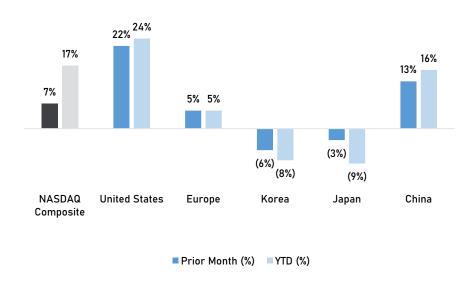
Change in Market Cap by Sector¹



Top Movers

Region Market Cap Ga	ined / Los	t (\$B)
Prior Month		
China	A	\$60
Japan	•	(3)
<u>Year-to-Date</u>		
China		\$72
Japan	•	9
Individual Stocks (%)		
Prior Month		
Roblox	A	23%
CD Projekt	•	(16%)
<u>Year-to-Date</u>		
Roblox	A	58%
NCsoft	▼	(17%)

Select Industry News

 Mar-20 	Amazon to cut 9,000 roles of which over 400 are Twitch staff as user and revenue growth						
	fail to meet expectations due to "current macroeconomic environment"	GamesIndustry					
 Mar-22 	Valve announces Counter-Strike 2, a F2P replacement for CS:G0	The Verge					
 Mar-23 	Build a Rocket Boy announces Mindseye, AAA action game playable in Everywhere	<u>Polygon</u>					
 Mar-24 	Britain's competition regulator said Microsoft's acquisition of Activision Blizzard would not						
	harm competition in gaming consoles, removing a major obstacle to the deal	Reuters					
 Mar-28 	Player First Games completed the open beta for its 2022 fighting game MultiVersus with						
	anticipated public release in 2024	<u>NME</u>					
Mar-30	E3 has been canceled due to the show not garnering the sustained interest necessary	<u>IGN</u>					

Select Upcoming Earnings Releases

•	Apr-7	Perfect World	•	Apr-28	Paradox Interactive
•	Apr-27	Nintendo	•	Apr-29	Yoozoo Games

Upcoming Game Releases

	<u>Title</u>	<u>Developer</u>	<u>Publisher</u>
Apr-4	Meet Your Maker	Behaviour Interactive	Behaviour Interactive
 Apr-18 	Disney Speedstorm	Gameloft	Gameloft
 Apr-18 	Minecraft Legends	Mojang	Xbox Game Studios
 Apr-21 	Dead Island 2	Dambuster Studios	Deep Silver
 Apr-25 	Strayed Lights	Embers	Embers
 Apr-28 	Star Wars Jedi: Survivor	Respawn Entertainment	Electronic Arts

Select M&A Transactions

Date	Target	Target Description	Acquiror	Transaction	Value (\$M)
Mar-7	Believer Company	Startup game developer	Lightspeed, a16z, others	Minority Investment	55
Mar-21	CCP Games	Video game developer known for EVE Online	a16z, Nexon, others	Minority Investment	40
Mar-23	GameClub	Multi-game subscription service	Take-Two	Acquisition	N/A

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Select Public Company Trading Metrics

