

PLAYSIDE DELIVERS RECORD YEAR WITH \$65M REVENUE AND STRONG CASH BALANCE

PlaySide Studios Limited (ASX: PLY) ("PLY" or "PlaySide"), Australia's largest video game developer and publishing studio, is pleased to announce its results for the financial year ended 30 June 2024.

FY24

Highlights FINANCIAL YEAR IN REVIEW

FINANCIAL HIGHLIGHTS

- Record revenue of \$64.6m (pcp: \$38.4m, +68%)
 - Record Original IP revenue of \$30.3m (pcp: \$14.9m, +103%)
 - Record Work for Hire revenue of \$34.3m (pcp: \$23.5m, +46%)
- \$17.5m EBITDA compared to an EBITDA loss of \$1.7m in the pcp
- \$11.3m NPAT - reported EPS of 2.8 cents
- \$18.1m net operating cash flow (pcp: \$1.6m outflow)
- Net cash balance of \$37.1m (FY23: \$32.2m)

OPERATIONAL HIGHLIGHTS

- Signing of a multi-game license agreement with Warner Bros. Interactive to develop two titles using the *Game of Thrones* IP, with development on the first title well underway
- Signing of an agreement with Fumi Games to publish the 1930s-inspired first person shooter *MOUSE*, which is expected to launch in Calendar 2025 and is already the 40th most wishlisted title on Steam
- Successful launch of *Dumb Ways to Survive* on the Netflix Games platform
- Development of twin-stick shooter *Kill Knight* - to be released on 3 October 2024
- Meta Horizon Worlds contract expanded and extended through to December 2025
- **FY25 guidance to be provided at the AGM (23 October 2024) post the launch of *Kill Knight***

The projects we have signed across Original IP and Publishing in the last twelve months enable us to significantly elevate our profile in the PC/Console space. We are thrilled to be working on one of the most recognised entertainment IPs globally, as well as having the opportunity to publish one of the most anticipated titles on Steam in 2025. Having delivered a record profit in FY24 and starting the year with a cash balance at near-record levels, we are absolutely set up to deliver on these opportunities.

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*While we have a strong focus on development in FY25, the year is not without its catalysts. We've got *Kill Knight* launching on PC and Console in the next six weeks, our first Publishing titles coming to market, and new mobile titles gathering momentum. Importantly, you will start to see us ramp up the marketing efforts on our larger projects, and the outcomes from those initiatives are going to be very instructive as to how successful these games can be. Commercial success of one or more of these titles has the potential to create another step change in the company's revenue profile, and I look forward to sharing more news with you through the year as we progress our marketing campaigns for these games.*

GERRY SAKKAS, PLAYSIDE CEO

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

INVESTOR RELATIONS

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FURTHER CONTACT

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