

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

Attachment to current report 16/2026

In thousands PLN	May 2026	April 2026	Change MoM	%	May 2025	Change YoY	%	YTD May 2026	YTD May 2025	Change YoY	%
Revenues from the sale of products	6 539	7 116	-577	-8%	9 376	-2 837	-30%	38 375	45 014	-6 639	-15%
Free-to-play games:	6 274	6 863	-589	-9%	8 994	-2 720	-30%	36 775	42 605	-5 830	-14%
Unsolved	6 222	6 816	-594	-9%	8 952	-2 731	-31%	36 490	42 336	-5 846	-14%
Bladebound	52	47	5	10%	42	10	25%	285	269	16	6%
HOPA games	259	248	12	5%	373	-113	-30%	1 555	2 318	-763	-33%
Premium games	6	5	0	4%	9	-4	-38%	45	91	-46	-51%
Player acquisition costs	2 416	3 319	-903	-27%	5 437	-3 021	-56%	18 380	26 250	-7 870	-30%

- † Estimated **sales revenues** reached **PLN 6.5 mln**, which is **a decrease of 8%** month-on-month, meanwhile, the **first margin amounted PLN 4.1 million** from PLN, i.e. -15% month over month.
- † Compared to May 2025, estimated **sales revenues decreased by 30% year over year**, while the **first margin increased by 5%, i.e. by PLN 1.84 million**.
- † The game *Unsolved* generated **PLN 6.2 million in revenue** and **PLN 3.8 million in first margin**, with **player acquisition costs amounting to PLN 2.4 million**.

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

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