30 July 2026

ASX Release

Streamplay Studio Quarterly Update and Appendix 4C

Streamplay Studio Limited ("**Streamplay**" or the "**Company**") (ASX: SP8) is pleased to provide its quarterly report for the period ended 30 June 2026 (the "**Quarter**"), highlighting continued positive operating cash flow, disciplined investment across the Group's publishing pipeline and continued progress across selected platform expansion initiatives.

HIGHLIGHTS

- Maintained positive operating cash flow for a fifth consecutive quarter, generating ~A$46k in Q4 and A$2.27 million for FY26.
- Customer receipts of ~A$1.48 million for the Quarter (Q4 FY25: ~A$1.44 million), bringing FY26 customer receipts to ~A$9.55 million (FY25: ~A$3.34 million), an increase of 186% YoY.
- New premium publishing agreements signed for *Tiebreakers* and *Project DS*.
- *Winter Burrow* subsequently surpassed ~A$5.7 million in cumulative gross revenue, with mobile pre-orders now available ahead of the title's mobile launch.
- Near-term release work advanced across *Yes, Your Grace: Snowfall*, *Flick Shot Rogues* and an additional undisclosed title.
- Porting and platform-readiness work completed for *Golden Lap* and *KAMI 2*, with both titles launched post Quarter-end.
- Successfully trialled South Africa-based QA support for Noodlecake, with a core capability now being established.
- Cloud gaming integration completed in Canada, with the service launched shortly after Quarter-end.
- ArcadeX integration completed in Ethiopia ahead of planned operator launch.
- Advanced internal operational tools with potential future SaaS commercialisation, alongside expanded AI-assisted workflows.

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Summary

The Quarter reflected continued financial discipline and execution across Streamplay's publishing and platform operations, with the Group maintaining positive operating cash flow while continuing to invest in content, intellectual property ("**IP**") and market expansion initiatives.

Streamplay recorded its fifth consecutive quarter of positive operating cash flow, generating approximately A$46,000 during Q4 and A$2.27 million across FY26 on cash receipts of A$9.55 million (FY25: A$3.34 million) demonstrating that the underlying business has built its maturity and resilience. During the Quarter, Noodlecake expanded its longer-term premium publishing pipeline, progressed several near-term releases and continued generating revenue from its existing portfolio.

Across the platform business, Streamplay completed key integrations in Canada and Ethiopia, with the Canadian cloud gaming service launching shortly after Quarter-end. The Group also continued investing in shared technology and operational capabilities, including tools being developed for initial deployment across its Pacific and Noodlecake businesses and potential future software-as-a-service ("**SaaS**") commercialisation.

The Group closed the Quarter with approximately A$5.66 million in cash and no material debt, providing continued capacity to support its publishing pipeline, regional expansion and acquisition strategy.

Noodlecake – Tier-1 Publishing & Game Portfolio

The Quarter was focused on expanding Noodlecake's premium publishing pipeline while progressing a number of titles through development, quality assurance, platform preparation and release-readiness activities.

During the Quarter, Noodlecake entered into two new premium publishing agreements, representing longer-term additions to its portfolio and expanding its participation in full-cycle premium publishing across PC, console and mobile platforms:

- ***Tiebreakers*** – a worldwide multi-platform publishing agreement with French developer Tiecorp Studio for a new anime-inspired action title planned across mobile, PC and console platforms, with release currently targeted for Q4 2027. Under Noodlecake's standard publishing model, the Company generally retains 80–100% of revenue until its investment and associated costs are recouped, before transitioning to the underlying revenue-share arrangement. Noodlecake will also continue exploring potential platform funding, promotional and exclusivity opportunities as development progresses (ASX: 4 June 2026).

- ***Project DS*** – a publishing and milestone-based development support agreement with Sequence Break for a new premium cooperative PC and console title. The agreement builds on Noodlecake's previous relationship with Sequence Break through *Soundfall*, which generated approximately ~A$2 million in gross platform revenue. Under the new agreement, Noodlecake is expected to recoup its staged development investment before transitioning into longer-term performance-based revenue participation arrangements (ASX: 16 June 2026).

