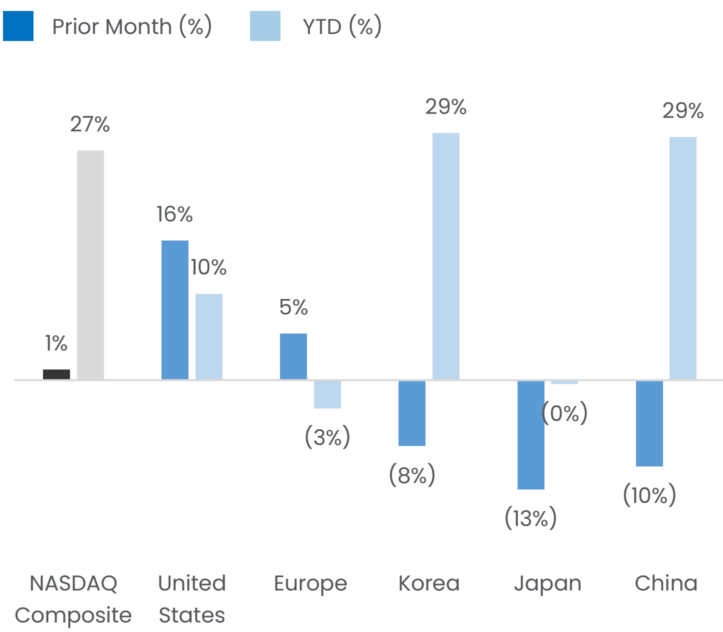
Change in Market Cap by Sector[1]



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	▲	$17
China	▼	($61)
YEAR-TO-DATE		
China	▲	$120
Japan	▼	($0.5)

Individual Stocks (%)

PRIOR MONTH		
Ubisoft	▲	35%
NetEase	▼	(18%)
YEAR-TO-DATE		
Konami	▲	91%
Unity	▼	(51%)

Select Earnings Releases

Past

OCT 23	Stillfront	▲	14.5%
OCT 29	Electronic Arts	▲	2.4%
OCT 30	Ubisoft	▼	4.0%
OCT 31	Paradox Interactive	▲	1.2%
OCT 31	Konami	▼	2.2%
OCT 31	Perfect World	▲	1.4%

Upcoming

NOV 4	NCsoft
NOV 5	Nintendo
NOV 7	Take-Two
NOV 7	Playtika
NOV 7	Krafton
NOV 12	Nexon
NOV 13	Tencent

Upcoming Game Releases

	Title	Developer(s)	Publisher
NOV 5	Death Note: Killer Within	Grounding, Inc.	Bandai Namco
NOV 7	Goat Simulator: Remastered	Coffee Stain	Coffee Stain
NOV 12	Tetris Forever	Digital Eclipse	Digital Eclipse
NOV 14	LEGO Horizon Adventures	Guerilla Games, Studio Gobo	SIE
NOV 14	Dragon Quest III HD-2D Remake	Square Enix, ARTDINK	Square Enix
NOV 19	Microsoft Flight Simulator 2024	Asobo Studio	Xbox Game Studios
NOV 20	S.T.A.L.K.E.R. 2: Heart of Chornobyl	GSC Game World	GSC Game World

