

# UPGRADE TO FY24 GUIDANCE

**PlaySide Studios Limited** (ASX: PLY) ("PlaySide") wishes to provide an update to the FY24 revenue and earnings guidance announced on 22 February 2024.

Based on year-to-date trading the company now expects:

- **FY24 revenue of between \$63-65m (previous guide: \$60-65m).**
  - This is at the upper end of the previous guidance range and represents growth on the pcg of 64-69%.
- **FY24 EBITDA of between \$16-18m (previous guide: \$11-13m).**
  - This represents a 42% upgrade to guidance at the midpoint and compares to a \$1.7m EBITDA loss in the pcg.

ABOUT

## PlaySide Studios

AUSTRALIA'S LARGEST VIDEO GAME DEVELOPER AND PUBLISHING STUDIO

PlaySide Studios Limited ("PlaySide") develops video games for multiple platforms including mobile, PC/Console, 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 Port Melbourne, 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](https://investor.playsidestudios.com)

### INVESTOR RELATIONS

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