



MARVELOUS!

Fiscal Year ended March 31, 2026

Results Briefing Materials

Marvelous Inc.

May 15, 2026

Stock Code: 7844 (Prime Market)

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Results Summary**
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Fiscal Year Ended March 2026, Results Summary



Financial Summary for the Fiscal Year Ended March 2026



- Achieved higher sales and profits in FY3/2026, and exceeded initial forecasts
- Achieved record-high sales driven by the release of 3 new core console titles and strong performance in the Amusement business
- Offset the impact of valuation and impairment losses on certain underperforming titles through strong projects/businesses and cost controls
- Ordinary profit and net income grew at a higher rate than operating profit, primarily due to foreign exchange gains and other factors

	FY ended March 2025 (April 2024–March 2025)		FY ended March 2026 (April 2025–March 2026)		YoY change	
	Actual	Profit ratio	Actual	Profit ratio	Amount	%
(Unit : million yen)						
Net sales	27,963	-	37,982	-	10,019	135.8%
Cost of sales	15,032	-	24,482	-	9,450	162.9%
SG&A expenses	11,113	-	11,251	-	138	101.2%
Operating profit	1,817	6.5%	2,248	5.9%	431	123.7%
Ordinary profit	1,800	6.4%	2,856	7.5%	1,056	158.7%
Profit attributable to owners of parent	818	2.9%	1,994	5.3%	1,175	243.6%

