PlaySide™

PLAYSIDE PUBLISHING SIGNS NEW TITLE

PlaySide Studios Limited (ASX: PLY) ("PlaySide" or the "Company") is pleased to announce that it has signed a global publishing agreement with Gothenburg-based developer Wishfully, the award-winning studio behind the critically acclaimed *Planet of Lana* series, for its next original IP title.

KEY HIGHLIGHTS

- **Award-Winning, Commercially Successful Developer:** Wishfully's debut, *Planet of Lana*, was named Xbox Game of the Year at the 2023 EDGE Awards and has been played by more than one million players, with a 93% user rating on Steam. Its sequel, *Planet of Lana II: Children of the Leaf*, launched in March 2026 with a 92% user rating on Steam.
- **Highly Original Concept:** The new title is built around a fresh, emotionally resonant premise and a distinctive gameplay fantasy, aimed at the large audience for story-rich single-player games such as *Outer Wilds*, *Subnautica*, *Firewatch* and *Dredge*. While the new game moves into a different genre from the cinematic puzzle-platformers *Planet of Lana* is known for, it carries the same DNA: striking hand-crafted art, emotionally driven storytelling and a strong sense of discovery.
- **A Step Up in Scale:** A single-player, narrative-driven, open-world adventure with more than 12 hours of main story, marking a major expansion in scope and ambition from the studio's cinematic platformers.
- **De-Risked Development:** Wishfully has self-funded early development and already completed a playable prototype, giving PlaySide clear visibility of the game's quality before full production.
- **Target Launch:** Currently scheduled for PC and console in Q3 CY2029.

AGREEMENT TERMS

Under the terms of the agreement, PlaySide will provide development advances tied to specific technical and creative milestones that are consistent with industry benchmarks for bringing the game to launch. PlaySide will also manage all global publishing, marketing, and distribution efforts whilst providing technical development support where needed. In exchange, PlaySide will receive a share of net revenue from the game's sales. The total investment across milestone payments, development support, and marketing prior to launch is expected to be in the mid-to-high single digit millions (AUD).

"Wishfully has shown twice now that it can make beautiful, critically acclaimed games that find a global audience. This is the most ambitious idea we have seen from the team, a highly original concept with real emotional weight, and the playable prototype already shows how special it can be. As a developer as well as a publisher, PlaySide can bring deep production and technical experience to partners like Wishfully, giving talented teams the support they need to step up to larger, more ambitious titles. Alongside MOUSE: P.I. For Hire, Dew, and The Magician's Hand, this signing continues to build out a slate of distinctive, high-quality original IP that we will publish over the next three years."

BENN SKENDER, PLAYSIDE STUDIOS CEO

PlaySide Studios Limited
ACN 154 789 554
Level 2, 850 Collins St
Docklands VIC 3008

ABOUT THE TITLE

The IP is a single-player, story-driven, open-world adventure in development for PC and console. It combines exploration and survival gameplay with a character-led narrative, in keeping with the studio's mission of making games whose stories stay with players long after the credits roll. The game's name and further details will be revealed at a later date as part of PlaySide's marketing plans.

ABOUT WISHFULLY

Wishfully is an independent video game studio based in Gothenburg, Sweden, founded in 2018. Its debut title, *Planet of Lana*, launched in 2023 on PC and Xbox before expanding to PlayStation and Nintendo Switch, earning a Metacritic score of 80, a 93% user rating on Steam, and surpassing one million players. Its sequel, *Planet of Lana II: Children of the Leaf*, released in March 2026 across all major platforms with a Metacritic score of 79 and a 92% user rating on Steam. Wishfully's mission is to make visually stunning, endlessly entertaining games whose narratives stay with players long after the credits roll.

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 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

Simon Hinsley
simon@nwrcommunications.com.au
+61 401 809 653

FURTHER CONTACT

For more information, please contact: info@playsidestudios.com