

MARVELOUS!

Fiscal Year Ending March 31, 2025 First Quarter

Results Briefing Materials

Marvelous Inc.

July 31, 2024

Stock Code: 7844 (Prime Market)

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First Quarter Results Summary**
- 2 Segment Results and
Future Development**
- 3 Full-Year Forecast for
the Fiscal Year Ending March 2025**
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Fiscal Year Ending March 2025, First Quarter Results Summary

Financial Summary for the Fiscal Year Ending March 2025, First Quarter

MARVELOUS!

- Net sales decreased owing to upfront development expenses due to lack of release of core consumer titles and replacement of amusement machines, while sales and profit decreased mainly due to a decline in the recorded number of stage performances.
- Profit was secured despite an increase of 390 million yen increase in research and development expenses due to a change in accounting estimates.
- Foreign exchange gains of 230 million yen was recorded in non-operating income due to the impact of the yen's depreciation on the Company's foreign currency deposits.

(Unit: million yen)	1Q FY ended March 2024 (April–June 2023)		1Q FY ending March 2025 (April–June 2024)		YoY change	
	Actual	Profit ratio	Actual	Profit ratio	(Amount)	(%)
Net sales	6,883	—	5,806	—	-1,077	84.4%
Cost of sales	3,990	—	2,833	—	-1,157	71.0%
SGA expenses	2,360	—	2,907	—	546	123.1%
Operating profit	531	7.7%	65	1.1%	-466	12.3%
Ordinary profit	886	12.9%	373	6.4%	-513	42.1%
Profit attributable to owners of parent	609	8.9%	198	3.4%	-410	32.6%

Segment Results and Future Development

Operating Results by Segment

MARVELOUS!

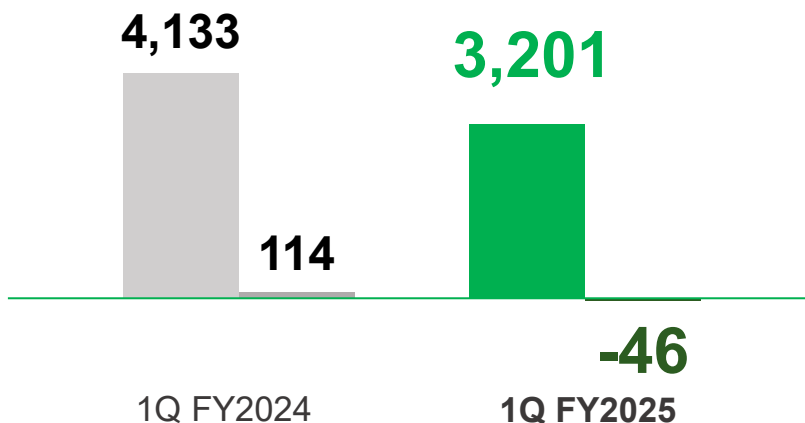
(Unit: million yen)		1Q FY2024 (April–June 2023)	1Q FY2025 (April–June 2024)	YoY change	
				(Amount)	(%)
Net sales	Digital Contents Business	4,133	3,201	-932	77.4%
	Amusement Business	1,673	1,600	-73	95.6%
	Audio & Visual Business	1,076	1,004	-71	93.3%
	Total	6,883	5,806	-1,077	84.4%
Segment profit	Digital Contents Business	114	-46	-161	–
	Amusement Business	640	480	-160	75.0%
	Audio & Visual Business	201	87	-114	43.4%
	Total	957	521	-435	54.5%
Company-level costs, etc.		-425	-456	-30	107.1%
Operating profit total		531	65	-466	12.3%

Digital Contents Business [1Q Overview]

- Although BIKKURIMAN, which was released in April, and existing online titles contributed as revenue base, there were no new core consumer titles, and profit was negative due to upfront development expenses

■ Net sales ■ Segment profit

(Unit: million yen)



1Q FY2025

Net sales **3,201** million yen

YoY: 77.4%

Segment profit **-46** million yen

YoY: -%

BIKKURIMAN Wonder Collection (Smartphone)



Released in April 2024

©LOTTE/BIKKURIMAN Project ©Marvelous Inc.