Segment Results



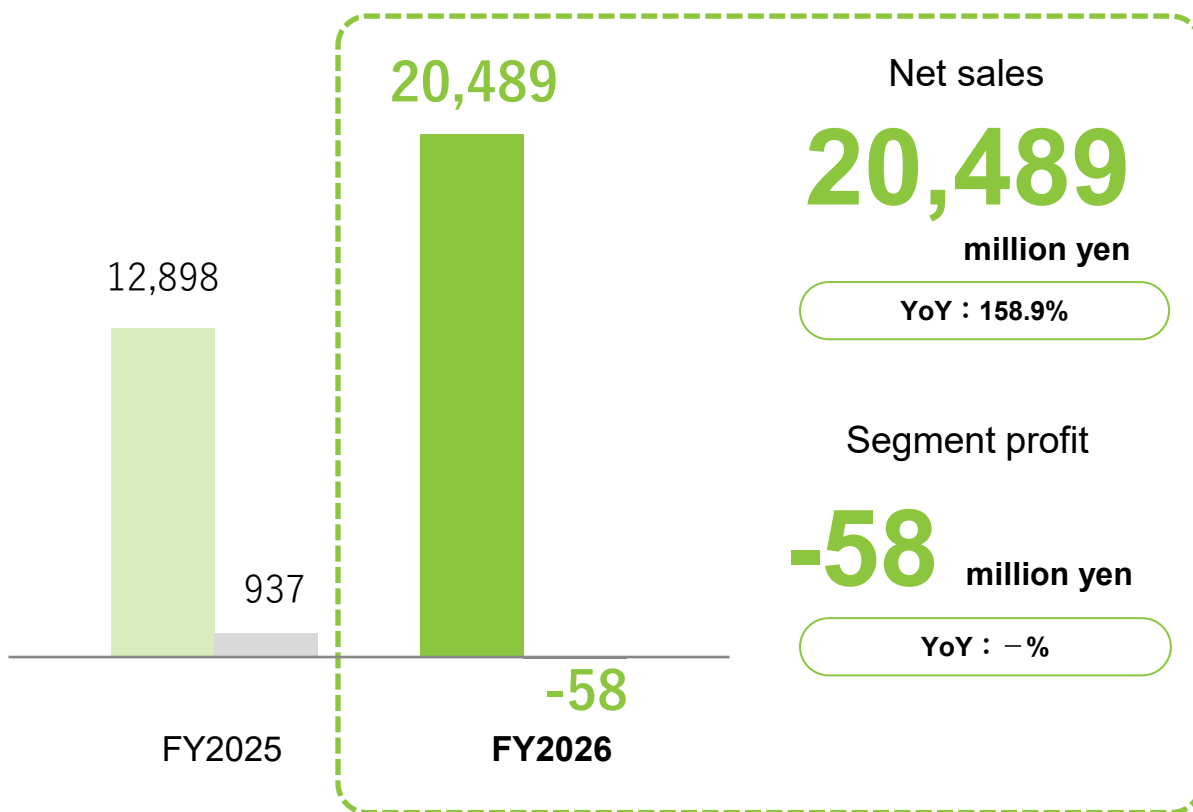
Operating Results by Segment



(Unit : million yen)		FY2025	FY2026	YoY change	
		(April 2024–March 2025)	(April 2025–March 2026)	amount	%
Net sales	Digital Content Business	12,898	20,489	7,590	158.9%
	Amusement Business	10,446	12,711	2,264	121.7%
	Audio & Visual Business	4,618	4,781	163	103.5%
	Total	27,963	37,982	10,019	135.8%
Segment profit	Digital Content Business	937	-58	-996	-%
	Amusement Business	2,685	3,168	482	118.0%
	Audio & Visual Business	-49	910	960	-%
	Total	3,574	4,020	446	112.5%
Company-level costs, etc.		-1,756	-1,771	-15	100.9%
Operating profit total		1,817	2,248	431	123.7%

- *Rune Factory: Guardians of Azuma* and *STORY OF SEASONS: Grand Bazaar* performed strongly
- Existing online game titles remained solid with improved profitability
- Indie title *Japanese Rural Life* published by subsidiary G-MODE became a hit
- Conversely, *DAEMON X MACHINA TITANIC SCION* and *Browser Sangokushi Ten* fell short of expectations; recorded a segment loss due to a one-time write-off of game assets for *Browser Sangokushi Ten*

■ Net sales ■ Segment profit (Unit: million yen)



Rune Factory: Guardians of Azuma
(Nintendo Switch™ 2/Nintendo Switch™/Steam®/PlayStation®5/Xbox Series X|S)

[Nintendo Switch™ 2/Nintendo Switch™/Steam®]
Released in June 2025
[PlayStation®5/Xbox Series X|S ®]
Released in February 2026

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STORY OF SEASONS: Grand Bazaar
(Nintendo Switch™ 2/Nintendo Switch™/Steam®/PlayStation®5/Xbox Series X|S)

[Nintendo Switch™ 2/Nintendo Switch™/Steam®]
Released in August 2025
[PlayStation®5/Xbox Series X|S ®]
Scheduled for release in May 2026

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DAEMON X MACHINA TITANIC SCION
(Nintendo Switch™ 2/PlayStation®5/Xbox Series X|S /Steam®)

Released in September 2025

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Browser Sangokushi Ten
(Smartphone/PC)

Released on October 22, 2025

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Japanese Rural Life Adventure
(Nintendo Switch™ /Steam®)

