



# 2026 Asia **Investor** **Roadshow.**

Building a global video game & technology group.



WHO WE ARE

# Streamplay Studio.

A global video game & innovative technology group creating and publishing games across mobile, console, PC & cloud, with distribution through Tier 1 storefronts and leading telco partners in emerging markets.

## Game Publishing

### Noodlecake

Owned IP & third-party publishing across mobile, PC and console, supported by an established catalogue, developer network and Tier-1 storefront reach.

**noodlecake**  
studios

## Gaming Technology

### ArcadeX · Playstream · R&D

Developing white-label competitive & cloud gaming platforms, custom subscription billing & reporting software, and bespoke publisher tools for game studios.

**STREAMPLAY**  
SOLUTIONS

## Partner Services

### Telecom VAS distribution

Recurring telco-distributed digital services using direct carrier billing across established Pacific markets, supported by long-standing operator relationships.

**STREAMPLAY**  
PACIFIC

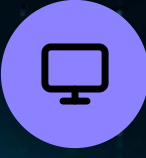
GLOBAL OPPORTUNITY

# A\$307B Gaming Market.

Across mobile, PC and console.

 **Mobile**  
A\$173.8B

 **Console**  
A\$67.3B

 **PC**  
A\$65.9B

56.6%

21.9%

21.5%



**3.7B** Global players ·  
2026F

Streamplay's publishing activities span all three major gaming sectors.

# A Different Business. Built for Gaming.

## Gaming Foundations

2018–2020

Established Streamplay's gaming foundations and entered emerging markets through its first major African telco gaming relationship.

Built the early ArcadeX technology and carrier-distribution model.

## Technology + Reach

2021–2024

Expanded through Pacific telco markets while developing white-label and cloud gaming technology.

Broadened the product base and shifted focus toward scalable gaming platforms and M&A.

## Publishing Scale

2025–2026

Acquired Noodlecake, adding global publishing, owned IP and Tier-1 storefront access.

FY26 audited revenue grew 153% to A\$13.8M, alongside five consecutive positive operating cash flow quarters.

# Global Relationships. Broader Reach.

|                                                                                               |                                                                                                     |                                                                                                      |                                                                                                      |                                                                                               |                                                                                                    |                                                                                                                 |                                                                                                                     |                                                                                                                     |
|-----------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|
| <br>UAE      | <br>American Samoa | <br>UAE            | <br>Apple         | <br>Google | <br>Steam       | <br>Winter Burrow            | <br>Yes, Your Grace · Descenders | <br>Monkey Brain · FSR           |
| <br>Palau    | <br>Tonga          | <br>Fiji           | <br>Nintendo      | <br>Xbox   | <br>Playstation | <br>KAMI2 · INKS             | <br>Harpooner                    | <br>Superliminal                 |
| <br>Canada | <br>Ethiopia     | <br>South Africa | <br>Amazon Luna |                                                                                               |                                                                                                    | <br>Soundfall · Project DS | <br>Tiebreakers                | <br>Space Warlord Baby Trading |

**LEADING TELECOMS / DISTRIBUTION**

Regional relationships provide customers across MEA, the Pacific and North America.

**TIER-1 PLATFORMS / STOREFRONTS**

Publishing & platform relationships extend titles across major gaming ecosystems.

**GAME DEVELOPERS / PARTNERS**

Trusted creative partners behind games across mobile, PC and console.

# Regional Teams. Global Partnerships.

Canadian Office  
USA Office

South African Office

Head Office

Fiji Office

## LOCAL OFFICES

Regional teams supporting publishing, technology and partner operations.

## DEVELOPMENT PARTNERS

Independent studios working with Noodlecake across mobile, PC and console.

## LICENSING PARTNERS

Local partners licensing Streamplay technology into new markets.

## TELECOM PARTNERS

Recurring digital services distributed through mobile operators and carrier billing.

