

Hay PlaySide

PLAYSIDE STUDIOS (PLY.ASX)

FY22 Interim Result Presentation

FIFY22 HIGHIS

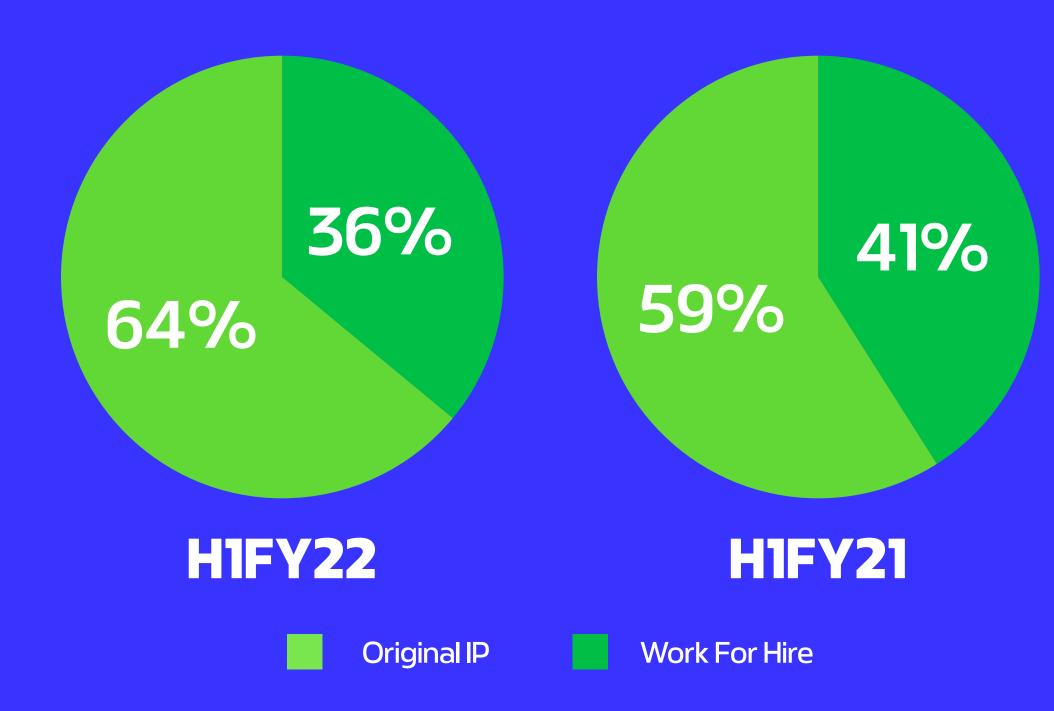
- Successfully launched "Age of Darkness: Final Stand" into Early Access on Steam.
- Completed acquisition of the Dumb Ways to Die ("DWTD") franchise for \$2.25 million which represented a multiple of 1.5x of the DWTD FY21 revenue.
- Signed the largest work-for-hire development agreement since listing with 2K Games.
- Signed a work-for-hire contract with one of the largest crypto currencies in the world Shiba Inu.
- Raised \$28 million through a \$25 million Placement and a Share Purchase Plan of \$3 million.



HIFY22 REVENUE

	H122 (\$)	H121 (\$)	CHANGE (\$)	CHANGE (%)
Revenue*	9.4M	5.8M	3.6M	+61
EBITDA	(147K)	(1,625K)	1,478K	+91
NPAT	(444K)	(2,050K)	1,606K	+78
Net Cash	33M	16M	17M	+106

^{*} H121 includes \$688k Govt Grants (FY21 claim to be lodged 2HFY22)



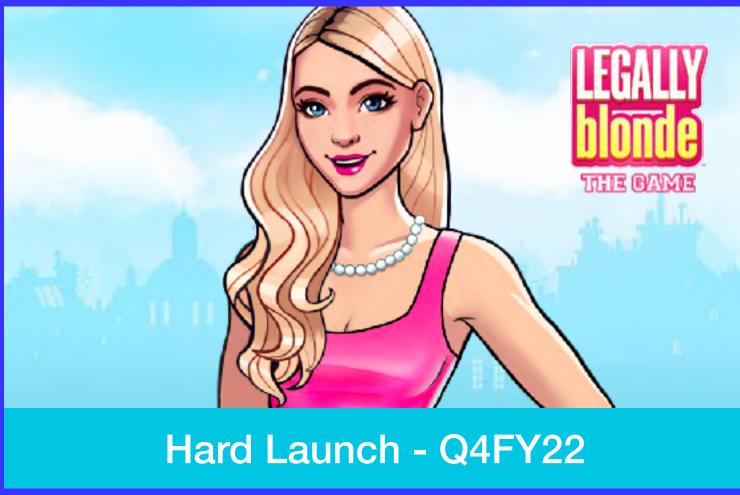
- ► Work for Hire Revenue: \$3.41m an increase of \$1.37m on PCP. Driven by 2K Games, META (Facebook) and SHIBA.
- Original IP Revenue: \$5.99m an increase of \$3.01m on PCP. Driven by Age of Darkness: Final Stand and casual games Battle Simulator & Animal Warfare