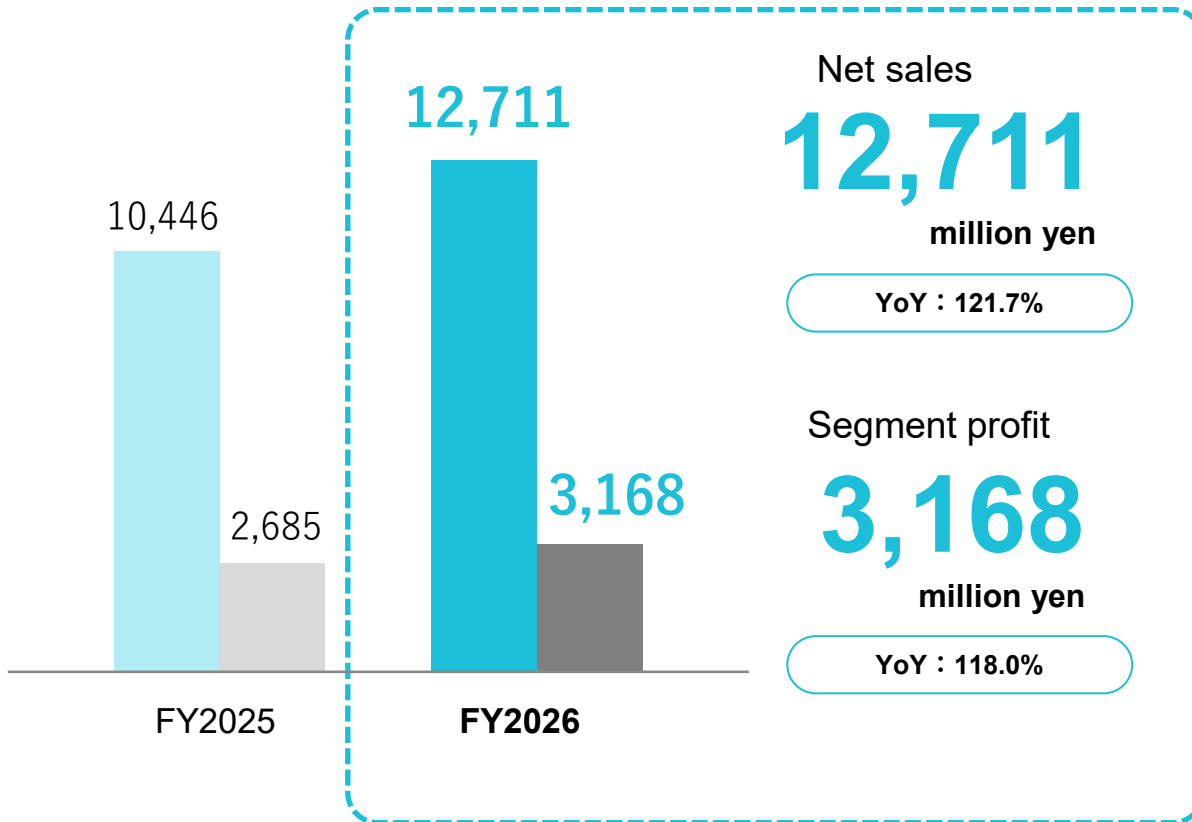
Released on March 4, 2026

©GAME START LLC ©G-MODE Corporation

*The overseas release dates are shown in local time.

- Pokémon kids' amusement machines continued to perform strongly domestically and overseas, hitting record-high sales and profits
- The latest domestic Pokémon amusement machine surpassed 200 million total plays at a faster pace than its predecessor
- *Pokémon MEZASTAR* steadily expanded following a highly successful rapid overseas rollout
- Despite underperformance in North America, overseas sales and profits exceeded domestic results

■ Net sales ■ Segment profit (Unit: million yen)



The latest Pokémon amusement machine (Kids' amusement machine)



Started operations in July 2024



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Developed by T-ARTS and MARV
ポケットモンスター・ポケモン・Pokémonは任天堂・クリーチャーズ・ゲームフリークの登録商標です。

Pokémon MEZASTAR (Overseas) (Kids' amusement machine)