The team also continued progressing its nearer-term release slate during the Quarter:

- ***Winter Burrow*** – Remained a key contributor across PC and console platforms, with cumulative gross revenue subsequently surpassing approximately A$5.7 million. During the Quarter, Noodlecake substantially progressed the title's mobile adaptation, including touchscreen optimisation, quality assurance and storefront preparation. Subsequent to Quarter-end, mobile pre-orders became available across the Apple App Store and Google Play, with release targeted for 30 September 2026 (ASX: 21 July 2026).

- ***Yes, Your Grace: Snowfall (ASX: 11 January 2026); Flick Shot Rogues (ASX: 18 September 2025); and an additional undisclosed title*** – Development and quality assurance also progressed across these three key titles, forming part of Noodlecake's upcoming release slate across mobile and other supported platforms.

- ***Golden Lap (ASX: 3 November 2025) and KAMI 2*** – Porting and platform-readiness activities for both titles were completed during the Quarter, supporting their subsequent mid-July launches for *KAMI 2* on Steam and Nintendo Switch, and *Golden Lap* across iOS and Android.

> *"There's a lot happening across the slate right now, and it's a really fun mix of projects.*
>
> *Tiebreakers has such a bold identity and energy, while Project DS gives us the chance to work with Sequence Break again and support the team much earlier in development.*
>
> *At the same time, everyone has been deep in the work of getting Winter Burrow ready for mobile and moving Yes, Your Grace: Snowfall, Flick Shot Rogues and other unannounced projects through development and QA. Seeing those games getting closer to players while we build the next wave of projects is exactly where we want to be."*
>
> ***— Ryan Holowaty, CEO of Noodlecake***

Platform & Regional Operations

Streamplay's platform and telco-aligned operations continued generating recurring subscription and licensing revenues during the Quarter, supported by established markets and continued execution across selected new territories. Management remained focused during the Quarter on strengthening recurring revenues across established markets, partner-led customer acquisition, billing optimisation and new market integrations.

- ***Pacific*** – The Pacific operations continued generating recurring revenues during the Quarter, with improved and more consistent activity across established products in American Samoa and Tonga. The Group also progressed additional product integrations across its existing partner network, while the Fiji rollout remained subject to final partner-controlled security and launch-readiness requirements.

- ***Middle East & Africa*** – The Company's established gaming services – *MTN Arena and Arena Plus in South Africa, and Playstream in the UAE* – continued to generate recurring revenue during the Quarter. In Ethiopia, Streamplay completed the technical integration and localisation of a branded ArcadeX gaming service, *GoPlay*. The service is now awaiting launch scheduling and final operational coordination by Ethio telecom and the Company's local distribution partner.

- ***North America*** – Streamplay completed the technical integration, localisation and testing required to introduce its cloud gaming product, *Playstream*, to Telus customers in Canada. Shortly after Quarter-end, the service became available under an initial controlled marketing rollout led by the Company's distribution partner. The service follows the licensing-led model already implemented in the UAE, limiting the requirement for direct marketing expenditure by Streamplay.

Post Quarter-end, the Company began progressing opportunities to introduce its cloud gaming product into Europe under a licensing-led model similar to that used in Canada and the UAE. Initial commercial and technical work is underway, with further information to be provided as relevant milestones are completed.

These expansion initiatives reflect continued engagement with existing and new partners across the Group's platform network and are intended to broaden Streamplay's recurring revenue base as additional markets are brought online.

Initial contributions from new markets are expected to be modest, with revenue performance scaling over time depending on subscriber uptake, partner-led marketing activity and launch timing.

Technology, R&D and Shared Capabilities

During the Quarter, Streamplay continued investing in shared technology and operational capabilities intended to support greater efficiency and collaboration across the Group.

Over the past six months, the Company successfully trialled the use of its South African resources to provide quality assurance support across Noodlecake's publishing pipeline, and has now begun establishing a dedicated core capability to provide ongoing testing and release support, benefiting from a cost-efficient operating base and complementary time-zone coverage relative to Noodlecake's Canadian operations.

