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tinyBuild, Inc.
12 November 2026
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12 November 2026

tinyBuild, Inc.

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

Trading Update

FY26 revenue and adjusted EBITDA ahead of expectations

tinyBuild (AIM: TBLD), a global developer and publisher of premium video games, provides an update on trading and raises its expectations for the year ending 31 December 2026 ("FY26") following the success of recent launches.

Highlights

â€¢Â FY26 revenue expected to be in the $54-56 million range and adjusted EBITDAÂ¹ at $7-8 million, ahead of expectations.

â€¢Â A series of record-setting launches, including *ReStory*, *Probably Stolen* and *Graveyard Keeper 2*, underpins the improved outlook.

â€¢Â Continued focus on cash generation coupled with disciplined investment, to expand existing franchises and develop new IP.

Current Trading

Trading has strengthened following recent launches, with *ReStory*, *Graveyard Keeper 2* and *Probably Stolen* making a strong contribution to the Group's second-half performance.

ReStory: Chill Electronics Repairs (new IP), the electronics repair shop simulator released on 6 August 2026, reached 500,000 copies in just over a month and attracted a peak of more than 19,000 concurrent players on Steam.

Graveyard Keeper 2 (sequel), released on 22 September 2026, sold more than 500,000 copies sold across available platforms by 24 September and reached a peak of more than 60,000 concurrent players on Steam, extending the reach of an established franchise.

Probably Stolen (new IP), the cyberpunk shopkeeping simulator launched on 28 October 2026, and already sold over one million copies. The game has also attracted a peak of more than 180,000 concurrent players on Steam, demonstrating strong early engagement.

These releases build on the contribution from other new launches during FY26 such as *Hozy*, *ALL WILL FALL*, and *SAND*, adding to a strong performance from catalogue titles such as *Hello Neighbor* and *Graveyard Keeper*.

Pipeline

The positive momentum is also translating into strong performance in terms of wishlists, one of the most important indicators for future sales: *Kingmakers* is now #8 on Steamâ€™s Most Wishlisted Games chart, *The Lift* #82, *Streets of Rogue 2* #83 and *Last Harbor* #99.

The release schedule remains flexible and all factors are taken into account in order to maximise the potential of each game, while risk remains around new launches in a crowded market. As a mitigating factor, the Company remains fully focused on cost control and regularly reviews investment in new games to align with audience validation.

Outlook

The pipeline for 2026 and beyond is strong and includes a number of larger-budget, high-potential games alongside continuous investment in the catalogue (e.g. updates, DLCs and platform launches).

The evolving macroeconomic situation and ongoing conflicts in Ukraine and the Middle East impose caution and vigilance in the medium and long term. 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.

All things considered, the Board now expects the Company to deliver revenue of $54-56 million and adjusted EBITDA of $7-8 million for 2026, ahead of current market expectations.

Alex Nichiporchik, Chief Executive Officer of tinyBuild, commented:

â€œThe pace of change in this industry is insane. We keep experimenting, listen to players and change course quickly. Our teams have the freedom to make decisions fast and put resources behind whatâ€™s working. Weâ€™re seeing the payoff now.â€

â€œOur producers worked wonders on Probably Stolen: they saw the potential and worked closely with the developers to connect with the right audience. Our publishing team rewrote the rule book for the launch of Graveyard Keeper 2: the free giveaway of the original game was a commercial success and boosted the audience base for the sequel. Huge credit to them and our development partners. â€

Â¹ Adjusted EBITDA includes amortisation of software development costs and is calculated on the same basis as in the Group's half-year results announced on 24 September 2026.

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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.

Headquartered in Bellevue, Washington, USA, tinyBuild operates globally through its employees, contractors and development partners. This broad geographical footprint enables the Group to source high-potential IP, access development talent and build audiences through grassroots marketing.

tinyBuild was admitted to AIM, a market operated by the London Stock Exchange, in March 2021.

For further information, visit: www.tinybuildinvestors.com.

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