DIGITAL, PUBLISHING & IP

# Our Principal Growth Engines.



# Global Publishing at Scale.

2011

Established

85+

Published Titles

~290M

Lifetime Downloads

A\$11.5M

FY26 Revenue Contribution



A\$3M Grossed in 20 days post launch



Google [ 45 ]



Apple [ 38 ]



Steam [ 15 ]



Nintendo<sup>1</sup> [ 7 ]



Amazon [ 2 ]



Xbox [ 2 ]



Playstation [ 1 ]



Backlist [ 149 ]

110 Active Storefront Listings

# Regional Distribution. Telco Reach.

2018

Established

12

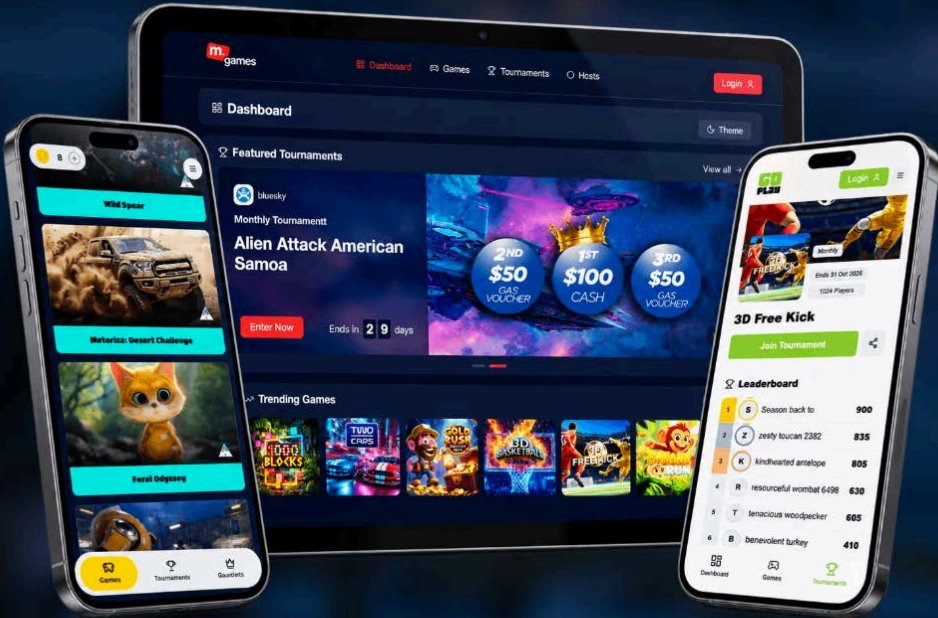
Telco Integrations

130M+

Subscriber Reach

A\$2.3M

FY26 Revenue Contribution



Live Services in Pacific, MEA, North America



UAE



UAE



American Samoa



South Africa



Tonga



Palau



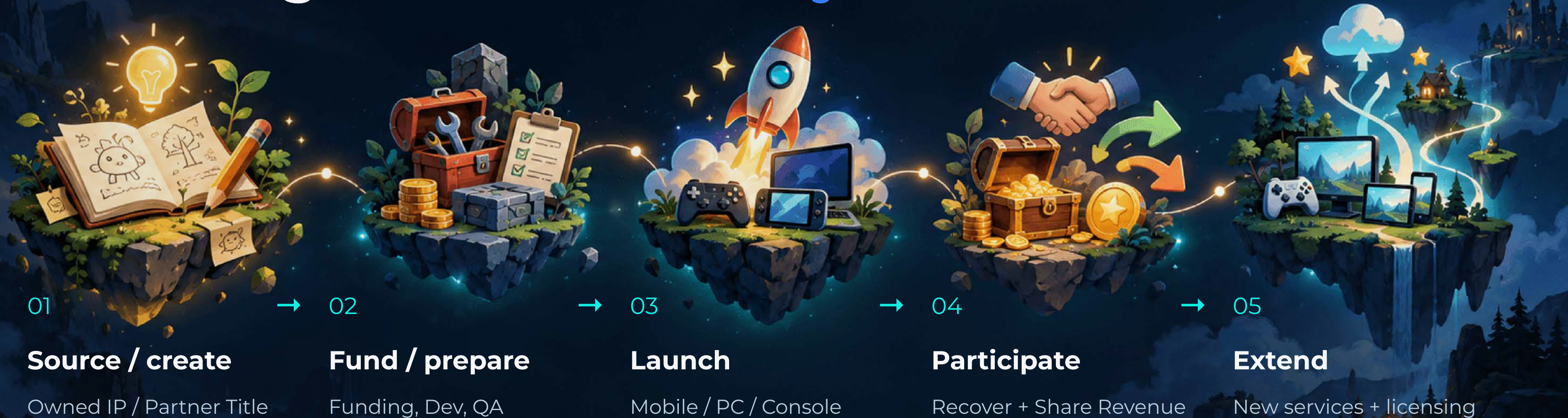
Ethiopia



Canada

Products Active Across 9 Regions.

