

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

Attachment to current report 24/2026

In thousands PLN	July 2026	June 2026	Change MoM	%	July 2025	Change YoY	%	YTD July 2026	YTD July 2025	Change YoY	%
Revenues from the sale of products	5 601	5 784	-184	-3%	7 273	-1 672	-23%	49 760	60 058	-10 298	-17%
Adventure games	5 305	5 458	-154	-3%	6 854	-1 549	-23%	47 253	56 546	-9 293	-16%
RPG games	29	41	-12	-29%	56	-27	-48%	356	391	-35	-9%
Other games	267	285	-18	-6%	363	-96	-26%	2 151	3 121	-970	-31%
Player acquisition costs	2 060	1 807	253	14%	3 106	-1 046	-34%	22 247	32 817	-10 570	-32%
First margin	3 541	3 978	-437	-11%	4 167	-626	-15%	27 513	27 241	272	1%

- † Estimated **sales revenues** reached **PLN 5.6 mln**, which is **a decrease of 3%** month-on-month, with **player acquisition costs rising by 14%**.
- † Compared to July 2025, estimated **sales revenues decreased by 23% YoY**, while the **first margin decreased by 15%, i.e. by PLN 626k**.
- † The game *Unsolved* generated **PLN 5.3 mln revenues** and **PLN 3.2 mln first margin**, with **player acquisition costs amounting to PLN 2.1 mln**.

— **Estimated revenues from the sale of Artifex Mundi S.A.'s products – July 2026** **Attachment to current report 24/2026 (cont.)**

