Corporate Overhaul: Why does CVC play a bigger role than ever?





PRIVATE INVESTMENTS BY CORPORATE INVESTORS OVER 2020-2024

CORPORATE / CVC-LED INVESTMENTS

Fundraising rounds where a strategic corporate investor was the sole participant

\$5.6B **DEAL VALUE**

249 # OF DEALS





FROM SOFTWARE























VC & CVC-LED INVESTMENTS

Fundraising rounds where both venture capital firms and corporate investors participated

\$5.0B **DEAL VALUE**

166 # OF DEALS































NOTABLE CORPORATE INVESTORS



















































Asian giants dominate gaming investments, with South Korean & Japanese strategics gaining momentum

MOST ACTIVE CORPORATE INVESTORS (2020 - 2024)										
COMPANY	HQ # OF DEALS	VALUE	SELECT INVESTMENTS							
Tencent 腾讯	105	\$1.8B	Discord RなBLOX シラグ FROM SOFTWARE () 口 言語服成 () phone							
SONY	20	\$3.7B	FROM SOFTWARE ACCELBYTE ON NODWIN SCHOOL SOME SOME SOME SOME SOME SOME SOME SOME							
NetEase	23	\$0.65B	DUILD AROCKET POT BETTER HAEGIN ACCELBYTE THEORÝCRAFT TOGETHER LABS WICKED \$ Playpulse							
KRAFTON	27	\$0.30B	LOCO GARDENS COMMING NPIXEL TO RESTORE							
SAMSUNG	(6)	\$0.30B	GENVID TECHNOLOGIES INWORLD Leonardo. Al							
kakaogames	14	\$0.22B	HAEGIN KAKAOVX FRANCES CLOVERGAMES OCEAN DRIVE COURS							
EPIC GAMES	9	\$0.16B	MANTICORE WHADEAN ARCTURUS WEYE AQUIRIS INWORLD SIDEFX							
Playtika.	* 7	\$0.10B	A Edge GAMING SAMES SKOOPLY GROPS FROPS TO THE STATE OF THE STATE O							
BANDAI	7	~\$60m	⊜ anzu							
MY.GAMES	18	~\$10m	Pizza Club GAMES TWOROGUE GEEF Hypemasters P momboo							





The largest Corporate-backed companies are mainly represented by gaming developers & publishers located in Western markets

LARGEST DISCLOSED CORPORATE-LED INVESTMENT ROUNDS (2020-2024)									
DATE	TARGET	HQ	RAISED	SEGMENT	INVESTORS (CORPORATE & VCs)				
Apr'22	EPIC GAMES	4	\$2.0B	MULTIPLATFORM	SONY				
Feb'24	EPIC		\$1.5B	MULTIPLATFORM	The WALT DISNEY Company				
Sep'21	JAMCITY		\$350m	MOBILE	netmarble FORTRESS (AFFILIATES)				
Feb'23	V <i>SP0</i>	**	\$265m	ESPORTS	PIF MALE OF A PARTY AND A PART				
Aug'20	EPIC		\$250m	MULTIPLATFORM	SONY				
Aug'22	FROM SOFTWARE		\$246m	PC & CONSOLE	Tencent 腾讯 SONY				
Sep'21		X X	\$120m	PC & CONSOLE	Net Ease				
Dec'20	无端科技 WIZARD GAVES	*>	\$100m	MULTIPLATFORM	Tencent 腾讯				
Jul'21	THAT'S NO MOON	4	\$100m	PC & CONSOLE	Smilegate [°]				
May'22	trailmix	X X	\$60m	MOBILE	SUP ERC ELL				



VC and CVC co-investments mostly target platform and tech ('picks and shovels') startups, while CVC-led deals are more focused on gaming studios

LARGEST VC & CVC – LED INVESTMENTS (2020-2024)									
DATE	TARGET	HQ	RAISED	TYPE	SEGMENT	INVESTORS (CVCs & VCs)			
Sep'21	Discord		\$500m	SERIES I	PLATFORM	Bessemer Venture Portners GREENOAKS Tencent 腾讯			
Feb'20	R Ø BLOX		\$150m	SERIES G	MULTIPLATFORM	TEMASEK Tencent 腾讯			
Jul'21	CENVID TECHNOLOGIES		\$113m	SERIES C	TECH	VALOR ATREIDES SAMSUNG VENTURE INVESTMENT			
Jan'24	BUILD A ROCKET BOY	N N	\$110m	SERIES D	PC & CONSOLE	REDBIRD Qulaxy NetEase			
Mar'21	MANTICORE		\$100m	SERIES C	PLATFORM	S BITKRAFT LVP.			
Sep'23	Second		\$100m	SERIES B	MULTIPLATFORM	GRIFFIN GAMING PARTNERS NetEase			
Sep'21	StresmEhrmania	*	\$100m	SERIES B	TECH	SoftBank Vision Fund			
Mar'22	HAEGIN		\$82m	SERIES B	MOBILE	kakao 🏟 netmorble 🎏 NetEase			
Nov'21	overwolf	*	\$75m	SERIES D	PLATFORM	clóz Games GAMING CAPITAL			
Mar'22	bE	(*)	N/A	SERIES B	MULTIPLATFORM	HAVELI SNetEase			

