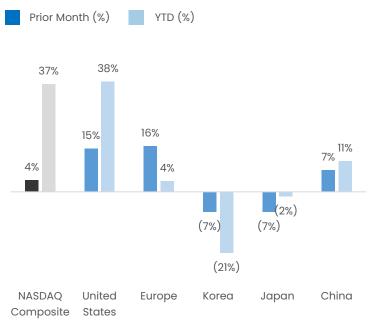
## Change in Market Cap by Sector'



Note 1: Components of sector groups can be found on Page 3 of this report

## **Select Earnings Releases**

Ρ	a	S	t

JUL 19	Activision Blizzard	▼	(0.6%)
JUL 21	Stillfront		4.4%
JUL 26	Capcom		14.4%

### **Top Movers**

Sector Market Cap Gained / Lost (\$B)		
PRIOR MONTH		
China		\$36
Japan	▼	\$7
YEAR-TO-DATE		
United States		\$54
Korea	▼	(\$5)
Individual Stocks (%)		
PRIOR MONTH		
Ubisoft		18%
Yoozoo Games	▼	(20%)
YEAR-TO-DATE		
Unity		60%
NCsoft		(38%)

Upcoming	
AUG 2	Electronic Arts
AUG 2	Kakao Games
AUG 3	Unity
AUG 3	Nintendo
AUG 3	Konami
AUG 4	Square Enix
AUG 8	Playtika
AUG 9	Take-Two Interactive
AUG 9	Roblox
AUG 9	Nexon

## **Upcoming Game Releases**

-	Title	Developer	Publisher
AUG 8	Gord	Covenant.dev	Team17
AUG 8	WrestleQuest	Mega Cat Studios	Skybound Games
AUG 10	Atlas Fallen	Deck13 Interactive	Focus Entertainment
AUG 10	Stray Gods: The RP Musical	Summerfall Studios	Humble Games
AUG 22	Immortals of Aveum	Ascendant Studios	EA Originals
			-

### **Select Industry News**

- **JUL 10** EA reveals Cliffhanger Games, the new studio working on a Black Panther game (GamesIndustry)
- JUL 12 Roblox will be coming to Meta's Quest VR headsets starting with an open beta that will be available in the Verge)
- **Sony** agrees to 10-year *Call of Duty* deal with **Microsoft** (<u>The Verge</u>) **JUL 16**
- Borderlands movie is set to be released in August 2024 (Engadget) **JUL 20**
- Ubisoft reportedly shuttered Immortals Fenyx Rising sequel (GamesIndustry) **JUL 25**
- **GameStop** CFO resigns after a year (GamesIndustry) **JUL 27**
- Microsoft sends final submission to CMA as Activision Blizzard buyout saga enters endgame (IGN) **JUL 31**

## Select M&A Transactions

Sele	ct M&A Trai			DEAL		
DATE	TARGET	TARGET DESCRIPTION	ACQUIROR (S)	TRANSACTION	VALUE (\$M)	
JUL 13	Turbulent	Video game developer	Cloud Imperium	Acquisition	N/A	
JUL 13	Kahoot	Gamified e-learning	Goldman, General Atlantic, KIRKBI	Acquisition private)	1,720	
JUL 24	Techland	Video game developer known for <i>Dying Light</i>	Tencent	Majority	N/A	
JUL 26	Swordcanes	3D computer graphics production studio	Capcom	Acquisition	N/A	
JUL 28	Visual Arts	Visual novel developer publisher	Tencent	Acquisition	N/A	

### **Select Capital Market Transactions**

<b>Sele</b>	elect Capital Market Transactions							
DATE	TARGET	TARGET DESCRIPTION	INVESTOR (S)	TRANSACTION	<b>(\$M)</b>			
JUL 6 Embracer		Developer and PC, console, mobile tabletop games	Institutional	Share Issue	182			
JUL 18	Futureverse	Al and metaverse	10T Holdings,	Series A	54			
JUL 19	GGWP	AI platform to moderate multiplayer games	Samsung, SK	N/A	10			