(\$ in millions, except per-s	share values)						Enterprise Value / 2023E					
	Share	Share Price Pe	rformance	% of 52-Week	Equity	Enterprise	Revenue	Growth-Adj.	EBITDA	Growth-Adj.	EBIT	Price / 2023E
As of March 31, 2023	Price	Last Month	YTD	High / Low	Value	Value	Kevenue	Revenue ²	LDIIDA	EBITDA ³	LDII	Earnings
United States												
Activision Blizzard	\$85.59	12.2%	11.8%	99.8% / 120.7%	68,513	60,132	6.4x	2.39x	16.5x	1.82x	17.2x	22.2
Electronic Arts	\$120.45	8.6%	(1.4%)	84.4% / 111.0%	34,125	33,451	4.5x	0.56x	13.6x	1.25x	15.1x	18.4
Roblox	\$44.98	22.8%	58.0%	83.5% / 207.8%	31,307	29,318	8.6x	1.04x	N/M	N/M	N/M	N/I
Take-Two Interactive	\$119.30	8.9%	14.6%	75.9% / 132.6%	21,338	22,912	3.8x	0.16x	19.7x	0.40x	20.8x	22.3
Unity	\$32.44	6.6%	13.5%	29.5% / 152.9%	13,907	15,254	7.1x	0.39x	63.3x	0.49x	N/M	N/I
Playtika	\$11.26	17.3%	32.3%	55.4% / 144.2%	4,317	5,917	2.3x	0.54x	7.2x	0.92x	11.2x	14.5
SciPlay	\$16.96	2.5%	5.5%	93.3% / 160.0%	2,175	1,845	2.6x	0.47x	9.2x	0.91x	10.9x	15.4
Median							4.5x	0.54x	15.1x	0.91x	15.1x	18.4
Europe												
Embracer Group	48.47 kr	(4.3%)	2.5%	46.4% / 121.1%	5,886	7,265	1.8x	0.18x	6.6x	0.24x	8.4x	8.2
Ubisoft	€ 24.46		(7.4%)	50.1% / 135.5%	3,397	3,761	1.6x	0.15x	4.0x	0.14x	30.9x	
CD Projekt	111.22 zł	(16.0%)	(14.2%)	60.8% / 159.6%	2,602	2,464	10.4x	N/M	18.7x	N/M	26.7x	29.8
Keywords Studios	£27.58	(4.6%)	1.2%	91.3% / 144.4%	2,814	2,731	3.0x	0.25x	16.1x	1.25x	20.2x	26.1
Paradox Interactive	258.50 kr	17.5%	21.8%	96.2% / 177.8%	2,637	2,563	11.3x	0.90x	16.0x	1.37x	26.4x	33.5
Stillfront	20.05 kr	3.7%	14.4%	62.9% / 139.1%	994	1,353	1.9x	0.40x	5.0x	1.19x	6.6x	6.9
Median							2.5x	0.25x	11.3x	1.19x	23.3x	20.3
Korea												
NCsoft	₩371,500	(14.5%)	(17.1%)	71.4% / 129.0%	5,858	4,243	2.2x	0.16x	8.6x	0.38x	10.3x	17.3
Kakao Games	₩41,700		(6.6%)	48.2% / 133.9%	2,636	2,954	2.6x	0.20x	10.9x	0.65x	13.4x	
Krafton	₩183,500	8.1%	9.2%	56.8% / 120.2%	6,701	3,867	2.8x	0.32x	7.0x	0.94x	7.7x	16.5
Netmarble	₩66,300	7.3%	9.8%	55.1% / 173.4%	4,173	3,503	1.6x	0.18x	17.0x	0.46x	74.2x	52.8
Pearl Abyss	₩46,250	3.1%	10.3%	39.6% / 136.1%	2,102	1,919	5.4x	0.10x	25.1x	0.20x	36.6x	41.1
Median							2.6x	0.18x	10.9x	0.46x	13.4x	18.7
Japan												
Nintendo	¥5,131.00	0.1%	(7.2%)	73.1% / 104.3%	44,884	31,943	2.7x	N/M	9.5x	N/M	8.9x	16.5
Nexon	¥3,155.00	6.9%	6.5%	93.0% / 149.3%	20,784	17,115	5.5x	0.53x	16.9x	0.92x	16.9x	25.1
Capcom	¥4,735.00	10.5%	12.5%	97.9% / 159.7%	7,440	6,812	6.7x	0.65x	15.4x	1.29x	16.4x	25.1
Konami	¥6,070.00	1.0%	1.7%	65.2% / 109.8%	6,092	4,937	2.0x	0.35x	7.9x	0.69x	10.3x	17.1
Square Enix	¥6,360.00	4.8%	3.8%	95.2% / 123.6%	5,727	4,422	1.6x	1.20x	8.6x	1.45x	9.7x	16.4
Sega	¥2,513.00	7.9%	25.8%	98.1% / 152.6%	4,198	3,485	1.2x	0.23x	7.2x	0.60x	8.8x	14.3
Median							2.4x	0.53x	9.0x	0.92x	10.0x	16.8
China												
Tencent	HKD 385.80	12.3%	21.6%	92.4% / 194.3%	473,200	451,562	5.0x	0.43x	14.8x	1.05x	17.8x	22.9
Netease	HKD 138.00	14.0%	20.5%	79.8% / 164.2%	54,928	42,199	2.8x	0.27x	11.9x	0.62x	12.7x	17.1
Perfect World	¥17.02	19.5%	33.8%	97.6% / 164.3%	4,771	4,144	3.1x	N/M	15.3x	0.96x	16.9x	19.1
Yoozoo Games	¥13.05	15.2%	40.9%	95.9% / 190.7%	1,769	1,587	5.7x	N/M	25.6x	3.82x	45.0x	36.6
Median							4.1x	0.35x	15.0x	1.00x	17.3x	21.0

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About Alignment Growth

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 to discuss this further. Additional information can be found on our website, Linkedin, and Medium.

Alignment Growth 810 7th Avenue, 22nd Floor New York, NY 10019

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Sources: FactSet, public company filings, and press releases.

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¹ Components of sector groups can be found on Page 2 of this report. Share price performance is calculated using equal weighting.

² Calculated as (i) Enterprise Value / 2023E revenue multiple, divided by (ii) 2023E-2024E calendar year revenue growth rate multiplied by 100

³ Calculated as (i) Enterprise Value / 2023E EBITDA multiple, divided by (ii) 2023E-2024E calendar year EBITDA growth rate multiplied by 100