



DEVOLVER

D I G I T A L

**INVESTOR PRESENTATION
2025 RESULTS**

2025 SUMMARY: IN LINE WITH CONSENSUS

- Continued growth in 2025: 39% rise in Adj. EBITDA¹ on 3% increase in revenues
- Significant increase in new release revenue, >3x
- 94% positive Steam user reviews on new releases, up from 91%
- Adjusted operating costs down 1.1%
- Positive free cashflow generation in 2H 2025
- Net cash up to US\$36.6m at FY25



Note: 1) Refer to Glossary

2H 2025: STRONG PERFORMANCE DRIVEN BY NEW RELEASES

- Strongest Half Year of Adjusted EBITDA¹ performance since 2022
- New releases include BALL x PIT, Stronghold Crusader: DE and Baby Steps
- 64% of FY revenues recorded in 2H 2025
- Net cash up \$1.9m in 2H 2025 to US\$36.6M at year end



Note: 1) Refer to Glossary

2025 OVERVIEW

REVENUE

\$107.9m

+3% vs 2024

GROSS PROFIT

\$33.1m

Margin 30.7%
+197 bps vs 2024

ADJUSTED EBITDA¹

\$7.1m

+39% vs 2024

CASH BALANCE

\$36.6m

\$41.6m at FY24

TITLES RELEASED

15

vs 10
in 2024

94%

AVERAGE
STEAM USER
REVIEW SCORE

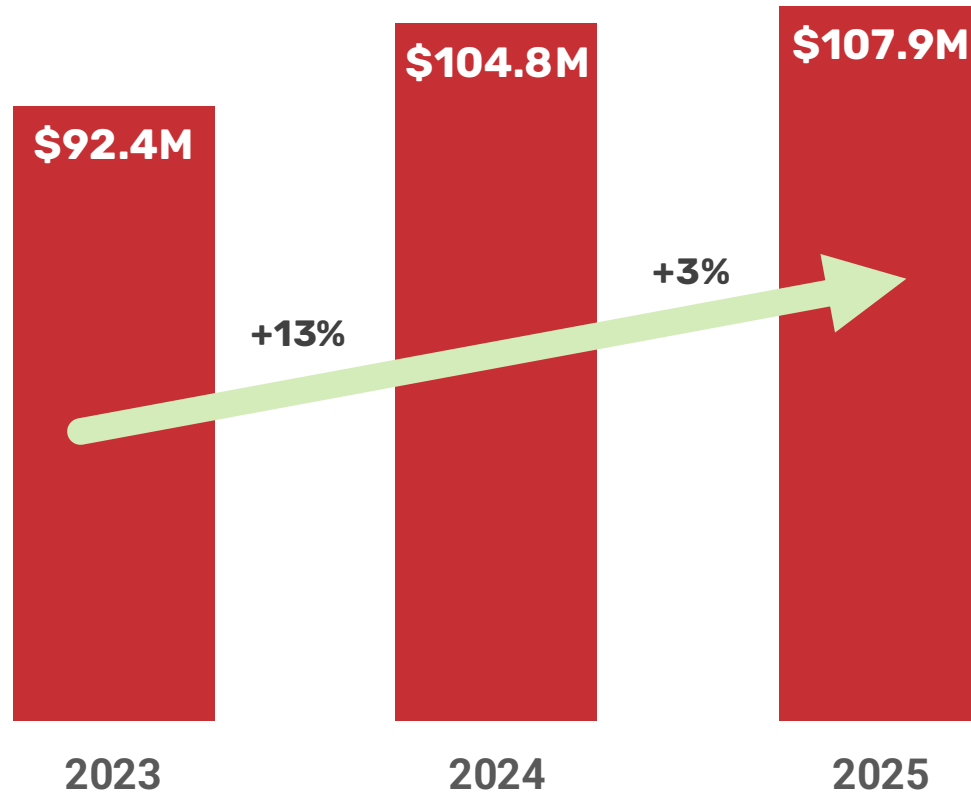
20+ AWARDS FROM 70+ NOMINATIONS



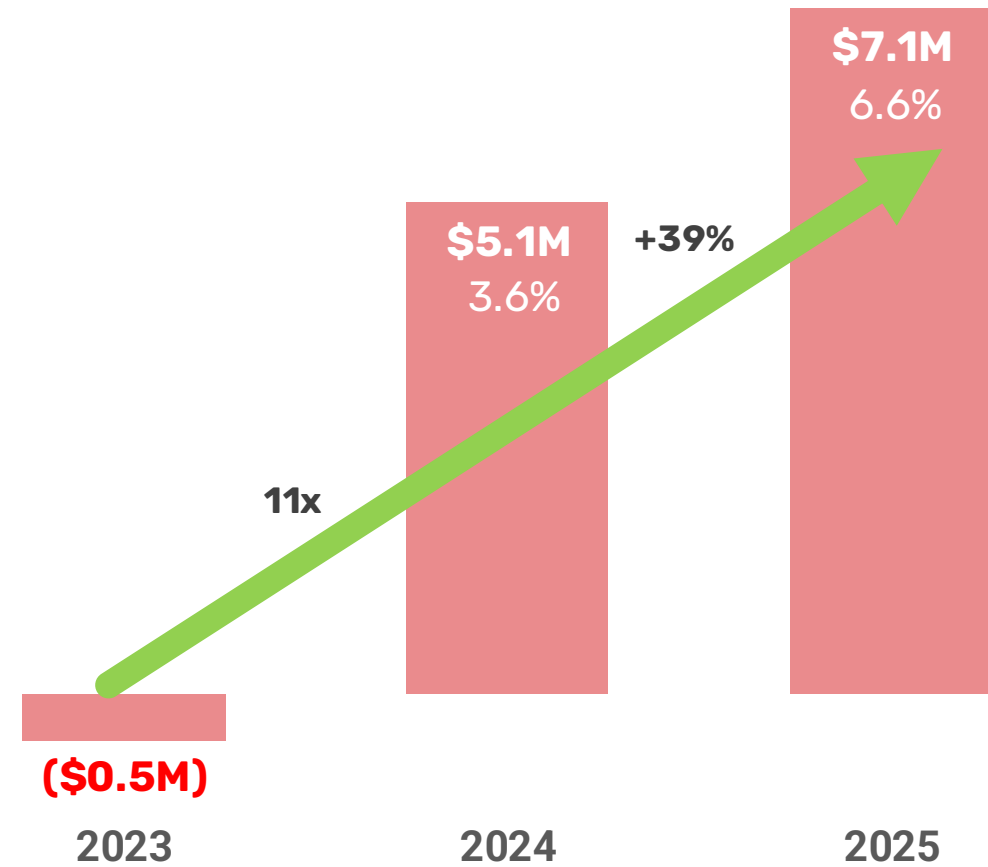
Note: 1) Refer to Glossary

OPERATING LEVERAGE KICKING IN

REVENUE GROWTH

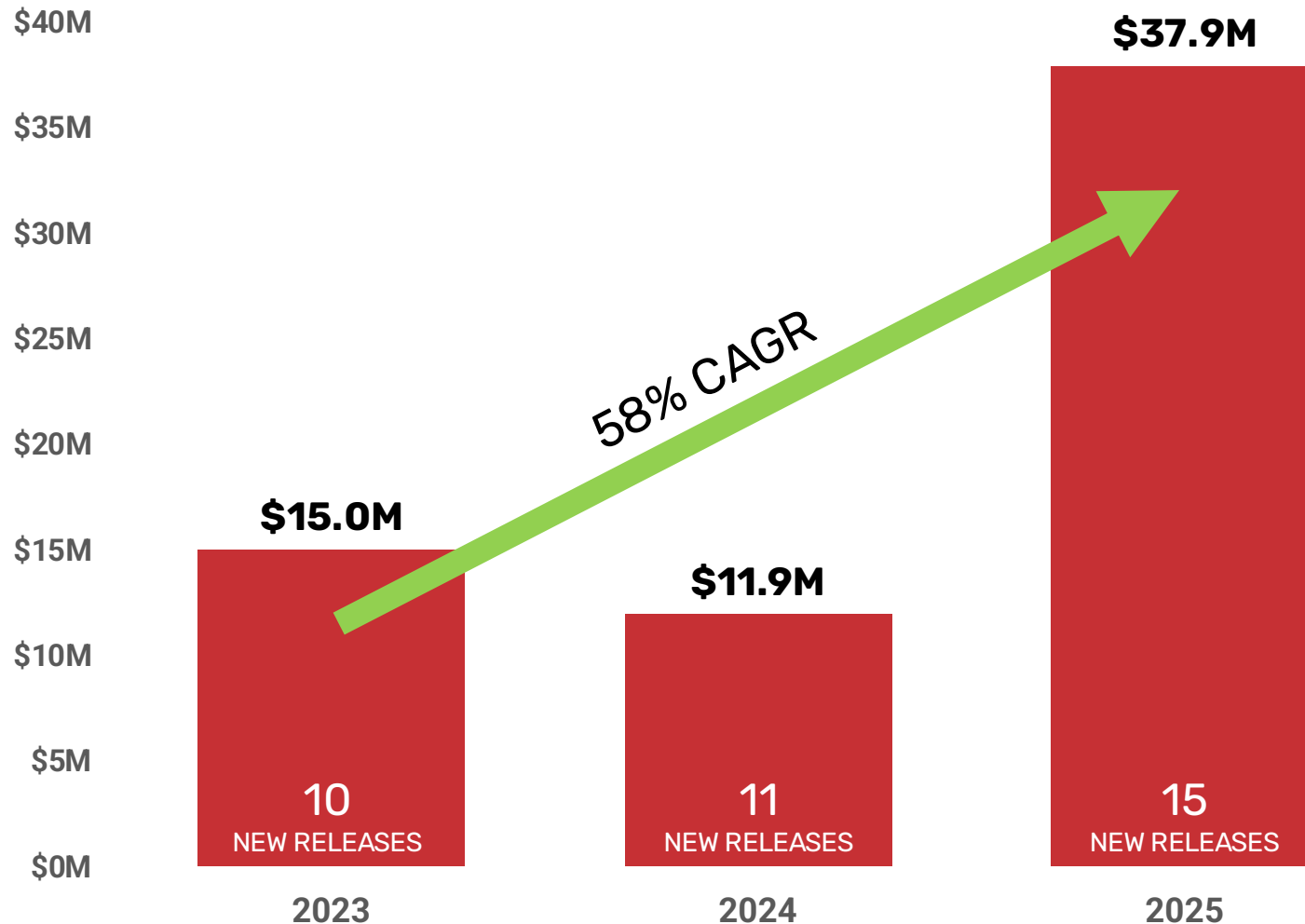


EBITDA GROWTH



FRONT CATALOGUE SALES MORE THAN TRIPLED YOY

2023-2025 FRONT CATALOGUE REVENUE



2025 NEW GAMES THE RESULT OF
3 YEARS OF PIPELINE INVESTMENT

MORE CONTENT UPDATES PLANNED

FRONT CATALOGUE SURGE RECHARGES
BACK CATALOGUE MOMENTUM

KEY HIGHLIGHTS

\$2.5M

AVERAGE REVENUE PER
NEW RELEASE

>35%

FRONT CATALOGUE
REVENUE FROM EXISTING IP

2025 BEST SELLING NEW RELEASES

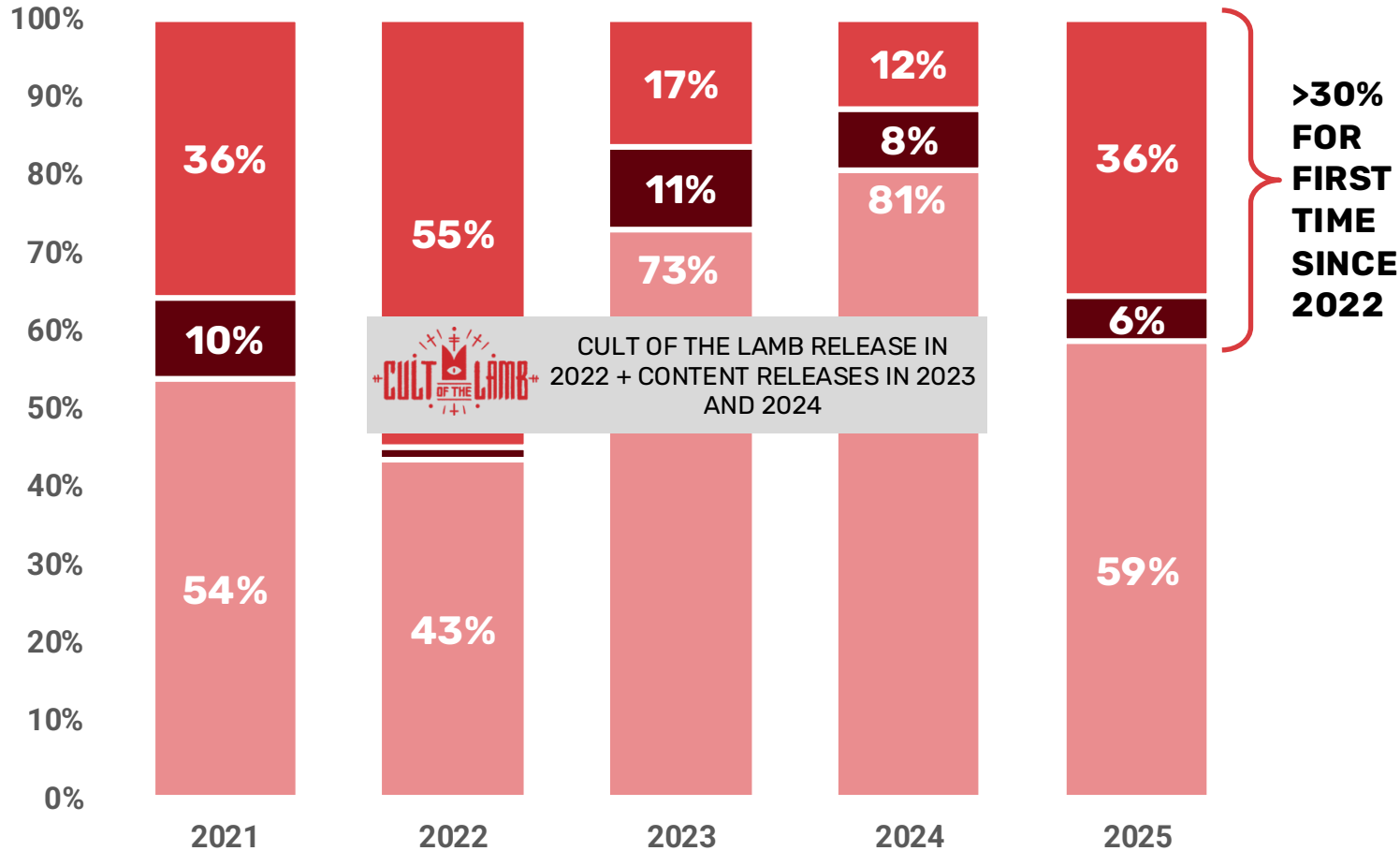
BALL X PIT



**STRONGHOLD
CRUSADER
DEFINITIVE EDITION**

BACK CATALOGUE SPLIT BEGINS TO NORMALISE

