	as of 31.12.2024 r.
Michał Nowakowski	Board Member, Joint Chief Executive Officer	530 290	530 290	530 290
Adam Badowski	Board Member, Joint Chief Executive Officer	692 640	692 640	692 640
Piotr Nielubowicz	Board Member, Chief Financial Officer	6 858 717	6 858 717	6 858 717
Piotr Karwowski	Board Member, Joint Chief Operating Officer	108 728	108 728	108 728
Paweł Zawodny	Board Member, Joint Chief Operating Officer	18 508	18 508	18 508
Marcin Iwiński	Co-Chair of the Supervisory Board	12 650 000	12 650 000	12 873 520
Adam Kiciński	Co-chair of the Supervisory Board	4 046 001	4 046 001	4 046 001
Katarzyna Szwarc	Deputy Chair of the Supervisory Board until 31 December 2024	n/a	n/a	10
Maciej Nielubowicz	Supervisory Board Member until 31 December 2024	n/a	n/a	51

* Based on declarations and notifications filed with the Company

Persons discharging executive and supervisory responsibilities at CD PROJEKT S.A. do not directly hold any shares of subsidiary entities which comprise the CD PROJEKT Group.

CHANGES IN OWNERSHIP OF COMPANY STOCK BY MEMBERS OF ITS MANAGEMENT BOARD AND SUPERVISORY BOARD SINCE THE PUBLICATION DATE OF THE PREVIOUS PERIODIC REPORT

No changes in ownership of Company stock by members of its Management Board or Supervisory Board occurred since the publication of the Company's previous periodic report (covering the first quarter of 2025).

Disclosure of the purchase of own shares

The Company did not purchase any own shares in the first half of 2025.

Agreements which may result in changes in the proportions of shares held by shareholders and bondholders

INCENTIVE PROGRAMS FOR 2023–2027

On 18 April 2023 the General Meeting of Company voted to institute two new incentive programs for the financial years 2023-2027: Incentive Program A and Incentive Program B respectively.

Detailed regulations applicable to these programs were adopted by the Management Board of the Company on 21 May 2023 and subsequently approved by the Supervisory Board on 23 May 2023. On 18 December 2024 the Management Board of the Company introduced changes in regulations applicable to Incentive Programs A and B for foreign tax residents, and these changes were subsequently approved by the Supervisory Board on 20 December 2024. Thereafter, on 3 July 2025, pursuant to amendments introduced by Resolution no. 23 of the General Meeting held on 23 June 2025, the Management Board of the Company modified the terms and conditions of Incentive Program B, and these modifications were subsequently approved by the Supervisory Board on 14 July 2025.



The full wording of current terms and conditions applicable to Incentive Programs A and B can be found on the Company's website.

Implementation of both programs is supervised by the Supervisory Board and Management Board of CD PROJEKT S.A.

Incentive Program A

Incentive Program A is aimed at persons who are not members of the Company's Management Board. According to the adopted provisions, entitlements will be assigned under this program in each financial year belonging to the 2023-2027 period (i.e. in five stages). The total number of entitlements assigned under Incentive Program A may not exceed 1 500 000. Entitlements shall vest either by: (i) extending an offer to participants to claim subscription warrants which incorporate the right to take up the equivalent number of shares issued in the framework of a conditional increase in the Company share capital, or (ii) extending an offer to participants to purchase from the Company a certain number of own shares which the Company will have previously acquired in the framework of a buy-back program instituted specifically for this purpose. Exercise of entitlements will depend on confirmation by the Company of the fulfillment of the loyalty condition (which is defined as the existence of a legal relationship between the participant of Incentive Program A and the Company or an affiliate thereof). The share take-up or purchase price in the exercise of entitlements assigned under Incentive Program A will be equivalent to the nominal price of Company shares. The vesting period is 3 years.