# **Select Public Company Trading Metrics**

(\$ in mi	llions. ex	cept per-	share v	values)

(\$ in millions, except per-share values)					Enterprise Value / 2023E							
	Share	Share Price F	are Price Performance	% of 52-Week	Equity	Enterprise	Revenue	Growth-Adj.	EBITDA	Growth-Adj.	EBIT	Price / 2023E
As of July 31, 2023	Price	Last Month	YTD	High / Low	Value	Value	Revenue	Revenue <sup>2</sup>	EBIIDA	<b>EBITDA<sup>3</sup></b>	EDIT	Earnings
United States												
Activision Blizzard	\$92.76	10.0%	21.2%	99.0% / 130.8%	74,314	64,842	6.7x	3.79x	17.9x	1.80x	18.4x	22.1x
Electronic Arts	\$136.35	5.1%	11.6%	97.2% / 125.6%	38,326	37,439	5.0x	0.72x	15.0x	1.69x	16.3x	19.9x
Take-Two Interactive	\$152.94	3.9%	46.9%	99.4% / 169.9%	28,195	29,902	5.5x	0.15x	38.2x	0.30x	36.5x	45.3x
Roblox	\$39.25	(2.6%)	37.9%	72.8% / 155.0%	27,568	26,314	7.6x	0.88x	75.1x	1.72x	N/М	N/М
Unity	\$45.84	5.6%	60.3%	78.2% / 216.0%	20,014	21,360	9.9x	0.51x	71.4x	0.75x	N/М	N/М
Playtika	\$11.94	2.9%	40.3%	90.7% / 152.9%	4,553	6,152	2.4x	0.68x	7.5x	1.33x	11.4x	14.5x
SciPlay	\$19.60	(0.4%)	21.9%	97.1% / 184.9%	2,479	2,122	2.9x	0.76x	10.4x	1.33x	12.8x	18.9x
Median		3.9%	37.9%				5.5x	0.72x	17.9x	1.33x	16.3x	19.9x
Europe												
Embracer Group	30.26 kr	· 12.2%	(36.0%)	34.0% / 153.5%	3,856	5,339	1.4x	0.14x	5.9x	0.27x	7.8x	8.0x
Ubisoft	€ 30.60	18.2%	15.9%	64.9% / 172.0%	4,313	5,055	2.3x	0.20x	5.1x	0.39x	32.3x	18.3x
CD Projekt	163.35 zł	5.5%	26.0%	94.7% / 252.8%	4,086	3,936	15.0x	N/М	27.8x	N/М	37.7x	45.0x
Paradox Interactive	£302.20	11.0%	42.4%	96.4% / 205.1%	3,044	2,967	11.7x	1.08x	17.5x	1.06x	29.3x	37.1x
Keywords Studios	17.62 kr	· (2.7%)	(35.3%)	60.7% / 109.0%	1,877	1,795	2.0x	0.16x	10.1x	0.80x	14.2x	15.6x
Stillfront	19.47 kr	8.0%	11.1%	64.6% / 133.3%	961	1,353	1.9x	0.41x	5.0x	N/М	7.1x	8.2x
Median		9.5%	13.5%				2.1x	0.20x	8.0x	0.60x	21.7x	16.9x
Korea												
Krafton	₩171,800	(11.8%)	2.3%	62.3% / 114.9%	6,264	3,483	2.4x	0.27x	5.4x	1.85x	6.1x	13.9x
NCsoft	₩276,500		(38.3%)	55.5% / 108.4%	4,453	2,918	1.8x	0.08x	9.5x	0.16x	13.1x	18.9x
Netmarble	₩49,200	0.2%	(18.5%)	68.4% / 131.4%	3,163	2,576	1.2x	0.10x	14.7x	0.28x	№/м	N/М
Pearl Abyss	₩56,000	6.5%	33.5%	91.8% / 168.4%	2,601	2,399	8.4x	0.10x	N/M	N/М	№/м	N/М
Kakao Games	₩31,500	(4.1%)	(29.5%)	52.9% / 112.9%	2,035	2,394	2.4x	0.14x	12.3x	0.44x	18.3x	24.5x
Median		(4.1%)	(18.5%)				2.4x	0.10x	10.9x	0.36x	13.1x	18.9x
Japan												
Nintendo	¥6,450.00	(1.4%)	16.6%	96.8% / 122.8%	52,853	37,958	3.4x	N/M	10.3x	N/М	10.5x	19.5x
Nexon	¥2,710.50		(8.5%)	76.5% / 120.1%	16,401	13,546	4.6x	0.40x	13.9x	0.95x	14.4x	20.5x
Capcom	¥6,400.00		52.0%	96.7% / 189.7%	9,419	8,734	8.7x	0.76x	19.5x	1.55x	21.1x	31.8x
Konami	¥7,969.00		33.5%	94.2% / 135.0%	7,596	6,310	2.6x	0.50x	9.9x	0.75x	13.4x	21.3x
Square Enix	¥6,584.00	(1.6%)	7.4%	86.7% / 112.7%	5,550	4,120	1.6x	0.86x	9.0x	1.00x	10.2x	18.0x
Sega	¥3,108.00	1.2%	55.6%	98.5% / 176.8%	4,871	3,920	1.3x	0.20x	7.7x	1.09x	9.4x	15.5x
Median		(0.1%)	25.0%				3.0x	0.50x	10.1x	1.00x	12.0x	20.0x
China												
Tencent	HKD 354.40	6.9%	11.7%	85.4% / 179.6%	437,497	409,475	4.7x	0.41x	13.7x	1.11x	15.7x	21.4x
Netease	HKD 169.50		48.0%	97.5% / 203.0%	67,910	55,049	3.7x	0.37x	14.3x	0.80x	15.2x	19.8x
Perfect World	¥15.01	(11.1%)	18.0%	61.8% / 139.4%	4,045	3,288	2.7x	0.24x	14.1x	0.60x	16.3x	19.5x
Yoozoo Games	¥13.38		44.5%	48.8% / 188.0%	1,772	1,533	4.9x	0.72x	36.5x	0.97x	N/М	36.2x
Median		(2.1%)	31.2%				4.2x	0.39x	14.2x	0.89x	15.7x	20.6x