# Publishing. Commercial Lifecycles.



## OWNED IP

Retain full IP ownership, greater commercial control and a larger share of title economics.

## THIRD-PARTY PUBLISHING

Co-funding, publishing and distributing independent games across mobile, PC & console, alongside owned IP.

CASE STUDY

# Winter Burrow.

**A\$6M+**

Gross Winter Burrow revenue to date.

**~A\$750K**

PLATFORM FUNDING

**849K+**

UNITS + ACTIVATIONS

**526K+**

STEAM WISHLISTS

**75K+**

MOBILE INSTALLS



Developed by Pine Creek Games  
Published by Noodlecake

# Amazon Luna. Platform Partners.



## Owned-IP

Inhouse developed video games

Fast-tracked ROI through funded adaptation and exclusivity agreement for recently developed owned-IP.

📌 / OCT '25



## Third-Party Titles

External developer video games

Leveraged Tier-1 platform relationships to bring the popular Ultimate Chicken Horse title to Amazon Luna GameNight.

📌 / OCT '25



# Google Play Pass. External Validation.

100%

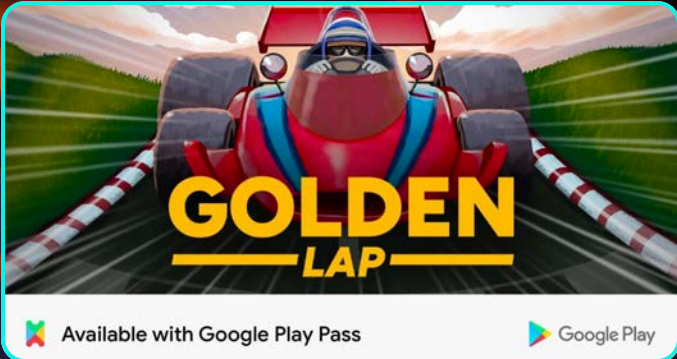
of the recent four-title mobile pipeline invited to Play Pass.

34

additional Noodlecake titles already live on Google Play Pass.

PC

Play Pass is expanding onto PC, creating another distribution channel for our catalogue.



Golden Lap  
LIVE ON PLAY PASS · JUL '26



Flick Shot Rogues  
LIVE ON PLAY PASS · SEP '26



Yes, Your Grace 2: Snowfall  
COMING TO PLAY PASS · OCT '26



Winter Burrow  
INVITED TO PLAY PASS

# App Features. Always-On Discovery.

Ongoing editorial featuring keeps our games visible across the App Store.

That visibility supports organic discovery and catalogue longevity without relying solely on paid user acquisition.

20+ Titles

Featured in the average AppFigures snapshot.

150+ Countries

Typical live editorial reach at any given time.



Appfigures

# One Product. Endless Variations.

Streamplay licenses the games, platform and billing tools – empowering local partners to offer branded gaming services to emerging markets.

## 01 WHITE-LABEL + LOCALISED

Brand, language and content tailored by market.

## 02 200+ GAME CATALOGUE

Broad library spanning casual and competitive play.

