

Estimated revenues from the sale of Artifex Mundi S.A.'s products – January 2026

Attachment to current report 4/2026

In thousands PLN	December 2025				January 2025		
	January 2026	December 2025	Change MoM	%	January 2025	Change YoY	%
Revenues from the sale of products	8 587	6 899	1 688	24%	9 195	-608	-7%
Free-to-play games:	8 194	6 477	1 718	27%	8 626	-432	-5%
Unsolved	8 135	6 433	1 702	26%	8 553	-418	-5%
Bladebound	59	43	16	36%	74	-14	-20%
HOPA games	381	410	-29	-7%	547	-166	-30%
Premium games	12	12	-1	-5%	22	-10	-47%
Player acquisition costs	4 688	3 140	1 548	49%	4 568	120	3%

- † Estimated **sales revenues** reached **PLN 8.6 mln**, which is **an increase of 24%** month-on-month. The level of first margin was negatively affected by the weakening of the US dollar (-12% YoY) - at exchange rates from the corresponding period last year, it would have been approximately PLN 0.5 million higher.
- † January's revenue was affected by **a one-time reduction** in Google Play Store commissions from 30% to 15%, which translated into an additional **PLN 535 thousands** in revenue. An analogous commission reduction took place at the beginning of 2025 and will have a positive effect later in February.
- † In January, the Company **acquired 727 thousand new users**, compared to 529 thousand in January 2025 (+37% YoY).
- † The game **Unsolved** generated **PLN 8.1 million in revenue** and PLN 3.4 million in first margin, with **player acquisition costs amounting to PLN 4.7 million**.

Estimated revenues from the sale of Artifex Mundi S.A.'s products – January 2026 (cont.)

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