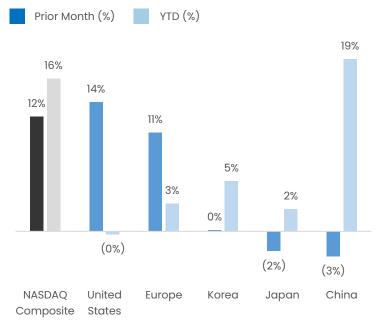


Change in Market Cap by Sector'



Note: Components of sector groups can be found on Page 3 of this report

Top Movers

| Sector Market Cap Gained / Lost (\$B) | | |
|---------------------------------------|---|---------|
| PRIOR MONTH | | |
| United States | | \$13 |
| China | | (\$14) |
| YEAR-TO-DATE | | |
| China | | \$78 |
| United States | | (\$0.3) |
| Individual Stocks (%) | | |
| PRIOR MONTH | | |
| Netmarble | | 18% |
| Stillfront | | (10%) |
| YEAR-TO-DATE | | |
| Konami | | 55% |
| Unity | • | (60%) |

Select Earnings Releases

| Past | _ | |
|--------|---------------------|---------------|
| JUL 22 | Stillfront | 1 0.6% |
| JUL 25 | Paradox Interactive | 6.4 % |
| JUL 29 | Capcom | 0.6% |

| | Upcoming | |
|---|----------|----------------|
| • | AUG 1 | Roblox |
| | AUG 1 | Konami |
| | AUG 2 | Nintendo |
| | AUG 6 | Square Enix |
| | AUG 7 | Playtika |
| | AUG 7 | Sega |
| | AUG 9 | Take-Two |
| | AUG 9 | Unity |
| | AUG 15 | Embracer Group |

Upcoming Game Releases

| | Title | Developer | Publisher |
|--------|-----------------------------------|------------------------|-----------------------|
| AUG 1 | Star Wars: Bounty Hunter | Aspyr Media | Lucasfilm Games |
| AUG 16 | Madden NFL 25 | EA Orlando | EA Sports |
| AUG 20 | Black Myth: Wukong | Game Science | Game Science |
| AUG 26 | World of Warcraft: The War Within | Blizzard Entertainment | Activision Blizzard |
| AUG 29 | Squirrel With a Gun | Dee Dee Creations | Maximum Entertainment |
| AUG 30 | Star Wars Outlaws | Massive Entertainment | Ubisoft |
| | | | |



Select Industry News

| Skillz files suit against Voodoo as part of its ongoing bot battle (<u>VentureBeat</u>) |
|---|
| Keywords Studios agrees to \$2.8B EQT bid (Reuters) |
| Ubisoft's Watch Dogs film has started filming (GamesIndustry) |
| Pocketpair forms Palworld Entertainment with Sony Music and Aniplex to expand IP (Game Developer) |
| Saudi Arabia to host inaugural Olympics Esports Games in 2025 (Reuters) |
| The First Descendant hits 10m players (GamesIndustry) |
| Scotland's largest VFX company, Axis , shuts down (<u>GamesIndustry</u>) |
| The Halo TV show has been canceled (<u>The Verge</u>) |
| FTC criticizes Xbox Game Pass price increases (GamesIndustry) |
| EA Sports College Football 25 sold 2.2m \$100 copies with early access (GamesIndustry) |
| Netflix hires former Epic exec Alain Tascan as its president of games (GamesIndustry) |
| Humble Games devs told "company is shutting down" (GamesIndustry) |
| Epic will bring <i>Fortnite</i> to third-party iOS app stores (<u>The Verge</u>) |
| |

Video game performers will go on strike over artificial intelligence concerns (AP News)

Hasbro CEO: "We're going all in on becoming a digital play company" (GamesIndustry)

Japan and Korea's 97 million gamers drive growth for multi-platform games (PocketGamer)

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|-------------|-------------|-------|-------|---------|
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JUL 26

JUL 26

JUL 30

| Sele | Ct M&A Trans | actions | | | DEAL |
|-------------|---|---|-------------------------|-------------|-------------|
| DATE | DATE TARGET TARGE JUL 1 Singularity 6 Develor JUL 6 Landvault Tools f immer | TARGET DESCRIPTION | ACQUIROR (S) | TRANSACTION | VALUE (\$M) |
| JUL 1 | Singularity 6 | Developer of Palia | Daybreak | Acquisition | N/A |
| JUL 6 | Landvault | Tools for the creation of immersive experiences | Infinite Reality | Acquisition | 450 |
| JUL 6 | Pixelberry Studios | Mobile games developers | Series Entertainment | Acquisition | N/A |
| JUL 18 | LF.Group | Looking for group co. | Xsolla | Acquisition | N/A |
| JUL 22 | Player First Games | Developer of MultiVersus | Warner Bros. | Acquisition | N/A |

