

PLAYSIDE SECURES MULTIPLE NEW EXTERNAL PROJECTS

PlaySide Studios Limited (ASX: PLY) ("PlaySide" or the "Company") is pleased to provide an update on recent contract signings in its External Projects division.

As foreshadowed at our FY26 results, PlaySide has signed several new External Projects contracts since the start of FY27. These began as shorter-run projects and prototypes, and each has since been extended, expanded in scope or progressed to a larger engagement. Contracts signed in FY27 to date, including those extensions, have an aggregate value of A\$6.2 million, of which approximately A\$5.0 million is expected to be recognised as revenue in FY27.

As is customary for External Projects engagements, the contracts are subject to milestone acceptance and termination provisions.

NEW CONTRACTS

The new contracts cover:

- **Dumb Ways to Die:** developing a new Dumb Ways title for exclusive release on a leading sandbox gaming platform. This is complementary to the recent launch of the Company's *Dumb Ways to Build* because it will significantly increase the exposure of the IP in the PC/Console gaming vertical, and has the potential for additional spin-off or post-launch live ops work.
 - **Gaming experiences:** developing gaming and interactive experiences that leverage AI to enhance the user experience for the upcoming hardware of a large technology company.
 - **Gaming prototypes and titles for multiple devices:** development of several game prototypes and full game experiences for a large technology company, covering multiple hardware platforms.
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"It's been a tough few years for outsourced development providers in the games industry. Layoffs and restructures at major studios have slowed decision-making and deferred investment in new content. Against that backdrop, we're pleased to have signed several new External Projects contracts this financial year, and we're in late-stage negotiations to sign work with another client."



Projects are starting smaller than in previous years, but spreading our work across a number of clients means we rely less on any single relationship, and each engagement gives us the opportunity to expand scope as budgets recover. Alongside these, we're in active discussions with several major game studios about larger engagements. We believe that leaves us well placed to grow External Projects as investment in content returns."

BENN SKENDER, PLAYSIDE STUDIOS CEO

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 Docklands, 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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