

MARVELOUS!



MARVELOUS!

President
Suminobu Sato

Delivering our “fun things” to the world

Today, as a company engaged in the entertainment business, we live on the experience of the many “fun things” our forerunners have created and provided to us.

The joy of enjoying these fun things has great power in making our lives more fulfilling and providing some of life’s pleasures.

The mission and social contribution of Marvelous Inc. are to deliver quality content to people around the world by continuing our exploration of these fun things and focusing on manufacturing.

We also believe that the company’s continued growth and development of human resources will contribute to creating the future of the entertainment industry.

In June 2022, Marvelous Inc. marked the 25th anniversary of its founding. Aiming for even greater heights, we will work toward becoming an entertainment company in which everyone places confidence with high expectations that “because it’s Marvelous, it will be fun!”

A handwritten signature in black ink, appearing to read 'Sato', with a stylized flourish at the end.

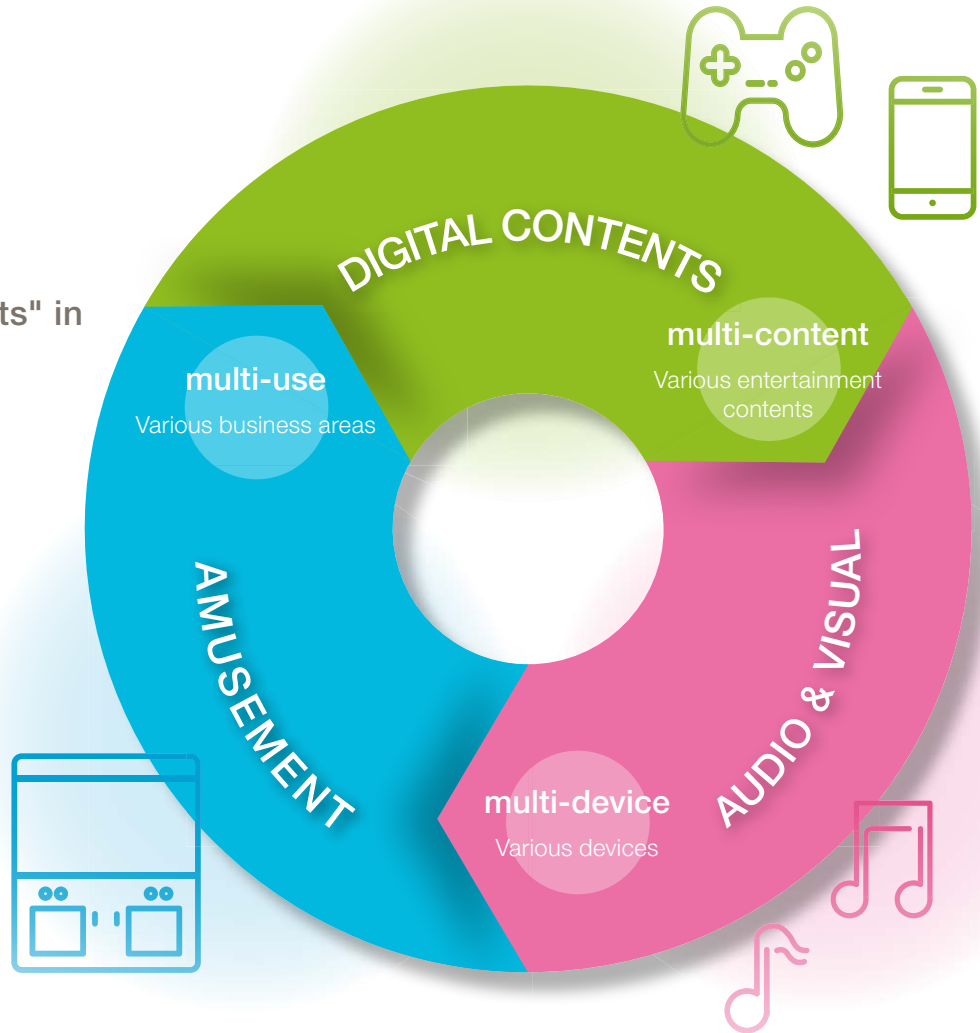
President
Suminobu Sato

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



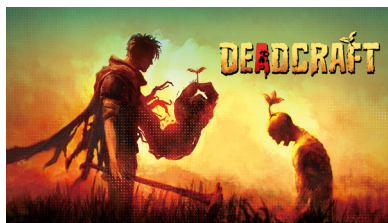
BOKUJO MONOGATARI series
BOKUJO MONOGATARI
Welcome! WONDERFUL LIFE
 ©2023 Marvelous Inc.



Rune Factory series
Rune Factory 3 Special
 ©2023 Marvelous Inc.



LOOP8
 ©2023 Marvelous Inc.



DEADCRAFT
 ©2022 Marvelous Inc.



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



DAEMON X MACHINA
 ©2019 Marvelous Inc.



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

Online Game



Dolphin Wave(PC/Smartphone App)
©Marvelous Inc.
©HONEY PARADE GAMES Inc.



