

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

Attachment to current report 8/2026

In thousands PLN	March 2026	February 2026	Change MoM	%	March 2025	Change YoY	%	YTD March 2026	YTD March 2025	Change YoY	%
Revenues from the sale of products	8 584	7 549	1 035	14%	9 211	-627	-7%	24 720	26 671	-1 951	-7%
Free-to-play games:	8 197	7 247	950	13%	8 693	-496	-6%	23 638	25 089	-1 451	-6%
Unsolved	8 136	7 181	955	13%	8 639	-503	-6%	23 452	24 900	-1 448	-6%
Bladebound	61	65	-4	-6%	54	7	13%	186	189	-3	-2%
HOPA games	375	292	82	28%	491	-116	-24%	1 048	1 512	-464	-31%
Premium games	12	10	2	21%	27	-15	-55%	34	69	-36	-51%
Player acquisition costs	4 148	3 802	346	9%	5 223	-1 075	-21%	12 650	13 973	-1 323	-9%

- + Estimated **sales revenues** reached **PLN 8.6 mln**, which is **an increase of 14%** month-on-month, meanwhile, the first margin increased to PLN 4.4 million from PLN 3.7 million in February, i.e. by 18% month over month.
- + Compared to March 2025, estimated **sales revenues decreased by 7% year over year**, while the **first margin increased by 10%**, i.e. by PLN 0.4 million.
- + In March, the Company **acquired 611 thousand new users**, compared to 549 thousand in March 2025 (+31% YoY).
- + The game **Unsolved** generated **PLN 8.1 million in revenue** and PLN 4.0 million in first margin, with **player acquisition costs amounting to PLN 4.1 million**.

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

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