

## Neutral Takeaways from GameStop's F4Q16 Earnings

We would like to highlight some key takeaways from GameStop's 4Q earnings on March 24, 2016 for the quarter ending January 2016 as they pertain to our Interactive Entertainment coverage universe.

**1) No actionable read-through for ATVI, EA, and TTWO.** As for Ubisoft, GameStop did highlight Ubisoft's *The Division* and *Far Cry Primal* as two of five key titles for FY1Q16.

**2) Looking ahead to its 2016 fiscal year, GameStop expects video game HW and SW sales to decline 10% and 5%-10%, respectively - this is generally in line with our expectations.** We expect a decline in HW sales given this is the third year of the current console cycle and lower price points from last year. We also expect a decline in retail SW sales primarily owing to weakening Nintendo platforms (which are not material to ATVI, EA, TTWO, or UBI) and the ongoing shift towards digital distribution.

**3) Although it is still too early to tell, it appears the Amazon Prime 20% discount off new games has not had a meaningful impact on GameStop.** On a constant currency basis, GameStop's new video game HW sales growth of 6% and new SW sales decline of 7% was roughly in line with the overall U.S. market according to NPD Data. That said, Amazon launched the program on January 12, 2015 and we continue to believe it has broad implications for video game retailers and the software publishers.

Company	Symbol	Price (3/24)	Rating	PT
Activision Blizzard Inc	ATVI	\$32.21	Buy	\$35.00
Amazon.com, Inc.	AMZN	\$582.95	Buy	\$685.00
Electronic Arts Inc.	EA	\$64.24	Buy	\$84.00
Take-Two Interactive Software, Inc.	TTWO	\$35.19	Buy	\$41.00
Ubisoft Entertainment SA	UBI FP	€27.21	Neutral	€28.00

Source: Bloomberg and Mizuho Securities USA

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## Price Target Calculation and Key Risks

### *Activision Blizzard Inc*

#### **Valuation**

Our \$35 PT is based on 2017 EV/EBITDA valuation framework.

1) Using EV/EBITDA valuation, we value shares of ATVI at \$34 based on 13x our 2017 EBITDA estimate of \$2.5 billion. This yields an implied firm value of \$29.2 billion. After adjusting for year-end 2016 net debt of \$2.4 billion and shares of 779 million, we arrive at a target price of \$34. For context, ATVI trades around 10x 2017 EV/EBITDA. Given the strong management team, solid title slate and transition to digital, we believe that the firm warrants multiple expansion from current levels.

2) Using Non-GAAP P/E valuation, we value ATVI shares at \$36. We apply a 18x multiple to our 2017 Non-GAAP EPS of \$1.98 to arrive at a valuation of \$36. For context, ATVI shares trade at ~15x 2016 P/E, and for the reasons mentioned above, we'd expect multiple expansion.

The average of these two valuation methodologies gets us to a target price of \$35.

#### **Risks**

1) Competition - ATVI faces heavy competition from other game publishers, including EA, TTWO, and UBI. Furthermore, ATVI faces competition from first party studios, online/mobile game companies like Zynga and King, as well as from thousands of smaller developers.

2) King acquisition could come with some integration risk as well as add lower visibility into future guidance due to the fleeting nature of mobile casual gamers.

3) Destiny's success is questionable. Investors were expecting Destiny to be ATVI's next billion dollar franchise, but the game fell well below expectations. We believe that recent DLC releases have been well received, and Destiny is on its way to becoming another \$B franchise for ATVI, but it will take longer than investors expected.

4) Margin cap? ATVI has the best margin structure of any of the publishers, but at 32%, we are expecting modest margin improvement of the next three years. It is possible that margins move faster and higher than we are modeling, but it will depend on the success of new FTP and digital content that ATVI releases.

### *Amazon.com, Inc.*

#### **Valuation**

Applying a 26x multiple to our 2017 free cash flow estimate of \$11.1 billion, we arrive at a target price of \$585. We believe AMZN could see multiple expansion as high margin businesses like 3P/FBA and AWS become more material. Our target multiple is largely driven off growth assumptions, but we also considered other factors such as new business opportunities, comparable company multiples, historical multiple ranges, and management's ability to execute. For context, Amazon currently trades at 24x our 2017 P/FCF estimate.

