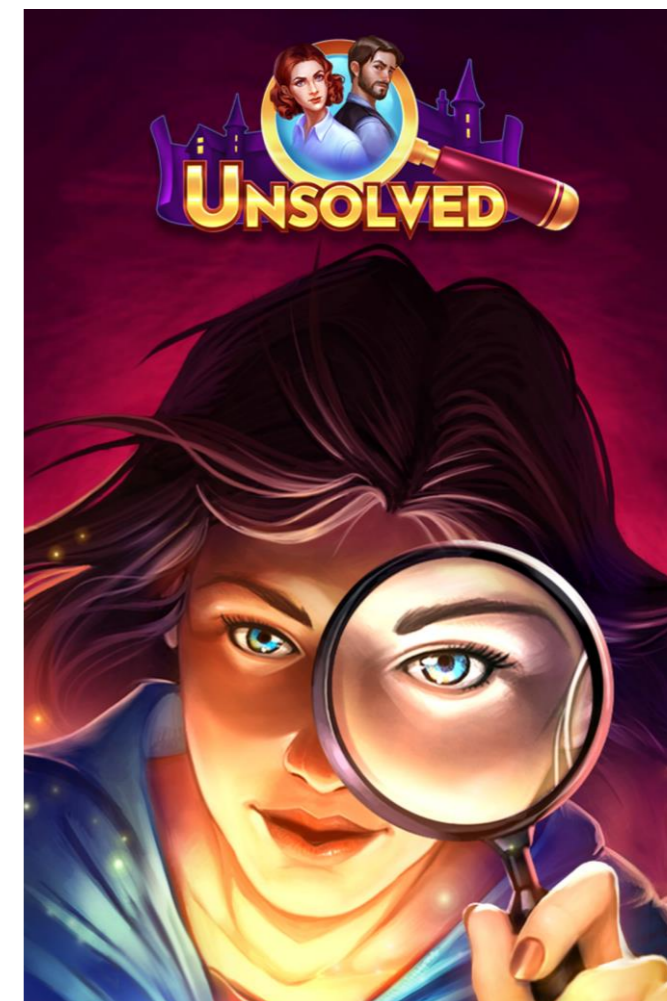


Estimated revenues from the sale of Artifex Mundi S.A.'s products – February 2024

Attachment to Current Report 7/2024

| In thousands PLN | February 2024 | January 2024 | MoM change | % | February 2023 | YoY change | % |
|------------------------------------|---------------|--------------|-------------|------------|---------------|--------------|------------|
| Revenues from product sales | 8,802 | 9,046 | -244 | -3% | 5,093 | 3,710 | 73% |
| Free-to-play games | 7,930 | 8,109 | -179 | -2% | 4,095 | 3,835 | 94% |
| Unsolved | 7,864 | 8,017 | -153 | -2% | 3,934 | 3,930 | 100% |
| Bladebound | 66 | 91 | -26 | -28% | 161 | -95 | -59% |
| Other | 0 | 0 | 0 | 0% | 0 | 0 | -80% |
| HOPA games | 854 | 913 | -59 | -7% | 968 | -114 | -12% |
| Premium games | 19 | 25 | -6 | -24% | 30 | -11 | -37% |
| User acquisition costs | 4,489 | 4,556 | -67 | -1% | 2,410 | 2,079 | 86% |

- Revenues from the *Unsolved* application amounted to **7.86 million PLN** (+100% YoY) to reach a **record level of average daily revenue of 270,000 PLN** in February.
- The revenue from *Unsolved*, not scrubbed of the impact of non-recurrent events and the shorter sales period, decreased by 2% in comparison to January this year, with user acquisition expenses lower by less than 1%.
- After scrubbing this year's revenue of the impact of Google Play's commission on the revenue generated by Artifex Mundi's games being lower from January 1 to February 5 this year, **the average daily revenue** from *Unsolved* **increased** in February in the month-on-month perspective **by almost 12%** with a 5% increase in the average daily user acquisition expenses.



Estimated revenues from the sale of Artifex Mundi S.A.'s products – February 2024 (cont.)

Attachment to Current Report 7/2024