Select Private Capital Market Transactions

| 3616 | elect Private Capital Market Transactions | | | | | | | |
|-------|---|---|---|-------------|--------------|--|--|--|
| DATE | TARGET | TARGET DESCRIPTION | INVESTOR (S) | TRANSACTION | RAISED (\$M) | | | |
| JUL 9 | Volley | Voice enabled AI games developer | Lightspeed, M12, General Catalyst, others | Series C | 55 | | | |
| JUL 9 | Infinite Reality | Tools and services for Metaverse experiences | N/A | N/A | 350 | | | |

Select Public Capital Market Transactions

| DATE TARGET JUL 11 Embracer Group | | TARGET DESCRIPTION | EXCHANGE | TRANSACTION | RAISED (\$M) | |
|------------------------------------|----------------|--------------------------------------|----------|------------------------------|--------------|--|
| JUL 11 | Embracer Group | Video game and media holding company | N/A | Revolving Credit Facility | ~649 | |
| JUL 11 | Shift Up | Developer of Stellar Blade | KOSPI | IPO | ~313 | |



Select Public Company Trading Metrics

| (\$ in millions, except per-share values) | | | | | | Enterprise Value / 2024E | | | | | | |
|---|------------------|----------------|-----------|----------------|---------|--------------------------|---------|----------------------|--------|---------------------|-------|---------------|
| | Share | Share Price Pe | rformance | % of 52-Week | Equity | Enterprise | Revenue | Growth-Adj. | EBITDA | Growth-Adj. | EBIT | Price / 2024E |
| As of July 31, 2024 | Price | Last Month | YTD | High / Low | Value | Value | | Revenue ¹ | | EBITDA ² | | Earnings |
| United States | | | | | | | | | | | | |
| Electronic Arts | \$150.94 | 8.3% | 10.3% | 98.3% / 128.5% | 41,420 | 40,536 | 5.4x | 0.93x | 15.3x | 1.78x | 17.0x | 19.4x |
| Take-Two Interactive | \$150.53 | (3.2%) | (6.5%) | 87.7% / 115.5% | 27,728 | 29,783 | 5.3x | 0.16x | 37.6x | 0.34x | N/M | N/M |
| Roblox | \$41.52 | 11.6% | (9.2%) | 88.0% / 166.9% | 29,746 | 28,332 | 6.9x | 0.39x | N/M | N/M | N/M | N/M |
| Unity | \$16.36 | 0.6% | (60.0%) | 35.8% / 108.0% | 6,926 | 8,213 | 4.5x | 0.50x | 20.0x | 0.62x | 23.2x | 20.6x |
| Playtika | \$7.63 | (3.0%) | (12.5%) | 64.1% / 122.1% | 2,991 | 4,339 | 1.7x | 0.56x | 5.8x | 0.87x | 9.4x | 11.5x |
| Median | | 0.6% | (9.2%) | | | | 5.3x | 0.50x | 17.6x | 0.75x | 17.0x | 19.4x |
| Europe | | | | | | | | | | | | |
| Embracer Group | 27.39 kr | 17.6% | 0.1% | 86.0% / 175.8% | 3,456 | 4,976 | 1.3x | 0.50x | 4.8x | 1.22x | 7.6x | 8.3x |
| CD Projekt | 159.05 zł | 14.5% | 38.3% | 95.2% / 167.1% | 4,004 | 3,839 | 18.8x | N/M | 43.7x | N/M | N/M | N/M |
| Ubisoft | € 19.00 | (7.1%) | (17.8%) | 61.1% / 104.4% | 2,721 | 3,810 | 1.4x | 0.29x | 3.1x | 0.31x | 9.2x | 11.6x |
| Keywords Studios | £23.88 | 3.3% | 43.7% | 96.5% / 223.8% | 2,592 | 2,671 | 2.8x | 0.29x | 14.3x | 1.33x | 19.1x | 23.7x |
| Paradox Interactive | 153.50 kr | 8.1% | (31.9%) | 48.8% / 116.5% | 1,513 | 1,403 | 6.6x | 0.38x | 10.4x | 0.42x | 24.2x | 32.2x |
| Stillfront | 8.93 kr | (10.3%) | (26.6%) | 44.3% / 106.5% | 432 | 849 | 1.3x | 0.54x | 3.8x | 0.55x | 5.8x | 5.4x |