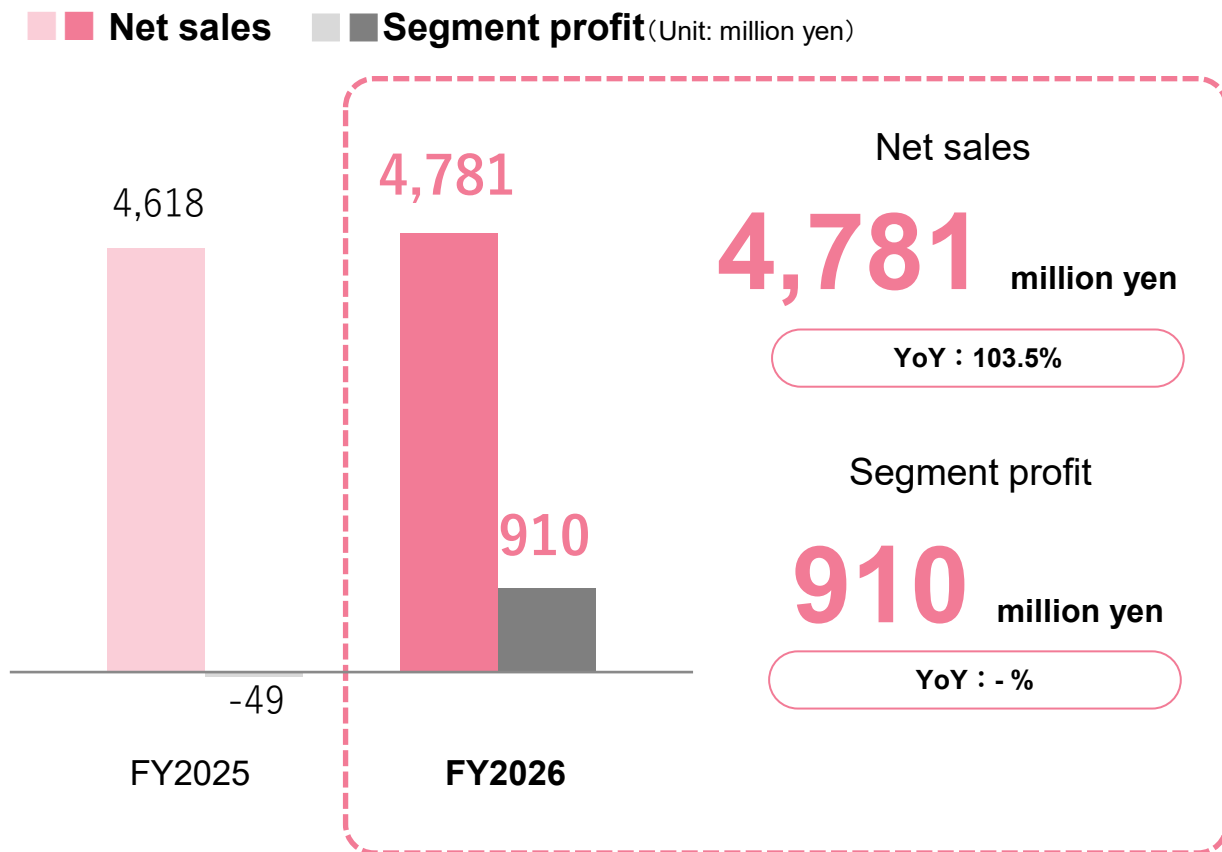


Overseas operations since April 2025



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- The restructuring of unprofitable businesses in the previous fiscal year contributed to improved profitability
- Driven by hit stage productions and strong licensing and secondary usage revenue from past anime titles
- Profits recovered to the highest level since the COVID-19 pandemic



Star Detective Precure!

Started
broadcasting in
February
2026



©ABC-A / Toei Animation

You and Idol Precure♪ Thanks Festival

Held in
February
2026



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TOUKENRANBU THE STAGE Guden Mujun Genjimonogatari Revival

Performed
in February
- March
2026



©NITRO PLUS・EXNOA LLC/舞台『刀剣乱舞』製作委員会

舞台『魔道祖師』遡河編

Performed
in March -
April 2026
(To be recorded
in the next FY)



©舞台『魔道祖師』製作委員会
改編自晋江文学城簽約作者墨香銅臭同名小說

Full-Year Forecast for the Fiscal Year Ending March 2027



Full-Year Forecast for the Fiscal Year Ending March 2027

- Forecast calls for a decrease in revenue and an increase in profit for FY3/2027
- Despite lower projected sales due to fewer new core title releases, aiming for increased operating profit by improving profitability in the Digital Content business
- Planning a dividend of 15 yen per share (a 3-yen YoY increase)

	FY2026	FY2027	YoY change
	Actual	Forecast	%
(Unit: million yen)			
Net sales	37,982	30,000	79.0%
Operating profit	2,248	3,000	133.4%
Ordinary profit	2,856	3,000	105.0%
Profit attributable to owners of parent	1,994	2,000	100.3%
Dividends (yen)	12	15	+ 3

- Scheduled to release 3 core titles (1 online, 2 console) in FY3/2027
- For online game, a new mobile game in the *Senran Kagura* series, *PROJECT N* (Tentative), is scheduled for release in 2026
- Two new core console titles scheduled for release this fiscal year

PROJECT N (Tentative) (Smartphone/PC)



Scheduled for release in 2026

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New Console Title A

Coming Soon

New Console Title B

Coming Soon

- A robust lineup of titles published by domestic and overseas subsidiaries is also planned

Publishing Titles by Marvelous USA, Inc. / Marvelous Europe Limited

Ys Memoire: Revelations in Celceta
(Nintendo Switch™)



Released on April 28, 2026

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Corpse Party II: Darkness Distortion
(Nintendo Switch™ / PlayStation®4/
PlayStation®5/Steam®)



Scheduled for release in 2026

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Moonlight Peaks
(Nintendo Switch™ /Nintendo Switch™ 2 /
Steam® / Google Play Games)



Scheduled for release on July 7, 2026

© Little Chicken Game Company.
Licensed to and published by XSEED Games and Marvelous Europe Ltd.

