

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

Attachment to current report 21/2026

In thousands PLN	Juner 2026	May 2026	Change MoM	%	June 2025	Change YoY	%	YTD June 2026	YTD June 2025	Change YoY	%
Revenues from the sale of products	5 784	6 539	-754	-12%	7 771	-1 986	-26%	44 159	52 784	-8 625	-16%
Adventure games	5 458	6 222	-763	-12%	7 356	-1 898	-26%	41 948	49 692	-7 744	-16%
RPG games	41	52	-11	-21%	65	-24	-36%	327	334	-8	-2%
Other games	285	265	20	8%	350	-65	-19%	1 884	2 758	-874	-32%
Player acquisition costs	1 807	2 416	-609	-25%	3 460	-1 653	-48%	20 187	29 710	-9 523	-32%
First margin	3 977	4 123	-145	-4%	4 311	-333	-8%	23 972	23 074	898	4%

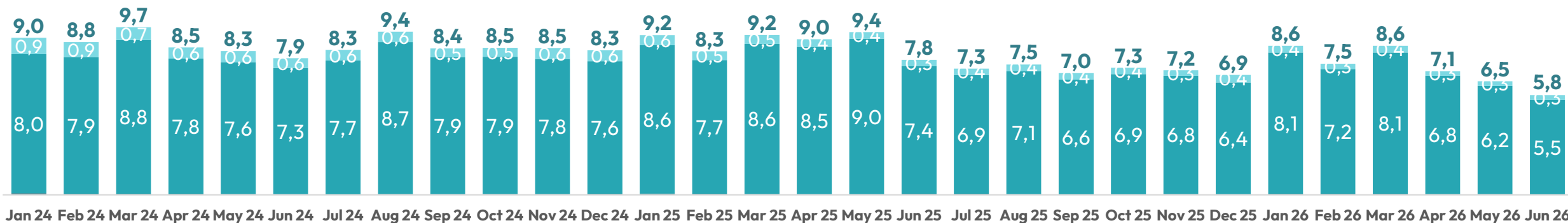
- † Estimated **sales revenues** reached **PLN 5.8 mln**, which is **a decrease of 12%** month-on-month, meanwhile, the **first margin** amounted **PLN 4.0 million**.
- † Compared to June 2025, estimated **sales revenues decreased by 26% year over year**, while the **first margin decreased by 8%, i.e. by PLN 0.33 million**.
- † The game *Unsolved* generated **PLN 5.5 million in revenue** and **PLN 3.7 million in first margin**, with **player acquisition costs amounting to PLN 1.8 million**.

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

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Other
Adventure
RPG

Artifex Mundi. Sales revenues by segment
(PLN mln)



Unsolved. Monthly revenues and user acquisition costs
(PLN mln)

