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

ONLINE GAME

Delivering buzz-worthy content and expanding the number of users worldwide

In the Online Game Business, 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. In the overseas online game market, we will strive to expand our user base on a global scale by strengthening marketing efforts and advancing licensing services with a focus on Asia.

Game Apps

Logres of Swords and Sorcery: Goddess of Ancient

©Marvelous Inc. Aiming Inc.

SHINOVI MASTER
-SENRAN KAGURA NEW LINK-

©Marvelous Inc.
©HONEY PARADE GAMES Inc.

LOGRES STORIES

※Scheduled for launch in 2019

©Marvelous Inc. Aiming Inc.

GIRL CAFE GUN

※Scheduled for launch in summer 2019

©Seasun Inc. / ©Marvelous Inc.

Mobile Browser Games

Ikki-Tousen Burst Fight

©2014 YUJI SHIOZAKI・SHONENGAHOSHA/
IKKITOUSEN EE PARTNERS
©2014 Marvelous Inc.

High School D×D

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

SENRAN KAGURA NewWave G-Burst

©Marvelous Inc.

Browser Sangokushi

©Marvelous Inc.

Logres of Swords and Sorcery

©Marvelous Inc. Aiming Inc.

CONSUMER GAME

Multifaceted rollout through creation of original IPs and alliances with other influential IPs

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.

Amusement

We are engaged in the planning and development of amusement machines. We will create a long-term business model while developing new products that resonate with user preferences by fostering alliances with influential IPs.

Game Software

SENRAN KAGURA series
PEACH BALL SENRAN KAGURA
©2018 Marvelous Inc./HONEY PARADE GAMES Inc.

Fate/EXTRA series
Fate/EXTELLA LINK
©TYPE-MOON ©2018 Marvelous Inc.

DAEMON X MACHINA
デモンエクスマキナ

DAEMON X MACHINA
©2019 Marvelous Inc.

Rune Factory 4 SPECIAL
ルーンファクトリー4スペシャル

Rune Factory series
Rune Factory 4 Special
©2019 Marvelous Inc.

Rune Factory 5
ルーンファクトリー

Rune Factory series
Rune Factory 5
©2019 Marvelous Inc.

Amusement

Pokémon Ga-Olé

©2019 Pokémon. ©1995-2019 Nintendo/Creatures Inc. / GAME FREAK inc.Developed by T-ARTS and MARV
TM, (R), and character names are trademarks of Nintendo.

DRAGON QUEST SCANBATTLERS

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TRYPOD

©Marvelous Inc.
* Patented

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, the production of original merchandise, and the showing of live performances.

Audio & Visual

Star☆Twinkle Pretty Cure

©Toei Animation. All Rights Reserved

Pretty Cure Miracle Universe the Movie

©2019 Pretty Cure Miracle Universe the Movie Production Committee

HUG! Pretty Cure

©Toei Animation. All Rights Reserved

Tokyo Ghoul:re

©Sui Ishida/Shueisha,Tokyo Ghoul:re Production Committee

Yu-Gi-Oh! VRAINS

©1996 Kazuki Takahashi ©2017 NAS・TV TOKYO

vistlip

KIMERU

REBORN! THE STAGE -vs VARIA part Ⅰ-

© Akira Amano／Shueisha
© REBORN! THE STAGE PROJECT

Touken Ranbu the Stage

©Touken Ranbu the Stage Production Committee
©2015-2019 DMM GAMES/Nitroplus

Musical HAKUOKI SHITAN Side Kazama Chikage

©IDEA FACTORY・DESIGN FACTORY / Musical HAKUOKI Project

MUSICAL THE PRINCE OF TENNIS 3rd SEASON National Tournament SEIGAKU vs RIKKAI The First Half

©2009 TAKESHI KONOMI
©2014 NAS, THE PRINCE OF TENNIS II PROJECT
©1999 TAKESHI KONOMI/
2015 MUSICAL THE PRINCE OF TENNIS PROJECT

“Ensemble Stars! Extra Stage” ～Destruction × Road～

©2016 Happy Elements K.K／Ensemble Stars! STAGE PROJECT

Stage [Yowamushi Pedal] the new period : Limit Breaker

©Wataru Watanabe (Akitashoten) 2008/
Yowamushi Pedal 04 Film Partners 2018
©Wataru Watanabe (Akitashoten) ／
Marvelous, TOHO, ARUTEMATE

MUSICAL 『MORIARTY THE PATRIOT』

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

MUSICAL AOHARU TETSUDO ～All roads lead to Tokorozawa～

©Musical AOHARU TETSUDO Project

COMPANY PROFILE

Company Profile

Company Name	Marvelous Inc.
Securities Identification Code	7844 (First Section, Tokyo Stock Exchange)
Date of Incorporation	June 25, 1997
Capital	¥1,128 million
Business Activities	Production and sale of online game Production and sale of console software 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	528 * as of March 31, 2019

Directors & Auditors * as of June 18, 2019		
	President	Shuichi Motoda
	Executive Vice President	Toshinori Aoki
	Executive Managing Director CFO	Seiichiro Kato
	Managing Director	Yoshiaki Matsumoto
	Director (External)	Shunichi Nakamura
	Director (External)	Makoto Arima
	Director (External)	Shinji Hatano
	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 Delfisound Inc. HONEY PARADE GAMES Inc.

History

Marvelous 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.