

MARVELOUS!

MARVELOUS!

President
Shuichi Motoda



For games, video, music and stage. Excitement has no borders.

After food, clothing and shelter comes fun. To have fun is to live.
The more we keep our hearts entertained, the more fulfilling our lives will be.

Marvelous Inc. is an all-round entertainment company that produces fun.
We create interesting and original intellectual property (IP) for games, video, music and stage.
Leveraging our strength in “multi-content, multi-use and multi-device,” we transcend changes in the times to consistently create fresh entertainment.
We strive to deliver wonder and excitement never seen before to the people of the world.

Before you know it, we will be one of Japan’s leading content providers.
And we will be an entertainment company that offers a multitude of challenges and thrills and leaves people wondering, “What’s coming next from this company?”

Personally, I’m really looking forward to what lies ahead at Marvelous.



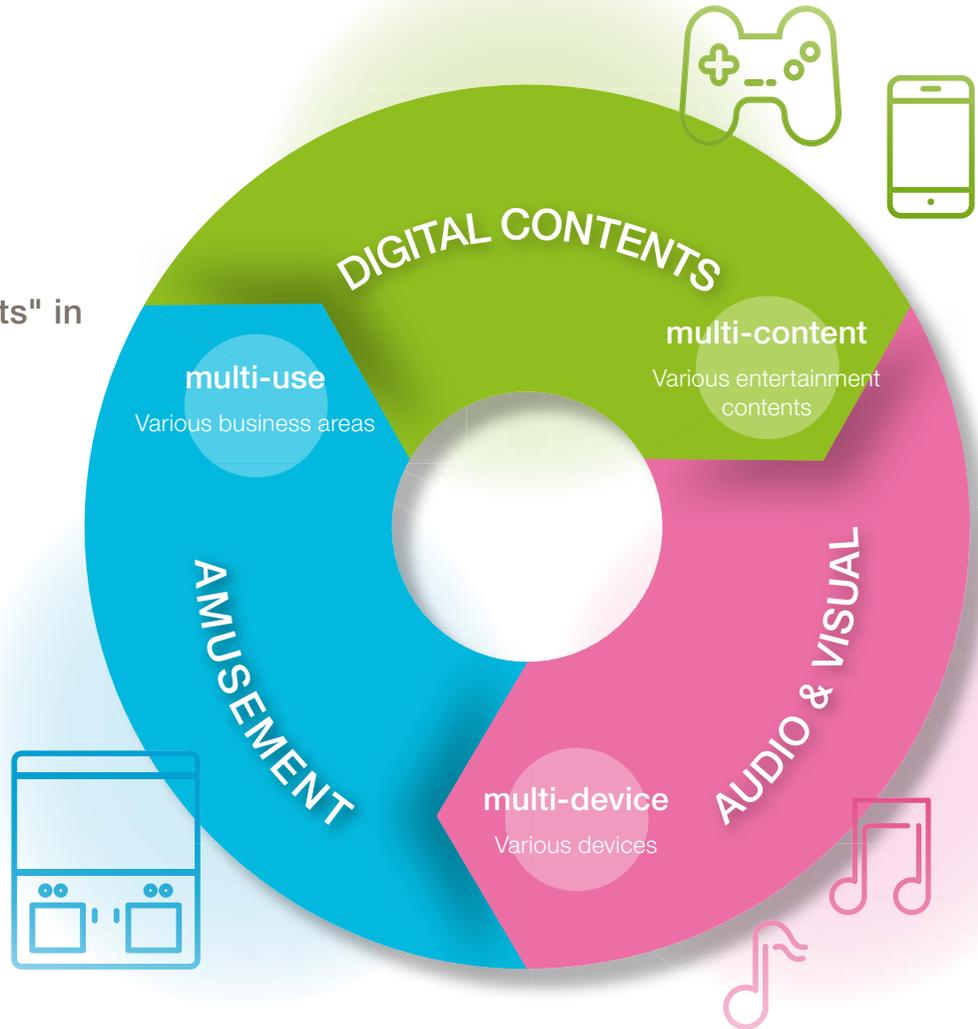
President
Shuichi Motoda

Comprehensive entertainment company

that produce "Various entertainment contents" in "Various business areas" for "Various devices"

| Managing policy

Creating new entertainment to provide "Wonder" and "Excitement" to the world





DIGITAL CONTENTS

Developing games using original IPs and other leading IPs for a variety of platforms.