- Front Catalogue
- New Product SKUs from Back Catalogue
- Back Catalogue excluding New Product SKUs



COMMENTARY

2 dominant themes in 2022-2024:

- Cult of the Lamb release in 2022 significantly skewed back catalogue mix in 2023 & 2024
- Deep investment into the future catalogue meant the number of new releases in 2023 and 2024 fell

The result was that back catalogue and associated New Product SKUs were 80%-90% of revenues.

2025's increase in new releases and future related content will reinvigorate back catalogue in the coming years.

A YEAR OF AWARD SUCCESS

**20+ AWARD WINS
IN 2025**

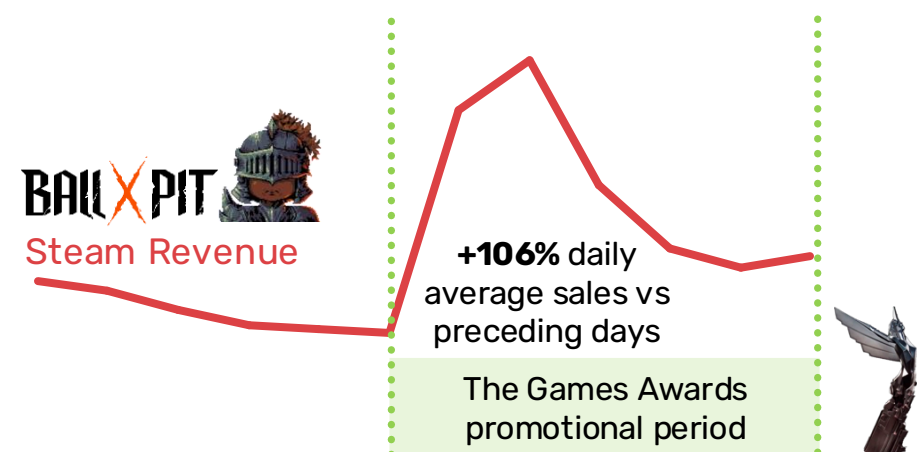
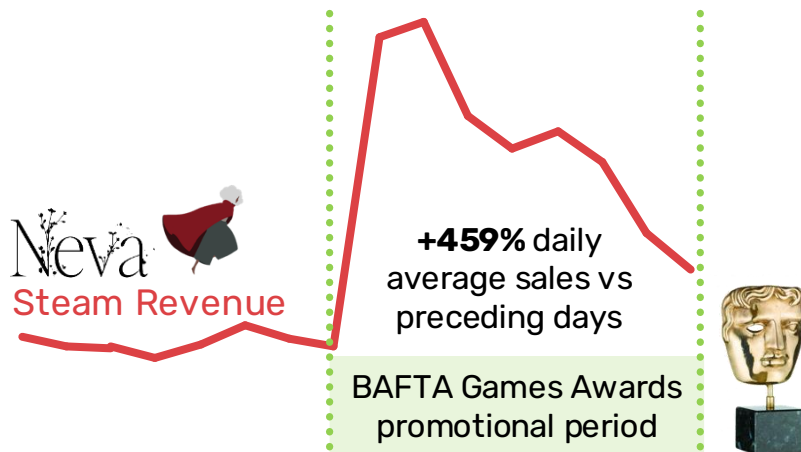


**50+ ADDITIONAL
AWARD NOMINATIONS**



CORE PART OF OUR STRATEGY

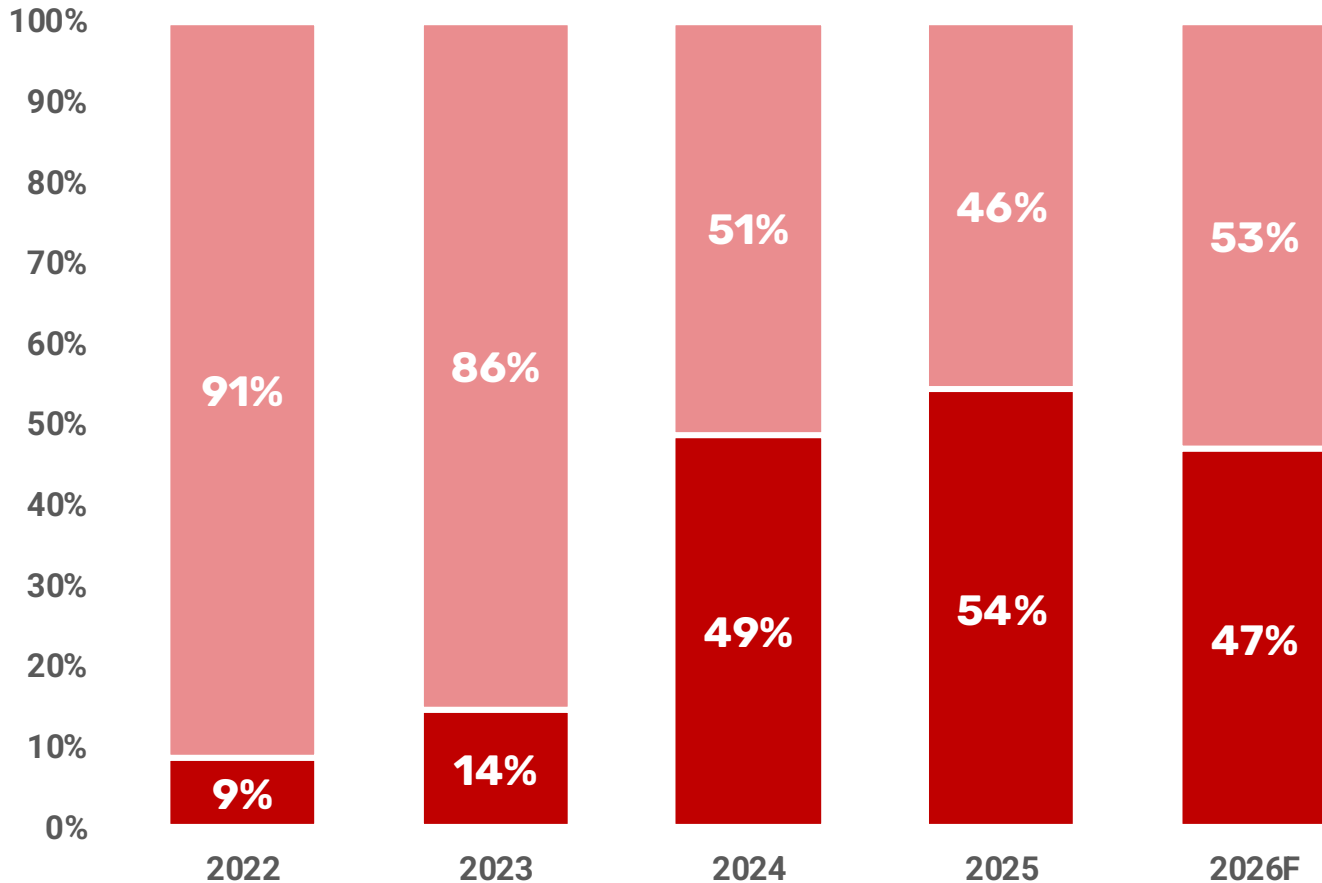
Awards create increased store presence and opportunity for marketing beats, leading to sales increases



