

# Estimated revenues from the sale of Artifex Mundi S.A.'s products – July 2025

## Attachment to current report 21/2025

In thousands PLN	July 2025	June 2025	Change MoM	%	July 2024	Change YoY	%	YTD July 2025	YTD July 2024	Change YoY	%
<b>Revenues from the sale of products</b>	<b>7 273</b>	<b>7 771</b>	<b>-497</b>	<b>-6%</b>	<b>8 347</b>	<b>-1 074</b>	<b>-13%</b>	<b>60 058</b>	<b>60 496</b>	<b>-438</b>	<b>-1%</b>
Free-to-play games:	6 910	7 421	-511	-7%	7 739	-829	-11%	56 937	55 487	1 449	3%
Unsolved	6 854	7 356	-502	-7%	7 708	-855	-11%	56 546	55 088	1 458	3%
Bladebound	56	65	-9	-13%	31	25	82%	391	400	-9	-2%
HOPA games	355	339	16	5%	594	-239	-40%	3 011	4 876	-1 865	-38%
Premium games	8	11	-2	-23%	14	-6	-41%	110	132	-22	-17%
<b>Player acquisition costs</b>	<b>3 106</b>	<b>3 507</b>	<b>-401</b>	<b>-11%</b>	<b>4 635</b>	<b>-1 529</b>	<b>-33%</b>	<b>32 816</b>	<b>30 266</b>	<b>2 551</b>	<b>8%</b>

- † The revenues reached **PLN 7.3 mln**, which is **a decrease of 6%** month-on-month and **a decrease of 13%** year-on-year. The result was affected, among other things, by the weakening of the dollar (-6% y-o-y).
- † The **revenues** from the **Unsolved** reached **PLN 6.9 mln** and **the first margin** reached **PLN 3.7 mln**. Player acquisition costs amounted to PLN 3.1 million.

# Estimated revenues from the sale of Artifex Mundi S.A.'s products – July 2025 (cont.)

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