

ASX Release

Noodlecake signs publishing agreement for new title *Monkey Brain* as *Flick Shot Rogues* Expands to Mobile

Streamplay Studio Limited (“Streamplay” or the “Company”) (ASX: SP8) is pleased to advise that its wholly owned subsidiary, Noodlecake Studios (“Noodlecake”), has expanded its partnership with German independent game developer Butter by The Fish, with a publishing agreement for new title *Monkey Brain*, while its existing title *Flick Shot Rogues* has also opened for mobile pre-order and pre-registration ahead of its planned September 2026 release.

HIGHLIGHTS

- Publishing agreement signed for *Monkey Brain*, a new physics-based roguelike from Butter By The Fish, the development team behind *Flick Shot Rogues*.
- Builds on Noodlecake’s existing publishing relationship following the 2025 PC launch of *Flick Shot Rogues*.
- Shorter-cycle project complements Noodlecake’s larger premium PC and console publishing titles.
- *Monkey Brain* is currently in development for PC, with its Steam storefront page and wishlist trailer now live ahead of a targeted CY2026 release.
- *Flick Shot Rogues* has also expanded to mobile, with pre-order now available on the Apple App Store and pre-registration on Google Play ahead of its September release.

Summary

The agreement extends Noodlecake’s established working relationship with the development team following their collaboration on *Flick Shot Rogues*, which launched on Steam last year (ASX: 18 September 2025).

Monkey Brain adds another comparatively focused development project to Noodlecake’s pipeline, with a shorter production cycle than larger multi-year publishing projects. This complements recently announced agreements including *Tiebreakers* (ASX: 4 June 2026) and *Project DS* (ASX: 16 June 2026), which involve larger-scale development programs across PC and console platforms.



About Monkey Brain

Monkey Brain is a new physics-based roguelike being developed by the team behind *Flick Shot Rogues* (ASX: 18 September 2025), previously published by Noodlecake.

The game combines physics-driven gameplay with roguelike progression systems. Players launch “Thoughts” through a monkey’s brain, bouncing them between Brain Cells to generate increasingly powerful combinations while collecting and upgrading Thoughts and Items throughout each run.

The title is designed around compact gameplay sessions and a broad range of combinations, upgrades and playable characters, with progression built around repeated runs and experimentation.



Monkey Brain builds on Noodlecake’s established relationship with Butter By The Fish following their collaboration on *Flick Shot Rogues*, extending the partnership into a new original title.

Development of *Monkey Brain* has been structured around a comparatively short production cycle. The title is currently in development for PC, with release targeted before the end of CY2026, subject to development progress and final release scheduling. The title is now available to wishlist on **Steam**, where its first wishlist trailer has also been released.

More information and trailer: [https://store.steampowered.com/app/4763920/Monkey Brain](https://store.steampowered.com/app/4763920/Monkey_Brain)

Flick Shot Rogues Expands to Mobile

The new agreement follows Noodlecake's existing collaboration on *Flick Shot Rogues*, which launched on Steam in September 2025 (ASX: 18 September 2025).



Flick Shot Rogues is now also available for pre-order on the [**Apple App Store**](#) and pre-registration on [**Google Play**](#) ahead of its planned mobile release. The mobile version extends the title beyond PC and has been adapted for touchscreen gameplay while retaining the core systems of the original release. It will adopt a try-before-you-buy model, allowing players to access the opening portion of the game before unlocking the full title through a one-time in-app purchase.

The title is targeted for release on iOS and Android on **16 September 2026**, expanding it across additional storefronts as part of Noodlecake's broader cross-platform publishing strategy.



“ We had a great experience working with Butter By The Fish on *Flick Shot Rogues*, so getting the chance to work together again was an easy one for us. Monkey Brain is weird, fun and immediately makes sense when you see it in action. Excited to see where the team takes it. ”

— **Ryan Holowaty, CEO of Noodlecake**

Publishing & Commercial Model

The agreement is structured under the Company's established publishing framework, with Noodlecake providing agreed development and publishing support and recouping its investment and associated costs before transitioning to ongoing revenue participation with Butter By The Fish. This recoupment-first structure helps de-risk Noodlecake's investment while retaining exposure to the title's longer-term commercial performance.

While the Company believes the agreement has the capability to deliver material revenue, supported by Noodlecake's established working relationship with the development team and the project's comparatively focused production scope, revenue outcomes cannot be reliably estimated at this stage and will depend on factors including development progress, release timing, platform performance, pricing, user uptake and any future platform or distribution arrangements. Any material financial contribution will be reflected in Streamplay's ordinary financial reporting as applicable.

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About Streamplay Studio

Streamplay Studio Limited (ASX:SP8) is the owner of North America-based Noodlecake Studios, an award-winning indie studio recognised for its innovative original IPs and global publishing partnerships. With over 60 published titles and more than 270 million downloads worldwide, Noodlecake continues to lead in premium mobile and indie gaming. Streamplay's operations span game development and publishing, esports, streaming, and telco-aligned services across North America, Australia, MEA, and the Pacific Islands.

More information: www.streamplay.studio
www.noodlecake.com

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

