

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

## Attachment to current report 1/2026

In thousands PLN	November 2025				December 2024			YTD December 2025			
	December 2025	November 2025	Change MoM	%	December 2024	Change YoY	%	December 2025	YTD December 2024	Change YoY	%
<b>Revenues from the sale of products</b>	<b>6 899</b>	<b>7 174</b>	<b>-275</b>	<b>-4%</b>	<b>8 332</b>	<b>-1 433</b>	<b>-17%</b>	<b>95 980</b>	<b>103 578</b>	<b>-7 598</b>	<b>-7%</b>
Free-to-play games:	6 477	6 857	-381	-6%	7 698	-1 221	-16%	90 987	95 676	-4 689	-5%
Unsolved	6 433	6 805	-371	-5%	7 640	-1 207	-16%	90 414	95 025	-4 611	-5%
Bladebound	43	53	-10	-18%	58	-15	-25%	573	651	-78	-12%
HOPA games	410	302	108	36%	619	-209	-34%	4 822	7 693	-2 871	-37%
Premium games	12	14	-2	-15%	16	-4	-22%	170	209	-38	-18%
<b>Player acquisition costs</b>	<b>3 147</b>	<b>3 675</b>	<b>-528</b>	<b>-14%</b>	<b>3 503</b>	<b>-356</b>	<b>-10%</b>	<b>51 646</b>	<b>51 904</b>	<b>-258</b>	<b>0%</b>

- † The revenues reached **PLN 6.9 mln**, which is **a decrease of 4%** month-on-month. The result was affected, among other things, by the weakening of the dollar (**-11% y-o-y**).
- † The **revenues** from the **Unsolved** reached **PLN 6.4 mln** and **the first margin** reached **PLN 3.3 mln**. Player acquisition costs amounted to PLN 3.1 million.

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

## Attachment to current report 1/2026

