

OPERATIONAL RESTRUCTURE

PlaySide Studios Limited (ASX: PLY) ("PLY", "PlaySide" or "the Company") provides details concerning a restructure of its operations which will take place today, Wednesday 2 April 2025.

HIGHLIGHTS

- Restructure is a response to previously announced* delays in winning Work for Hire contracts
 - PlaySide remains confident of winning new contract work
 - No impact to progress on major Original IP projects currently in development
 - Proposed redundancies are expected to deliver cost savings of \$4-5m per annum, at an upfront cost of approximately \$1.5m
 - FY25 guidance is unchanged
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PlaySide is conducting a restructure of its operations commencing today, largely within its Work for Hire teams and non-project specific workforce. This decision is a response to previously announced delays in winning anticipated Work for Hire contracts, which has resulted in latent staff capacity. Whilst the Company remains confident of winning new contract work, the timing remains uncertain.

Management wishes to stress that resourcing and development progress on PlaySide's forthcoming major Original IP projects (*MOUSE: P.I. for Hire* and the *Game of Thrones* real-time strategy game) remains unaffected, with the Company committed to fully capitalising on these highly valuable opportunities. Development also continues on the Company's *Dumb Ways to Die* console title at its current pace.

There have been no changes to PlaySide's existing Work for Hire contract book, and the Company continues to progress negotiations on several Work for Hire contract opportunities. However, management is intent on optimising the Company's cost base in order to ensure that successful delivery of major Original IP projects from FY26 onward results in high levels of cash flow generation that can support sustainable growth in the business.

COST SAVINGS & FY25 GUIDANCE

Proposed redundancies remain subject to a consultation period with affected staff, however they are expected to deliver cost savings of \$4-5m per annum. An upfront restructuring cost of approximately \$1.5m is expected to be incurred in the June quarter.

Management reconfirms its FY25 guidance of:

- Revenue of \$50-54m
- EBITDA loss of \$6-10m
- Closing cash balance of \$10-15m



"Today we've made the decision to commence a consultation process across our studios. We will be offering outplacement support and counselling services to personnel whose employment ends as a result of the restructure, and our thoughts are with affected staff on what is a difficult and sad day for all PlaySiders.

While a prolonged period with no new contract signings has been the catalyst, it is also an appropriate time to reflect on our obligation to employees and shareholders to ensure that we strive to build resilience into the Company's business model. We will continue to look for ways to convert successful Original IP launches into a stronger balance sheet and a more valuable business."

BENN SKENDER, PLAYSIDE STUDIOS CEO

ABOUT

PlaySide Studios

AUSTRALIAN VIDEO GAME DEVELOPER AND PUBLISHER

PlaySide Studios Limited ("PlaySide") develops video games for multiple platforms including mobile, PC/Console, 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:

investor.playsidestudios.com

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FURTHER CONTACT

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