

# FINANCIAL RESULT FOR THE YEAR ENDED 30 JUNE 2025

**PlaySide Studios Limited** (PLY-ASX) (“PLY” or “PlaySide”), Australia’s largest video game developer and publisher, is pleased to announce its results for the financial year ended 30 June 2025.

## FINANCIAL HIGHLIGHTS

- Revenue of \$48.7m (pcp: \$64.6m, -25%)
  - Original IP revenue of \$16.7m (pcp: \$30.3m, -45%)
  - Work for Hire revenue of \$32.0m (pcp: \$34.3m, -7%)
- EBITDA loss of \$7.5m including \$1.7m in restructuring charges (pcp: \$17.5m profit)
- Net cash balance of \$13.5m (30 June 2024: \$37.1m)
- \$6.6m placement (before costs) at \$0.20/share conducted post balance date
- Share Purchase Plan to raise \$3m on the same terms, closing Tuesday 2 September

## OPERATIONAL HIGHLIGHTS

- *Kill Knight* launched on PC/Console in October 2024
  - Simultaneously shipped across PC, console and handheld devices
  - 94% review score on Steam - record for a PlaySide title
- *Dumb Ways: Free for All* launched on Meta Quest in November 2024
- *Thrive: Heavy Lies the Crown* launched on Steam in November 2024
- *Shattered* launched on Meta Quest in December 2024
- *Civilization VII - VR* launched by 2K on Meta Quest in February 2025
- *Game of Thrones: War for Westeros* announced in June 2025
  - Second most viewed trailer at Summer Game Fest in LA
  - Already in the top 6% of wishlists on Steam
- *MOUSE: P.I. For Hire* wishlists increased from 600k to 1m+

*While FY25 was a year of significant investment in Original IP, we will soon see returns from the launch of MOUSE: P.I. for Hire which is a highly valuable opportunity for PlaySide.*

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*In the last few months we have identified substantial permanent savings in our overhead cost base, we have stripped back our development slate to the things that really matter and can generate meaningful returns if we execute well, and we have improved our processes where it's going to make a real difference. With the tracks of our restructure now laid out, we are focused on returning to a self-sustaining business model as Work for Hire activity picks up and our major titles launch.*

**BENN SKENDER, PLAYSIDE STUDIOS CEO**

## FY26 GUIDANCE

The much anticipated launch of MOUSE: P.I. for Hire is a major revenue event for the company, and management will be in a better position to provide greater clarity on the expected results for FY26 shortly after it launches. In the meantime it expects revenue to exceed FY25 with a reduction in operating costs.

## INVESTOR WEBINAR - 10:30AM WEDNESDAY 27 AUGUST

- Participants can register using the following link:
  - [https://us02web.zoom.us/webinar/register/WN\\_sobJRBrHR2my1lCnYpbsHg](https://us02web.zoom.us/webinar/register/WN_sobJRBrHR2my1lCnYpbsHg)

### 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 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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## FURTHER CONTACT

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