## 03 WEB + CLOUD GAMING

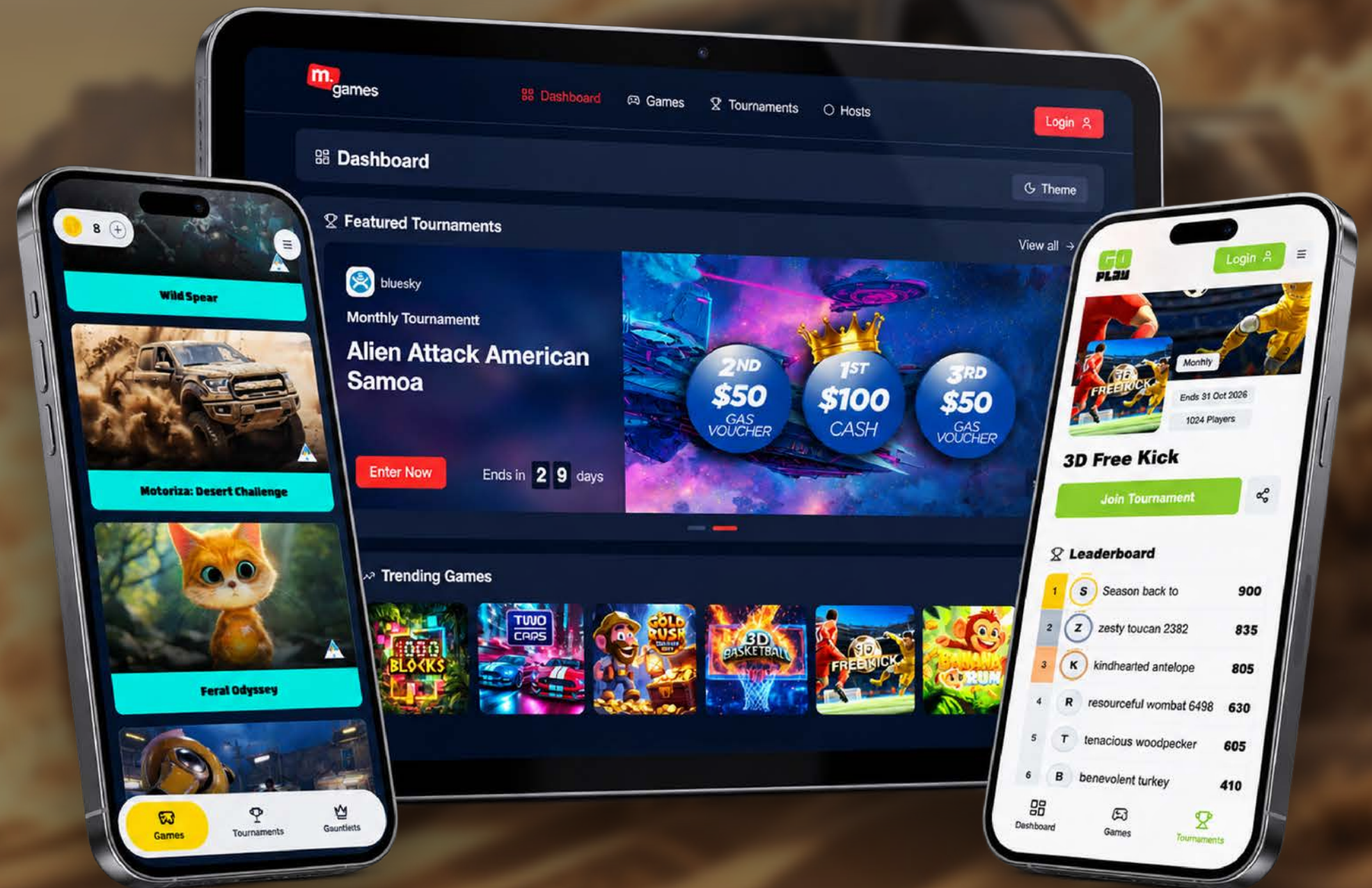
Streamed gaming across browser-based devices.

## 04 BILLING + SUBSCRIPTIONS

Seamless DCB or eWallet partner integrations.

## 05 REPEAT PLAYER ENGAGEMENT

Tournaments, rewards and competitive mechanics drive repeat play and engagement.



# One Integration. Full Billing Control.

sBilling centralises subscriptions, plans, payment methods and operator integrations across multiple products and markets.

01 SUBSCRIPTIONS

Sign-ups, renewals, retries and cancellations.

02 PLANS + PACKAGES

Configure pricing, bundles & billing cycles by market.

03 PAYMENT METHODS

DCB, airtime, SMS and eWallet integrations.

04 SMS + API

Subscribe or unsubscribe by SMS, API or webhook.

05 REPORTING

Track subscribers, billing activity & revenue in real time.