INVESTMENT MIX: STRIKING THE RIGHT BALANCE

- Non-Expandable
- Expandable

Annual Investment Mix



COMMENTARY

- The acquisition of System Era Softworks in late 2023 accelerated our IPO strategy to create a foundation in expandable games.
- We are continuing to invest steadily into long-tail expandable games, in balance with traditional premium games.
- 2025 saw continued investment into expandable games with several DLC/content updates in 2025, a trend which will continue in 2026 and beyond.

TECHNOLOGY'S GROWING IMPORTANCE AT DEVOLVER

Team Focus Areas

- Greater focus on data collection/analysis
- Various internal tools have been developed to support needs across multiple functions
- Simultaneously continuing to improve game backend services

Example: Game backend services development



ACQUISITION OF SYSTEM ERA IN NOV-23



DEVOLVER ENGINEERING SUPPORT



TRANSFERABLE SUITE OF BACKEND SERVICES

STARSEEKER development included a full suite of backend services including matchmaking, inventories and telemetry

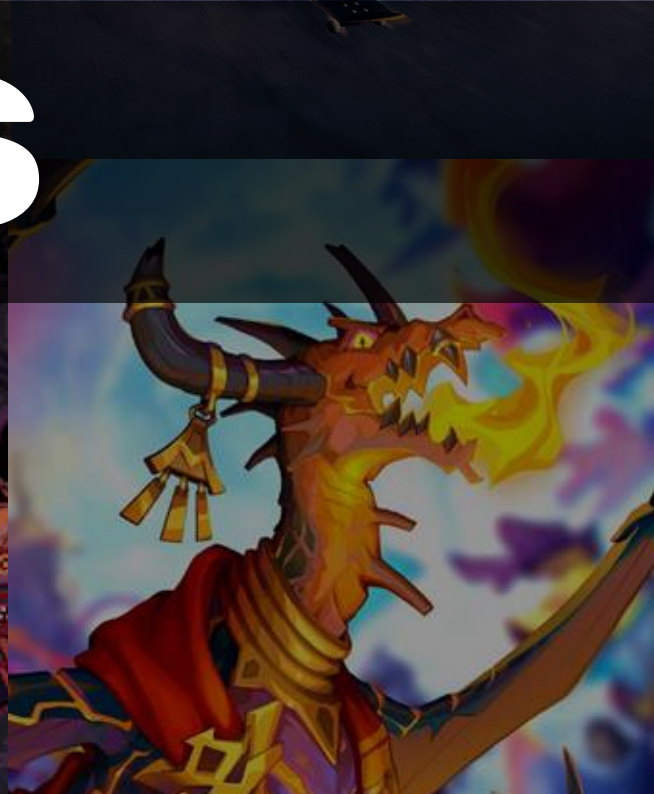
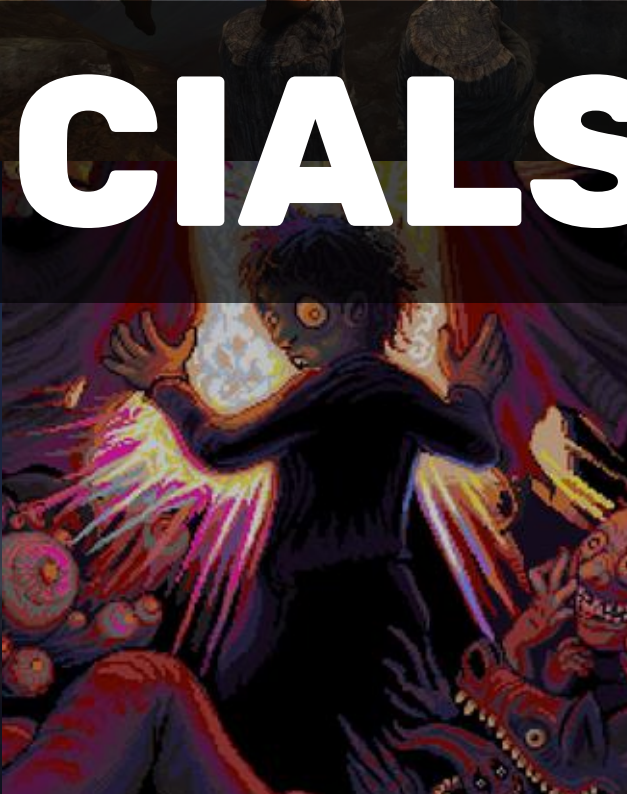
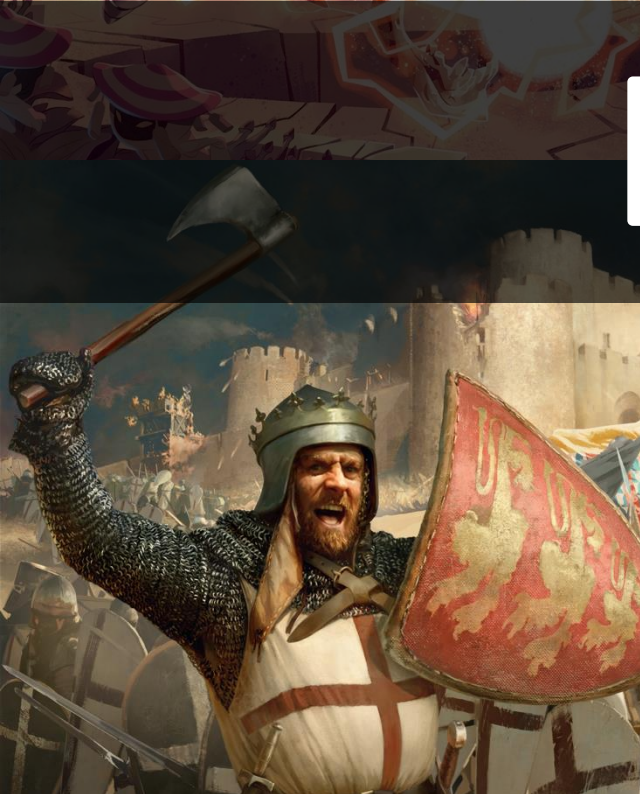
Support from the internal engineering team added features such as a Unity wrapper and an account linking website and service

