

ASX Release

## Winter Burrow surpasses A\$1.8 Million in Early Revenue Just Days After Global Launch

Streamplay Studio Limited (“Streamplay” or the “Company”) (ASX: SP8) is pleased to provide an early performance update on *Winter Burrow*, published by wholly owned subsidiary Noodlecake Studios Ltd (“Noodlecake”), following its global launch on **Xbox**, **Nintendo Switch**, and **Steam (PC)** (ASX: 13 November 2025).

### HIGHLIGHTS

- **Over USD \$1.18 million (~A\$1.8 million) generated to date** in funding and sales across all platforms.
- **Steam (PC)** – Over 26,000 sales to date with wishlist growth exceeding 300,000 – up from the 210,000 reported at launch, with approximately 15,000 wishlists converting to sales (~58% of total Steam sales).
- **Nintendo Switch** – Over 15,000 Switch copies sold to date, continuing to track strongly across key territories.
- **Xbox Series X|S** – Game Pass has recorded over 160,000 installs to date, with storefront sales and royalty reporting still pending and not included in the revenue total.
- **Continued positive editorial reception** from major gaming publications.

### Commentary

Following the Company’s recent announcement of *Winter Burrow*’s global launch across **Xbox Series X|S**, **Nintendo Switch**, and **Steam (PC)** (ASX: 13 November 2025), the title has continued to demonstrate strong early momentum across all major storefronts.

The game entered the market with substantial pre-launch visibility, including **more than 210,000 Steam wishlists** at launch, day-one availability on Xbox Game Pass, and prominent platform features highlighted in the prior release.

Since launch, player engagement has accelerated further. **Wishlist growth on Steam has surpassed 300,000**, reinforcing its utility as a key indicator of sustained audience interest and aligning with correlations previously observed between wishlist activity and post-launch sales.



Early sales performance on both Steam (PC) and Nintendo Switch has remained strong across key territories, while Xbox Game Pass has contributed sizable initial reach with **more than 160,000 installs** recorded to date. Storefront sales and royalty reporting for Xbox remain pending and will be reported once available.

The title has also continued to attract very positive player feedback and early editorial reception from major gaming publications, such as *Eurogamer* and *The Indie Informer*, supporting heightened visibility during the initial launch window and complementing the platform-level support referenced in the Company's earlier announcement.

The consolidated revenue figure announced today reflects a combination of early sales and platform support across the title's multi-platform rollout.

“

*I've not fallen this hard  
for a game in years*

— Eurogamer

“

*Its welcoming approach  
to survival games will  
reassure even the most  
reluctant to the genre*

— The Indie Informer

### For further information

#### Investor relations:

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### About Streamplay Studio

Streamplay Studio Limited (ASX:SP8) owns North America-based Noodlecake Studios, an award-winning game developer and publisher recognised for its innovative original IPs and long-standing commercial relationships with Tier-1 platforms including Amazon, Apple, Nintendo, and Microsoft. With more than 60 published titles and over 270 million downloads worldwide, Noodlecake continues to lead in premium mobile and indie gaming. Broader operations span development and publishing, esports, streaming, and telco-aligned gaming services across North America, Australia, the Middle East, Africa, and the Pacific Islands.

**More information:** [www.streamplay.studio](http://www.streamplay.studio)

[www.noodlecake.com](http://www.noodlecake.com)

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