#### 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**.



### Disclaimer

These materials have been prepared by Alignment Growth Management ("AGM") for general informational purposes only and they are not intended to be, and should not be construed as, financial, legal or other advice. In preparing these materials, AGM has assumed and relied upon the accuracy and completeness of publicly available information and of other information made available to us by third parties. AGM has not conducted any independent investigation or verification of such information (including, without limitation, data from third parties). AGM assumes no responsibility for updating or revising these materials.

No representation or warranty, express or implied, is made as to the accuracy or completeness of such information and nothing contained herein is, or shall be relied upon as, a representation, whether as to the past, the present or the future. Nothing herein shall constitute a commitment or undertaking on the part of AGM to provide any service. AGM shall have no duties or obligations to you in respect of these materials or other advice provided to you.

The information provided herein is not a recommendation to purchase, hold or sell any particular security. AGM is not making any recommendation or providing any investment advice regarding any specific company referenced herein.

Sources: Factset, public company filings, and press releases

- <sup>1</sup> Components of sector groups can be found on page 3 of this report
- <sup>2</sup> Calculated as (i) Enterprise Value/2023E revenue multiple, divided by (ii) 2023E-2024E calendar year revenue growth rate multiplied by 100
- <sup>3</sup> Calculated as (i) Enterprise Value/2023E EBITDA multiple, divided by (ii) 2023E-2024E calendar year EBITDA growth rate multiplied by 100