This work has resulted in tools that can be used across many future Devolver titles.

A recent example is **Mycopunk's** use of telemetry collection and the ability to enable community based meta-goals.



FINANCIALS



PROFIT & LOSS

| US\$m | FY23 | FY24 | FY25 | 1H 25 | 2H 25 |
|--|---------------|--------------|---------------|---------------|--------------|
| Revenue | 92.4 | 104.8 | 107.9 | 38.8 | 69.1 |
| Cost of sales | (65.4) | (70.2) | (70.0) | (26.1) | (43.9) |
| Impairment of capitalised development cost | (2.5) | (4.5) | (4.8) | (0.5) | (4.3) |
| Gross profit (post impairment) | 24.5 | 30.1 | 33.1 | 12.1 | 20.9 |
| <i>Gross margin</i> | 26.5% | 28.7% | 30.7% | 31.3% | 30.3% |
| Operating expenses | (38.5) | (38.7) | (35.7) | (16.4) | (19.3) |
| Other income / (loss) | 1.0 | 1.5 | (0.6) | (0.2) | (0.4) |
| Operating profit / (loss) | (13.0) | (7.2) | (3.1) | (4.5) | 1.3 |
| Pre-tax profit/(loss) ¹ | (11.7) | (6.7) | (2.6) | (4.1) | 1.6 |
| Taxation | (1.0) | 0.3 | (13.4) | (7.0) | (6.4) |
| Profit / (Loss) for the period | (12.7) | (6.4) | (16.0) | (11.0) | (5.0) |
| Adjusted EBITDA pre-impairments | 1.7 | 9.6 | 11.4 | 0.1 | 11.3 |
| <i>Adjusted EBITDA margin</i> | 1.8% | 9.2% | 10.6% | 0.3% | 16.4% |
| Adjusted EBITDA | (0.5) | 5.1 | 7.1 | 0.1 | 7.0 |
| <i>Adjusted EBITDA margin</i> | (0.5%) | 4.9% | 6.6% | 0.3% | 11.1% |
| Adjusted EBIT | (4.6) | (2.8) | 1.4 | (2.7) | 4.1 |
| <i>Adjusted EBIT margin</i> | (5.0%) | (2.7%) | 1.3% | (7.0%) | 5.9% |

| COMMENTARY |
|--|
| <ul style="list-style-type: none"> Revenues of \$107.9m up 3% YoY. Royalty outpayments were 39.6% of revenue, down from 41.1% in 2024, driven by title mix shift to new releases. 2025 impairments relate to a combination of released and unreleased titles. Gross margin increased to 30.7% due to royalty decrease and lower impairment. Statutory operating expenses down 7.9% due to lower amortisation of IP and tighter cost control. Tax charge due to non-cash write-down of deferred tax assets, relating primarily to stock options and long-term foreign cap dev amortisation. |

Note: 1) Operating profit / (loss) less FX and interest; Subtotals may not cast due to rounding

BALANCE SHEET

| US\$'m | FY23 | FY24 | FY25 |
|--|--------------|--------------|--------------|
| Non-Current Assets | | | |
| Intellectual property | 42.0 | 34.5 | 29.2 |
| Capitalised developments costs | 53.9 | 64.8 | 74.7 |
| Goodwill | 32.0 | 31.9 | 31.9 |
| Deferred tax assets & others | 10.1 | 9.0 | 1.2 |
| Total Non-Current Assets | 138.0 | 140.2 | 137.1 |
| Current Assets | | | |
| Cash in bank | 40.4 | 41.6 | 36.6 |
| ARs, prepaid expenses & others | 16.1 | 17.8 | 16.8 |
| Prepaid income tax | 2.4 | 1.6 | 2.6 |
| Total Current Assets | 58.8 | 61.0 | 56.0 |
| Total Assets | 196.8 | 201.2 | 193.1 |
| Current Liabilities | | | |
| Trade, other payables & accrued expenses | 24.6 | 20.0 | 29.9 |
| Deferred revenue | 0.6 | 4.0 | 1.2 |
| Current tax payable & other | 0.7 | 0.6 | 0.5 |
| Total Current Liabilities | 26.0 | 24.5 | 31.5 |
| Non-Current Liabilities | | | |
| Total Liabilities | 38.8 | 36.0 | 39.7 |
| Total Equity | 158.0 | 165.2 | 153.4 |
| Total Equity & Liabilities | 196.8 | 201.2 | 193.1 |

| COMMENTARY |
|--|
| <ul style="list-style-type: none"> • The Group's financial position is healthy, with net assets of \$153.4m as at 31 December 2025 and no debt. • Acquired Intellectual Property amortises over its useful life, ranging from 5-10 years (expensed below Adj. EBITDA in the P&L). • Capitalised development costs further increased in 2025, with key releases approaching launch including continued development on STARSEEKER, System Era's next title. • Cash of US\$36.6m at 31 December 2025, down from year-end 2024 due to ongoing game development investment particularly in 1H. |