The Group also progressed a number of internal technology projects designed to improve operational efficiency while creating the foundation for potential SaaS offerings. These included billing, subscription and value-added services tools initially developed for the Pacific operations, together with the redevelopment of Noodlecake's partner financing systems into a scalable platform for game publishers. The Group's existing businesses will act as the initial users, enabling the tools to be tested and refined in live operating environments before any broader commercial rollout is considered.

Streamplay has also embedded AI-assisted workflows across selected development and operational processes, automating repeatable tasks, shortening development cycles and supporting greater output from smaller, existing teams. This work has supported the redevelopment of ArcadeX v3, which internal testing indicates delivers materially improved performance over the existing platform, while adding functionality and improving suitability for lower-bandwidth emerging markets.

Financial Summary

The Group recorded net operating cash inflow of approximately A$46,000 for the Quarter (Q3 FY26: ~A$35,000 inflow), maintaining positive operating cash generation through a comparatively quieter period between major title launches. For FY26, the Group recorded a net positive operating cash inflow of A$2.27 million.

Cash receipts totalled approximately A$1.48 million for the Quarter (Q3 FY26: A$2.54 million), bringing total customer receipts for FY26 to approximately A$9.55 million. The quarterly movement reflected lower publishing receipts between major title launches, while recurring platform revenues continued to contribute across the Group's operations.

Operating outflows comprised approximately A$491k in research and development, A$420k in staff costs, A$344k in product and operating costs, A$155k in corporate and administrative expenses, and A$58k in advertising and marketing, remaining controlled relative to the prior quarter.

During the Quarter, the Company invested approximately A$599k in IP (Q3 FY26: ~A$420k), bringing total IP investment for FY26 to approximately A$2.4 million. Total payments to related parties and their associates for the Quarter were A$75k, covering standard executive and board-related fees made on arm's-length commercial terms.

As previously reported, during Q3 FY26 the Company made the penultimate deferred payment to the vendors of Noodlecake of approximately A$1.79 million, in accordance with the terms of the Noodlecake acquisition (ASX: 23 December 2024). The final deferred consideration payment is due in January 2027.

The Company closed the Quarter with cash and cash equivalents of approximately A$5.66 million and no material debt. The overall movement in cash reflects continued IP investment and foreign-exchange movements, partially offset by positive operating cash flow.

> *“FY26 demonstrated the financial and operational stability now emerging across Streamplay, with the Group generating approximately A$2.27 million in positive operating cash flow while continuing to invest in its publishing portfolio.*
>
> *The addition of Tiebreakers and Project DS, together with the porting of Winter Burrow to mobile and several other near-term releases, has broadened and diversified the Group's forward pipeline.*
>
> *We remain focused on disciplined capital allocation, converting that pipeline into commercial outcomes and pursuing complementary acquisition opportunities capable of strengthening the Group's scale, intellectual property and global publishing reach.”*
>
> ***— Bert Mondello, Chairman of Streamplay Studio***

Outlook

Streamplay enters FY27 with an expanded premium publishing portfolio and a number of titles progressing towards commercial release across mobile, PC and console platforms.

Noodlecake's near-term priorities include the planned mobile expansion of *Winter Burrow*, together with continued development, quality assurance and platform preparation for *Yes, Your Grace: Snowfall*, *Flick Shot Rogues* and an additional undisclosed title. Earlier-stage work will continue across *Tiebreakers* and *Project DS*, including production milestones, platform engagement and potential funding and distribution opportunities as each project advances.

Across the platform business, the Group is focused on the controlled rollout of its Canadian *Playstream* cloud gaming service, progressing the Ethiopian *GoPlay* service towards operator launch and completing remaining partner requirements across selected Pacific markets. Streamplay has also commenced work to introduce its cloud gaming product into an additional European market, with further information to be provided as commercial and technical milestones are completed.

The Group will continue refining its shared operational tools through deployment across its existing businesses, including billing, subscription and publisher-financing systems with potential future SaaS applications. These initiatives form part of Streamplay's broader focus on disciplined capital allocation, expanding recurring publishing and licensing revenues, and evaluating complementary acquisition opportunities consistent with its buy-and-build strategy.

