

ASX Release

Streamplay's Noodlecake backs 'Project DS', Sequence Break's next premium co-op title

Streamplay Studio Limited ("Streamplay" or the "Company") (ASX: SP8) is pleased to announce that its wholly owned subsidiary, Noodlecake Studios ("Noodlecake"), has entered into a publishing and development support agreement with **Sequence Break** for a new premium title operating under the working title "*Project DS*". The project is currently in development for PC and console platforms and will feature original gameplay systems.

HIGHLIGHTS

- **Noodlecake Enters Premium Publishing Partnership with Sequence Break:**
 - Milestone-based support agreement for a premium single-player and cooperative PC/console title featuring original gameplay systems;
 - Expands Noodlecake's full-cycle premium PC and console publishing pipeline beyond mobile adaptation and porting projects;
 - Initial development phase structured around delivery of a vertical slice milestone through CY2026 ahead of broader commercial rollout targeted for 2027.
- **Sequence Break Partnership Builds on Prior Multi-Platform Success:**
 - Sequence Break is the studio behind *Soundfall* – previously published by Noodlecake across PC, Xbox, PlayStation and Nintendo Switch;
 - Soundfall achieved over 200,000 lifetime installs across PC and console, generating over ~A\$2 million in gross platform revenue to date.
 - Development team includes experience spanning *Fortnite*, *Diablo IV*, *Risk of Rain 2*, *Gears of War*, *League of Legends* and *Terraria*.



Summary

Under the agreement, Noodlecake will provide development and ongoing publishing support through a milestone-based production structure aligned with industry-standard publishing arrangements.



Project DS is currently targeting release across PC and console platforms, with additional development milestones and platform details expected to be announced progressively as production advances. Initial development activities are currently focused on delivery of a vertical slice milestone through CY2026, which is expected to inform broader production planning, platform engagement and commercial rollout activities currently targeted for 2027, subject to development progress.

The agreement builds on Noodlecake's prior publishing relationship with Sequence Break through *Soundfall*, which achieved **more than 200,000 lifetime installs and generated more than US\$1.5 million (~A\$2 million) in gross platform revenue to date**. Through that collaboration, Noodlecake gained direct operational experience working alongside the studio across multi-platform development, certification and commercial launch execution.

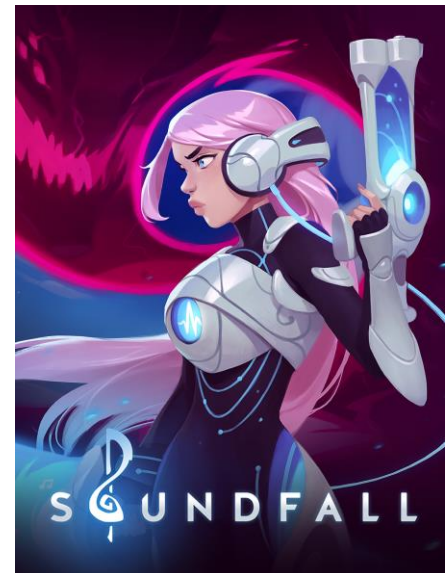
Commercial terms remain confidential, however, Noodlecake is expected to recoup its staged development investment prior to transitioning into long-term performance-based revenue participation arrangements aligned with commercial success outcomes.

About Sequence Break

An independent game studio founded by developers and creatives with experience spanning *Fortnite*, *Gears of War*, *Diablo IV*, *Risk of Rain 2*, *League of Legends*, *Terraria* and other globally recognised franchises – Sequence Break specialises in cooperative gameplay systems and stylised premium indie experiences.

The studio previously collaborated with Noodlecake on *Soundfall*, a rhythm-based cooperative action title released simultaneously across PC, Xbox, PlayStation and Nintendo Switch platforms in 2022.

Soundfall was supported by an Epic MegaGrant, featured in Nintendo Indie World showcases, received recognition at MAGFest, and formed part of the Smithsonian American Art Museum Arcade exhibit program.



About Project DS

Project DS is a premium original IP being developed around replayable solo and cooperative gameplay, long-term progression systems, and stylised world-building. Designed for solo or cooperative play, the project combines procedural gameplay elements, persistent progression mechanics and evolving player-driven encounters intended to support long-term replayability.

Building on Sequence Break's history of blending multiple gameplay genres in innovative ways, *Project DS* is intended to deliver a distinctive premium experience across PC and console platforms.

The title is being developed in **Unreal Engine 5** and is intended as a premium multi-platform release supported by future content updates and downloadable expansions.

“ Similar to *Winter Burrow*, *Project DS* represents exactly the kind of premium indie project we want to back – a game built around memorable co-op experiences, strong replayability and a clear creative identity. ”

Our previous collaboration on Soundfall gave us firsthand experience working alongside Sequence Break through a full multi-platform launch, and we're excited to now support Project DS much earlier in its development journey.

— Ryan Holowaty, CEO of Noodlecake

Premium Publishing Model

Noodlecake's responsibilities include development support, platform strategy, marketing support and commercial publishing services across major storefronts. The agreement also enables engagement with platform partners regarding potential funding, promotional support and distribution opportunities throughout the game's development lifecycle.

Consistent with Noodlecake's broader publishing strategy, the Company may also pursue platform marketing, subscription and exclusivity opportunities where commercially appropriate.

Unlike mobile adaptation or porting agreements, PC and console publishing arrangements typically involve multi-year collaboration between publisher and developer from active development through commercial launch and post-launch support.



Noodlecake's publishing agreements are generally structured around milestone-based development support, recoupment of investment and associated publishing costs, and long-term participation in a title's commercial performance following release. Commercial structures vary between projects depending on development requirements, financing commitments and technical involvement.

This approach enables Noodlecake to participate earlier in a project's lifecycle while creating opportunities for future operational updates throughout development, including showcase participation, platform milestones, launch timing and commercial rollout initiatives.

Streamplay believes *Project DS* is well aligned with broader industry trends favouring replayable social and cooperative gameplay experiences across premium PC and console markets.

“ This agreement is another significant step in Streamplay's expansion into premium PC and console publishing. ”

Following the success of Winter Burrow, we believe Noodlecake's decision to back Sequence Break will further strengthen Streamplay's growing portfolio of premium multi-platform publishing projects and create additional long-term commercial opportunities for shareholders.

— Bert Mondello, Chairman of Streamplay Studio

For further information

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About Streamplay Studio

Streamplay Studio Limited (ASX:SP8) is the owner of North America-based Noodlecake Studios, an award-winning indie studio recognised for its innovative original IPs and global publishing partnerships. With over 60 published titles and more than 270 million downloads worldwide, Noodlecake continues to lead in premium mobile and indie gaming. Streamplay's operations span game development and publishing, esports, streaming, and telco-aligned services across North America, Australia, MEA, and the Pacific Islands.

More information: www.streamplay.studio
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