**Post-Investment Operation Review Question List**

for Minority Portfolio Companies

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| **Company Name** |  | **PM** |  |
| **Region**  **(select region in filter)** | EU | **Latest Update**  **(select date in filter)** | August 2, 2021 |

1. **History Download**

* *What was the Investment thesis/purpose of the deal (e.g. strong fit with Tencent, genre leader, defensive investment, etc.)*
* *Does current situation in line with investment thesis? If not, what's the reason?*

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| **Investment Thesis:** |
| **Current Situation:** |

* *Please provide equity structure and cap table of the company (please list the largest 3-5 shareholders)*
* *Is there anyone from core team owns stock or seats on board?*

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| **Equity Structure Chart:** |

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| --- | --- | --- |
| **Cap Table** | **Shareholder** | **Share %** |
| **1** |  |  |
| **2** |  |  |
| **3** |  |  |
| **4** |  |  |
| **5** |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Shareholder or Board director from core team** | | | |
| **Name** | **Title** | **Share %** | **Seat on Board** |
|  |  |  | No |
|  |  |  | No |
|  |  |  | Yes |

* *Did the company ever collaborate on any projects with Tencent? If yes, please provide project detail and outcome*

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| **Product Title** |  | **Cooperation Mode**  **(select mode in filter)** | PF |
| **Participant Tencent dept/team** |  | **Cooperation Period**  **(select date in filter)** | From August 4, 2021  To August 20, 2021 |
| **Cooperation History Detail:** | | | |

* *Did the company ever request help/resources from Tencent? Did we respond? Please provide detail and result*

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| **Post-Investment Enabling Action:** |

1. **Company Overall**

* *What is the current focus of the company？In terms of games? Market? Business model?*
* *What are the objectives of the companies in 3 years?*
* *Is the studio seeking for more collaboration with Tencent? Please provide Conception/Demo/Pitchbook if available.*

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| * 1. **Current Focus:** |
| * 1. **Three-Year Business Plan:** |
| **2.3 Cooperation Plan:** |

* *Is there any significant hire in the last 12 months? Executive? Creative? Core talent?*
* *Is there any risk that core team may leave the company? If yes, is there any alternative plan?*

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| **Name** |  | **Title/Role** |  |
| **Talent Background:** | | | |

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| **Core Team Risk:** |
| **Risk Resolution:** |

1. **Product**

* *What is the performance of the current products (selected main products)? Please provide selective MAU/revenue/Download data (no need for too much detail). For PC/Console games, please do provide the number of copies sold.*

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|  | **Product 1** | **Product 2** | **Product 3** |
| **Performance Highlight** |  |  |  |

* *Any pipeline product in development? What’s current milestone, resources invested (FTE, dev cost, etc.), performance expectation (revenue, user scale, etc.)*

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| **Pipeline Product** | **Product 1** | **Product 2** | **Product 3** |
| **Product Title** |  |  |  |
| **Expected Launch Date**  **(select date in filter)** | August 1, 2021 | 单击或点击此处输入日期。 | 单击或点击此处输入日期。 |
| **Current Milestone** |  |  |  |
| **Current Progress**  **(select progress in filter)** | On Track | Delayed | On Track |
| **Genre** |  |  |  |
| **Platform** |  |  |  |
| **IP** |  |  |  |
| **FTE** |  |  |  |
| **Dev cost** |  |  |  |
| **Performance Expectation** |  |  |  |
| **Remark / Notes** |  |  |  |

* *What products does the studio want to do next?*

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| **Future Product Conception:** |

1. **Financials**

* *Cash runaway, any cash flow risk in near future? How much money needed and by when?*
* *Please provide 2020 & 2021 H1 financial report (no need to send 2020 report again if already sent to HQ). If no financial report, then please provide topline figures*

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| **Cash Flow** | **Cash Balance**  **(by the end of Jun/21)** | $mn | **Cash Burn Rate**  **(monthly)** | $mn |
| **Funding needed** | $mn |  |  |
| **P&L** | **2020 Revenue** | $mn | **2020 EBITDA** | $mn |
| **2021 Q1 Revenue** | $mn | **2021 Q1 EBITDA** | $mn |
| **2021 Q2 Revenue** | $mn | **2021 Q2 EBITDA** | $mn |

1. **Support**

* *What Challenges is the company facing?*

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| **Challenges:** |