31 August 2026

ASX Release

FY26 Preliminary Final Report, Revenue Up 144% to A$13.3M

Streamplay Studio Limited (“**Streamplay**” or the “**Company**”) (ASX: SP8) advises that it has today lodged its unaudited Preliminary Final Report for the year ended 30 June 2026 (“**FY26**”), in accordance with ASX Listing Rule 4.3A, with Noodlecake Studios (“**Noodlecake**”) contributing for a full financial year and supporting material growth in Group revenue, gross profit and operating cash flow.

HIGHLIGHTS

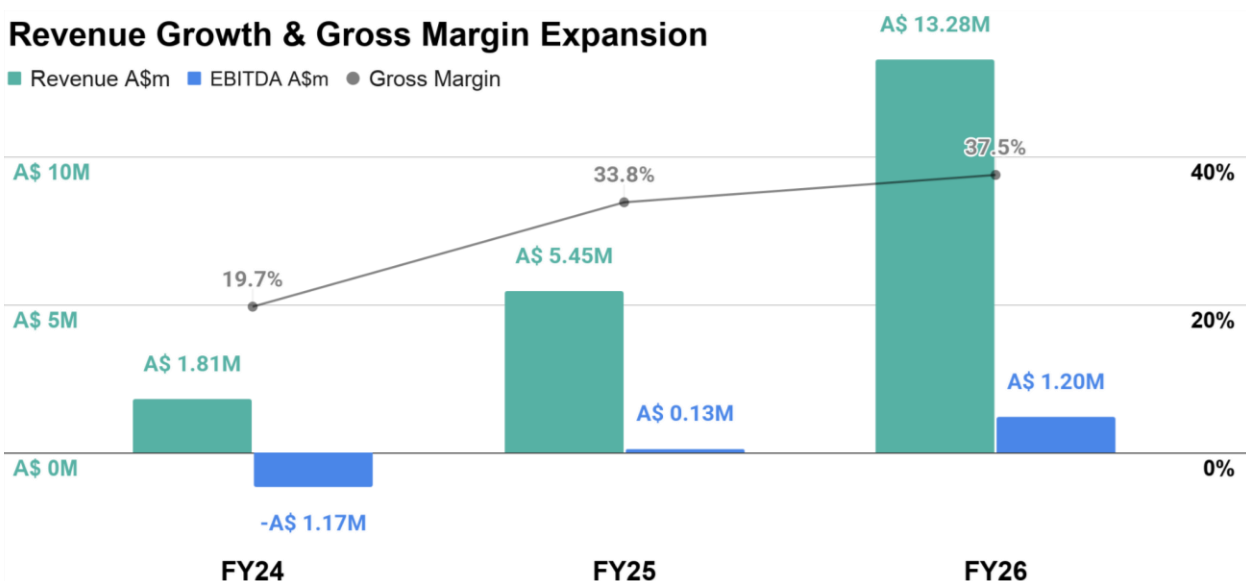
- **FY26 Revenue A$13.28M, up 144% (FY25: A$5.45M)**
- **Gross Profit A$4.98M, up 170% (FY25: A$1.84M)**
- **Gross Margin increased to 37.5% (FY25: 33.8%)**
- **EBITDA[1] of ~A$1.20M (FY25: A$0.13M) increase of 822%**
- **Positive operating cash flow of A$2.29M (FY25: A$1.08M outflow)**
- **Noodlecake generated ~A$11M revenue in its first full year within Streamplay**
- **Cash ~A$5.77M at 30 June 2026 (30 June 2025: A$7.73M), with no material debt and following 5 consecutive cash flow positive quarters.**
- **Noodlecake solidifying relationships with Tier 1 platforms such as Apple, Google, Xbox, Nintendo and Amazon**

> “*FY26 was the first full year in which Streamplay benefited from Noodlecake’s contribution across the entire reporting period. Revenue increased to more than A$13 million, gross profit expanded materially and the Group generated positive EBITDA and operating cash flow while continuing to invest in its publishing portfolio.*
>
> *The Company’s performance during this year provides a tangible demonstration of the value created, while the strengthened relationships with Tier 1 platforms and expanded publishing pipeline with larger projects provide a stronger foundation entering FY27. This gives us further confidence in our ability to integrate and grow complementary businesses as we continue to assess future acquisition opportunities.*”
>
> ***— Bert Mondello, Chairman of Streamplay Studio***

[1] *Non-IFRS measure before finance costs, depreciation and amortisation, share-based payments and income tax.*

RESULTS SUMMARY

	FY26	FY25	Change $	Change %
Revenue	**A$13.28M**	A$5.45M	**A$7.83M**	**144%**
Total income	**A$13.65M**	A$7.25M	**A$6.40M**	**88%**
Gross profit	**A$4.98M**	A$1.84M	**A$3.14M**	**170%**
Total expenses	(A$7.71M)	(A$6.42M)		
Net result	(A$2.37M)	(A$2.77M)	+ A$0.41M	+ 15%
Non-IFRS[1]				
Add back:				
Depreciation, amortisation, others	A$1.36M	A$0.54M		
Share-based payment expense	A$1.38M	A$0.92M		
Income tax	A$0.83M	A$1.45M		
EBITDA[1]	**A$1.20M**	**A$0.13M**	**A$1.07M**	**822%**