| Median | | 5.7% | (8.8%) | | | | 2.1x | 0.38x | 7.6x | 0.55x | 9.2x | 11.6x |
| Korea | | | | | | | | | | | | |
| Krafton | ₩294,000 | 4.4% | 51.9% | 98.0% / 199.6% | 9,839 | 6,929 | 3.9x | 0.28x | 9.2x | 0.66x | 10.4x | 16.9x |
| Netmarble | ₩63,300 | 17.9% | 9.0% | 86.9% / 169.7% | 3,830 | 3,043 | 1.5x | 0.39x | 12.4x | 6.50x | 23.2x | 40.7x |
| PearlAbyss | ₩42,400 | (4.0%) | 9.4% | 68.2% / 161.5% | 1,823 | 1,578 | 6.4x | 0.08x | N/M | N/M | N/M | N/M |
| NCsoft | ₩ 175,300 | (2.6%) | (27.1%) | 57.9% / 107.6% | 2,614 | 1,386 | 1.1x | 0.06x | 9.6x | 0.13x | 20.5x | 25.5x |
| Median | | 0.9% | 9.2% | | | | 2.7x | 0.18x | 9.6x | 0.66x | 20.5x | 25.5x |
| Japan | | | | | | | | | | | | |
| Nintendo | ¥8,388.00 | (2.0%) | 14.0% | 92.7% / 139.2% | 64,905 | 49,122 | 4.9x | 0.26x | 16.3x | 3.57x | 16.4x | 27.0x |
| NEXON | ¥3,275.00 | 10.1% | 27.5% | 95.6% / 144.7% | 18,306 | 14,008 | 4.4x | 0.59x | 13.3x | 1.04x | 14.2x | 21.8x |
| Konami | ¥11,410.00 | (1.5%) | 54.5% | 97.3% / 157.8% | 10,130 | 8,694 | 3.4x | 0.48x | 11.7x | 1.21x | 14.5x | 22.4x |
| Capcom | ¥3,202.00 | 5.6% | 40.6% | 95.0% / 140.0% | 8,901 | 8,184 | 7.4x | 0.76x | 17.1x | 1.09x | 18.7x | 26.0x |
| Sega | ¥2,447.50 | 2.5% | 24.1% | 72.4% / 143.2% | 3,617 | 3,023 | 1.0x | 0.22x | 6.8x | 0.91x | 8.2x | 11.6x |
| Square Enix | ¥5,092.00 | 5.4% | 0.6% | 73.2% / 121.6% | 4,047 | 2,566 | 1.2x | N/M | 7.4x | 0.83x | 9.1x | 18.4x |
| Median | | 3.9% | 25.8% | | | | 3.9x | 0.48x | 12.5x | 1.07x | 14.4x | 22.1x |
| China | | | | | | | | | | | | |
| Tencent | HKD 362.20 | (2.7%) | 23.4% | 90.2% / 139.3% | 435,289 | 400,072 | 4.4x | 0.45x | 10.8x | 1.08x | 12.7x | 16.5x |
| NetEase | HKD 146.20 | (1.9%) | 4.0% | 78.5% / 126.0% | 58,725 | 43,642 | 2.8x | 0.30x | 9.0x | 0.71x | 9.9x | |
| Perfect World | ¥7.84 | | (33.8%) | 50.2% / 116.2% | 2,090 | 1,363 | 1.3x | 0.09x | 8.3x | 0.29x | 10.5x | |
| Yoozoo Games | ¥7.67 | 1.1% | (33.1%) | 53.1% / 109.6% | 950 | 788 | 3.3x | 0.34x | 16.6x | 0.72x | 41.0x | 26.0x |
| Median | | (0.4%) | (14.5%) | | | | 3.1x | 0.32x | 9.9x | 0.71x | 11.6x | 17.8x |



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Alignment Growth is an investment manager focused on growth-stage, privately-held companies across media, entertainment, and gaming on a global scale. With its team's multi-decade track record of senior executive operating, strategy, and deal making experience at global Fortune 500 companies, Alignment Growth provides value-added capital solutions to help its portfolio companies achieve their growth ambitions.

Contact Information

We welcome comments and feedback on our analysis and observations. Please do not hesitate to contact our team at info@alignmentgrowth.com.







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Sources: Factset, public company filings, and press releases

- Calculated as (i) Enterprise Value/2024E revenue multiple, divided by (ii) 2024E-2025E calendar year revenue growth rate multiplied by 100
- ² Calculated as (i) Enterprise Value/2024E EBITDA multiple, divided by (ii) 2024E-2025E calendar year EBITDA growth rate multiplied by 100