# FY26: Scale, Margin & Cash Flow.

## FY26 Audited Highlights

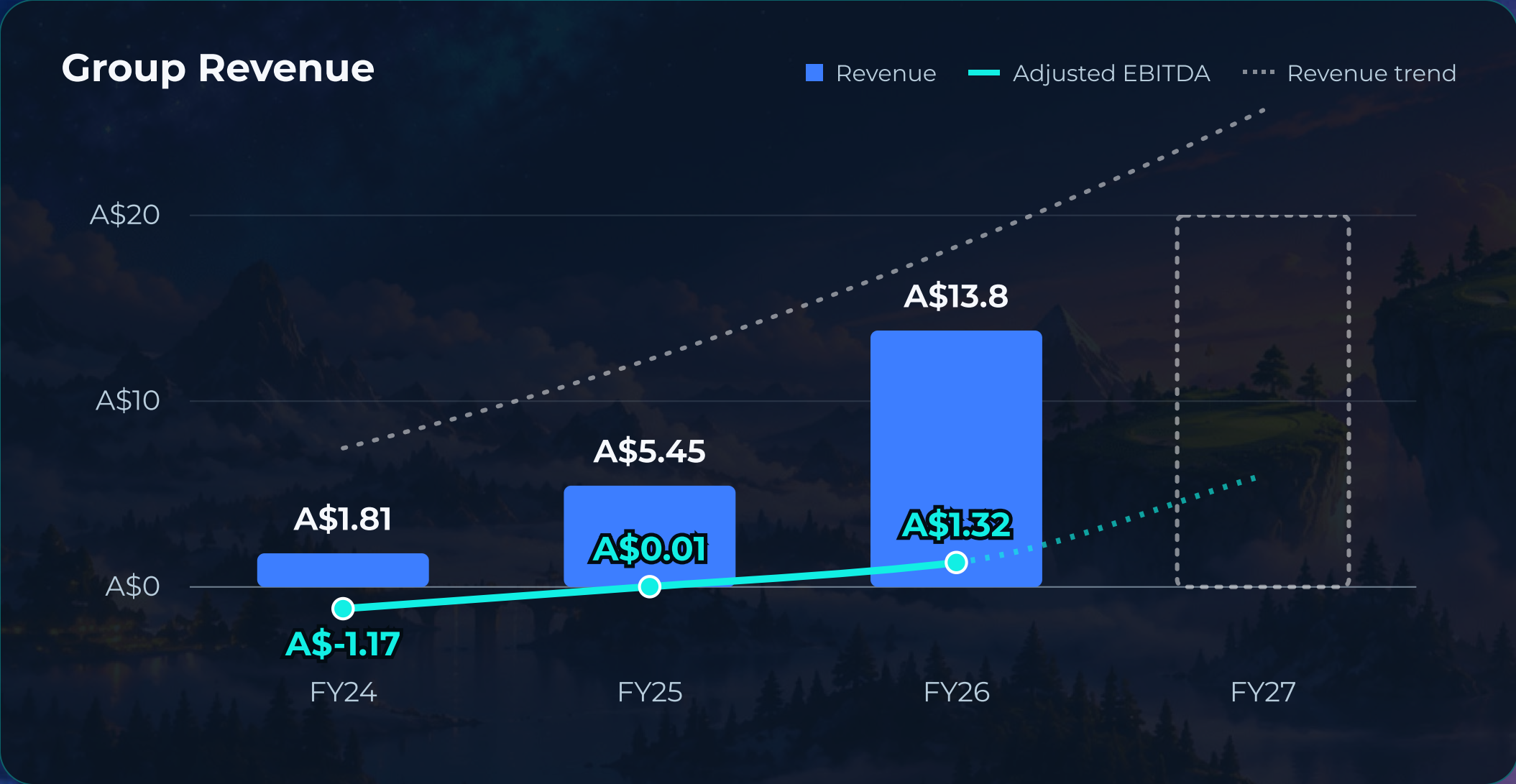
|                                                                             |                                                                                             |                                                                                                                       |
|-----------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|
| <div>Group revenue</div> <div>A\$13.8M</div> <div>+153% vs FY25</div>       | <div>Gross profit</div> <div>A\$5.2M</div> <div>+182% vs FY25</div>                         | <div>Gross margin</div> <div>37.7%</div> <div>FY25: 33.8%</div>                                                       |
| <div>EBITDA<sup>1</sup></div> <div>A\$1.32M</div> <div>FY25: A\$0.01M</div> | <div>Operating cash flow</div> <div>A\$2.15M</div> <div>Positive FY26 cash generation</div> | <div>Cash</div> <div>A\$5.65M</div> <div>30 June 2026</div>                                                           |
| <div>Total assets</div> <div>A\$15.91M</div> <div>30 June 2026</div>        | <div>Debt obligations</div> <div>A\$0 debt</div> <div>No material debt</div>                | <div>Revenue growth, stronger margins and positive operating cash flow demonstrate the Group's increased scale.</div> |

## Group Revenue Mix



# Three Years. Rapid Scale.

FY24 to FY26



## A larger business.

Publishing scale is translating into positive operating cash generation.