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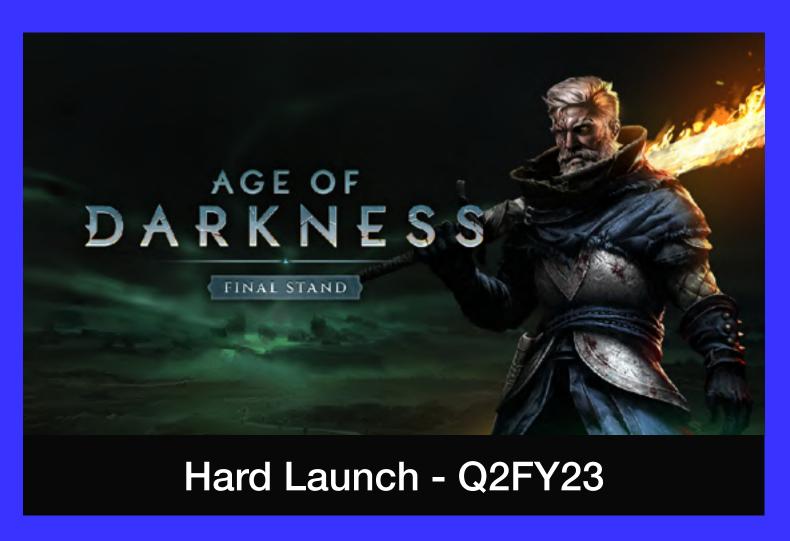


MARQUEE TITLES IN DEVELOPMENT



















SO MANY DUMB WAYS TO DIE

DUMB WAYS TO DIE

IN THE SHORT TIME SINCE ACQUIRING *DUMB*WAYS TO DIE PLAYSIDE HAS SHOWN THE

BRANDS TRUE POTENTIAL.

- ► Launched BEANS Web 3 project.
- PlaySide has increased overall social following of the brand. TikTok followers have grown from 580k to 1.2M. YouTube now has over 1M Subscribers.
- ► PlaySide is developing 3 new titles for Dumb Ways to Die. The sequel everyone has been waiting for Dumb Ways to Die 4. A casual title and a puzzle title leveraging our puzzle tech.
- PlaySide are actively exploring new brand opportunities and are in talks with major streaming providers and toy companies to further expand the brand outside of gaming.

AD BASED TITLES

CASUAL GAMES

PLAYSIDE CONTINUES TO SHOW THE VALUE OF ITS CASUAL PORTFOLIO WITH GAMES LIKE BATTLE SIMULATOR WARFARE

- PlaySide is developing 2 new casual titles based on its hit games Battle Simulator Warfare and Idle Area 51. These new titles will leverage the mechanics and overall performance of their predecessors whilst bringing a new theme for players to enjoy.
- Battle Simulator Warfare, Animal Warfare, Idle Area 51 and Garbage Truck Simulator all continue to bring new users in through new and exciting updates like Multiplayer.



AAA GAME DEVELOPMENT

PC&CONSOLE

PLAYSIDE HAS SEVERAL TITLES UNDER DEVELOPMENT ALONG WITH THE GLOBALLY RECOGNISED *AGE OF DARKNESS*.

- Age of Darkness: Final Stand launched in Early Access with Team17 in Q1FY22. Strong progress on campaign and multiplayer. Global launch planned for Q2FY23
- World Boss: The collaboration with influencers LazarBeam and Fresh, who have a combined YouTube following of over 27 million subscribers was announced in Q3 FY22. The title has a planned Open Beta in Q4 FY22.
- Project Medieval has been named Pillage Party. Early Access Launch is planned for H2 FY23 on multiple platforms











BEANS & BEYOND

METAVERSE

PLAYSIDE HAS LAUNCHED A NEW METAVERSE FRANCHISE BEANS BY DUMB WAYS TO DIE.
BRINGING AAA GAME DEVELOPMENT TO WEB 3

- Successful launch in Q3 FY22 of BEANS NFTS resulting in approx. \$8.4M Revenue including secondary sales
- ► PlaySide earns royalties for secondary sales via NFT marketplaces. BEANS will see multiple new collections this year including PETS & LOOT.
- Currently developing multiple Web 3 products including a revolutionary 3D Web Viewer and an MMO.
- PlaySide is developing a brand new NFT series and are in talks with major Hollywood players around licensing their brands.

(+%)

AAA GAMING'S GO-TO STUDIO

WORK FOR HIRE

PLAYSIDE CONTINUES TO SHOWCASE ITS AAA GAME DEVELOPMENT CAPABILITIES AND GAIN RECOGNITION ON THE GLOBAL STAGE.

- PlaySide signed agreements with 2K Games, Shibu Inu Games and expanded its development on (META) Facebook Technologies in H1FY22
- PlaySide signed a development agreement with Activision Blizzard in early Q3 FY22
- ► WFH continues its strong contribution to revenue & profitability whilst also introducing new strategic relationships.

CURRENT WORK-FOR-HIRE

















