Select Industry News

OCT 1	**Epic** lowers *Unreal Engine* royalty fee for games released simultaneously on *Epic Games Store* (GamesIndustry)
OCT 2	**Xbox** cofounder J Allard has joined **Amazon** to work on 'new ideas' (The Verge)
OCT 2	*Palworld* is headed to mobile, courtesy of **Krafton's PUBG Studios** (Eurogamer)
OCT 3	*Fallout* has crossed 100 million viewers worldwide, becoming *Prime Video's* second-biggest show after *The Rings of Power* (VG247)
OCT 4	**Ubisoft** shares surge 31% as **Tencent** and Guillemot Family reportedly mull buyout (Forbes)
OCT 4	Most players prefer single-player games, new study claims (Kotaku)
OCT 7	**343** rebrands as **Halo Studios**, working on multiple Unreal Engine 5 games (GamesIndustry)
OCT 8	Saudi Arabia's **PIF** cuts stake in **Nintendo** after report said it was considering increase (CNBC)
OCT 9	**Ubisoft** targeted by class action lawsuit for allegedly sharing customers data with **Meta** (GamesIndustry)
OCT 10	**KONAMI** and **FIFA** sign esports collaboration agreement (KONAMI)
OCT 10	**Discord** is banned in Turkey and Russia - with users claiming "they just lost their entire community" (TechRadar)
OCT 11	August spending drops 7% to $4.1bn despite *Madden* and mobile success (GamesIndustry)
OCT 15	71% of US consumers play video games (Circana)
OCT 16	*Warhammer 40,000: Space Marine 2* sells 4.5 million in just over a month (IGN)
OCT 16	700+ **Ubisoft France** staff walk out on a three-day strike in dispute over home working and pay (GamesIndustry)
OCT 16	**IO Interactive** teams with **Build A Rocket Boy** to publish *MindsEye*, after a 'hell of a ride' (VentureBeat)
OCT 17	**Stillfront** has ousted its founder and CEO, Jörgen Larsson (GamesIndustry)
OCT 22	**Netflix** shutters AAA video game studio (Deadline)
OCT 28	**Krafton** backs **IMM Investment's** first India fund (TechCrunch)
OCT 29	**SAG-AFTRA** announces agreement with AI voice company **Ethovox** (GamesIndustry)
OCT 30	**Unity** appoints former **King** exec Steve Collins as CTO (GamesIndustry)
OCT 30	Sports titles drive record quarter for **EA** (GamesIndustry)
OCT 31	*Call of Duty: Black Ops 6* breaks records for Game Pass subscriptions (GamesIndustry)

Select M&A Transactions

DATE	TARGET	TARGET DESCRIPTION	ACQUIROR (S)	TRANSACTION	DEAL VALUE ($M)
OCT 8	**Zappar**	XR platform and creative studio	Infinite Reality	Acquisition	45
OCT 18	**Certain Affinity**	AAA co-development	Keywords Studios	Acquisition	N/A
OCT 22	**Bombee Americas**	Global gaming production	ESE Entertainment	Acquisition	4.5
OCT 25	**Loco**	Twitch of India	Redwood	Majority	65

Select Private Capital Market Transactions

DATE	TARGET	TARGET DESCRIPTION	INVESTOR (S)	TRANSACTION	AMOUNT RAISED ($M)
OCT 15	**Azra Games**	Developing Project Legends, mobile RPG with web3 features	Pantera Capital, A16Z, NFX	Series A	42.7

Select Public Company Trading Metrics

($ in millions, except per-share values)

