

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

Attachment to current report 10/2024

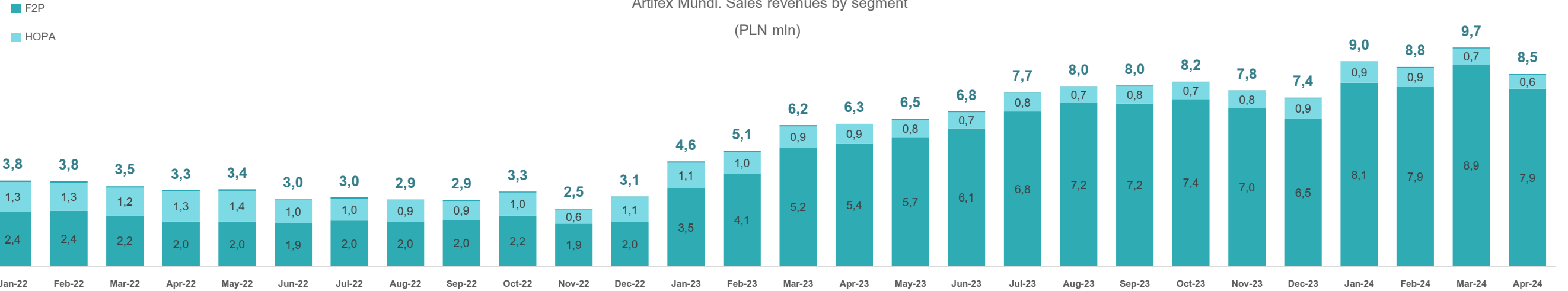
In thousands of PLN	April 2024				April 2023			April 2024 YTD			
	April 2024	March 2024	Change MoM	%	April 2023	Change YoY	%	April 2024 YTD	April 2023 YTD	Change YoY	%
Revenues from the sale of products	8,488	9,654	-1,166	-12%	6,295	2,193	35%	35,990	22,223	13,768	62%
Free-to-play games:	7,851	8,915	-1,064	-12%	5,409	2,443	45%	32,806	18,199	14,606	80%
Unsolved	7,794	8,849	-1,055	-12%	5,263	2,532	48%	32,525	17,531	14,994	86%
Bladebound	57	66	-9	-14%	146	-89	-61%	280	666	-386	-58%
Other	0	0	0	---	0	0	-81%	0	2	-2	-88%
HOPA games	620	714	-94	-13%	866	-246	-28%	3,101	3,898	-797	-20%
Premium games	16	25	-9	-35%	20	-4	-18%	84	125	-41	-33%
Player acquisition costs	4,162	4,904	-742	-15%	3,103	1,059	34%	18,116	11,101	7,015	63%

- The value of revenues at level of PLN 8.5 million was achieved with user acquisitions costs of 4.2 million.
- The daily revenues from the Unsolved application were on average lower by 9% month-on-month. (260k vs 285k), daily user acquisitions costs were on average lower by 19.5k (-12,3%)
- The revenues from the Unsolved application amounted to PLN 7.8 million (+48% year-on-year) with user acquisition costs of PLN 4.2 million (+34% year-on-year), resulting in the first margin of PLN 3.6 million (+68% year-on-year).



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

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Unsolved. Monthly revenues and user acquisition costs

(PLN mln)