Note: Subtotals may not cast due to rounding

CASH FLOW

| US\$'m | FY23 | FY24 | FY25 | 1H 25 | 2H 25 |
|---|---------------|---------------|---------------|---------------|---------------|
| Operating activities | | | | | |
| Cash inflow from operations | 10.1 | 23.8 | 31.8 | 9.5 | 22.3 |
| Net tax received/(paid) | 1.6 | (1.5) | (1.9) | (1.8) | (0.1) |
| Net cashflow from operating activities | 11.7 | 22.3 | 29.9 | 7.6 | 22.3 |
| Investing activities | | | | | |
| Purchase of assets | (28.0) | (30.7) | (36.5) | (15.6) | (20.9) |
| Acquisitions (net of cash acquired) | (18.0) | - | - | - | - |
| Net cashflow from investing activities | (46.0) | (30.7) | (36.5) | (15.6) | (20.9) |
| Financing activities | | | | | |
| Share capital issuance | 0.1 | - | - | - | - |
| Share placement | - | 9.8 | - | - | - |
| Share repurchase transactions | (6.8) | - | - | - | - |
| Net interest received/(paid) | 1.2 | 0.6 | 0.3 | (0.1) | 0.3 |
| Repayment of lease liabilities | (0.0) | (0.2) | (0.4) | (0.1) | (0.3) |
| Net cashflow from financing activities | (5.5) | 10.2 | (0.1) | (0.2) | 0.0 |
| Net cashflow | (39.7) | 1.8 | (6.7) | (8.1) | 1.4 |
| Foreign exchange movements | 0.7 | (0.5) | 1.7 | 1.2 | 0.5 |
| Closing cash | 40.4 | 41.6 | 36.6 | 34.7 | 36.6 |
| Free Cash Flows | (15.4) | (8.9) | (5.1) | (7.1) | 1.9 |

| COMMENTARY |
|--|
| <ul style="list-style-type: none"> Operating cashflow was \$29.9m in 2025, up 34% YoY. 2H was Free Cash Flow positive Continued investment into future pipeline: \$36.5m investment into capitalised software development in 2025. No purchase of intellectual property or acquisitions in 2025. No financing activities in 2025. |

Note: Subtotals may not cast due to rounding

OPERATING EXPENSES

| US\$'m | FY23 | FY24 | FY25 | 1H 25 | 2H 25 |
|---|-------------|-------------|-------------|-------------|-------------|
| Payroll | 17.5 | 18.7 | 18.6 | 9.2 | 9.3 |
| Professional fees | 3.4 | 3.1 | 3.7 | 1.5 | 2.1 |
| Subtotal payroll & professional fees | 20.9 | 21.8 | 22.2 | 10.7 | 11.5 |
| Travel and entertainment | 1.4 | 1.2 | 1.0 | 0.4 | 0.6 |
| Admin, office and others | 4.1 | 3.8 | 3.5 | 1.5 | 2.0 |
| Total adjusted opex | 26.3 | 26.8 | 26.5 | 12.7 | 13.8 |
| Stock compensation expense | 5.5 | 3.5 | 3.7 | 0.6 | 3.1 |
| Amortisation of IP and depreciation of PPE | 4.1 | 7.9 | 5.7 | 2.8 | 2.8 |
| Exceptional costs | 2.6 | 0.7 | 0.3 | 0.0 | 0.1 |
| Foreign exchange movements | 0.0 | (0.1) | (0.5) | 0.3 | (0.8) |
| Total statutory opex | 38.5 | 38.7 | 35.7 | 16.4 | 19.2 |

| COMMENTARY |
|--|
| <ul style="list-style-type: none"> Continued control of adjusted operating expenses, decreased 1.1% YoY. Inflationary salary increases more than offset by reduced headcount. Professional fees increase due to one-time legal work on option plans conducted in 2025. Non-cash share-based payment expenses increase due to 2025 option grant and one-off historic 2017 option reprice. Release of Starseeker in mid-2026 will result in a recalibration of payroll expense vs capitalised development costs. |

Note: Subtotals may not cast due to rounding



BUSINESS UPDATE



DEVOLVER

D I G I T A L

The Games



DEVOLVER

D I G I T A L

2025-26 Strategic Refocus

Publishing

- Small teams, brilliant ideas
- Cultural fits, commercial success
- Informed strategic mix of new IP & lifetime optimisation

Marketing

- More first-party collabs
- Increased ongoing game support
- Refined campaign strategies

LOOK OUTSIDE

Released March 2025

From solo dev game jam to genre classic

Ongoing updates and community collaboration throughout 2026



64M



Social Video Views

2.9M



Stream Hrs

"This game is actually incredible"

- Steam user review

Steam reviews 98% Overwhelmingly Positive

"beautifully terrifying"

- Vice review

PC



OpenCritic



metacritic

83

MONSTER TRAIN 2

Released May 2025

Published by new label Big Fan Games,
their first major success

Platform Deal: Game Pass day & date launch

Ongoing DLCs through 2026

44M     
Social Video Views

60k  
Stream Hrs



"Excellent, one of the best in the genre."

- Steam user review

Steam user reviews 95% Overwhelmingly Positive

"A fantastic upgrade"

- IGN review

PC



PS5



NINTENDO SWITCH



OpenCritic



metacritic

87

MYCOPUNK



PC

Released Steam Early Access July 2025

Brilliant young NYC team,
originally a school project

Massive ongoing support with
frequent updates through 2026

V1.0 and console launches in 2026

12M



Social Video Views

212K



Stream Hrs

"I don't leave reviews but this game is amazing"

- Steam user review

Steam user reviews **92% Very Positive**

"absolutely INCREDIBLE"

- Shaun Cichacki, Vice contributor

STRONGHOLD CRUSADER DEFINITIVE EDITION



Released July 2025

Developed and published by Firefly, UK

Ongoing DLC support into 2026

Part of Firefly's ongoing commitment to the multimillion-selling Stronghold franchise

64M



Social Video Views

2.8M



Stream Hrs

"Great game, regular updates."

- Steam user review

Steam user reviews **90% Very Positive**

"A masterclass in remastering."

- Try Hard Guides review

PC



OpenCritic



metacritic

80

BAIL X PIT



Released October 2025


Solo dev, unique vision, committed to IP

Platform Deal: Game Pass day & date

Ongoing free DLCs through 2026
and more to reveal

Mobile version launched March 2026

47M 
Social Video Views

4M 
Stream Hrs

"Absurdly good."

- Steam user review

Steam reviews **95% Overwhelmingly Positive**

Metacritic ranked #2 Switch title 2025



BABY STEPS

Released September 2025

Small team, uncompromising creativity

Platform Deal: PlayStation timed console exclusive

PC Gamer Best Comedy 2025 🏆



205M



Social Video Views

364k



Stream Hrs

"Probably the best game I've ever played!"

- Steam user Review

Steam reviews 90% Very Positive

"Unlike anything I've played this year."

- TheGamer review, 4.5/5



OpenCritic



metacritic

77

SKATE STORY

by Sam Eng

Released December 2025

Solo dev, remarkable creative vision

Platform Deal: PlayStation Plus launch

48M



Social Video Views

364k



Stream Hrs



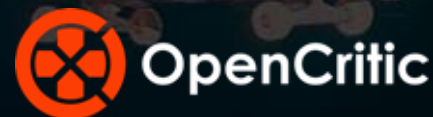
"Absolutely mesmerizing"

- Steam user reviews

Steam reviews 97% Overwhelmingly Positive

"hands down, my game of the year"

- Eurogamer, 5/5



87



QUARANTINE ZONE

THE LAST CHECK

Launched January 2026 on PC

Platform Deal: PC Game Pass

Influencer campaign: 6.8M mins watched,
8.4hr average stream, 9.9M TikTok views

Influencer cameos including CaseOh,
DieDevDie, DansGaming and more

Over 1M units sold in 3 months

Ongoing in-game events and DLC

"Great game, fun campaign."