The Big Catch
(Steam®)

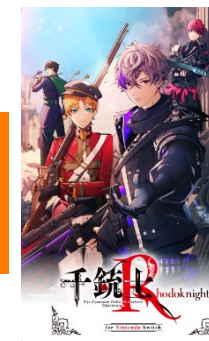


Release date TBA

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Publishing Titles by G-MODE Corporation

The Thousand Musketeers: Rhodoknight for Nintendo Switch
(Nintendo Switch™)



Scheduled for release on June 25, 2026

©Marvelous Inc. ©G-MODE Corporation

The Streamer's Alt Account Labyrinth
(Nintendo Switch™ / Steam®)



Scheduled for release in 2026

© Re.AER LLC./Acacia © G-MODE Corporation

New Console Title

Coming Soon

* Release dates are shown in local time.

- For Pokémon kids' amusement machines, focusing on acquiring new users and stimulating the market through the continuous release of new sets, overseas market expansion, and proactive promotions
- Launching a large-scale campaign for the latest domestic Pokémon amusement machine starting in April
- Overseas, *Pokémon MEZASTAR* started operation in South Korea in April, with plans to further expand to Vietnam and other regions
- Scheduled to launch the latest model in the *TRY* series of prize machines this winter

The latest Pokémon amusement machine (Kids' amusement machine)



Started operations in July 2024

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Developed by T-ARTS and MARV
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Pokémon MEZASTAR (Overseas) (Kids' amusement machine)



Overseas operations since April 2025

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TRYWALL™ (Prize machine)



Scheduled to start operation this winter

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- Numerous anime and stage productions planned again this fiscal year

Precure Singers Premium LIVE HOUSE Circuit ! 2026

Scheduled for July - August 2026

© ABC-A / Toei Animation

Star Detective Precure the Movie

Scheduled for September 2026

©2026 Star Detective Precure the Movie Production Committee

The Prince of Tennis II U-17 WORLD CUP: Final Member Selection Match

Scheduled for broadcast in Fall 2026

©2009 TAKESHI KONOMI/SHUEISHA
©2012 NAS, THE PRINCE OF TENNIS II PROJECT

Iron Wok Jan!

