CD PROJEKT RED wraps up the third quarter of 2026

- **In the third quarter of 2026 the CD PROJEKT Group generated 208 million PLN in revenues, and 109 million PLN in consolidated net profit. Following three quarters aggregate revenues have reached 643 million PLN, with 358 million PLN in net profit**
- **In August the Studio unveiled its most ambitious publishing schedule to-date, with *The Witcher 3: Wild Hunt – Remastered* to appear in 2026, *The Witcher 3: Songs of the Past* in 2027, and *The Witcher 4* in 2028**
- ***The Witcher 3: Wild Hunt – Remastered* broke engagement records. During the first weekend following its August release the number of concurrent players on Steam peaked at 138 thousand, which is the high-water mark in the game's 11-year history**
- **Following the launch of the *Cyberpunk: Edgerunners 2* anime series and the accompanying game update, *Cyberpunk 2077* reached its highest Steam concurrent player figure, at over 187 thousand**
- ***The Witcher 4* was voted the Most Wanted Game at the Golden Joystick Awards, while *The Witcher 3: Wild Hunt – Remastered* carried the Best Remake/Remaster category. The Studio's releases have also received four nominations at The Game Awards, which will take place on December 10th**

– *The Witcher and Cyberpunk both show that the power of our franchises extends well beyond the success of any single game. After more than a decade since the release of* The Witcher 3*, and six years following the launch of* Cyberpunk 2077 *both titles continue to attract masses of gamers – those returning to well-known worlds as well as those which are just now discovering them for the first time. None of this is an accident – rather, it is the fruit of our efforts* – says Michał Nowakowski, Joint CEO of CD PROJEKT RED. – *For years we have been expanding our franchises to cover many areas, from successive games through animation to collaborative projects, while making sure to maintain a uniform creative vision. In doing so, we strive – first and foremost – for all those projects to reinforce one another, bringing new stories to the universe, and attracting new clients.*

The effect has become evident over the recent months. The launch of the Remastered edition of *The Witcher 3: Wild Hunt* enticed existing fans to return to the game, while also attracting new gamers who have not yet experienced its contents. This builds interest in the Witcher franchise ahead of future releases set in this universe: *Songs of the Past* in 2027 and *The Witcher 4* in 2028. During the initial weekend the number of concurrent players on Steam peaked at 138 thousand – the highest ever figure in the

game's history. For its part, the October release of the second season of *Cyberpunk: Edgerunners*, co-developed with Studio TRIGGER, was accompanied by an update for *Cyberpunk 2077*, which introduces new content inspired by the series. This resulted in the highest concurrent player figure on Steam since the launch of *Phantom Liberty* – at over 187 thousand.

Financial results

Unwavering interest in existing releases is also reflected by the Group's financial results. In the third quarter of 2026 CD PROJEKT RED generated 208 million PLN in revenues and 109 million PLN in consolidated net profit. During the first nine months of the year aggregate revenues reached 643 million PLN, with 358 million PLN in net profit.

– *Our revenue stream continues to be driven mainly by sales of* Cyberpunk 2077 *together with its* Phantom Liberty *expansion, as well as* The Witcher 3*, which – since the end of September – is available in its new Remastered edition. In the third quarter alone we spent over 177 million PLN on development of new projects – yet despite that our cash reserves grew by 31 million PLN, to over 1.3 billion PLN. This shows we remain capable of investing in our future while at the same time retaining a strong financial cushion* – says Piotr Nielubowicz, CFO of CD PROJEKT RED.

Given the solid financial standing of the Company the Management Board of CD PROJEKT RED has adopted a conditional decision to pay out an advance dividend for 2026. The total dividend would amount to nearly 120 million PLN, which translates into 1.20 PLN per share.

– *This decision is rooted in strong financial performance achieved in the first three quarters of 2026 as a result of ongoing strong sales of back-catalogue products, coupled with revenues from IP licensing contracts concluded with external partners over the course of the year. Our financial condition remains excellent, as does our liquidity, and so we are able to share a portion of our profits with shareholders* – remarks Piotr Nielubowicz.

The advance dividend payment is contingent upon the issuance of an auditor's opinion on the financial statement for the first half of 2026, as well as upon formal approval by the CD PROJEKT RED Supervisory Board.

The full financial statement of the CD PROJEKT RED Group for the third quarter of 2026 is available at https://www.cdprojekt.com/en/investors/result-center/.