For further information

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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

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

Appendix 4C

Quarterly cash flow report for entities subject to Listing Rule 4.7B

Name of entity

STREAMPLAY STUDIO LIMITED

ABN	**Quarter ended ("current quarter")**
31 004 766 376	30 June 2026

Consolidated statement of cash flows			**Current quarter $A'000**	**Year to date (12 months) $A'000**
1.	**Cash flows from operating activities**			
1.1	Receipts from customers		1,475	9,550
1.2	Payments for			
	(a)	research and development	(491)	(4,156)
	(b)	product manufacturing and operating costs	(344)	(1,499)
	(c)	advertising and marketing	(58)	(230)
	(d)	leased assets	-	-
	(e)	staff costs	(420)	(1,154)
	(f)	administration and corporate costs	(155)	(616)
1.3	Dividends received		-	-
1.4	Interest received		39	211
1.5	Interest and other costs of finance paid		-	-
1.6	Income taxes paid		-	159
1.7	Government grants and tax incentives		-	-
1.8	Other (provide details if material)		-	-
1.9	**Net cash from / (used in) operating activities**		**46**	**2,265**

2.	**Cash flows from investing activities**			
2.1	Payments to acquire or for:			
	(a)	entities	-	(1,791)
	(b)	businesses	-	-
	(c)	property, plant and equipment	-	-
	(d)	investments	-	-
	(e)	intellectual property	(599)	(2,404)
	(f)	other non-current assets	-	-

Consolidated statement of cash flows		**Current quarter $A'000**	**Year to date (12 months) $A'000**
2.2	Proceeds from disposal of:		
	(a) entities	-	-
	(b) businesses	-	-
	(c) property, plant and equipment	-	-
	(d) investments	-	-
	(e) intellectual property	-	-
	(f) other non-current assets	-	-
2.3	Cash flows from loans to other entities	-	-
2.4	Dividends received	-	-
2.5	Other (provide details if material)	-	-
2.6	**Net cash from / (used in) investing activities**	**(599)**	**(4,195)**

3.	**Cash flows from financing activities**		
3.1	Proceeds from issues of equity securities (excluding convertible debt securities)	**-**	**-**
3.2	Proceeds from issue of convertible debt securities	-	-
3.3	Proceeds from exercise of options	-	-
3.4	Transaction costs related to issues of equity securities or convertible debt securities	-	-
3.5	Proceeds from borrowings	-	-
3.6	Repayment of borrowings	-	-
3.7	Transaction costs related to loans and borrowings	-	-
3.8	Dividends paid	-	-
3.9	Other (provide details if material)	-	-
3.10	**Net cash from / (used in) financing activities**	**-**	**-**

4.	**Net increase / (decrease) in cash and cash equivalents for the period**		
4.1	Cash and cash equivalents at beginning of period	6,252	7,729
4.2	Net cash from / (used in) operating activities (item 1.9 above)	46	2,265
4.3	Net cash from / (used in) investing activities (item 2.6 above)	(599)	(4,195)

Consolidated statement of cash flows		Current quarter $A'000	Year to date (12 months) $A'000
4.4	Net cash from / (used in) financing activities (item 3.10 above)	-	-
4.5	Effect of movement in exchange rates on cash held	(36)	(136)
4.6	**Cash and cash equivalents at end of period**	**5,663**	**5,663**

5.	**Reconciliation of cash and cash equivalents** at the end of the quarter (as shown in the consolidated statement of cash flows) to the related items in the accounts	**Current quarter $A'000**	**Previous quarter $A'000**
5.1	Bank balances	5,663	6,252
5.2	Call deposits	-	-
5.3	Bank overdrafts	-	-
5.4	Other (provide details)	-	-
5.5	**Cash and cash equivalents at end of quarter (should equal item 4.6 above)**	**5,663**	**6,252**

6.	**Payments to related parties of the entity and their associates**	**Current quarter $A'000**
6.1	Aggregate amount of payments to related parties and their associates included in item 1	75
6.2	Aggregate amount of payments to related parties and their associates included in item 2	-

Note: if any amounts are shown in items 6.1 or 6.2, your quarterly activity report must include a description of, and an explanation for, such payments.