As of October 31, 2024	Share Price	Share Price Performance: Last Month	Share Price Performance: YTD	% of 52-Week High / Low	Equity Value	Enterprise Value	Enterprise Value / 2024E: Revenue	Enterprise Value / 2024E: Growth-Adj. Revenue[1]	Enterprise Value / 2024E: EBITDA	Enterprise Value / 2024E: Growth-Adj. EBITDA[2]	Enterprise Value / 2024E: EBIT	Price / 2024E Earnings
United States												
Electronic Arts	$150.85	5.2%	10.3%	98.3% / 123.2%	41,460	40,779	5.3x	1.05x	15.0x	2.27x	16.9x	19.4x
Take-Two Interactive	$161.72	5.2%	0.5%	94.2% / 122.4%	29,915	32,166	5.8x	0.16x	42.1x	0.35x	N/M	N/M
Roblox	$51.72	16.9%	13.1%	98.2% / 175.0%	37,301	35,884	8.3x	0.42x	48.1x	1.32x	N/M	N/M
Unity	$20.08	(11.2%)	(50.9%)	46.1% / 144.5%	8,543	9,744	5.5x	5.34x	27.1x	2.34x	30.1x	23.3x
Playtika	$7.83	(1.1%)	(10.2%)	84.9% / 125.3%	3,064	4,325	1.7x	0.47x	5.8x	1.29x	9.0x	10.8x
Median		**5.2%**	**0.5%**				**5.5x**	**0.47x**	**27.1x**	**1.32x**	**16.9x**	**19.4x**
Europe												
Embracer Group	30.71 kr	16.4%	12.3%	95.3% / 197.4%	3,845	5,236	1.4x	0.84x	5.3x	0.77x	8.3x	10.1x
CD Projekt	160.75 zł	(7.7%)	39.8%	82.1% / 167.2%	4,007	3,876	18.5x	N/M	40.8x	N/M	N/M	N/M
Ubisoft	€ 13.64	35.0%	(41.0%)	44.4% / 147.1%	2,005	3,094	1.4x	0.34x	3.4x	0.38x	40.3x	N/M
Paradox Interactive	201.00 kr	11.8%	(10.8%)	80.8% / 152.8%	1,984	1,874	9.7x	0.29x	15.5x	0.35x	32.1x	43.8x
Stillfront	7.36 kr	12.9%	(39.6%)	52.7% / 118.9%	356	770	1.2x	2.06x	3.6x	0.43x	5.7x	5.3x
Median		**12.9%**	**(10.8%)**				**1.4x**	**0.59x**	**5.3x**	**0.41x**	**20.2x**	**10.1x**
Korea												
Krafton	₩331,000	(3.4%)	71.0%	88.6% / 198.6%	11,070	8,221	4.2x	0.36x	9.2x	1.05x	10.2x	15.0x
SHIFT UP	₩64,700	14.5%	na	72.2% / 118.0%	2,735	2,641	16.7x	0.29x	24.1x	0.36x	24.5x	27.2x
Netmarble	₩58,000	(2.5%)	(0.2%)	79.4% / 149.3%	3,501	2,541	1.3x	0.33x	8.8x	71.14x	14.9x	19.0x
NCsoft	₩217,500	13.9%	(9.6%)	71.7% / 138.0%	3,236	2,148	1.9x	0.13x	16.3x	0.23x	40.2x	26.4x
Pearl Abyss	₩38,700	0.3%	(0.1%)	68.6% / 147.0%	1,660	1,416	5.8x	0.08x	N/M	N/M	N/M	N/M
Median		**0.3%**	**(0.2%)**				**4.2x**	**0.29x**	**12.8x**	**0.71x**	**19.7x**	**22.7x**
Japan												
Nintendo	¥8,145.00	6.7%	10.7%	88.9% / 128.3%	62,253	48,895	5.2x	0.24x	17.6x	3.19x	18.0x	28.6x
Konami	¥14,090.00	(3.1%)	90.8%	86.5% / 192.4%	12,539	11,067	4.3x	0.47x	14.4x	1.25x	17.7x	25.5x
NEXON	¥2,679.50	(5.3%)	4.3%	77.3% / 117.0%	14,713	10,625	3.2x	0.53x	9.6x	0.99x	9.9x	15.9x
Capcom	¥3,062.00	(8.0%)	34.4%	82.9% / 128.9%	8,407	7,604	7.0x	0.70x	16.2x	1.01x	17.7x	25.9x
Sega	¥2,890.50	1.1%	46.6%	90.0% / 167.0%	4,224	3,889	1.3x	0.25x	8.2x	0.81x	10.1x	12.3x
Square Enix	¥5,972.00	4.9%	18.0%	86.5% / 140.9%	4,688	3,304	1.5x	N/M	9.7x	1.63x	12.1x	21.9x
Median		**(1.0%)**	**26.2%**				**3.8x**	**0.47x**	**12.0x**	**1.13x**	**14.9x**	**23.7x**
China												
Tencent	HKD 404.60	(9.0%)	37.8%	83.8% / 156.4%	485,885	454,715	4.9x	0.55x	12.2x	1.13x	14.5x	17.6x
NetEase	HKD 123.80	(17.7%)	(11.9%)	66.8% / 107.2%	49,968	35,012	2.3x	0.28x	7.3x	0.85x	8.5x	11.3x
Perfect World	¥10.02	4.4%	(15.4%)	70.8% / 150.9%	2,712	2,165	2.6x	0.16x	44.3x	0.19x	N/M	N/M
Yoozoo Games	¥9.92	7.0%	(13.4%)	69.7% / 145.0%	1,247	1,075	5.2x	0.21x	38.0x	1.21x	N/M	38.3x
Median		**(2.3%)**	**(12.7%)**				**3.8x**	**0.25x**	**25.1x**	**0.99x**	**11.5x**	**17.6x**

About Us

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

1. 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