Scheduled for broadcast in 2026

©Shinji Saijo/KADOKAWA/Iron Wok Jan! Project

MUSICAL 『MORIARTY THE PATRIOT』 A STUDY IN SCARLET REPRISE

Scheduled for June - July 2026

©Hikaru Miyoshi/SHUEISHA ©MUSICAL 『MORIARTY THE PATRIOT』 PROJECT

Butai Ryugotoku

Scheduled for August 2026

©SEGA/Butai Ryugotoku Project

MUSICAL KERORO

Scheduled for September 2026

©Mine Yoshizaki/KADOKAWA, B, TV TOKYO, NAS, BV

Musical HAKUOKI SHINKAI REIMEIROKU

Scheduled for October 2026

© IDEA FACTORY · DESIGN FACTORY / Musical "Hakuoki" Project

Supplementary Material



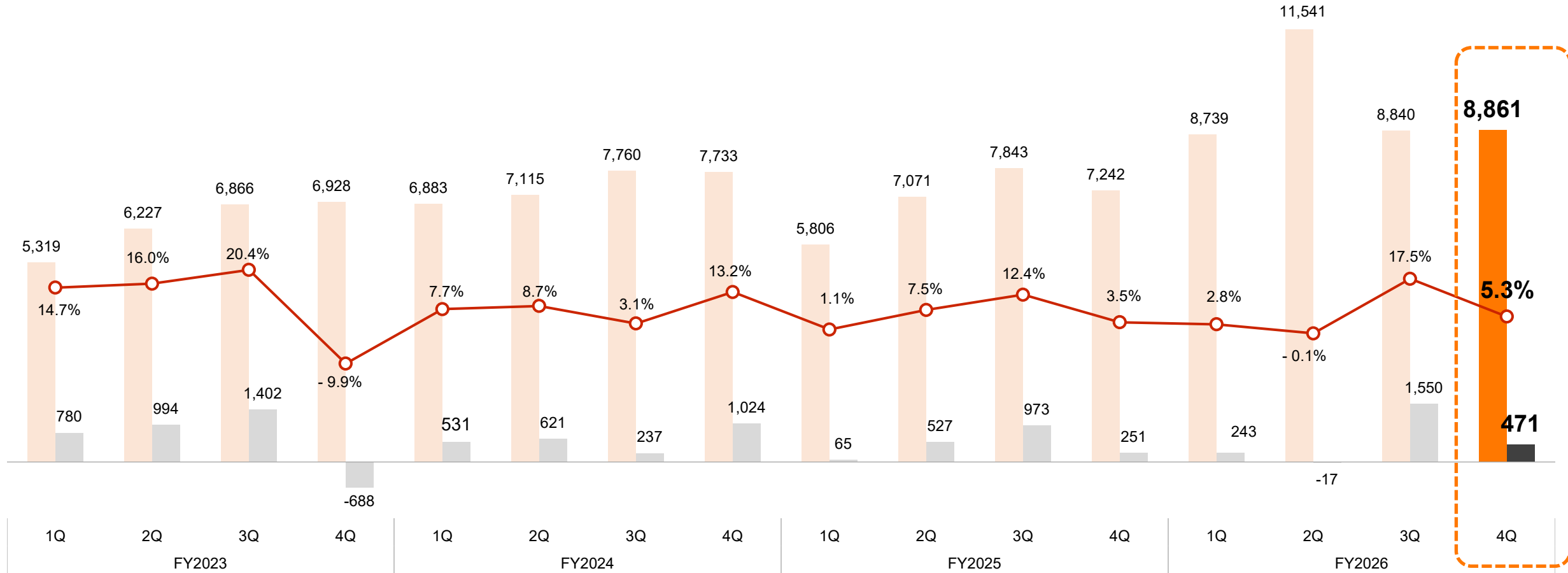
Statement of income



	FY2025 (April 2024–March 2025)		FY2026 (April 2025–March 2026)		YoY change	
	Actual	Profit ratio	Actual	Profit ratio	Amount	%
(Unit : million yen)						
Net sales	27,963	-	37,982	-	10,019	135.8%
Cost of sales	15,032	-	24,482	-	9,450	162.9%
SG&A expenses	11,113	-	11,251	-	138	101.2%
of which: R&D expenses	1,696	-	1,347	-	-348	79.4%
of which: advertising expenses	1,667	-	2,510	-	842	150.5%
Operating profit	1,817	6.5%	2,248	5.9%	431	123.7%
Non-operating income (expenses)	-17	-	607	-	624	-%
Ordinary profit	1,800	6.4%	2,856	7.5%	1,056	158.7%
Extraordinary items	-151	-	-298	-	-146	196.6%
Income taxes	827	-	576	-	-251	69.6%
Profit attributable to owners of parent	818	2.9%	1,994	5.3%	1,175	243.6%

Changes in Quarterly Financial Results

■ Net sales (million yen)
 ■ Operating profit (million yen)
 ○ Operating profit ratio (%)