As of the publication date of this report:

- I. 100 444 entitlements were assigned at the first stage of Incentive Program A (in 2023), 88 341 of which remain outstanding;
- II. 183 189 entitlements were assigned at the second stage of Incentive Program A (in 2024), 168 190 of which remain outstanding;
- III. 123 186 entitlements were assigned at the third stage of Incentive Program A (in 2025), 120 979 of which remain outstanding.

Incentive Program B

Incentive Program B is aimed at members of the Company's Management Board as well as persons who do not hold membership of the Management Board. According to the adopted provisions, entitlements will be assigned under this program in each financial year belonging to the 2023-2027 period (i.e. in five stages).

Following changes introduced by Resolution no. 23 of the General Meeting of the Company held on 23 June 2025, the total number of entitlements assigned under Incentive Program B may not exceed 4 100 000, with the added provision that the total number of entitlements assigned to participants of this program as well as participants of Incentive Program A may not exceed 5 000 000.

Entitlements shall vest either by: (i) extending an offer to participants to claim subscription warrants which incorporate the right to take up the equivalent number of shares issued in the framework of a conditional increase in the Company share capital, or (ii) extending an offer to participants to purchase from the Company a certain number of own shares which the Company will have previously acquired in the framework of a buy-back program instituted specifically for this purpose. Exercise of entitlements will depend on confirmation by the Company of the fulfillment of the earnings condition (for 70% of entitlements), the market condition (for 30% of entitlements), certain individual conditions applied on a case-by-case basis, as well as – in all cases – the loyalty condition (which is defined as the existence of a legal relationship between the participant of Incentive Program B and the Company or an affiliate thereof). The base share take-up or purchase price in the exercise of entitlements assigned under Incentive Program B will be equivalent to the closing price of Company stock on the last trading day preceding the adoption of a resolution enrolling the given participant in the program. The program provides for a potential reduction in the take-up or purchase price coupled with a proportional reduction in the number of entitlements exercisable by the given participant. The base vesting period is equivalent to four consecutive financial years beginning with the year during which the given stage of the program began (with an option to shorten the vesting period to 3 years for entitlements linked to the earnings condition, should the four-year earnings target be met within the corresponding three-year period).

As of the publication date of this report:

- I. 662 000 entitlements were assigned at the first stage of Incentive Program B (in 2023), 656 000 of which remain outstanding;
- II. 723 500 entitlements were assigned at the second stage of Incentive Program B (in 2024), 723 500 of which remain outstanding;
- III. 740 500 entitlements were assigned at the third stage of Incentive Program B (in 2025), 740 500 of which remain outstanding.

Earnings condition – applicable to 70% of entitlements assigned during each stage of Incentive Program B

The earnings condition is considered fulfilled if, during the given vesting period, the CD PROJEKT Group posts sufficient consolidated earnings from continuing activities aggregated with the costs of estimating entitlements assigned during the given stage of Incentive Program B as entered in the accounting records of CD PROJEKT Group member entities. For entitlements assigned during the first stage of Incentive Program B (in the financial year 2023) the earnings condition for the years 2023-2026 is 2 billion PLN; for entitlement assigned during the second stage of Incentive Program B (in the financial year 2024) the earnings condition for the years 2024-2027 is 3 billion PLN, while for entitlement assigned during the third stage of Incentive Program B (in the financial year 2025) the earnings condition for the years 2025-2028 is 4 billion PLN.

For each subsequent stage of Incentive Program B, associated with the financial years 2026 and 2027 respectively, the corresponding four-year earnings condition will, in each case, be determined by the General Meeting in the form of a resolution (on the Management Board's request).

Market condition – applicable to 30% of entitlements assigned during each stage of Incentive Program B

The market condition is defined as a change in the price of Company stock on the Warsaw Stock Exchange in such a way that the percentage difference between the closing price of Company stock on the final trading session of the final year subject to verification in the context of the above-mentioned earnings condition compared to the closing price of Company stock on the final trading session of the year preceding the year covered by the given stage of Incentive Program B is equal to or greater than the corresponding percentage change in the value of the WIG index increased by 10 percentage points over the same period.