7.	**Financing facilities** *Note: the term "facility' includes all forms of financing arrangements available to the entity.* *Add notes as necessary for an understanding of the sources of finance available to the entity.*	**Total facility amount at quarter end $A'000**	**Amount drawn at quarter end $A'000**
7.1	Loan facilities	51	9
7.2	Credit standby arrangements	-	-
7.3	Other (please specify)	-	-
7.4	**Total financing facilities**	51	9

7.5	**Unused financing facilities available at quarter end**	42

7.6 Include in the box below a description of each facility above, including the lender, interest rate, maturity date and whether it is secured or unsecured. If any additional financing facilities have been entered into or are proposed to be entered into after quarter end, include a note providing details of those facilities as well.

Credit Card facility

Provider	**Security**	**Amount**	**Interest p.a.**
Scotiabank	Unsecured	CAD 50,000	19.99%

8.	**Estimated cash available for future operating activities**	**$A'000**
8.1	Net cash from / (used in) operating activities (item 1.9)	46
8.2	Cash and cash equivalents at quarter end (item 4.6)	5,663
8.3	Unused finance facilities available at quarter end (item 7.5)	42
8.4	Total available funding (item 8.2 + item 8.3)	5,705
8.5	**Estimated quarters of funding available (item 8.4 divided by item 8.1)**	N/A

Note: if the entity has reported positive net operating cash flows in item 1.9, answer item 8.5 as "N/A". Otherwise, a figure for the estimated quarters of funding available must be included in item 8.5.

8.6 If item 8.5 is less than 2 quarters, please provide answers to the following questions:

8.6.1 Does the entity expect that it will continue to have the current level of net operating cash flows for the time being and, if not, why not?

Answer:
N/A

8.6.2 Has the entity taken any steps, or does it propose to take any steps, to raise further cash to fund its operations and, if so, what are those steps and how likely does it believe that they will be successful?

Answer:
N/A

8.6.3 Does the entity expect to be able to continue its operations and to meet its business objectives and, if so, on what basis?

Answer:
N/A

Note: where item 8.5 is less than 2 quarters, all of questions 8.6.1, 8.6.2 and 8.6.3 above must be answered.

Compliance statement

1 This statement has been prepared in accordance with accounting standards and policies which comply with Listing Rule 19.11A.

2 This statement gives a true and fair view of the matters disclosed.

Date: 30 July 2026

Authorised by: By the board
(Name of body or officer authorising release – see note 4)

Notes

1. This quarterly cash flow report and the accompanying activity report provide a basis for informing the market about the entity's activities for the past quarter, how they have been financed and the effect this has had on its cash position. An entity that wishes to disclose additional information over and above the minimum required under the Listing Rules is encouraged to do so.
2. If this quarterly cash flow report has been prepared in accordance with Australian Accounting Standards, the definitions in, and provisions of, *AASB 107: Statement of Cash Flows* apply to this report. If this quarterly cash flow report has been prepared in accordance with other accounting standards agreed by ASX pursuant to Listing Rule 19.11A, the corresponding equivalent standard applies to this report.
3. Dividends received may be classified either as cash flows from operating activities or cash flows from investing activities, depending on the accounting policy of the entity.
4. If this report has been authorised for release to the market by your board of directors, you can insert here: "By the board". If it has been authorised for release to the market by a committee of your board of directors, you can insert here: "By the [*name of board committee – eg Audit and Risk Committee*]". If it has been authorised for release to the market by a disclosure committee, you can insert here: "By the Disclosure Committee".
5. If this report has been authorised for release to the market by your board of directors and you wish to hold yourself out as complying with recommendation 4.2 of the ASX Corporate Governance Council's *Corporate Governance Principles and Recommendations*, the board should have received a declaration from its CEO and CFO that, in their opinion, the financial records of the entity have been properly maintained, that this report complies with the appropriate accounting standards and gives a true and fair view of the cash flows of the entity, and that their opinion has been formed on the basis of a sound system of risk management and internal control which is operating effectively.