| Game Software

We are engaged in the planning, development, production, marketing, and commission-based development of game software for home-use game machines. The continuous expansion of serialized products is part of our work as much as the creation of new proprietary IP suitable for media mixing and merchandising. Other activities include content production in tune with market requirements, for example, promotion of the network business. Moreover, we maintain development frameworks capable of accommodating also new kinds of hardware that may emerge in the future. The commission-based development business, which covers the entire width of game development operations, has accumulated an ample track record and enjoys a sterling reputation.

| Online Game

We are engaged in the planning, development, and operation of online games for App Store, Google Play, and SNS platforms. In order to provide the rapidly evolving online game market quickly and consistently with buzz-worthy content, we are engaged in proactive development efforts through alliances with other IPs in addition to our own.

By promoting multi-use of original IP produced by Marvelous and multi-device compatibility of products for PC, mobile, smartphone, tablet and other devices, we work to diversify revenue streams.

| Game Software



BOKUJO MONOGATARI series
BOKUJO MONOGATARI
OLIVE TOWN TO KIBO NO DAICHI
©2021 Marvelous Inc.



Rune Factory series
Rune Factory 5
©2021 Marvelous Inc.



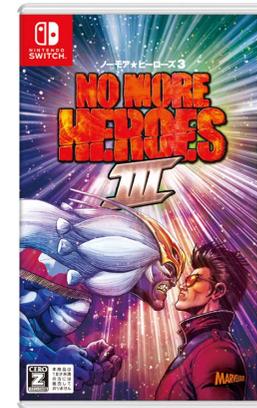
TENSHI NO SAKUNAHIME
©2020 Edelweiss. Licensed to and published by XSEED Games / Marvelous USA, Inc. and Marvelous, Inc.



LOOP8
©2022 Marvelous Inc.



DAEMON X MACHINA
©2019 Marvelous Inc.



No More Heroes series
No More Heroes 3
©Marvelous Inc. / Grasshopper Manufacture Inc.

Online Game



The Thousand Musketeers: Rhodoknight
(Smartphone App)

©Marvelous Inc.



**SHINOVI MASTER
-SEN-RAN KAGURA NEW LINK-**
(Smartphone App)

©Marvelous Inc.
©HONEY PARADE GAMES Inc.



**Logres of Swords and Sorcery:
Goddess of Ancient**(Smartphone App)

©Marvelous Inc. Aiming Inc



Ikki-Tousen Extra Burst (Smartphone App)

©2019 YUJI SHIOZAKI・SHONENGAHOSHA/IKKITOUSEN WW PARTNERS
©2020 Marvelous Inc.



Browser Sangokushi(PC Browser)

©Marvelous Inc.



High School D×D
(Mobile Browser)

©chiei Ishibumi・Miyama-ZERO/KADOKAWA/
HighSchoolDD HERO PARTNERS
©Marvelous Inc.



AMUSEMENT

Collaborations with influential IPs and planning and development of arcade game machines.

We plan, develop, sell and operate arcade machines. In addition to collaborating alliances with influential IPs, we also plan and develop original arcade machines. We have a long-term business model taking each customer' s needs into account when developing new products.

Amusement



Pokémon MEZASTAR

©2022 Pokémon. ©1995-2022 Nintendo/Creatures Inc./
GAME FREAK inc.
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。



TRYPOD

©Marvelous Inc.
* Patented



WACCA Reverse

©Marvelous Inc. / Supported by HARDCORE TANO*
* Patented



TRYDECK

©Marvelous Inc.



AUDIO & VISUAL

Developing a wide range of diverse content for music, video and live entertainment markets

| Audio & Visual

We continue to discover highly buzz-worthy content and are engaged in the creation and production of animation products, and the creation and commercialization of music and video content. We have also been focusing on the music and video content distribution business as well as the business operations surrounding secondary usage of content such as the sale of overseas programs.

| Live Entertainment

We are engaged in the planning, producing, and promoting of stage productions and musicals based on manga comics, animation, and games (2.5 dimension musical production). Our operations include the creating and developing of popular long-sellers, and proactively promoting adaptations from stage productions to other media, such as the commercialization of music and video, distribution, the production of original merchandise, and the showing of live performances.

