

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

Attachment to current report 29/2025

In thousands PLN	October 2025	September 2025			October 2024			YTD			
		Change MoM	Change MoM	%	Change YoY	Change YoY	%	October 2025	October 2024	Change YoY	%
Revenues from the sale of products	7 322	7 017	305	4%	8 467	-1145	-14%	81 907	86 791	-4 885	-6%
Free-to-play games:	6 952	6 634	318	5%	7 957	-1 005	-13%	77 653	80 161	-2 508	-3%
Unsolved	6 926	6 613	313	5%	7 904	-978	-12%	77 176	79 619	-2 443	-3%
Bladebound	25	20	5	24%	53	-27	-52%	477	542	-65	-12%
HOPA games	361	373	-12	-3%	499	-138	-28%	4 110	6 455	-2 345	-36%
Premium games	9	11	-2	-15%	11	-2	-15%	144	176	-32	-18%
Player acquisition costs	3 766	4 197	-431	-10%	4 225	-459	-11%	44 816	44 467	348	1%

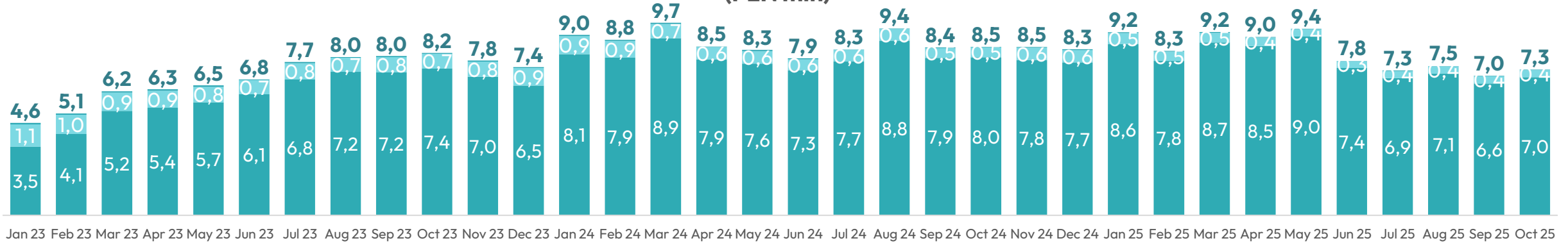
- † The revenues reached **PLN 7.3 mln**, which is **an increase of 4%** month-on-month. The result was affected, among other things, by the weakening of the dollar (-8% y-o-y).
- † The **revenues** from the **Unsolved** reached **PLN 6.9 mln** and **the first margin** reached **PLN 3.2 mln**. Player acquisition costs amounted to PLN 4.2 million.

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

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F2P
HOPA

Artifex Mundi. Sales revenues by segment
(PLN mln)



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

Revenues
UA costs

