

ASX Release

Winter Burrow Strengthens FY26 Outlook With ~A\$3 Million Start in Under 20 Days

Streamplay Studio Limited (“Streamplay” or the “Company”) (ASX: SP8) is pleased to advise that *Winter Burrow*, published by wholly owned subsidiary Noodlecake, has generated **approximately A\$3 million in gross revenue in little under 3 weeks** of its global launch across Xbox, Nintendo Switch and Steam (ASX: 13 November 2025).

HIGHLIGHTS

- **Winter Burrow surpassed A\$3 million in gross revenue within 18 days of launch.**
- **Steam (PC)** – Over 45,600 units sold to date, with continued wishlist growth to over 388,000 post launch, supporting sustained discovery and long-tail demand.
- **Nintendo Switch** – More than doubling to over 37,300 Switch copies sold to date and making its way into the “*Best-selling games*” category on the Nintendo Store.
- **Xbox Series X|S** – Game Pass has recorded approximately 290,000 installs to date, with additional storefront sales in excess of 1,970.
- One of the strongest title contributions in the Group’s history, **achieving ~29% of FY25 pro-forma revenue in little under 3 weeks.**
- Continued positive editorial reception from major gaming publications.

Commentary

Winter Burrow entered the market with substantial visibility, including more than 210,000 Steam wishlists at release, day-one inclusion on Xbox Game Pass and prominent platform features across Nintendo, Xbox and Gamescom expo (ASX: 13 November 2025). The title went on to generate A\$1.8 million in early revenue, 26,000 Steam sales, over 15,000 Nintendo Switch sales, and more than 160,000 Game Pass installs within the first few days on market (ASX: 17 November 2025).

Since then, revenue continued to build across all platforms, generating **~A\$3 million within 20 days of launch**. Steam sales grew to over 45,600 units, Nintendo sales to over 37,300 units (breaking into the “*Best-sellers*” category), and Xbox gained ~290,000 Game Pass installs and over 1,970 storefront sales – underpinning a broad and sustained global audience reach.



This outcome represents a meaningful benchmark when compared to the Company's FY25 financial results where **Streamplay reported A\$10.2 million pro-forma adjusted revenue**, reflecting a full-year contribution from Noodlecake. *Winter Burrow* delivering more than A\$3 million (~29% of FY25 pro-forma revenue) in little under three weeks highlights the scale now achievable through the Company's expanding premium PC and console publishing pipeline and exceeds the contribution of any single title released during FY25.

Positive Reception

The title's commercial performance continues to be supported by positive coverage from major publications and community channels. Recent reviews from outlets such as **Polygon**, **Eurogamer** and **The Indie Informer** (ASX: 17 November update) have reinforced the game's visibility across key regions. This continued positive coverage has contributed to sustained storefront visibility across key regions and impressive wishlist growth which currently exceeds 388,000.

“

*Winter Burrow is a tiny
visual masterpiece*

— Polygon

For further information

Investor relations:

corporate@streamplay.studio

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
www.noodlecake.com

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