FINANCIAL HIGHLIGHTS

- Total income of A$13.65M, up 88% (FY25: A$7.25M)
- Revenue of A$13.28M, up 144% (FY25: A$5.45M)
- Gross profit of A$4.98M, up 170% (FY25: A$1.84M), with gross margin increasing to approximately 37.5% (FY25: 33.8%)
- Noodlecake revenue contribution of A$10.96M during its first full financial year within the Group (FY25: A$2.87M from six months of consolidated trading)
- EBITDA[1] of approximately A$1.20M (FY25: A$0.13M)
- Positive operating cash flow of approximately A$2.29M (FY25: A$1.08M outflow)
- Net loss after tax of A$2.37M (FY25: A$2.77M loss)
- Cash balance of A$5.77M at 30 June 2026 (30 June 2025: A$7.73M)

OPERATIONAL HIGHLIGHTS

- Winter Burrow launched globally on Steam, Xbox and Nintendo Switch, becoming Noodlecake's standout FY26 title and a major publishing contributor.
- Flappy Golf Party and Ultimate Chicken Horse launched day-one on Amazon Luna GameNight under commercial arrangements with Amazon.
- Noodlecake expanded its premium publishing pipeline through larger-scale agreements for Tiebreakers and Project DS, extending its participation in full-cycle premium publishing across PC, console and mobile.
- Noodlecake progressed its broader publishing slate, completing Golden Lap and KAMI 2 ahead of their post-year-end launches, alongside development and QA across other upcoming titles.
- Playstream and ArcadeX products continued generating recurring revenue across established MEA markets, while integrations in Canada and Ethiopia were completed during FY26 ahead of their post-year-end commercial launches.
- Pacific operations generated recurring revenue from established markets, while new integrations progressed without further FY26 launches.
- Streamplay continued investing in publishing, IP and R&D while progressing licensing-led distribution and operational efficiencies to support revenue growth and reduce expenditure.

FINANCIAL PERFORMANCE

Total income was A$13.65M, including Revenue from operating activities of A$13.28M, an increase of 144% over the prior year (FY25: A$5.45M). This growth was primarily driven by Noodlecake's first full financial year contribution, with Noodlecake generating approximately A$10.96M in revenue across storefront sales, subscription and platform arrangements, development funding and other publishing activities. FY25 included only six months of Noodlecake trading following completion of the acquisition on 1 January 2025.

Other income totalled approximately A$0.36M (FY25: A$1.80M), bringing total income for FY26 to approximately A$13.65M (FY25: A$7.25M). Gross profit increased to approximately A$4.98M (FY25: A$1.84M), with gross margin improving to approximately 37.5% (FY25: 33.8%).

The Group reported a consolidated net loss after tax of approximately A$2.37M (FY25: A$2.77M loss), including approximately A$1.35M of depreciation and amortisation and A$1.38M of share-based payment expense. On a Non-IFRS EBITDA basis, the Company recorded positive EBITDA of approximately A$1.20M (FY25: A$0.13M).

The Group also generated positive operating cash flow of approximately A$2.29M (FY25: A$1.08M outflow), reflecting increased publishing receipts alongside continued cost discipline.

CASH POSITION

Streamplay ended FY26 with cash and cash equivalents of approximately A$5.77M (30 June 2025: A$7.73M), after investing approximately A$2.40M in intellectual property and making the approximately A$1.79M penultimate deferred consideration payment relating to the Noodlecake acquisition. The Company remained in a position of no material debt at year-end whilst maintaining positive operative cash flow.

OUTLOOK

Streamplay enters FY27 with an expanded publishing portfolio across mobile, PC and console, including the planned mobile expansion of Winter Burrow and development milestones for larger premium projects including Tiebreakers and Project DS.

Subsequent to year-end, Golden Lap and KAMI 2 launched across their respective platforms, while Streamplay commercially launched Playstream in Canada and ArcadeX in Ethiopia following completion of the integrations during FY26.

Across the platform business, Streamplay remains focused on expanding its licensing-led distribution model and progressing operator integrations and planned market launches across the Pacific, Middle East, Africa, North America and Europe.

The Company is also progressing selected internal technology and operational initiatives and continuing to consolidate and streamline its subsidiary and product structure during FY27 to strengthen internal capabilities and support potential future commercial opportunities, while maintaining disciplined capital allocation and selectively investing in development, publishing and complementary acquisition opportunities

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
www.noodlecake.com

ASX release authorised by the Board of Directors of Streamplay Studio Limited