Using a P/S valuation, we apply a 2.5x multiple to our 2017 sales estimate of \$153.9 billion, while adjusting for 2016 year end shares to arrive at a target price of \$784. We acknowledge that this is a high multiple, but AMZN currently trades at 2.0x 2016 sales, and given the multiple levers of growth, we believe that such a high multiple is warranted.

**The average of the P/S and FCF valuation methodologies results in a blended target price of \$685.**

### **Risks**

Risks to our target price include:

- 1) Competition - Amazon is no longer just a retailer. While it faces stiff competition on the retailing side from traditional and online retailers, it is also facing competition from eBay, Google, Apple, Alibaba, FlipKart, and others.
- 2) Potential for increased investments - While we do believe that Amazon is coming out of a multi-year investment phase, there are plenty of pans in the investment fire - Grocery, same day delivery, investments in China and India, and more. We believe that these investments could each cost several billion dollars if Amazon wants to be a leading player, and the ROI is hard to calculate. This would put pressure on CSOI and could result in the stock to fall.
- 3) European Corporate Taxes - Amazon may have to start paying taxes in Europe on a country-by-country basis, as the EU is cracking down on U.S. companies that have created tax-favorable reporting structures.

### ***Electronic Arts Inc.***

#### **Valuation:**

Our price target of \$84 is based on a combination of valuation methodologies, including F2017 EV/EBTIDA and F2017 Non-GAAP P/E.

Using EV/EBTIDA, we apply a target multiple of 15x to our F2017 EBITDA estimate of \$1.6 billion to reach an enterprise value of \$23.9 billion. Adjusting for F2016 end of year net cash of \$3.2 billion (we are not assuming further share repurchases, and we are treating the convert as debt), we arrive at a market cap of \$27.1 billion, or \$83 per share.

Using P/E, we apply a target multiple of 24x our F2017 Non-GAAP EPS of \$3.50 to reach a price target of \$84. Adjusting for F2016 end of year net cash of \$3.2 billion, results in a more reasonable P/E target multiple of approximately 21x excluding net cash of approximately \$10 per share. Using the average of the three methodologies, we arrive at a target price of \$84.

#### **Risks:**

- 1) Competition - EA competes heavily with other publishers like ATVI, TTWO, Nintendo, and first party platform studios from Sony and Microsoft. New game development can be very costly, and stakes are high if a game fails.

2) Online Woes - EA has had issues in the past regarding large scale multi-player, and this has resulted in weak sales of particular games, loud complaints from players, and selling pressure on the stock.

3) Possible margin expansion ceiling. Given EA's reliance on licensed IP vs. its own IP, EA has a structural disadvantage on margin expansion potential as it must pay 20-30% of its revenue to the IP owners.

### ***Take-Two Interactive Software, Inc.***

#### **Valuation:**

Our price target of \$41 is based on a combination of valuation methodologies – a four-year average of F2014-F2017E EV/EBTIDA and F2014-F2017E Non-GAAP P/E. We believe a 4-year average is sensible given the variance in revenues and earnings between years with GTA releases.

Using EV/EBTIDA, we apply a target multiple of 9x to our average F2014-F2017E EBITDA estimate of \$372 million to reach an enterprise value of \$3.4 billion. Adjusting for F2016 end of year net cash of \$1.3 billion (we are assuming the company's convertible debt will be satisfied by equity), we arrive at an equity value of \$4.6 billion, or \$40 per share.

Using P/E, we apply a target multiple of 16x our average F2014-F2017E Non-GAAP EPS of \$2.54 to reach a price target of \$41.

Using the average of the two methodologies, we arrive at a target price of \$41.

#### **Risks:**

1) Competition - Take-Two faces heavy competition from other publishers like Activision Blizzard, EA, Ubisoft, Nintendo, and first party platform studios from Sony and Microsoft.

2) Game delays - Making blockbuster AAA titles can be a herculean effort subject to numerous delays. Game delays are generally common in the industry, but Take-Two has had more than its share of delays in the past. Game delays result in higher development costs and defer earnings streams expected by investors.

