

PLAYSIDE PUBLISHING SIGNS DEW BY MVRX GAMES



PlaySide Studios Limited (ASX: PLY) (“PlaySide”) is pleased to announce that it has signed a global publishing agreement with Swedish developer MVRX Games for its upcoming title, *Dew*.

KEY HIGHLIGHTS

- **Expansion of Publishing Portfolio:** PlaySide expands its Publishing portfolio with *Dew*, a co-op adventure platformer title.
- **Veteran Pedigree:** MVRX Games features former lead developers from Coldwood Interactive (creators of the multi-million selling *Unravel* franchise).
- **Target Launch:** Scheduled for PC and Console in CY2028.

About Dew

Dew is a 1-2 player co-op adventure with classic 2D platformer mechanics set within a stunningly realistic micro-environment. Players control two tiny heroes, Myric and Dewey, as they join forces to stop the "Necromold" - a corrupting force threatening their world. The title combines high-fidelity visuals with physics-based gameplay, targeting a broad global audience.

About MVRX Games

Based in Umeå, Sweden, MVRX Games is comprised of industry veterans formerly of Coldwood Interactive. The team was instrumental in the development of the critically acclaimed, physics-based puzzle platformer series *Unravel*, which was published by Electronic Arts and achieved significant commercial and critical success globally.

Agreement Terms

Under the terms of the agreement, PlaySide will provide development advances tied to specific technical and creative milestones that are consistent with industry benchmarks for bringing the game to launch. PlaySide will also manage all global publishing, marketing, and distribution efforts.

In exchange, PlaySide will receive a share of net revenue from the game’s sales. The total investment across milestone payments and marketing prior to launch is expected to be in the low-to-mid single-digit millions (AUD). *Dew* is currently slated for release on PC/Console in 2028.



Partnering with the creative minds behind Unravel is a significant milestone for PlaySide Publishing. The MVRX team has a proven track record of delivering emotionally resonant, visually breathtaking games that appeal to a wide demographic. Dew fits perfectly within our strategy of partnering with elite indie talent to bring high-quality IP to the global market.

BENN SKENDER, PLAYSIDE STUDIOS CEO

PlaySide Studios

AUSTRALIAN VIDEO GAME DEVELOPER AND PUBLISHER

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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INVESTOR RELATIONS

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