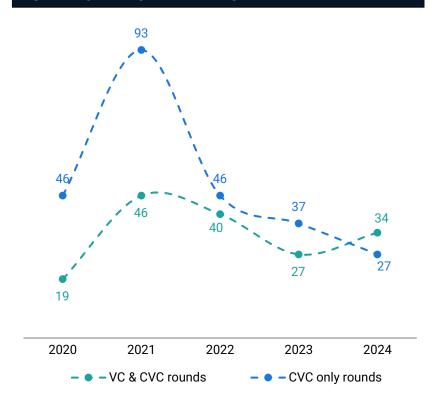


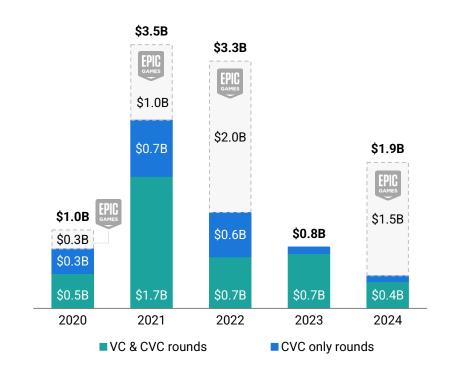


Strategic investors shift from solo rounds to co-investing with VCs, sharing risks while targeting high-profile startups at more reasonable valuations

NUMBER OF INVESTMENT DEALS BY TYPE

TOTAL RAISED BY TYPE (\$B)





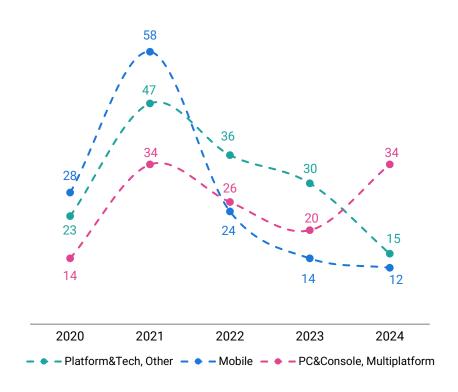


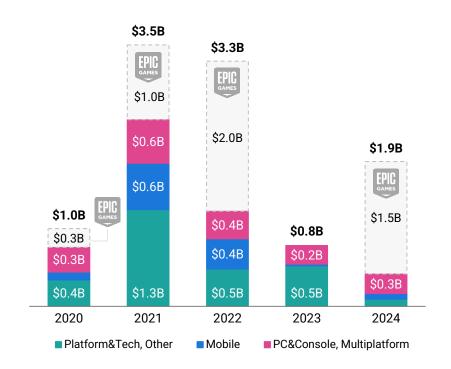


Corporate investors are leaning toward PC & Multiplatform developers, as Mobile performance has been struggling in recent years

NUMBER OF CVC AND VC & CVC-LED DEALS BY SEGMENT

TOTAL RAISED BY SEGMENT (\$B)





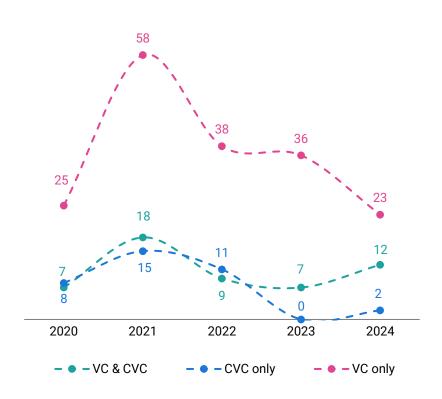


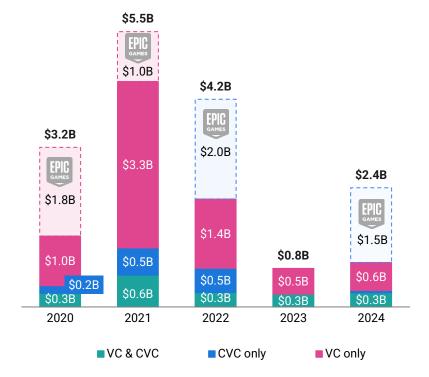


Strategics have been stepping up in backing gaming studios and sharing risks with VCs, while VCs are pulling back from solo content rounds

NUMBER OF >\$5M INVESTMENTS IN GAMING STUDIOS

TOTAL RAISED BY GAMING STUDIOS IN >\$5M ROUNDS (\$B)









Many VC-backed gaming studios have raised follow-on rounds from strategic investors amid a recent lack of VC interest in content

INVESTMENT DEALS WITH VC & CVC INVOLVMENT