3) We believe the company's success is highly dependent on its Rockstar Games subsidiary, particularly creative leads Sam and Dan Houser. Rockstar generally tends to spend more time, and correspondingly, more development dollars relative to peers in creating games.

### ***Ubisoft Entertainment SA***

#### **Valuation:**

Our price target of €28 is based on a combination of valuation methodologies - F2017E EV/EBTIDA and Non-IFRS P/E.

Using EV/EBITDA, we apply a target multiple of 12x our F2017E EBITDA estimate of €256 million to reach an enterprise value of €3.1 billion. Adjusting for F2016 end of year net cash of €200 million, we arrive at a market cap of €3.3 billion, or €29 per share.

Using P/E, we apply a target multiple of 20x our F2017E Non-IFRS EPS of €1.33 to reach a price target of €27.

Using the average of these methodologies, we arrive at a price target of €28.

**Risks:**

- 1) Competition - Ubisoft faces heavy competition from other publishers like Activision Blizzard, EA, Take-Two, Nintendo, and first party platform studios from Sony and Microsoft.
- 2) Game delays - Making blockbuster AAA titles can be a herculean effort subject to numerous delays. Game delays result in higher development costs and defer earnings streams expected by investors.
- 3) Ubisoft is unique in the industry for operating an integrated mini-studio. We are skeptical when video game companies try to move beyond their core competencies and start investing in movies, television, etc.
- 4) Vivendi has taken a 15% stake in Ubisoft which management is vocally unhappy about. This could disrupt the board and decision making process at Ubisoft.

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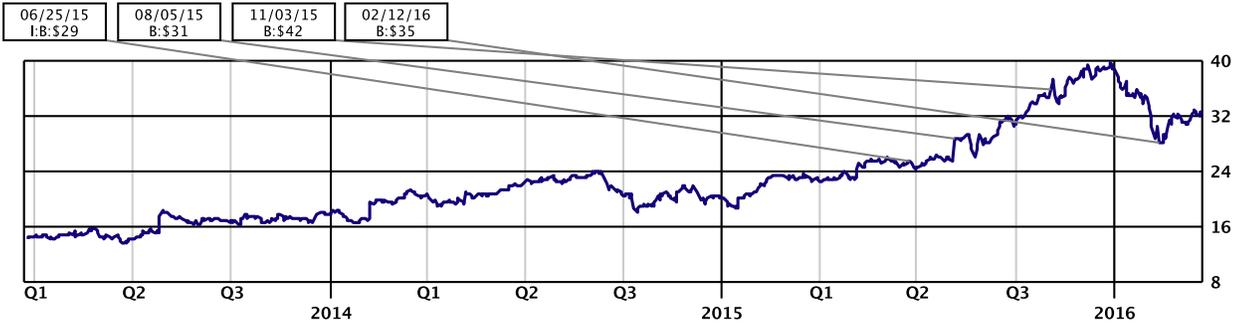
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(As of 3/24 )	% of coverage	IB service past 12 mo
Buy (Buy)	51.93%	36.17%
Hold (Neutral)	46.41%	25.00%
Sell (Underperform)	1.66%	33.33%

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**Rating and Price Target History for: Activision Blizzard Inc (ATVI) as of 03-23-2016**



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**Rating and Price Target History for: Amazon.com, Inc. (AMZN) as of 03-23-2016**

