

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

## Attachment to current report 6/2026

In thousands PLN	February 2026	January 2026	Change MoM	%	February 2025	Change YoY	%	YTD February 2026	YTD February 2025	Change YoY	%
<b>Revenues from the sale of products</b>	<b>7 549</b>	<b>8 587</b>	<b>-1 038</b>	<b>-12%</b>	<b>8 265</b>	<b>-716</b>	<b>-9%</b>	<b>16 136</b>	<b>17 460</b>	<b>-1 324</b>	<b>-8%</b>
Free-to-play games:	7 247	8 194	-948	-12%	7 769	-523	-7%	15 441	16 396	-955	-6%
Unsolved	7 181	8 135	-954	-12%	7 708	-527	-7%	15 316	16 261	-945	-6%
Bladebound	65	59	6	11%	61	5	7%	125	134	-10	-7%
HOPA games	292	381	-89	-23%	475	-183	-38%	674	1 022	-348	-34%
Premium games	10	12	-2	-13%	21	-11	-51%	22	42	-21	-49%
<b>Player acquisition costs</b>	<b>3 797</b>	<b>4 699</b>	<b>-902</b>	<b>-19%</b>	<b>4 182</b>	<b>-385</b>	<b>-9%</b>	<b>8 496</b>	<b>8 750</b>	<b>-253</b>	<b>-3%</b>

- + Estimated **sales revenues** reached **PLN 7.6 mln**, which is a **decrease of 12%** month-on-month. The level of first margin was negatively affected by the weakening of the US dollar (-11% YoY) - at exchange rates from the corresponding period last year, it would have been approximately PLN 0.4 million higher.
- + February's revenue was affected by a **one-time reduction** in Google Play Store commissions from 30% to 15%, which translated into an additional **PLN 105 thousands** in revenue (compared to 535k in the previous month).
- + In February, the Company **acquired 710 thousand new users**, compared to 540 thousand in February 2025 (+31% YoY).
- + The game *Unsolved* generated **PLN 7.2 million in revenue** and PLN 3.4 million in first margin, with **player acquisition costs amounting to PLN 3.8 million**.

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

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