

[This announcement contains inside information for the purposes of Article 7 of the Market Abuse Regulation (EU) 596/2014 as it forms part of UK domestic law by virtue of the European Union (Withdrawal) Act 2018 ("MAR"), and is disclosed in accordance with the Group's obligations under Article 17 of MAR. Upon the publication of this announcement, this inside information is now considered to be in the public domain.]

5 February 2026

tinyBuild, Inc
("tinyBuild" or the "Company")

Pre-Close Trading Update

tinyBuild, a premium video games publisher and developer with global operations, announces a trading update for the twelve months ended 31 December 2025 ("FY 2025").

Highlights:

- Revenue slightly ahead of expectations resulted in positive EBITDA for the second half of the year after the very strong first half performance, with a solid contribution from both new releases and back catalogue
- Cash and cash equivalents at the end of December 2025 of over 4 million also slightly above expectations, broadly in line with the level at 30 June 2025
- The pipeline for 2026 is strong and the Company continues to invest carefully in new IP ahead of high-potential releases

Current Trading

tinyBuild's revenue is trading slightly ahead of expectations, despite a challenging landscape. The games industry outlook is slowly climbing out from a deep trough.

We are managing our well-diversified catalogue of over 100 titles to maximise revenues from classic titles such as *Hello Neighbor*, and more recent franchises such as *Deadside* and *VOIN*. Among our latest launches, *The King is Watching* and *Of Ash and Steel* have performed well, delivering above expectations.

Our catalogue generates predictable cash flows, supporting the strategic investment in high-potential new IP such as *Kingmakers*, *SAND* and *The Lift*, and allowing us to expand evergreen franchises, such as *SpeedRunners 2* and *Streets of Rogue 2*. In a highly competitive market, our priority is to deliver the best possible game we can to meet player's expectations, even if that means a longer development cycle and shifting the release date.

As at 31 December 2025, the Company had over 4 million in cash, demonstrating disciplined cash management. Cash and cash equivalents will continue to fluctuate during 2026, as revenue is expected to improve following the launch of certain high-potential new games. The Company has no borrowings.

Pipeline

The positive momentum we are seeing at tinyBuild is translating into a strong performance in terms of wishlists, one of the most important indicators for future sales: *Kingmakers* is now in the #7 Most Wishlisted Games on Steam, *SAND* #47, *Streets of Rogue 2* #88 and *The Lift* #144. Recently announced *Hozy* and *Restory* are also attracting good sized audiences.

The release schedule remains heavily weighted towards the second half of the year, with only *Hozy* and *SAND* currently scheduled for the first half of the year. To mitigate the risk with new launches, we are fully focused on cost control and regularly reviewing our investment in new games to align them with audience validation.

Outlook

The pipeline for 2026 and beyond is strong, it includes several larger-budget (above 1m), high-potential games alongside continuous investment in the catalogue, including updates, DLCs and platform launches.

The evolving global macroeconomic situation, and the continued conflict in Ukraine, impose caution and vigilance in the medium and long term. In particular, tinyBuild carefully assesses the position of its staff, its exposure in terms of revenues and any other factor that may have an impact on the business.

Alex Nichiporchik, Chief Executive Officer of tinyBuild, commented:

"The longevity of our catalogue increases with every year that goes by - Hello Neighbor into the end of last year was insane. That's down to a great team and amazing partners, and together we've delivered strong results through both new titles and evergreen franchises. I'm excited about 2026 and beyond and I want to thank all the people that make this possible."

Enquiries:

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About tinyBuild:

Founded in 2013, tinyBuild (AIM: TBLD) is a global video games publisher and developer, with a catalogue of more than 100 premium titles across different genres. tinyBuild's strategy is to focus on its own intellectual property (IP) to build multi-game and multimedia franchises, in partnership with developers.

tinyBuild is headquartered in the USA with operations stretching across the Americas and Europe. The Group's broad geographical footprint enables the Company to source high-potential IP, access cost-effective development resources, and build a loyal customer base through its innovative grassroots marketing.

tinyBuild was admitted to AIM, a market by the London Stock Exchange, in March 2021.
For further information, visit: www.tinybuildinvestors.com.

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