# FINANCIAL RESULT FOR THE YEAR ENDED 30 JUNE 2026

**PlaySide Studios Limited** (PLY-ASX) ("PLY" or "PlaySide") is pleased to announce its results for the financial year ended 30 June 2026.

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**FINANCIAL HIGHLIGHTS**

- Revenue of $54.9m (guidance: $50-53m, pcp: $48.7m, +13%)
  - Original IP revenue of $34.7m (pcp: $16.7m, +108%)
  - External Projects revenue of $20.2m (pcp: $32.0m, -37%)
- EBITDA of $15.5m (pcp: $7.5m loss)
- NPAT of $5.4m (pcp: $12.1m loss)
- Operating cash of $10.7m (pcp: $7.3m outflow)
- $6.6m placement (before costs) and $1.8m Share Purchase Plan at $0.20/share
- Debt facility of $6.0m secured against $7.8m FY25 DGTO claim
- Cash at bank of $15.4m (30 June 2025: $13.5m)

**INVESTOR WEBINAR - 10:30AM THURSDAY 20 AUGUST**

- Participants can register using the following link:
  - https://us02web.zoom.us/webinar/register/WN_ybRp9cdvQvuenYys-qrI3g

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*MOUSE: P.I. For Hire has been the standout of our year. There was clear demand for the title well before launch, and the team converted it with a polished, exceptionally well-reviewed game that has translated directly into strong sales and a franchise we can build on. That is a hard thing to get right in this industry, and it validates both the publishing model we have been building and the studios we choose to back.*

*External Projects has been tougher this year and we have aligned our cost base accordingly. At the same time we have expanded our Business Development team and global presence because we view current conditions as cyclical rather than structural, and we intend to be well positioned as demand recovers. The award of several small projects in recent weeks has been a positive in this regard.*

*We are excited to be sharing gameplay from Game of Thrones: War for Westeros in our current marketing campaign. Building anticipation over the coming months is a priority, and the team is focused on delivering the game that fans of real-time strategy and Game of Thrones have been waiting for.*

*The launch of Dumb Ways to Build is only a few weeks away. It is a chaotic, fun co-operative experience and a fitting way to introduce the franchise to PC and console players - something we intend to keep building upon.*

**BENN SKENDER, PLAYSIDE STUDIOS CEO**

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PlaySide™

## OPERATIONAL HIGHLIGHTS

- MOUSE: P.I. For Hire was the most successful game launch in the Company's history
  - Simultaneously launched on six different PC/Console platforms on 16 April 2026 (US time)
  - US$28m in gross sales during the period, recently surpassed 1m units sold
  - 94% 'Very Positive' review score on Steam, excellent feedback from players and critics
- Original IP portfolio continues to grow
  - 30% of Original IP revenues derived from back catalogue
  - Secured exclusive rights to MOUSE sequel
  - Signed global publishing agreement with Swedish developer MVRX Games to publish the co-op adventure platformer *Dew*
- Significant improvements to cost base and market positioning
  - $12m in annualised cost savings following restructuring
  - Three additional Business Development personnel hired across the UAE and Europe
- Colin Lai appointed as Chief Financial Officer and Company Secretary in March 2026

## EVENTS SUBSEQUENT TO BALANCE DATE

- Physical edition of MOUSE P.I. For Hire was launched in global retailers during July 2026
- New External Projects work awarded by Meta and Epic Games
- Game of Thrones: War for Westeros Official Gameplay Trailer to be revealed during Opening Night Live at Gamescom on 25 August
- Dumb Ways to Build announced today, to be released on PC/Console on 10 September (US time)

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ABOUT

# PlaySide Studios

### AUSTRALIAN VIDEO GAME DEVELOPER AND PUBLISHER

PlaySide Studios Limited ("PlaySide") develops video games for multiple platforms including PC, Console, mobile, virtual reality and mixed reality, with a portfolio of approximately 60 titles. The Company publishes its own games based on original intellectual property, as well as providing end-to-end game development services in collaboration with AAA game studios and major technology and entertainment companies such as Activision Blizzard, Meta, Netflix Games and Take Two Interactive. It also has a Publishing arm which provides funding, development support, marketing and publishing of third-party games from smaller independent studios.

PlaySide was incorporated in 2011 and is headquartered in Port Melbourne, Australia. Its shares are publicly traded on the Australian Securities Exchange under the code PLY.

**Release approved by the Chairman on behalf of the board.**
To receive business updates and investor information from PlaySide register your details here:
investor.playsidestudios.com


### INVESTOR RELATIONS

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### FURTHER CONTACT

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