



TECHLAND®

Handout

2022

About

#peopleoftechland

TECHLAND S.A. stands as one of the largest and most prominent game producers in Poland.

For over 30 years, it has maintained status on the Global Stage as the industry leader in its commitment to providing players with unforgettable experiences.

Total number of employees: >400

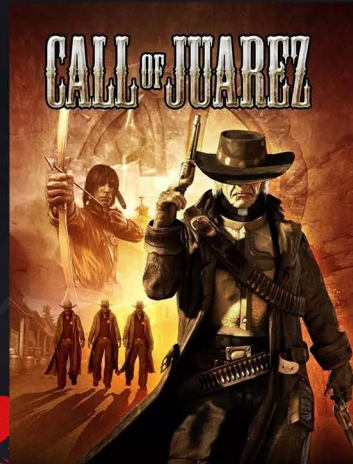
- **Game production and development (71%)**
- **Business Development, PR & Marketing (15%)**
- **Backoffice (14%)**

Employees Locations

- **Wrocław (62%)**
- **Warszawa (36%)**
- **Ostrów Wielkopolski (2%)**

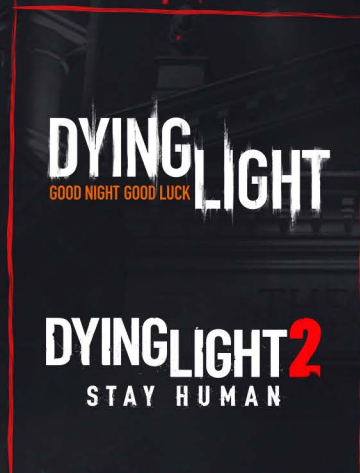


Key facts



Call of Juarez

series has sold
over **5 million copies**
up to date



The Dying Light franchise

has sold up to date over
30 million copies
worldwide



Dying Light 2 Stay Human

sat at the top of Steam's
most-wishlisted chart for all of 2021



1,500 developers and artists

worked on the production of
Dying Light 2 Stay Human (over 500
more than the production of the
first game)

Business model

Video Game Development and Self-Publishing

- Independent AAA open-world video game developer and publisher
- Global Publishing across major territories
- Multiyear post-launch support model

Talent and technology

- Top talent from around the world** with a skillset combining creativity, art, storytelling, design, programming, and more; combined with a scaled studio infrastructure
- Proprietary game engine** ("C-Engine") enabling us to develop living open world

Games

portfolio

2000



Crime Cities

Our very first video game pushing the early 2000s combat, art design and exploration boundaries

2003



Chrome

A huge leap forward for Techland; our first first-person shooter developed with the first iteration of our proprietary technology

2006



Call of Juarez

Techland's first take on the Western genre, turned into a franchise beloved by millions of players around the world

2015



Dying Light

A true watershed moment for the studio; the beginning of a best-selling franchise that pushed our development and technological capabilities but also established Techland as the company providing long-lasting, quality-driven post-launch support

2022



Dying Light 2 Stay Human

Our biggest, most ambitious project yet — its story has only just begun!



UNANNOUNCED AAA

Our current project is the AAA Open World Action-RPG set in a brand new fantasy world

Priorities

Honesty and Transparency

- We listen to the gamers, communicate with them regularly and listen to their feedback
- We foster a healthy work environment and put our employees' needs front and center

Value Proposition

- Our players deserve long-lasting support after the original release for many years to come
- We guarantee fitting prices on content-enriching experiences; major updates and features for free

Creativity and Growth

- Creativity and an eagerness to learn are imprinted into Techland's very DNA
- Creating an environment of support and personal growth as the key components of our day-to-day operations

Post Launch Support:

- Dying Light: 2015–2022 (7 years)
- Dying Light 2: Stay Human: 2022–2027 (5 years)

Internal Culture

- We stand for values such as openness, equality, inclusivity, and respect, among others
- We aim to reflect those same values in the games we develop

Thank You