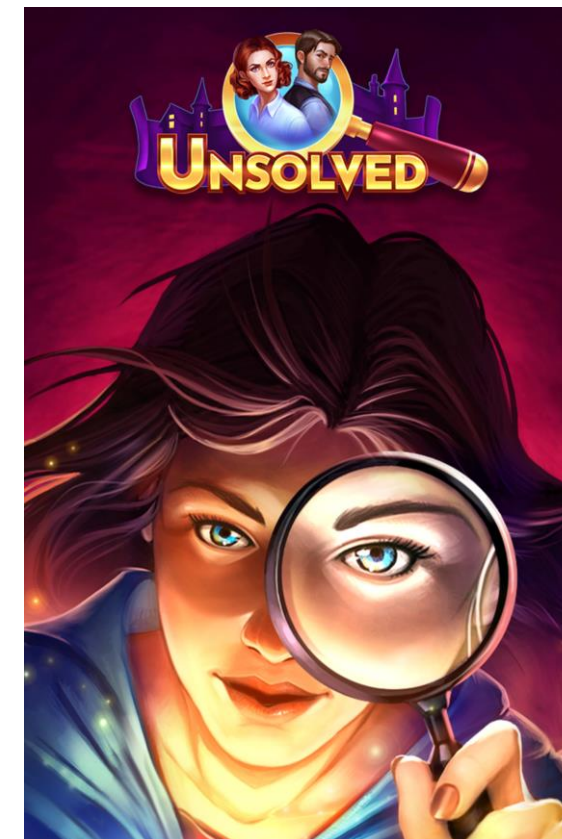


Estimated revenues from the sale of Artifex Mundi S.A.'s products – March 2023

Attachment to Current Report 13/2023

In thousands PLN	February 2023				March 2022			March 2023			
	February 2023	MoM change	%	March 2022	MoM change	%	March 2023 YTD	March 2022 YTD	MoM change	%	
Revenues from product sales	5,093	1,130	22%	3,536	2,687	76%	15,928	11,072	4,856	44%	
Free-to-play games	4,095	1,149	28%	2,248	2,997	133%	12,790	7,097	5,693	80%	
Unsolved	3,934	1,139	29%	1,870	3,203	171%	12,268	5,844	6,425	110%	
Bladebound	161	10	6%	377	-206	-55%	520	1,251	-731	-58%	
Other	0	0	-1%	1	-1	-61%	2	3	-1	-40%	
HOPA games	968	-30	-3%	1,229	-292	-24%	3,032	3,802	-770	-20%	
Premium games	30	11	36%	59	-18	-31%	106	173	-67	-39%	
User acquisition costs	2,410	975	40%	1,133	2,252	199%	7,998	3,923	4,075	104%	

- A **22%** increase in revenue to a record-breaking **6.2 million PLN**, with user acquisition expenses of 3.4 million.
- A **28%** increase in sales in the **free-to-play segment** to **5.2 million PLN**. Revenue from the **Unsolved** application amounted to **5.1 million PLN**, with user acquisition expenses of **3.4 million PLN** compared to 1.1 million PLN in the previous year.
- The increased revenue from **Unsolved** results from the systematic improvement of the application's KPIs and adding additional content.
- The impact of **the lowered commission** on Google Play was active until March 7, and increased the revenue **by 115,000 PLN**(compared to **350,000 in February PLN**).
- 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 – March 2023 (cont.)

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