Management structure

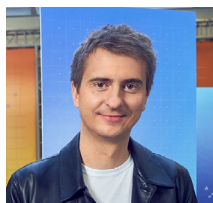
As mandated by the relevant regulations contained in the national Code of Commercial Companies, the official bodies of the Company include – in addition to the General Meeting – the Management Board and the Supervisory Board.

MANAGEMENT BOARD OF PROJEKT S.A.



The means of operation and core prerogatives of the Management Board are codified in the Company Articles, Management Board Regulations and provisions of the Code of Commercial Companies Act of September 15, 2000.

Composition of the Management Board of CD PROJEKT S.A. as of August 28, 2025

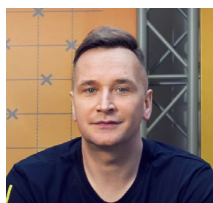


Michał Nowakowski – Joint Chief Executive Officer, Member of the Board

Jointly-responsible for the company's long term vision, coordinates the company's activities and its management. In particular responsible for the Company's business strategy and effective sales policy. Supports development of new product lines and manages the Company's back catalog (franchise flywheel). Shapes long-term business relations with key partners. Represents company in relation with the investors.

Directly supervises the following:

Business development | Comic Book and Animation narrative | Investor Relations

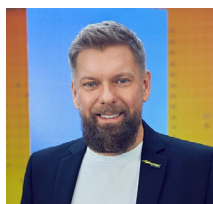


Adam Badowski – Joint Chief Executive Officer, Member of the Board

Jointly-responsible for the company's long term vision, coordinating the company's activities and its management. In particular responsible for the Company's creative vision, and for managing, developing and maintaining the Company's creative teams. Develops and defines the unique image and style which distinguish the Company and its products on the market.

Directly supervises the following:

Game direction | Story | Global Art



Piotr Nielubowicz – Chief Financial Officer, Member of the Board

Responsible for the Company's financial strategy, and for financial and non-financial reporting and legal area. Oversees strategic corporate projects, key investments and Company's climate and environmental policy.

Directly supervises the following:

Finance | Accounting | Taxes | Legal & Compliance



Piotr Karwowski – Joint Chief Operating Officer, Member of the Board

Responsible for the Company's game development processes and optimization of its operational capabilities, including in-house production, external games development and management of the Group's studios. Additionally oversees development of online and user experience competencies.

Directly supervises the following:

Game production | Studio operations | IT & Cybersecurity | Shared Development Services


Paweł Zawodny – Joint Chief Operating Officer, Member of the Board

Responsible for shaping the Company's tech strategy and optimization of its operational capabilities. Plays a pivotal role in driving both the technological and organizational transformation of CD PROJEKT RED. Oversees the Company's activities in the scope of employment, talent management and work methodology, ensuring they are aligned with the Company's broader transformation objectives.

Directly supervises the following:

HR | Culture, Diversity & Inclusion | Technologies (including R&D)

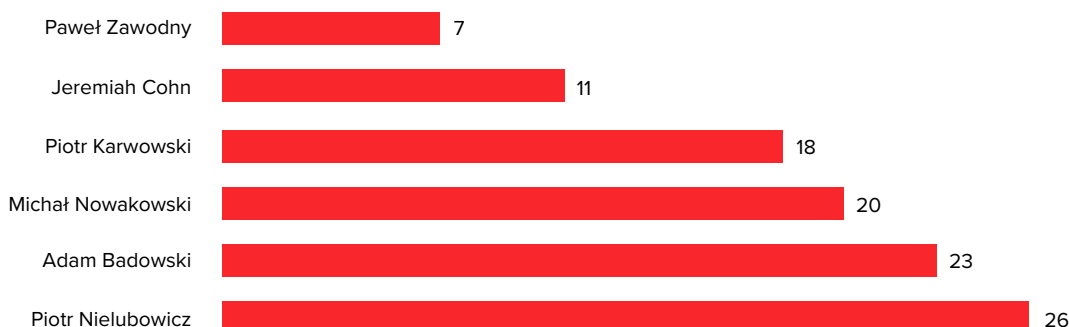

Jeremiah Cohn – Chief Marketing Officer, Member of the Board

Responsible for the Company's global marketing strategy, product communication and branding in support of franchise development. Oversees efforts to build recognition of the Company, its IP, and product releases by shaping engagement with fans and the gamers community.

