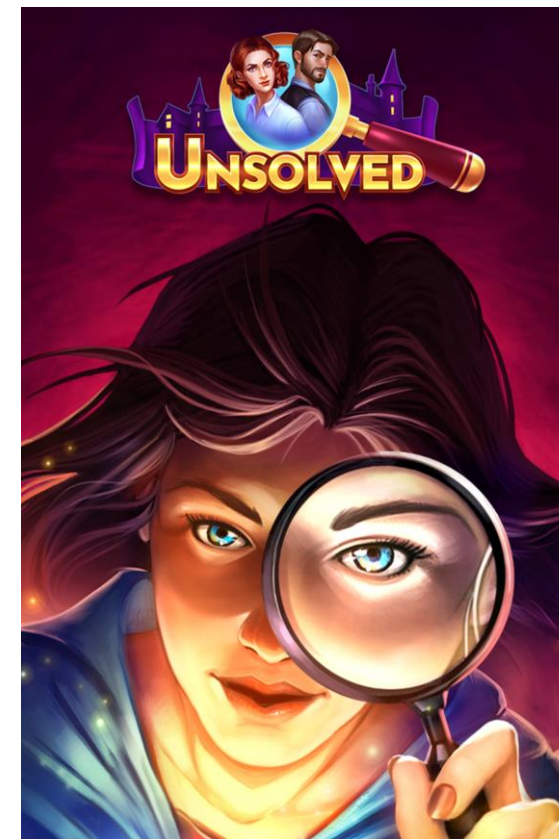


## Estimated revenues from the sale of Artifex Mundi S.A.'s products – February 2023

Attachment to Current Report 7/2023

In thousands PLN	February 2023	January 2023	MoM change	%	February 2022	YoY change	%	February 2023 YTD	February 2022 YTD	YoY change	%
Revenues from product sales	5,093	4,613	479	10%	3,750	1,342	22%	9,706	7,537	2,169	29%
Free-to-play games:	4,095	3,450	645	19%	2,449	1,647	44%	7,546	4,850	2,696	56%
Unsolved	3,934	3,262	672	21%	2,041	1,893	69%	7,196	3,974	3,222	81%
Bladebound	161	188	-26	-14%	407	-246	-60%	349	874	-525	-60%
Other	0	1	-1	-51%	1	-1	-33%	1	2	-1	-27%
HOPA games	968	1,127	-159	-14%	1,250	-282	-15%	2,095	2,573	-478	-19%
Premium games	30	36	-6	-17%	51	-21	-43%	65	114	-49	-43%
User acquisition costs	2,404	2,203	201	9%	1,282	1,122	87%	4,607	2,790	1,817	65%

- A **10%** increase in revenue to a record-breaking **5.1 million PLN**, with user acquisition expenses of 2.4 million.
- A **19%** increase in sales in the **free-to-play** segment to **4.1 million PLN**. Revenue from the **Unsolved** application amounted to **3.9 million PLN**, user acquisition expenses amounted to **2.4 million PLN** compared to 1.3 million PLN in the previous year.
- The increased revenue from **Unsolved** results from the systematic improvement of the application's KPIs and its expansion with additional content.
- Further improvement of KPIs for **Unsolved** combined with a favorable market environment catalyzed the dynamic increase of user acquisition expenses while maintaining the fixed expected rates of return.

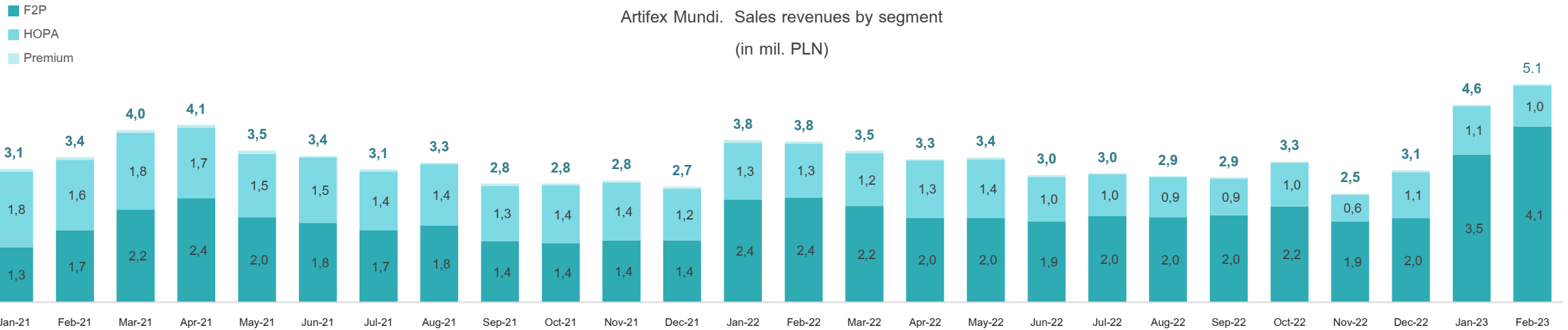


## Estimated revenues from the sale of Artifex Mundi S.A.'s products – February 2023 (cont.)

Attachment to Current Report 7/2023

Artifex Mundi. Sales revenues by segment

(in mil. PLN)



Unsolved. Monthly revenue and user acquisition costs

(in mil. PLN)