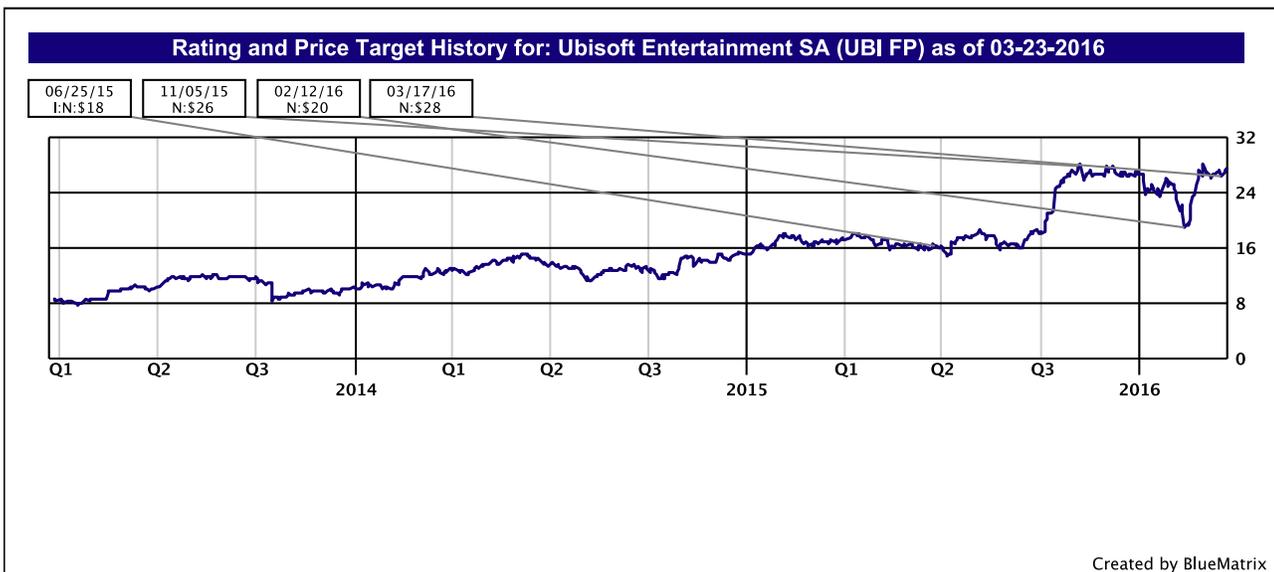
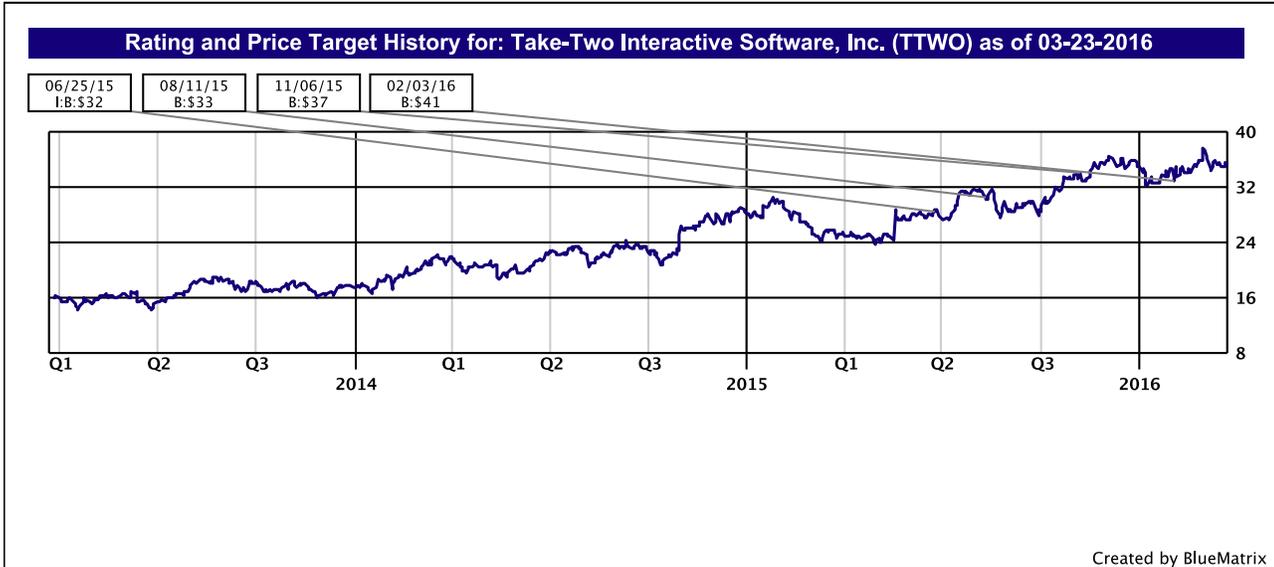


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