Directly supervises the following:

Marketing | PR & Communication | Franchises

Chart 5 Tenure of incumbent members of the Management Board as employees at the CD PROJEKT Group's member companies (in years)


Changes in the composition of the Management Board of CD PROJEKT S.A.

As a result of the resignation tendered by Mr. Adam Kiciński and effective as of 31 December 2024, since 1 January 2025 the Management Board of the Company has consisted of six members.

No changes in the composition of the Company's Management Board occurred during the reporting period and up until the publication date of this report.

SUPERVISORY BOARD OF CD PROJEKT S.A.



Organization of the Supervisory Board and its key prerogatives are described in the Articles of Association of the Company, Supervisory Board Regulations and the Act of 15 September 2000 – Code of Commercial Companies.

Composition of the Supervisory Board and Audit Committee of CD PROJEKT S.A. as of 28 August 2025



Marcin Iwiński – Co-Chair of the Supervisory Board

Key competences and areas of experience:

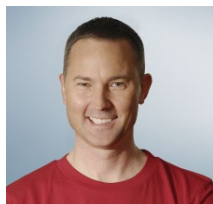
Familiarity with the game dev industry | Management | Strategy
Marketing and distribution | International markets | Communication and PR



Adam Kiciński – Co-Chair of the Supervisory Board, Member of the Audit Committee

Key competences and areas of experience:

Familiarity with the game dev industry | Management | Strategy
Marketing and distribution | Technology and IT | Human talent management



David Gardner – Deputy Chair of the Supervisory Board, independent Member of the Supervisory Board*

Key competences and areas of experience:

Familiarity with the game dev industry | International entrepreneurship | Venture Capital
Strategic growth and expansion | Digital content and MMOs | Restructuring of enterprises



Agnieszka Słomka-Gołębiowska – Chair of the Audit Committee, independent Member of the Supervisory Board*

Key competences and areas of experience:

Corporate management and development | International entrepreneurship
Corporate governance | Sustainable development | Finance | Emerging technologies



Beata Cichocka-Tylman – Member of the Audit Committee, independent Member of the Supervisory Board*

Key competences and areas of experience:

Familiarity with the game dev industry | Innovation | Finance
R&D activities, particularly in the context of IT, public aid, enterprise development and finance

*A Member of the Supervisory Board is regarded as independent if they fulfill the independence criteria specified in the Act of May 11, 2017 on licensed auditors, audit firms and public supervision, and Commission Recommendation of February 15, 2005 on the role of non-executive or supervisory directors of listed companies and on the committees of the (supervisory) board (2005/162/WE), and are not materially linked to any shareholder who controls at least 5% of the total number of votes at the Company.

Changes in the composition of the Supervisory Board and Audit Committee of CD PROJEKT S.A.

A new joint four-year term of the Supervisory Board of the Company commenced on 1 January 2025. The Supervisory Board consists of: Mr. Marcin Iwiński, Ms. Beata Cichocka-Tylman, Mr. David Gardner, Mr. Adam Kiciński and Ms. Agnieszka Słomka-Gołębiowska.

On 8 January 2025, at the first meeting of the new Supervisory Board:

- Mr. Adam Kiciński and Mr. Marcin Iwiński were appointed Chairs of the Supervisory Board for the new term; consequently, under § 18 section 1 of the Company Articles, they will share the title of Co-Chair of the Supervisory Board;
- Mr. David Gardner was appointed Deputy Chairperson of the Supervisory Board for the new term;
- An Audit Committee was appointed, consisting of Ms. Agnieszka Słomka-Gołębiowska, Ms. Beata Cichocka-Tylman and Mr. Adam Kiciński.

