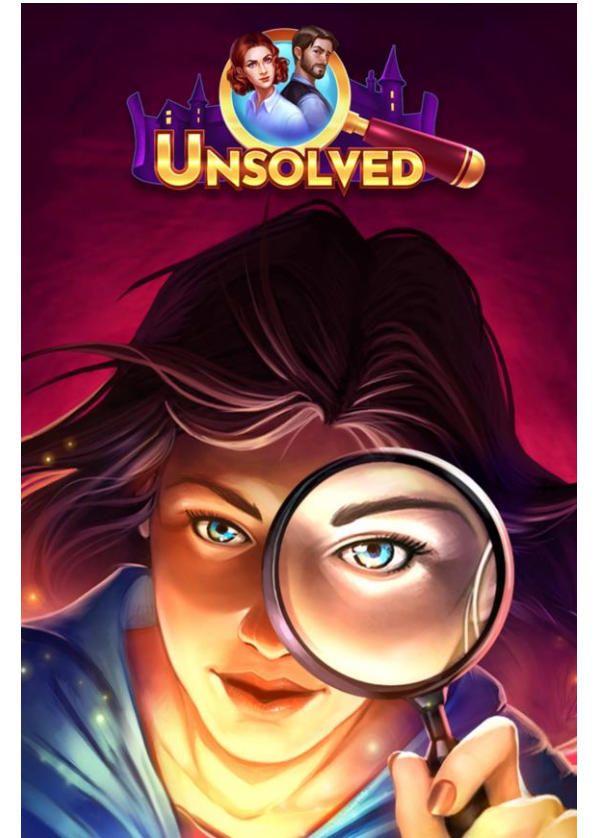


## Estimated revenues from the sale of Artifex Mundi S.A.'s products – May 2023

Attachment to Current Report 19/2023

In thousands PLN	May 2023	April 2023	MoM change	%	May 2022	YoY change	%	May 2023 YTD	May 2022 YTD	YoY change	%
Revenues from product sales	6,497	6,295	202	3%	3,385	3,112	92%	28,720	17,794	10,926	61%
Free-to-play games:	5,684	5,409	275	5%	1,974	3,710	188%	23,883	11,046	12,837	116%
Unsolved	5,564	5,263	301	6%	1,651	3,913	237%	23,095	9,149	13,946	152%
Bladebound	119	146	-26	-18%	321	-202	-63%	786	1,891	-1,106	-58%
Other	1	0	0	50%	1	-1	-47%	3	5	-2	-48%
HOPA games	786	866	-80	-9%	1,359	-573	-42%	4,684	6,501	-1,817	-28%
Premium games	27	20	7	37%	52	-25	-48%	152	246	-94	-38%
User acquisition costs	3,173	3,103	70	2%	1,277	1,896	148%	14,274	6,302	7,972	126%

- A MoM increase in revenue of **3%** to a record-breaking **6.5 million PLN**, with user acquisition expenses of 3.2 million (+2% MoM).
- A **5%** increase in sales in the **free-to-play** segment to **5.7 million PLN**. Revenues from the **Unsolved** application amounted to **5.6 million PLN** (+237% YoY), with user acquisition expenses of **3.2 million PLN** (+148% YoY), compared to 1.3 million PLN in the previous year.
- Further improvement of KPIs and content expansion for **Unsolved** made it possible to keep the same level of user acquisition expenses while maintaining the fixed expected rates of return despite the growing user acquisition costs.



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

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