**+153%**

FY26 revenue growth

**A\$2.15M**

FY26 operating cash flow

Noodlecake contribution: FY24 none; FY25 six months; FY26 twelve months.

NEXT PUBLISHING CYCLE

# Upcoming games. New opportunities.

NEAR-TERM RELEASES



**Monkey Brain**  
**Butter By The Fish**  
Physics-based roguelike from the Flick Shot Rogues developer.

🖥️ / Q1 CY2027



**Harpooner**  
**Mango Salad Games**  
Action-driven incremental fishing from a Brazilian developer.

🖥️ / Q1 CY2027



**Space Warlord Baby Trading Simulator**  
**Strange Scaffold**  
Established PC / console title currently being adapted for mobile.

📱 / Q1 CY2027

BIGGER PROJECTS



**Tiebreakers**  
**Tiecorp Studio**  
Anime-inspired action across mobile, PC and console.

📱 🖥️ 🎮 / Q4 CY2027 target



**Project DS**  
**Sequence Break**  
Premium solo and co-operative PC / console project with milestone-based development support.

🖥️ 🎮 / 2027 target

# Capital Table. Valuation Snapshot.

|                                                                                                   |                                                                                                            |                                                                                   |                                                                                       |
|---------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| <div>Market Capitalisation</div> <div>A\$9.32M</div> <div>A\$0.007 × 1.331B ordinary shares</div> | <div>Enterprise Value<sup>1</sup></div> <div>A\$3.67M</div> <div>Simplified EV: market cap less cash</div> | <div>Ordinary Shares</div> <div>1.33B</div> <div>14 August 2026 issue count</div> |                                                                                       |
| <div>Cash · 30 Jun 2026</div> <div>A\$5.65M</div>                                                 | <div>Debt</div> <div>A\$0 Debt</div> <div>No material debt</div>                                           | <div>Revenue</div> <div>A\$13.8M</div> <div>FY26</div>                            | <div>EBITDA<sup>2</sup></div> <div>A\$1.32M</div> <div>FY26 adjusted · non-IFRS</div> |

BOARD & MANAGEMENT

**Bert Mondello**  
Executive Director, Chair

**Derek Hall**  
Company Secretary

**Phil Re**  
Non-Executive Director

**Liszt Lo**  
Chief Financial Officer

**Paolo Privitera**  
Non-Executive Director

**Alex Baroutsos**  
Group GM

**Ryan Holowaty**  
Noodlecake CEO

# Buy & Build Model. **Proven.**

## Add Publishing Capability

### JAN 2025 · ACQUIRE

Added owned IP, publishing capability, established developer relationships and global Tier-1 platform access.

## Reverse Decline, Accelerate Growth

### CY2025 · +61% GROWTH

Noodlecake revenue grew 61% in the 12 months post-acquisition, following two consecutive years of decline.

## Principal Revenue Contributor

### FY26 · SCALE

A\$11.48M revenue, representing 83.1% of Group revenue and materially increasing Group scale

## WHY INVEST

# Growth at a Micro-Cap Valuation.

### 01 NEXT SCALE OPPORTUNITY

## Premium Pipeline

Tiebreakers · Project DS · 2027 targets

### 03 GROWTH

## +153%

FY26 revenue growth

A\$13.8M revenue · cash flow positive

### 02 PROVEN EXECUTION

## A\$6M+

Winter Burrow gross title revenue

85+ published titles · Tier-1 platform reach

### 04 VALUATION

## ~A\$9.3M

Market capitalisation

A\$5.65M cash · no material debt

STREAMPLAY STUDIO · ASX:SP8

# Thank you.

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[corporate@streamplay.studio](mailto:corporate@streamplay.studio)

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