Disclosure of significant legal proceedings pending before courts, arbitration panels or public administration bodies

The following legal proceedings took place during the reporting period (the presented status is valid for the publication date of this report):

CRIMINAL PROCEEDINGS IN WHICH CD PROJEKT S.A. IS RECOGNIZED AS THE VICTIM

Case against natural persons (including former members of the Management Board of Optimus S.A.)

In case no. XVIII K 126/09, following indictment filed by the District Attorney in the District Court for the City of Warsaw, on 27 October 2016 the District Court convicted Mr. Michał L., Mr. Piotr L. and Mr. Michał D. of violating sections 296 §1, 296 §3 and others of the Penal Code. The Company acted as an auxiliary prosecutor in the court of first instance and will retain this status until the trial has concluded. Having found the defendants guilty, the Court awarded the Company 210 thousand PLN in damages under Art. 46 of the Penal Code. According to the operative part of the judgement total losses sustained by the Company as a result of the defendants' actions were estimated at not less than 16 million PLN (this figure follows from standard regulations applicable to criminal trials). The Company subsequently filed an appeal against the judgment, contesting, among others, the amount of damages awarded to the Company. An appeal against the full judgement was also filed by the defendants' attorneys. On 26 October 2017 the Appellate Court vacated the judgment of the court of first instance and remanded the case to be retried in full. The District Court for the City of Warsaw subsequently filed the case under no. XVIII K 316/17. The parent company continues to act in the capacity of an auxiliary prosecutor.

LITIGATION INVOLVING THE COMPANY'S SUBSIDIARIES

Class action complaint against GOG concerning compliance with technological solutions applied by GOG with the US Video Privacy Protection Act

On 6 September 2024 the Management Board of the parent Company was notified of the filing of a civil class action complaint against the Company in the US District Court for the Eastern District of New York. The complaint was filed on behalf of one named user and potential other users of the GOG.com digital video game distribution platform which is operated by GOG sp. z o.o. – a subsidiary of the Company – and concerns potential violation by GOG sp. z o.o. of the US Video Privacy Protection Act (VPPA) by applying Facebook tracking scripts on the GOG.com website for remarketing purposes – allegedly, without proper consent on the part of the user. The plaintiff petitioned the court to determine whether the use of certain technological solutions by GOG.com is consistent with VPPA, and to award damages to the plaintiff in case it finds the Company to be in violation of the law. The complaint was effectively served on 10 September 2024.

On 5 December 2024 the parent Company was notified of the filing of an amended class action complaint. The amendment named a different respondent – instead of the Company, as originally indicated, the complaint was now directed against GOG sp. z o.o. All claims against the Company were voluntarily dismissed without prejudice and, consequently, the parent Company ceased to be a party to these proceedings. GOG sp. z o.o. undertook actions aimed at protecting its interests. In Current Report no. 30/2024 which addressed this matter, the Management Board of the parent Company announced that, following analysis carried out in collaboration with a law firm, the materiality of the case did not further status updates in the form of current reports.

On 6 May 2025, following the filing, by the plaintiff, of a notice of voluntary dismissal with prejudice with the US District Court for the Eastern District of New York, the class action complaint against GOG sp. z o.o. was effectively withdrawn. Consequently, the case is regarded as closed.

Case brought by GOG sp. z o.o. before the District Administrative Court in Kraków

On 19 August 2022 the Head of the Małopolska Customs and Tax Office in Kraków issued a decision with regard to corporate tax liabilities incurred by GOG sp. z o.o., a subsidiary of the Company, in 2016. The Management Board of GOG sp. z o.o. discharged the liability arising under the aforementioned decision, which, as of the payment date, amounted to 2 638 thousand PLN. Nevertheless, given its disagreement with the assessment presented by the tax authority, it appealed the decision on 5 September 2022.

