

CD PROJEKT wraps up the first half of 2025

- On June 3, at State of Unreal 2025, CD PROJEKT RED together with Epic Games presented a tech demo of *The Witcher 4*
- On June 5 *Cyberpunk 2077: Ultimate Edition* was released on Nintendo Switch 2 on the day of the console's global launch, while on July 17 the game was also made available on Mac devices equipped with Apple Silicon hardware
- At the beginning of the second quarter the Cyberpunk 2 development team progressed to the game's preproduction phase
- In the first half of the year CD PROJEKT Group's revenues reached 443 million PLN, with a consolidated net profit of 155 million PLN

In June, at State of Unreal 2025, CD PROJEKT RED unveiled a tech demo of *The Witcher 4*. The demo, prepared in collaboration with Epic Games, showcased technological ambitions which underpin strategic collaboration between both companies.

– We want our open worlds to become even more immersive and interactive. The innovations currently being developed hand in hand with Epic Games will guide the way we create experiences for our players. By actively participating in the development of Unreal Engine 5 we reinforce our position at the forefront of technological progress in the game dev industry – remarks Michał Nowakowski, Joint CEO of CD PROJEKT.

The recent months were also marked by expanding availability of *Cyberpunk 2077*, which arrived on new platforms.

– Among the core aspects of our strategy is the ability to offer our products to a broad audience while retaining top quality. For that reason we're particularly glad that Cyberpunk 2077: Ultimate Edition was released on Nintendo Switch 2 on the day of its global launch, and that it continues to rank among the best-selling third-party titles on that platform. In turn, in mid-July, the game also debuted on Mac devices equipped with Apple Silicon chips – adds Michał Nowakowski.

– Given that our franchises have, for a while, been about more than just video games, it is with great satisfaction that we were able to announce another joint project with the renowned Japanese studio TRIGGER. In the future, we will present fans of the Cyberpunk universe with another installment in the cult anime series – Cyberpunk: Edgerunners 2.

In July the base edition of *Cyberpunk 2077* joined the PlayStation Plus catalog at the Extra and Premium membership tiers, providing a way to reach new users of the PlayStation platform who have not yet had the opportunity to explore Night City.

Consolidated sales revenues of the CD PROJEKT Group for the first half of 2025 reached 443 million PLN, with a net profit of 155 million PLN.

– The Group's revenue stream continues to be dominated by Cyberpunk 2077 together with its Phantom Liberty expansion – says Piotr Nielubowicz, CFO of CD PROJEKT. – We also continue to ramp up investments in ongoing projects – our expenditures on development work associated with future releases exceeded 240 million PLN in the first half of the year.

In the first half of 2025 CD PROJEKT announced that its products had reached important sales milestones. *The Witcher 3: Wild Hunt*, which celebrated its 10th anniversary in May, had sold over 60 million copies, while sales of the *Phantom Liberty* expansion for *Cyberpunk 2077* had topped 10 million units.

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