

CD PROJEKT RED wraps up the first half of 2026

- In the first half of 2026 the CD PROJEKT RED Group generated 435 million PLN in revenues, and posted 249 million PLN in consolidated net profit
- The Group's net profitability for the first half of the year was 57.2%
- The Company announced its strongest ever publishing lineup for the coming years in The Witcher universe with *The Witcher 3: Wild Hunt – Remastered* launching on September 29, 2026, *The Witcher 3: Wild Hunt – Songs of the Past* to follow in 2027, and a planned release window for *The Witcher 4* in 2028
- At gamescom the studio provided the general public – for the first time ever – with a gameplay trailer for *The Witcher 3: Songs of the Past*

Three releases. Three successive years. One universe. The Witcher franchise is entering a new stage in its development

The Witcher 3: Wild Hunt has sold over 65 million copies, while global sales figures for the entire series have surpassed 90 million copies.

- *This foundation enables us to chart the future of the universe over a period of multiple years – instead than focusing on a single release* – says Michał Nowakowski, Joint CEO of CD PROJEKT RED – *At this year's gamescom we were finally able to unveil the scope of our plans.*

During gamescom's Opening Night Live gala, held in Cologne, the Studio publicly unveiled a trailer of *Songs of the Past* – the third expansion for *The Witcher 3: Wild Hunt*, developed in collaboration with Fool's Theory.

- *Eleven years after his last adventure Geralt will hit the trail one more time – before Ciri takes over as the main protagonist in The Witcher 4* – remarks Michał Nowakowski – *the content showcased during Opening Night Live met with an enthusiastic reception, and more than ten thousand fans from around the world gathered at our stands to watch the gameplay trailer of Songs of the Past. This proves that gamers are excited about further stories set in this universe.*

The *Songs of the Past* expansion is scheduled for a 2027 release.

The Studio also announced a remastered edition of *The Witcher 3: Wild Hunt*, which will launch on September 29, 2026, for the PC, PlayStation 5, Xbox Series X|S as well as – for the first time ever – as a native Nintendo Switch 2 release. *Remastered* will include both previously published expansions – *Hearts of Stone* and *Blood and Wine* – and can be downloaded free of charge by everyone who has purchased the base edition of the game. Owing to a partnership with Blizzard Entertainment, both *Remastered* and *Songs of the Past* will also be available on the Battle.net platform.

The planned release window of *The Witcher 4* is in 2028 – which means that between the current year and the launch of the fourth game in the series CD PROJEKT RED is aiming for one large Witcher-themed release each year.

Licensing strategy drives the expansion of the Cyberpunk franchise

Nearly six years following its release, *Cyberpunk 2077* has crossed the 40 million copies sold threshold. For its part, the *Phantom Liberty* expansion has sold 15 million copies in less than three years.

- These figures reflect deliberate lifecycle management of our releases, which covers expansion to new platforms and continuous support for the game itself – says Michał Nowakowski – Cyberpunk has now become a broad franchise, whose scope extends well beyond video games themselves. This year Night City has been featured, among others, in Wuthering Waves and Apex Legends, while the Cyberpunk TCG became the most funded gaming project in the history of the Kickstarter platform.

The same strategy drives the return of the anime series whose first season had a measurable impact on the popularity of the game. *Cyberpunk: Edgerunners 2*, again co-developed with the Japanese Studio TRIGGER, will launch on Netflix on October 20.

Financial results

In the first half of 2026 the CD PROJEKT RED Group posted 435 million PLN in revenues, which is 23% more than in last year's reference period. The Group's consolidated net earnings were 249 million PLN – 37% more than the year before. Net profitability reached 57%.

- Our high revenues in the first half of 2026 were enabled by strong sales of games from the Cyberpunk and Witcher universes. In addition, this year a significant contribution came from licensing our IP – an activity which is progressively becoming more important for us, and which reflects the recognition and status of our brands within the global popular culture – says Piotr Nielubowicz, CFO of CD PROJEKT RED.

The full financial statement of the CD PROJEKT RED Group for the first half of 2026 can be found at <https://www.cdprojekt.com/en/investors/result-center/>.