- Steam user review



PC

CULT OF THE LAMB



Sold over 7M since August 2022

IP commitment, multiple updates, DLC

Mobile Apple Arcade version Dec 2025,
record 186k downloads in 2 weeks

Jan 2026, huge paid DLC Woolhaven
delivered biggest sales month since launch

"Everything I wanted in a game"

- Steam user Review

Steam reviews 96% Overwhelmingly positive

"A masterpiece"

- Gfinity review

PC PS5 SERIES X/S NINTENDO SWITCH Apple Arcade

OpenCritic



metacritic

82



DEVOLVER

D I G I T A L

**2026 and Beyond
Games to Come**

(announced titles only)

ENTER THE GUNGHEON

2026: 10 Year Anniversary

Iconic game and one of Devolver's all-time best-sellers to this day, with over 13 million copies.

Global celebration of the 10 year anniversary with major store promotions

Sequel in development and...
more to announce in 2026



Steam reviews **95% Overwhelmingly positive**

"THIS GAME IS STILL ♥♥♥♥♥♥♥♥ GOOD"

- Steam user review



STARSEEKER

ASTRONEER EXPEDITIONS



Coming Summer 2026

Successor to the smash hit *Astroneer*

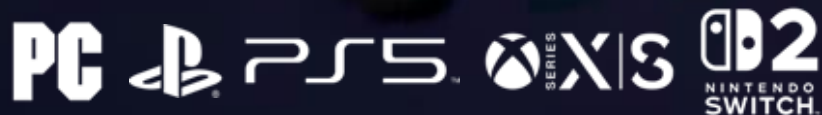
Developed by System Era Softworks

Huge active player base to tap into

Launching day and date on
Steam, PS5, Switch 2 & Xbox

"NO WAY IT'S REAL"

- YouTube comment



WEAVE TO



Coming Summer 2026

Sequel to the hit party game and one of Devolver's best-sellers on Switch

Revealed by Nintendo in Indie World Direct, March 2026, with unprecedented global support

In-game character collaborations planned with popular indie gaming franchises

Influencer-first comms strategy highlighting the hilarious hands-on experience

"I am SO HYPED!!!"

- YouTube comment

PC

NINTENDO
SWITCH

NINTENDO
SWITCH 2

SERIOUS SAM SHATTER OVERSE

Coming Summer 2026

20th game in the legendary multimillion selling series created by Croteam in 2001

Developed by Behaviour Interactive, creators of *Dead by Daylight* (60 million players)

First ever Serious Sam co-op roguelike

Revealed in the Xbox showcase March 26



"Serious Sam is back, baby!"

- YouTube comment

PC PS5 XBOX SERIES X|S

WARHAMMER 40,000 BOLTGUN



Coming 2026

Published by Big Fan Games

Brutal and fast-paced sequel to
the smash hit retro FPS

Continuing publisher strategy of cool
licensed games by indie developers

*"The first one was so sick I'm
hyped for a sequel"*

- YouTube comment

PC PS5 SERIES X|S

SHROOM AND GLOOM

Coming Soon

Highly creative small team from Cape Town

Demo released 2025 to great reception

Building on strong early community
and social media traction



"Bro this game slaps."

- Steam demo review

Steam demo reviews **98%** Overwhelmingly positive

"It looks SO GOOD"

- YouTube comment

PC

A vibrant, stylized illustration featuring various characters from Devolver Digital games. In the center, a character with a red headband and a green vest holds a large black gun. To the right, a chicken character with a red comb and a white body is prominent. Other characters include a man with sunglasses and a black jacket, a woman with red hair and a black dress, and a character with a green mask. The background is a bright yellow and orange gradient with falling red petals. The text 'DEVOLVER DIGITAL' is written in a bold, red, stylized font in the center.

DEVOLVER DIGITAL

Secrets Still To Be Revealed in 2026

first party titles from

**DODGE
ROLL** 


FIREFLY
studios

SUMMARY AND OUTLOOK

- 2025 in-line with consensus, third year of improvement from 2022
- Strong start to 2026; 3 Top-10 Best Sellers on Steam in January
- 5 major 1st-party franchise releases expected across 2026 and 2027
- US\$36.6m net cash, forecast to grow in 2026
- Expected continuation of revenue growth and increase in Adjusted EBITDA in 2026



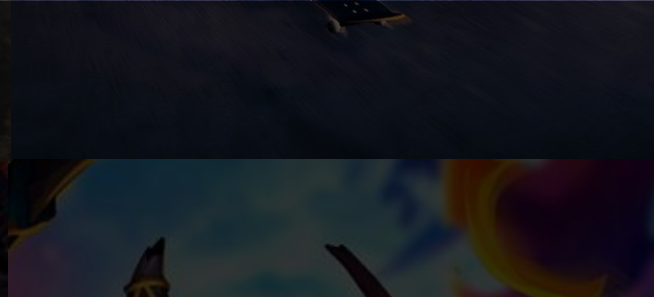
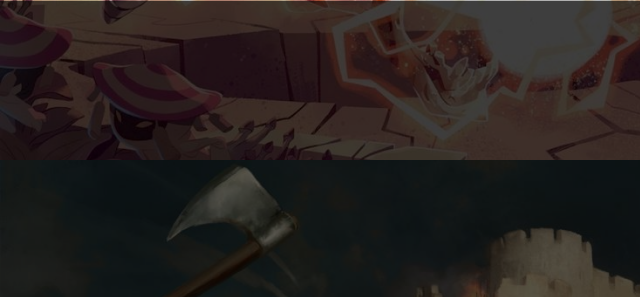


THANK YOU





APPENDIX



POSITION ON ARTIFICIAL INTELLIGENCE (AI)

Context

- We are continuously assessing the use of AI tools in the industry and in our operations.
 - We will continue to adapt our position over time to ensure best practice and keep up with an evolving landscape.
 - Our current position is based on our own real-world use and research, not hype and hyperbole.
-

Devolver's Current Position

- AI tools are best utilised by experts on analytical and clerical tasks in ways that help magnify their expertise and effectiveness.
- Without an area expert overseeing its usage, we would be too reliant on the AI tools to make correct decisions for the group.
- At present, we do **not** believe that generative AI should be used for the creative aspects of game development or marketing.

GLOSSARY

Adjusted EBITDA

Adjusted EBITDA ("EBITDA") makes the following adjustments: it excludes: i) stock compensation (share-based payment) expenses and revaluation of contingent consideration; ii) one-time expenses and other non-recurring items; iii) amortisation of IP (but does not exclude amortisation of capitalised software development costs), and; iv) impairments of goodwill and acquired IP. Released game performance impairments are included in Adjusted EBITDA.