Changes of Sales and Profit by Business Segment

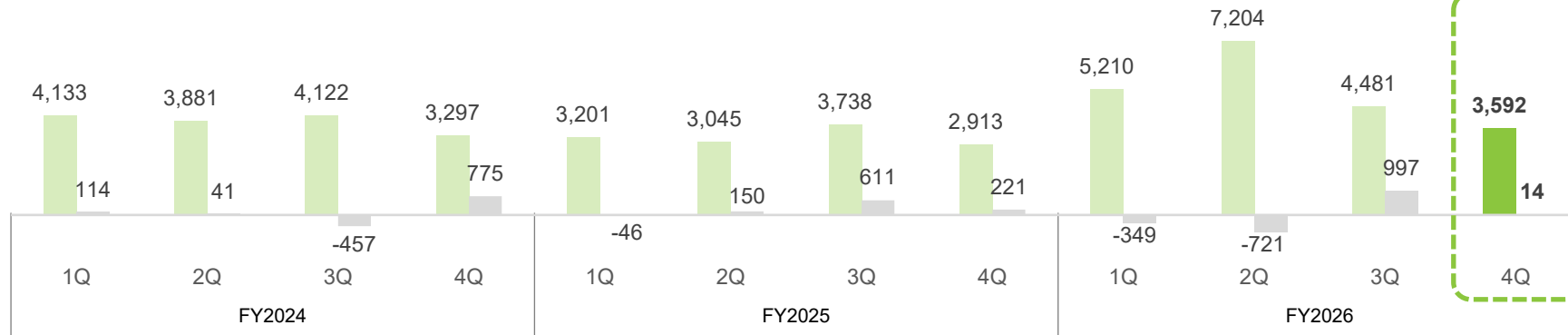


Digital Content Business

Net sales

Segment profit

(Unit: million yen)

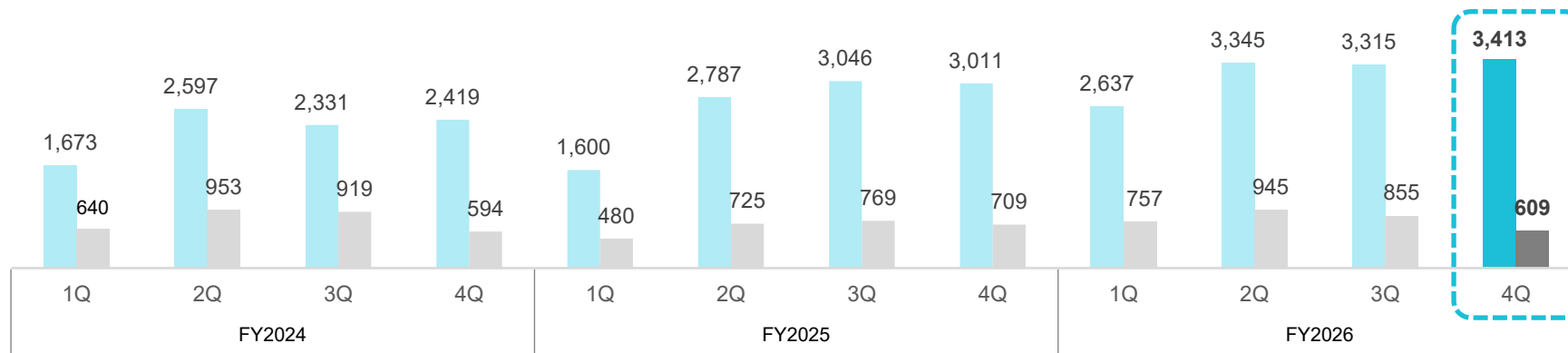


Amusement Business

Net sales

Segment profit

(Unit: million yen)

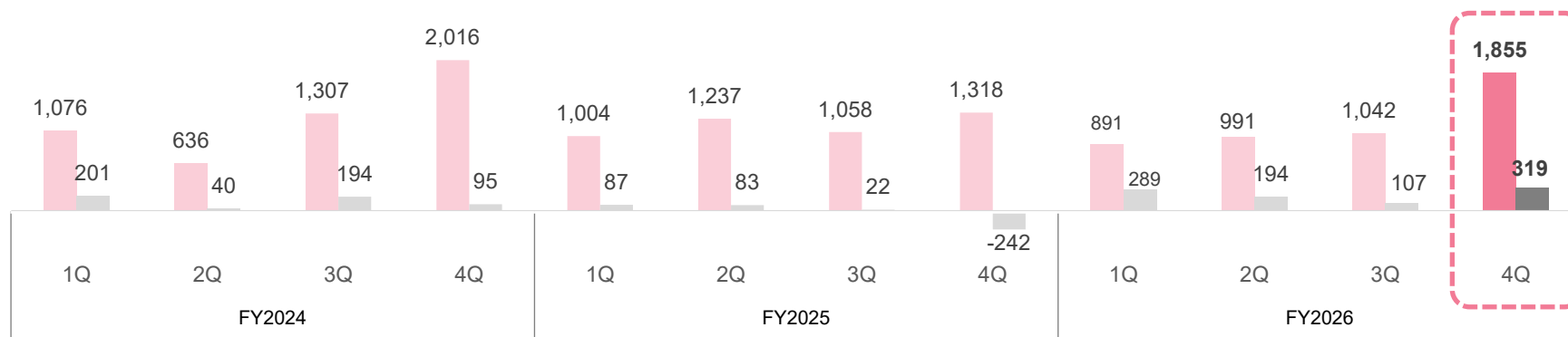


Audio & Visual Business

Net sales

Segment profit

(Unit: million yen)



