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ASX Release

Winter Burrow Hits 1M Milestone Following Mobile Launch

Streamplay Studio Limited ("**Streamplay**" or the "**Company**") (ASX: SP8) is pleased to advise that *Winter Burrow*, published by its wholly owned subsidiary, Noodlecake Studios ("**Noodlecake**"), has surpassed the **1 million milestone across PC, console and mobile** following its recent mobile launch, which recorded **~154,000 installs** and generated **A$153,000 in gross revenue** across iOS and Android in its first month.



HIGHLIGHTS

- *Winter Burrow* has surpassed 1 million combined downloads, purchases and player activations across PC, console and mobile storefronts.
- The title has generated more than A$6 million in cumulative gross revenue across supported platforms (ASX: 8 October 2026).
- The mobile release recorded approximately 154,000 installs across iOS and Android in its first month following the 30 September 2026 launch.
- Mobile sales generated approximately A$153,000 in gross revenue, comprising A$89,000 from iOS full-game purchases; A$64,000 from Google Play paid downloads.

Winter Burrow Mobile Performance

Developed by independent studio Pine Creek Games and published by Noodlecake, *Winter Burrow* launched across iOS and Android on 30 September 2026, extending the title's availability beyond Steam, Xbox and Nintendo Switch.

The mobile release operates under two distinct purchase models:

1. On iOS, players can download and experience the opening portion of the game for free before unlocking the full title through a one-time in-app purchase. This version has recorded approximately **147,000 installs, generating ~A$89,000 in gross revenue**.

2. On Google Play, *Winter Burrow* is offered as a paid download, with approximately **6,600 purchases generating a further A$64,000 in gross revenue**.

Together, the two storefronts have generated **over A$153,000 in gross revenue** during the first month of release, alongside approximately **154,000 combined installs**. The figures reflect different purchasing models, with free-to-try installs not representing equivalent paid unit sales.

> *"There's something really special about Winter Burrow's cozy little world. Exploring the woods, gathering supplies and turning your burrow into a home feels like a great fit for mobile. It's been awesome bringing that experience to phones and seeing more players discover the game!"*
>
> ***— Ryan Holowaty, CEO of Noodlecake***

The mobile launch builds on *Winter Burrow's* established commercial performance, with the title having previously surpassed **A$6 million in cumulative gross revenue** (ASX: 8 October 2026). Across PC, console and mobile storefronts, the title has now also exceeded **1 million combined downloads, purchases and player activations**, extending its reach across multiple gaming platforms.

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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 more than 85 published titles and approximately 290 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.

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