

Title: Gamestop lost \$700 million in asset value in 1 year. Where did it go?

Author: bluefirecorp

Created 2022-09-08 14:38:05 UTC

Permalink: /r/GME/comments/x926bk/gamestop_lost_700_million_in_asset_value_in_1/

Url: https://www.reddit.com/r/GME/comments/x926bk/gamestop_lost_700_million_in_asset_value_in_1/

They also reduced liabilities in accounts payable [i.e. salaries] by nearly 50% [which implies mass layoffs/firings].

This isn't a positive sign for a growing company that has a long term future. When the asset value drops from \$3.5 billion to \$2.8 billion, something's up.

I don't hold any position in Gamestock, but this link came across my feed; <https://investor.gamestop.com/news-releases/news-release-details/gamestop-reports-second-quarter-fiscal-year-2022-results>

I'm curious how anyone could look at these numbers and think "this is good".

I think there's a lot of hype regarding one metric, but that metric doesn't really impact the long term stability of the company. At the rate they're burning value, the company will be underwater in less than 5 years, which is pretty sad given the memes generated from this company within the last couple years.

I'm curious how this company will survive long term honestly; they lose money on every digital sale and sneakernet game delivery is slower than over highspeed internet; which many of the games require highspeed internet to install updates anyway.

I just don't see the appeal behind investing in this company, nothing in these numbers say "buy buy buy".

Maybe I'm just looking at the balance sheets and numbers wrong, it's not like I'm an accountant or anything. However, I am familiar enough with GAAP thanks to the standardization across the industry.

Hopefully someone here can explain to me how burning nearly \$1 billion dollars of cash and gaining only \$200 million in assets is a good thing?

Perhaps it'd be worth some effort to convert the report into a household budget to help others make sense of these numbers. For some reason, I feel as though transparency wouldn't be accepted.