

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

## Attachment to current report 25/2025

In thousands PLN	September 2025	August 2025	Change MoM	%	September 2024	Change YoY	%	YTD September 2025	YTD September 2024	Change YoY	%
<b>Revenues from the sale of products</b>	<b>7 017</b>	<b>7 509</b>	<b>-492</b>	<b>-7%</b>	<b>8 435</b>	<b>-1 417</b>	<b>-17%</b>	<b>74 584</b>	<b>78 324</b>	<b>-3 740</b>	<b>-5%</b>
Free-to-play games:	6 634	7 131	-497	-7%	7 924	-1 291	-16%	70 701	72 204	-1 503	-2%
Unsolved	6 613	7 091	-478	-7%	7 885	-1 272	-16%	70 250	71 715	-1 465	-2%
Bladebound	20	40	-20	-49%	40	-19	-48%	451	489	-38	-8%
HOPA games	373	365	8	2%	497	-124	-25%	3 749	5 956	-2 207	-37%
Premium games	11	13	-2	-17%	13	-2	-18%	134	164	-30	-18%
<b>Player acquisition costs</b>	<b>4 196</b>	<b>4 036</b>	<b>160</b>	<b>4%</b>	<b>4 366</b>	<b>-170</b>	<b>-4%</b>	<b>41 049</b>	<b>40 242</b>	<b>807</b>	<b>2%</b>

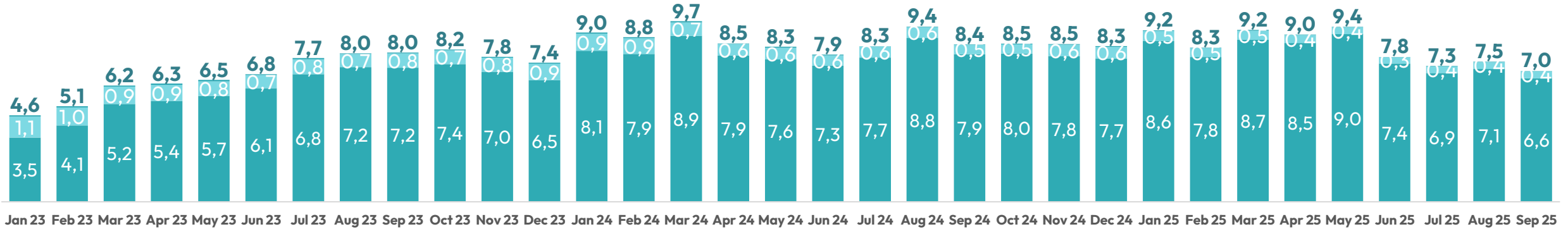
- † The revenues reached **PLN 7.0 mln**, which is **a decrease of 7%** month-on-month. The result was affected, among other things, by the weakening of the dollar (-6% y-o-y).
- † The **revenues** from the **Unsolved** reached **PLN 6.6 mln** and **the first margin** reached **PLN 2.4 mln**. Player acquisition costs amounted to PLN 4.2 million.

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

## Attachment to current report 25/2025

F2P  
HOPA

Artifex Mundi. Sales revenues by segment  
(PLN mln)



Revenues  
UA costs

Unsolved. Monthly revenues and user acquisition costs  
(PLN mln)