Audio & Visual



Delicious Party♡Pretty Cure

©Toei Animation. All Rights Reserved



Aoashi

©2022 Yugo KOBAYASHI, Shogakukan / Aoashi Project



The Vampire dies in no time

© Itaru Bonnoki (AKITASHOTEN) / The Vampire dies in no time



My Teen Romantic Comedy SNAFU Climax

©WATARU WATARI, SHOGAKUKAN / OREGAIRU3 PRODUCTION COMMITTEE



Fabulous Night

©Marvelous / Rejet



The Thousand Musketeers: Rhodoknight

©Marvelous Inc.



Yu-Gi-Oh! GO RUSH!!

©STUDIO DICE / SHUEISHA, TV TOKYO, KONAMI

| Live Entertainment



MUSICAL THE PRINCE OF TENNIS II
The Second Stage

© 2009 TAKESHI KONOMI / 2022 MUSICAL THE PRINCE OF TENNIS II PROJECT



TOUKENRANBU THE STAGE
Kiden Ikusayunoadabana

© Touken Ranbu the Stage Production Committee
© 2015 EXNOA LLC/Nitroplus



Musical HAKUOKI SHINKAI
Side Saito Hajime

© IDEA FACTORY · DESIGN FACTORY / Musical HAKUOKI Project



Stage[Yowamushi Pedal]
The Cadence!

© WATARU WATANABE (Akitashoten) 2008 / Yowamushi Pedal Stage Project



“World Trigger the Stage”
-The Invasion-

© Daisuke Ashihara/SHUEISHA, © “World Trigger the Stage” project



Musical “Ouran High School Host Club”

© Bisco Hatori,hakusensha / Musical “Ouran High School Host Club” Project

OTHER BUSINESSES

| iGi indie Game incubator (iGi *iggy*)



Organized by Marvelous, Inc.
Partnered with GameBCN

iGi indie game incubator (iGi iggy) is Japan's first online incubation program launched in February 2021 with the goal to offer support and guidance to local indie game developers in Japan.

iGi is based on another incubation program, GameBCN, which has been successfully fostering excellent indie game development teams since 2015. Mentors in iGi include renowned Japanese indie game developers, ie. "Edelweiss" the developer of "Sakura: Of Rice and Ruin", and experts in various fields.

The incubatees receive training in game production planning, management, marketing planning, media relations, multilingual support, legal matters and pitch training.

- Organizer: Marvelous Inc.
- Partnered with: GameBCN (Barcelona, Spain)

| e-Sports Business

We are expanding into the ever-growing e-sports industry together with groovesync, Inc.¹ Founded in 2002, groovesync, Inc. has over 15 years of experience under their belt managing e-sports events and facilities.

In more recent years groovesync, Inc. has also expanded into online events due to the growing demand.

¹: Marvelous acquired 60 % of groovesync, Inc. in October 2021.

groovesync™

Event management, Internet distribution business, and facility operation



Red Bull Kumite Japan 2019



Red Bull 5G 2021

© Suguru Saito / Red Bull Content Pool
© Jason Haiayko / Red Bull Content Pool



COMPANY PROFILE

Company Profile

Company Name	Marvelous Inc.	Directors & Auditors * as of June 22, 2021	President	Shuichi Motoda
Securities Identification Code	7844 (First Section, Tokyo Stock Exchange)		Director	Toshinori Aoki
Date of Incorporation	June 25, 1997		Director and CFO	Seiichiro Kato
Capital	¥3,611 million		Director (External)	Shunichi Nakamura
Business Activities	Production and sale of console software Production and sale of online game Production and sale of amusement arcade cabinet Production and sale of music & video Promotion of stage production		Director (External)	Makoto Arima
Head Office	Shinagawa Seaside East Tower, 4-12-8 Higashi-Shinagawa, Shinagawa-ku, Tokyo, Japan		Director (External)	Shinji Hatano
Fiscal Year-end	March 31	Group Companies	Director (External)	Shin Joon Oh
Number of Employees	605 * as of September 30, 2021		Director (External)	Yoshiro Taneda
			Standing Statutory Auditor	Ken Sato
			Corporate Auditor (External)	Hisashi Miyazaki
			Corporate Auditor (External)	Masaaki Suzuki
			Corporate Auditor (External)	Takanobu Yamaguchi
			Marvelous USA, Inc.	
			Marvelous Europe Limited	
			G-MODE Corporation	
			HONEY PARADE GAMES Inc.	
			groovesync, inc.	