**SHINOVI MASTER
-SENRAI KAGURA NEW LINK-**
(PC/Smartphone App)
©Marvelous Inc.
©HONEY PARADE GAMES Inc.



**Logres of Swords and Sorcery:
Goddess of Ancient**(PC/Smartphone App)
©Marvelous Inc. Aiming Inc.



**The Thousand Musketeers:
Rhodoknight**(Smartphone App)
©Marvelous Inc.



Ikki-Tousen Extra Burst (PC/Smartphone App)
©2021 YUJI SHIOZAKI-SHONENGAHOSHA/SHIN-IKKITOUSEN PARTNERS
©2020 Marvelous Inc.



Browser Sangokushi(PC Browser)
©Marvelous Inc.



High School D×D
(Mobile Browser)
©Ichiei 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.



Pokémon MEZASTAR

©2023 Pokémon. ©1995-2023 Nintendo/Creatures Inc./
GAME FREAK inc.
Developed by T-ARTS and MARV
ポケémon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



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

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Aoashi

©2022 Yugo KOBAYASHI, Shogakukan / Aoashi Project



The Vampire Dies in No Time Season 2

©Itaru Bonnoki (AKITASHOTEN)/ The Vampire dies in no time Partners2



The Café Terrace and its Goddesses

©Kouji Seo, KODANSHA/"The Café Terrace and its Goddesses" Production Committee.



My Teen Romantic Comedy SNAFU Climax

©WATARU WATARI,SHOGAKUKAN / OREGAIRUI PRODUCTION COMMITTEE



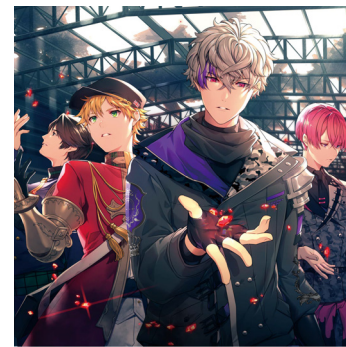
Yu-Gi-Oh! GO RUSH!!

©STUDIO DICE / SHUEISHA, TV TOKYO, KONAMI



Fabulous Night

©Marvelous / Rejet



The Thousand Musketeers: Rhodoknight

©Marvelous Inc.

Live Entertainment



MUSICAL THE PRINCE OF TENNIS 4th SEASON SEIGAKU vs HYÔTEI

©1999 TAKESHI KONOMI / ©2023 MUSICAL THE PRINCE OF TENNIS PROJECT



TOUKENRANBU THE STAGE Guden Mujungenjimonogatari

©NITRO PLUS・EXNOA LLC/Touken Ranbu the Stage Production Committee

ミュージカル 薄桜鬼 はくおうき 山南敬助 篇

Musical HAKUOKI SHINKAI Side Sannan Keisuke

©IDEA FACTORY・DESIGN FACTORY / Musical HAKUOKI Project



MUSICAL『MORIARTY THE PATRIOT』OP.4 -THE TWO CRIMINALS-

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



"World Trigger the Stage" -The Invasion-

©Daisuke Ashihara/SHUEISHA,©"World Trigger the Stage" project



Musical "Ouran High School Host Club" f

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



TOKYO COLOR SONIC!! THE STAGE Vol.1

©COLORATION
©TOKYO COLOR SONIC!! THE STAGE PROJECT



FULLMETAL ALCHEMIST THE STAGE

©Hiromu Arakawa/SQUARE ENIX, FULLMETAL ALCHEMIST THE STAGE 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 Halayko / Red Bull Content Pool



COMPANY PROFILE

Company Profile

Company Name	Marvelous Inc.
Securities Identification Code	7844 (Tokyo Stock Exchange)
Date of Incorporation	June 25, 1997
Capital	¥3,611 million
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
Head Office	Shinagawa Seaside East Tower, 4-12-8 Higashi-Shinagawa, Shinagawa-ku, Tokyo, Japan
Fiscal Year-end	March 31
Number of Employees	637 (Consolidated basis) * as of September 30, 2022

Directors & Auditors

* as of June 21, 2022

Chairman	Shuichi Motoda
President	Suminobu Sato
Director and CFO	Seiichiro Kato
Director	Shinichi Terui
Director (External)	Shunichi Nakamura
Director (External)	Makoto Arima
Director (External)	Shinji Hatano
Director (External)	Shin Joon Oh
Director (External)	Sakurako Konishi
Standing Statutory Auditor	Ken Sato
Corporate Auditor (External)	Hisashi Miyazaki
Corporate Auditor (External)	Masaaki Suzuki
Corporate Auditor (External)	Takanobu Yamaguchi

Group Companies

Marvelous USA, Inc.
Marvelous Europe Limited
G-MODE Corporation
HONEY PARADE GAMES Inc.
groovesync, inc.

History

Marvelous Inc.

2022.4	Shifted from the First Section to the Prime Market in accordance with the reorganization of the market segmentation of the Tokyo Stock Exchange.
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.
2015.4	Made G-MODE Corporation a subsidiary. Absorbed Artland Inc.
2014.7	Changed the company name to "Marvelous Inc."
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.