Back catalogue

titles released by Devolver in periods prior to the current financial year

Definitive Edition (DE)

a version of a video game that includes the base game along with all previously released downloadable content (DLC) and often includes additional features or improvements, such as enhanced graphics or gameplay adjustments

DLCs

downloadable content, being digitally distributed additional content for already released video games. It can be downloaded for no additional cost or it may be a form of video game monetisation

Expandable Games

Premium games designed to stay relevant and engaging long after release, through timeless design and a steady flow of both paid and free content, keeping the community active and attracting new players

First-party IP

intellectual property that is owned and developed by Devolver

Franchise

a collection of related games in which several derivative works have been produced following an original game

IP

intellectual property

New Product SKUs from Back Catalogue

Any new product line of a back catalogue title, often refers to the title being available on a new platform or extra paid content.

PDLC (Paid Downloadable Content)

Downloadable content (DLC) that is available for purchase. PDLC can include extra levels, characters, skins, or other content that enhances the original game

Steam

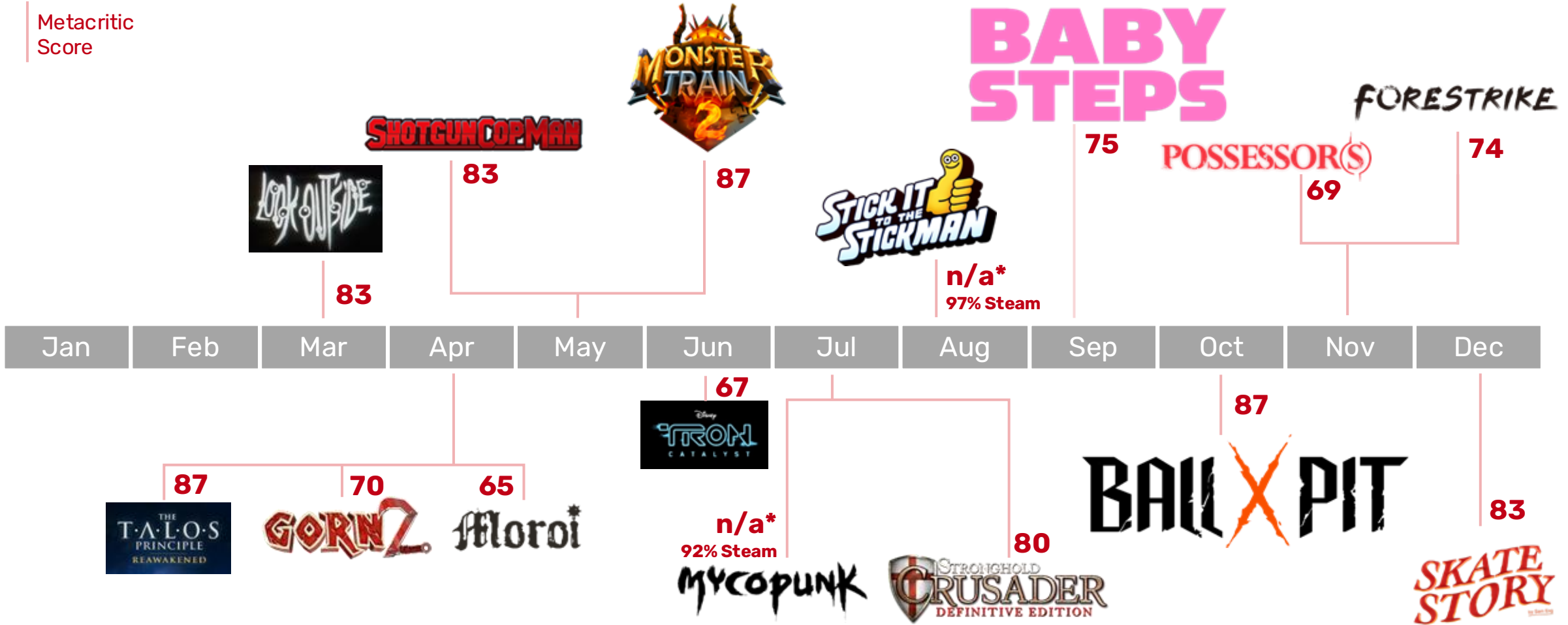
a video game digital distribution service

Third-party IP

IP that is not owned or developed by Devolver. The Group typically enters into a commercial contract to publish third-party IP on behalf of developers

2025 TITLE RELEASES

Metacritic
Score



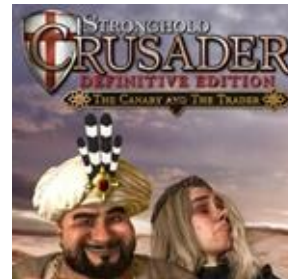
Average Metacritic Score: **78**

Weighted Average Steam Positive Reviews: **94%**

Note: Scores as of 16 Jan 2026 | Title scores calculated as simple average of applicable platform scores; Period scores calculated as simple average of titles | *Metacritic does not score Early Access games | Percentage of positive Steam reviews across 2025 releases

2025 MAJOR UPDATES, DLCs & PORTS

PORTS AND PAID DLCs



Paid DLC

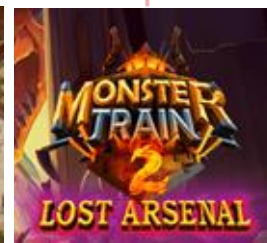
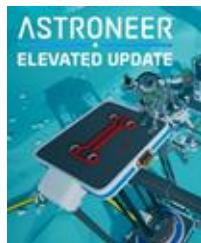


Paid DLC



Apple Arcade



















Jan Feb Mar Apr May Jun Jul Aug Sep Oct Nov Dec



FREE CONTENT UPDATES

KEY STRATEGIC FOCUS AREAS



| Focus Area | 2025 Update | 2026 + Future Plans | 1st Party IP | 3rd Party IP | New IP | Existing IP |
|-------------------------------------|--|---|---|---|---|---|
| Paid DLC (PDLC) | Astroneer: Megatech Stronghold Crusader: DE - The Canary & The Trader | Cult of the Lamb: Woolhaven Monster Train 2: Destiny of the Railforged Neva: Prologue + more PDLCs in production |  |  |  |  |
| Definitive Editions | Stronghold Crusader: Definitive Edition The Talos Principle: Reawakened | One definitive edition planned for 2026 Other plans across the portfolio |  |  | |  |
| New titles in successful IPs | GORN 2 launched as a best-selling premium game on Meta. Monster Train 2 released by Big Fan with a Game Pass deal. | STARSEEKER: Astroneer Expeditions Heave Ho 2 + more sequels in production |  |  | |  |
| Technology Investment | Investments into 1st Party development are starting to yield benefits, with an increase in title output from studios expected for 2026. Proprietary in-house insight tools have been developed for use on the entire portfolio. | |  |  |  |  |
| Switch 2 Opportunity | BALL x PIT Skate Story | STARSEEKER announced for 2026 Various other releases planned for both front and back catalogue. |  |  |  |  |