

Estimated revenues from the sale of Artifex Mundi S.A.'s products – April 2026 Attachment to current report 10/2026

In thousands PLN	April 2026	March 2026	Change MoM	%	April 2025	Change YoY	%	YTD April 2026	YTD April 2025	Change YoY	%
Revenues from the sale of products	7 116	8 584	-1 468	-17%	8 967	-1 851	-21%	31 836	35 638	-3 802	-11%
Free-to-play games:	6 863	8 197	-1 334	-16%	8 522	-1 659	-19%	30 501	33 611	-3 110	-9%
Unsolved	6 816	8 136	-1 320	-16%	8 483	-1 667	-20%	30 268	33 383	-3 115	-9%
Bladebound	47	61	-14	-23%	39	9	22%	233	228	5	2%
HOPA games	248	375	-127	-34%	433	-185	-43%	1 296	1 945	-650	-33%
Premium games	5	12	-7	-56%	12	-7	-56%	39	82	-42	-52%
Player acquisition costs	3 330	4 144	-814	-20%	6 840	-3 510	-51%	15 976	20 813	-4 837	-23%

- † Estimated **sales revenues** reached **PLN 7.1 mln**, which is a **decrease of 17%** month-on-month, meanwhile, the **first margin amounted PLN 3.8 million** from PLN, i.e. -15% month over month.
- † Compared to April 2025, estimated **sales revenues decreased by 21% year over year**, while the **first margin increased by 78%**, i.e. by **PLN 1.6 million**.
- † The game *Unsolved* generated **PLN 6.8 million in revenue** and **PLN 3.5 million in first margin**, with **player acquisition costs amounting to PLN 3.3 million**.

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

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