

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

Attachment to current report 32/2026

In thousands PLN	September 2026	August 2026	Change MoM	%	September 2025	Change YoY	%	YTD September 2026	YTD September 2025	Change YoY	%
Revenues from the sale of products	4 897	5 326	-429	-8%	7 017	-2 119	-30%	59 983	74 584	-14 601	-20%
Adventure games	4 671	5 100	-429	-8%	6 613	-1 942	-29%	57 024	70 250	-13 226	-19%
RPG games	41	28	13	46%	20	21	100%	425	451	-26	-6%
Other games	185	198	-13	-6%	383	-198	-52%	2 534	3 883	-1 349	-35%
Player acquisition costs	2 086	2 062	24	1%	4 203	-2 117	-50%	26 404	41 056	-14 651	-36%
First margin	2 811	3 264	-453	-14%	2 814	-3	0%	33 579	33 528	51	0%

- † Estimated **sales revenues** reached **PLN 4.9 mln**, which is **a decrease of 8%** month-on-month, meanwhile, the **first margin** amounted **PLN 2.8 mln**.
- † Compared to September 2025, estimated **sales revenues** **decreased by 30% YoY**, while the **first margin** **remained at the same level**.
- † The game *Unsolved* generated **PLN 4.7 mln revenues** and **PLN 2.6 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 – September 2026 Attachment to current report 32/2026 (cont.)

