

GAME OF THRONES: WAR FOR WESTEROS UPDATE

PlaySide Studios Limited (ASX: PLY) is pleased to attach a Development Update announcing the forthcoming launch window for its premium real-time strategy title for PC, *Game of Thrones: War for Westeros*, which will be posted on the game's official channels today.

The title is being developed by PlaySide Studios under license from Warner Bros./HBO and will now launch on PC in early calendar 2027. The revised launch window reflects PlaySide's decision to allow additional development time to ensure the game meets the quality expectations of both real-time strategy players and *Game of Thrones* fans.

PlaySide Studios

AUSTRALIAN VIDEO GAME DEVELOPER AND PUBLISHER

ABOUT

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:

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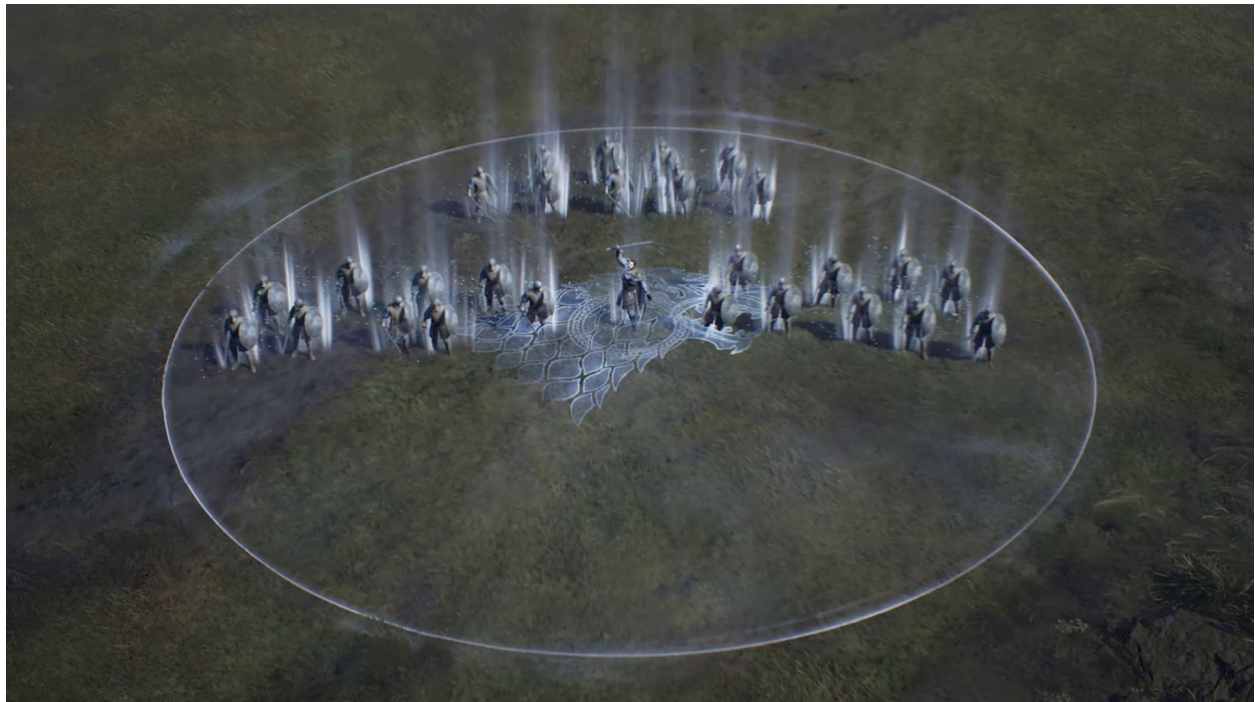
Game of Thrones: War for Westeros - Development Update

Wardens of the Realm,

Since the announcement of *Game of Thrones: War for Westeros*, development is progressing well and we are excited to provide an update on our progress. Beginning with today's blog, we will be sharing more news and updates over the coming weeks, ultimately marching towards some exciting reveals later this year.

Factions & Heroes

In *War for Westeros*, you can lead House Stark, House Lannister, House Targaryen, or even the Night King's Army of the Dead, to lay claim to the Iron Throne. Each House features iconic heroes who have the ability to turn the tide of battle, with the capacity to level up, unlock new abilities, and bolster their surrounding armies. Effective management of them is key to continued success in skirmishes.



Combat & Units

We are placing a massive emphasis on responsiveness, unit behavior, and physical impact in *War for Westeros*. Ensuring that unit pathing and engagement feels exactly right requires extensive, iterative work, but it is important to ensure players immediately feel the weight of their actions on the battlefield. Instead of just managing individual soldiers, you will command full squads that react dynamically to your orders.

Tactical counter-play can be crucial to winning an engagement. For example, if you see enemy cavalry charging your lines, amassing basic infantry will not save you. You will instead need to check your opponent's composition and deploy a unit with the specific anti-cavalry role (like a light infantry spearman squad) to completely shut down their momentum.



Maps

Skirmish battles will take you across the regions of Westeros, from iconic locations like King's Landing and The Wall, to battlefields inspired by the many kingdoms, castles, and contested lands within the continent. Each map is being built to offer its own visual identity, terrain layout, and strategic challenges, while supporting the large-scale army movement and territory control at the heart of Skirmish.

One of the maps currently in development is Ashemark, located in the Westerlands. As one of the locations caught in Robb Stark's campaign through the Westerlands during the War of the Five Kings, Ashemark offers a battlefield with strong ties to the conflict between Stark and Lannister forces.



Designed as a focused 1v1 battlefield, Ashemark features two open lanes with defensible positions that create clear opportunities to pressure, hold, flank, and counterattack. It is also a strong example of how we are approaching visual fidelity across our maps, with environments designed to feel grounded in Westeros while still giving players readable spaces for army movement and combat.



Across each battlefield, you will need to make decisions about where to push, where to hold, and how to use the terrain to your advantage. We will have more to share on exactly how map control works in a future gameplay reveal.

Release Window

Lastly, we wanted to close with an update to our planned release window. *War for Westeros* will now launch in early 2027.

We remain unwavering in our mission to deliver a real-time strategy game set in the world of Westeros that meets the expectations of both RTS players and *Game of Thrones* fans. This decision gives us the time needed to continue building towards that goal and ensure the game reaches the high level of quality we are aiming for.

Thank you for your patience and continued support. We know the wait has been long, and we do not take your support for granted.

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We appreciate you taking the time to read this development update on *Game of Thrones: War for Westeros*! To hear the next raven's call and stay up to date on development progress, follow our social channels, [wishlist](#) now, and sign up to our [newsletter](#) for further updates.

Until next time,

Valar Morghulis.