On 22 May 2023 the Head of the Małopolska Customs and Tax Office in Kraków, who also acts as the appeal body in this case, issued a decision upholding the contested decision. This decision was delivered to GOG sp. z o.o. on 5 June 2023. On 4 July 2023, given its continuing disagreement with the position expressed by the tax authority, the Management Board of GOG sp. z o.o. filed a complaint against the aforementioned decision in the District Administrative Court in Kraków. A hearing was held before the District Administrative Court in Kraków on 3 October 2023, as a result of which the Court issued an injunction repealing the decisions of the Head of the Małopolska Customs and Tax Office in Kraków of 19 August 2022 and 22 May 2023. As of the publication date of this report this injunction is regarded as final and binding.

On 29 May 2024 the Head of the Małopolska Customs and Tax Office in Kraków issued a new decision concerning the value of corporate income tax liabilities for 2016. The declared liability was reduced by 116 226 thousand PLN compared to the decision issued on 19 August 2022. On 26 June 2024 the Management Board of GOG sp. z o.o., given its continuing disagreement with the tax authorities' decision, filed an appeal with the Director of the Tax Administration Chamber in Kraków.

On 25 June 2024, in light of the injunction issued by the District Administrative Court in Kraków, GOG sp. z o.o. received a tax reimbursement from the First Mazovian Tax Office in Warsaw in the amount of 2 578 500 PLN.

On 25 February 2025 the Head of the Małopolska Customs and Tax Office in Kraków, who also acts as the appeal body in this case, issued a decision upholding the contested decision. This decision was delivered to GOG sp. z o.o. on 11 March 2025.

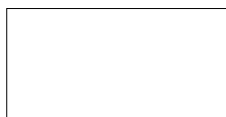
On 13 March 2025, the Management Board of GOG sp. z o.o. discharged the liability arising under the aforementioned decision, which, as of the payment date, amounted to 2 466 927 PLN including interest. Nevertheless, given its disagreement with the assessment presented by the tax authority, on 10 April 2025 the Management Board of GOG sp. z o.o. appealed the aforementioned decision in the District Administrative Court in Kraków. On 25 June 2025 the District Administrative Court in Kraków issued a decision dismissing the complaint on formal grounds. Given its disagreement with the court's opinion, GOG sp. z o.o. proceeded to file a cassation appeal in the Supreme Administrative Court. As of the publication date of this report, the Supreme Administrative Court has not issued a decision in this matter.

Other disclosures which, in the Issuer's opinion, may be relevant for assessment of its staffing situation, material standing or financial result, including changes therein, and disclosures which may be relevant for assessment of the Issuer's ability to discharge its obligations

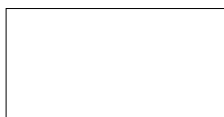
The Company has not identified any additional information which might be regarded as relevant for assessment of its staffing situation, material standing or financial result, including changes therein, or disclosures which may be relevant for assessment of the Company's ability to discharge its obligations.

Management Board statement

Pursuant to the Finance Minister's ordinance of 6 June 2025 concerning current and periodic information to be published by issuers of securities, and conditions for regarding as equivalent the information required by the laws of a non-member state, the Management Board hereby declares that, to the best of its knowledge, this semiannual report on activities of the CD PROJEKT Group presents an accurate description of the development, achievements and condition of the CD PROJEKT Group, including basic threats and risks applicable thereto.



Michał Nowakowski
Joint Chief Executive Officer,
Member of the Board



Adam Badowski
Joint Chief Executive Officer,
Member of the Board



Piotr Nielubowicz
Chief Financial Officer,
Member of the Board



Piotr Karwowski
Joint Chief Operating Officer,
Member of the Board



Paweł Zawodny
Joint Chief Operating Officer,
Member of the Board



Jeremiah Cohn
Chief Marketing Officer,
Member of the Board



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KIROSHI アパレルブランド

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