Sales Changes by Business

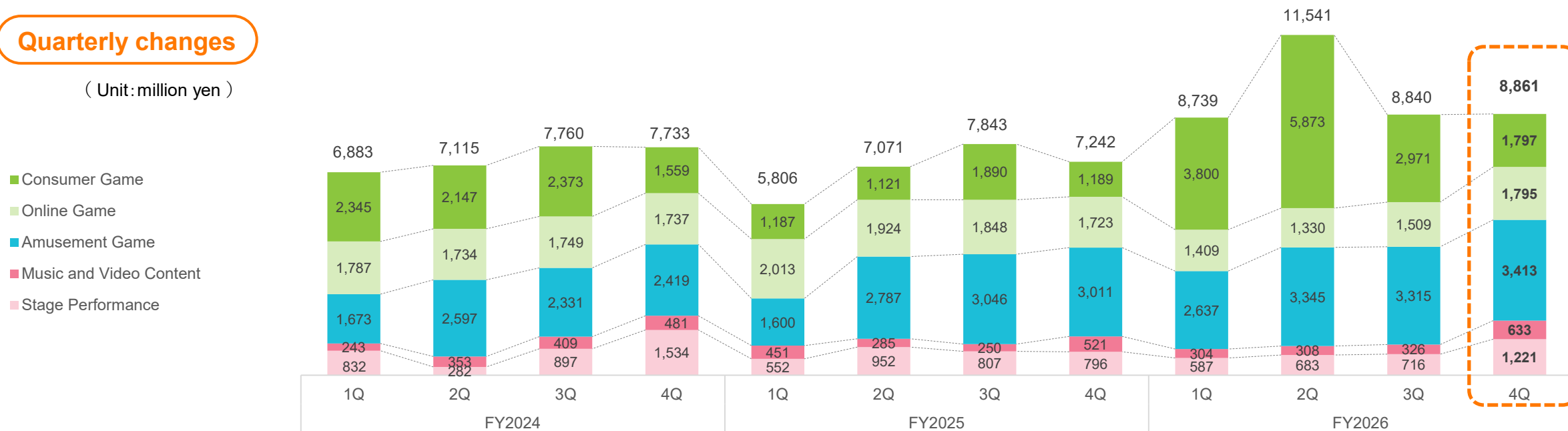
Sales by Business

(Unit: million yen)

Reportable segment	Business category	FY2026 (April 2025 – March 2026)
Digital Content Business	Consumer Game-related	14,444
	Online Game-related	6,045
Amusement Business	Amusement Game-related	12,711
Audio & Visual Business	Music and Video Content-related	1,572
	Stage Performance-related	3,209
Total net sales		37,982

Quarterly changes

(Unit: million yen)



Balance Sheet

(Unit : million yen)	End of March 2025	End of March 2026	Change in amount
Current assets	22,636	26,075	3,439
Non-current assets	10,266	9,434	-831
Total assets	32,903	35,510	2,607
Current liabilities	6,551	7,572	1,021
Non-current liabilities	165	163	-1
Total liabilities	6,716	7,735	1,019
Total net assets	26,187	27,775	1,587

Statement of Cash Flows

(Unit: million yen)	FY2025	FY2026	Change in amount
Cash flows from operating activities	-101	11,344	11,445
Cash flows from investing activities	-2,540	-1,617	922
Cash flows from financing activities	-2,007	-608	1,399
Cash and cash equivalents at end of period	7,880	17,488	9,608

Inquiries

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This document contains forward-looking statements that are based on information currently available to the Company and that may change as a result of numerous factors including the macroeconomic environment and industry trends relevant to the Company. Therefore, these forward-looking statements are made subject to certain risks and uncertainties that could cause results, including actual business performance, to differ materially from those presented.

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