

Rating Buy

Company Tencent Alert

Asia China

Technology

Software & Services

Reuters 0700.HK

ADR Ticker

Bloomberg 700 HK Exchange Ticker HKG 0700

ISIN

US88032Q1094

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Company Update

Price at 13 Mar 2015 (HKD)	133.60
Price target - 12mth (HKD)	156.00
52-week range (HKD)	137.00 - 94.51
HANG SENG INDEX	23,823

Alan Hellawell III

Research Analyst (+852) 2203 6240 alan.hellawell@db.com

Vivian Hao

Research Analyst (+852) 2203 6241 vivian.hao@db.com

Stock data	
Market cap (HKDm)	1,214,147
Market cap (USDm)	156,365
Shares outstanding (m)	9,237.2
Major shareholders	Naspers Ltd. (35.45%)
Free float (%)	54
Avg daily value traded (USDm)	332.3
Source: Deutsche Bank	

Key data FYE 12/31 2015E 2013A 2014E Sales (CNYm) 60,437 78,523 95,260 Net Profit 15,501.5 23,970.6 31,286.3 (CNYm) DB EPS (CNY) 1.82 2.59 3.68 PER (x) 29.8 41.6 29.2 Yield (net) (%) 0.2 0.3 Source: Deutsche Bank

40: mobile monetization anticipation

Expecting in-line 4Q

We believe Tencent's core business to continue its strong momentum in 4Q. Deepening Weixin monetization (increasingly driven by mobile ads) should be a major catalyst for FY15. We forecast 4Q revs of RMB20,569m (+21.2% YoY, +3.8% QoQ), in line with consensus. We expect non-GAAP operating income of RMB8,701m (+71.2% YoY, +5.3% QoQ). Non-GAAP net income should come in at RMB6,727m (+51.5% YoY, +4.6% QoQ) vs. consensus of RMB6,493m.

Weixin ads monetization seems well on track

Tencent rolled out its Weixin Moments ad offering in late Jan and has received broadly positive feedback. The co remains highly selective in choosing advertisers, also controlling ad loading rate to avoid harming user experience. We expect the platform to gradually ramp up its ad load rate in 2Q and open ad inventory to more advertisers. We expect Weixin Moments ads revenue to reach RMB1.7b/RMB4.0b in FY15/16E. The co is also testing other mobile ad formats on Weixin, such as coupon-related ads embedded in its location-based "shake" function. We expect ad-centric Weixin monetization to be one of the company's main focuses this year.

Gaming business remains stable

We expect to see a moderate rebound in the mobile games business in 4Q14, with revenue generated from Weixin/Mobile QQ games hitting RMB2.8bn (+8% QoQ). Our channel checks reveal that the company launched 12 mobile games in 4Q (vs. 9 titles in 3Q). Some key titles such as "I am MT2" and "San Guo Zhi Ren" have ranked among the top apps on iOS in terms of gross revs since their launch, according to App Annie. On the PC game side, we expect the segment to present mild sequential growth in 4Q14 (+1.4% QoQ), mainly supported by the continued strong performance of the key titles such as "League of Legends".

Forecast unchanged; Maintain TP and Buy

We maintain Buy on Tencent. Our TP of HK\$156 is based on SoTP. Key risks: Poor Weixin monetization, user traffic deceleration and competition from other internet names.

Deutsche Bank AG/Hong Kong

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