History

Marvelous Inc.

2021.10	Made groovesync, inc. a subsidiary.
2021.8	Sold all shares of Delfisound Inc.
2017.5	Established HONEY PARADE GAMES Inc.
2017.4	Absorbed LINKTHINK Inc.
2015.6	Sold all shares of Entersphere Inc.
2015.4	Made G-MODE Corporation a subsidiary. Absorbed Artland Inc.
2014.7	Changed the company name to "Marvelous Inc."
2013.1	Made Entersphere Inc. a subsidiary.
2012.11	Listed shares on the First Section of the Tokyo Stock Exchange.
2012.4	Established MAQL Europe Limited (presently: Marvelous Europe Limited) in UK.
2011.10	Established the three-company integration of Marvelous Entertainment Inc., AQ Interactive Inc., and Liveware Inc., and changed the company name to "MarvelousAQL Inc."

Marvelous Entertainment Inc.

2011.6	Sold all shares of Marvelous Entertainment USA, Inc.
2010.12	Spun off a division from Artland Inc., a consolidated subsidiary, and sold all shares of the newly established company through management buy-out.
2010.1	Sold all shares of Delfisound Inc. and Rising Star Games Limited.
2008.4	Absorbed Runtime Inc.
2007.6	Absorbed Marvelous Interactive Inc.
2007.4	Absorbed Marvelous Music Publishing Inc.
2006.4	Invested in Artland Inc. and Runtime Inc. to make them 100% subsidiaries.
2005.5	Acquired 100% of shares of AC Interactive Inc. in USA, and changed the company name to "Marvelous Entertainment USA, Inc."
2005.4	Established Marvelous Studio Inc. (presently: Delfisound Inc.).
2005.3	Listed shares on the Second Section of the Tokyo Stock Exchange.
2004.12	Established Rising Star Games Limited in UK.
2004.6	Established Marvelous Liveware Inc.
2003.9	Made Marvelous Interactive Inc. a 100% subsidiary.
2003.3	Acquired 100% of shares of Victor Interactive Software Inc., and changed the company name to "Marvelous Interactive Inc."
2002.11	Listed shares on JASDAQ.
2001.12	Started selling works created in-house.
2001.7	Established Marvelous Music Publishing Inc.
1999.11	Started sales of consumer game software.
1999.8	Started game software business by releasing game software for business use.
1998.10	Started sales of TV animation video products.
1998.2	Started music-video business.
1997.10	Started music business by releasing game music CD products.
1997.6	Company established as Marvelous Entertainment Inc.

AQ Interactive Inc.

2011.8	Absorbed Cavia Inc., ARTOON and feelplus Inc.
2011.1	Sold 85% of shares of MICROCABIN CORP. to exclude it from consolidation.
2009.11	Acquired all shares of LINK THINK Inc. to make it a 100% subsidiary.
2009.4	Launched network content business. Acquired 66.8% of shares of LINK THINK Inc. to make it a consolidated subsidiary.
2008.5	Acquired all shares of MICROCABIN CORP. to make it a consolidated subsidiary.
2008.3	Listed shares on the Second Section of the Tokyo Stock Exchange.
2007.7	Launched amusement business company.
2007.6	Acquired XSEED JKS, Inc. (presently: Marvelous USA, Inc.) through stock acquisition to make it a consolidated subsidiary.
2007.2	Listed shares on JASDAQ.
2005.10	Changed the company name to AQ Interactive Inc., and spun-off development division to establish Cavia Inc.
2005.6	Made ARTOON 100% subsidiary through share exchange.
2005.3	Made Scarab Studio Inc. a 100% subsidiary and changed the company name to feelplus Inc.
2004.5	Made ARTOON a consolidated subsidiary.
2002.9	Made Scarab Studio Inc. a subsidiary by subscribing to its third-party allotment of shares.
2000.3	Established as Cavia Inc.

Liveware Inc.

2011.3	Made Delfisound Inc. a subsidiary.
2010.8	Sold all shares of RiseSystem Inc.
2008.7	Made RiseSystem Inc. a subsidiary.
2005.6	Changed the company name to "Liveware Inc."
2004.7	Started content distribution on official site for mobile phones.
2004.6	Established as Marvelous Liveware Inc.

www.marv.jp