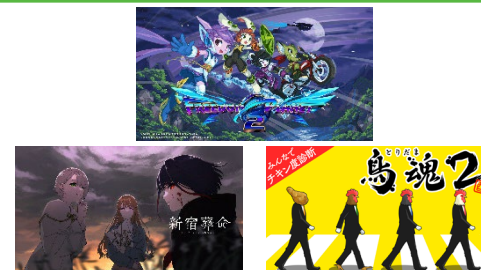
Dolphin Wave (PC/Smartphone)



Released in October 2022
Taiwan version released in June 2024

©Marvelous Inc.
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New titles by subsidiaries



©GalaxyTrail, LLC. Lilac, Carol and Milla©Ziyo Ling.
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©G-MODE Corporation/Plus81
© G-MODE Corporation

Digital Contents Business [Upcoming Lineup]

MARVELOUS!

Bo: Path of the Teal Lotus

(Nintendo Switch™/Play Station®5)



Launched on July 18, 2024
(Japan/Asia regions)

© 2024 Squid Shock Studios, Published by Humble Games®, Marvelous Inc.

The Hokkaido Serial Murder Case The Okhotsk Disappearance ~Memories in Ice, Tearful Figurine~ (Nintendo Switch™/Steam®)



Scheduled to be released
on September 12, 2024

©G-MODE Corporation / ©ARMOR PROJECT ©KADOKAWA

flagship

FARMAGIA

(Nintendo Switch™/PlayStation®5/Steam®)



Scheduled to be released on
November 1, 2024

Steam®: scheduled for release on November 2, 2024

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flagship

Consumer series title

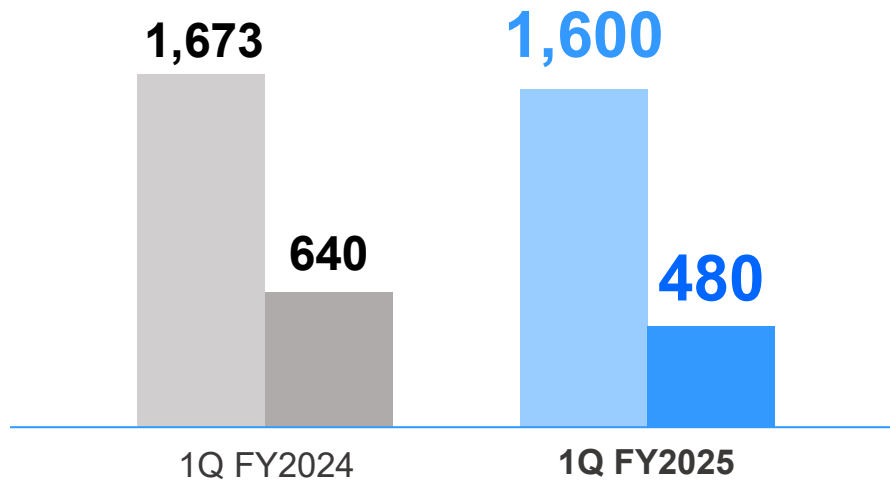
Coming Soon

Scheduled to be released in the second half
of fiscal year ending March 2025

Amusement Business [1Q Overview]

- Despite a decline in profit due to upfront expenses associated with the replacement of new amusement machines, sales declined only slightly even in the transitional period.

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



1Q FY2025

Net sales **1,600** million yen

YoY: 95.6%

Segment profit **480** million yen

YoY: 75.0%

Pokémon MEZASTAR

(Kids' amusement machine)



©2024 Pokémon. ©1995-2024 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。

Pokémon Ga-Olé (Overseas)

(Kids' amusement machine)



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huo ying ren zhe do pai shi jie

(Article vending games)



NARUTO's amusement machines started operation in mainland China in September 2023

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The latest Pokémon amusement machine

(Kids' amusement machine)



The latest Pokemon kids' amusement machines started operation sequentially from July 11, 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。

TRY CATCH™

(Prize machine)

TRY CATCH™



New concept crane game machines scheduled to start operation sequentially from November 2024.

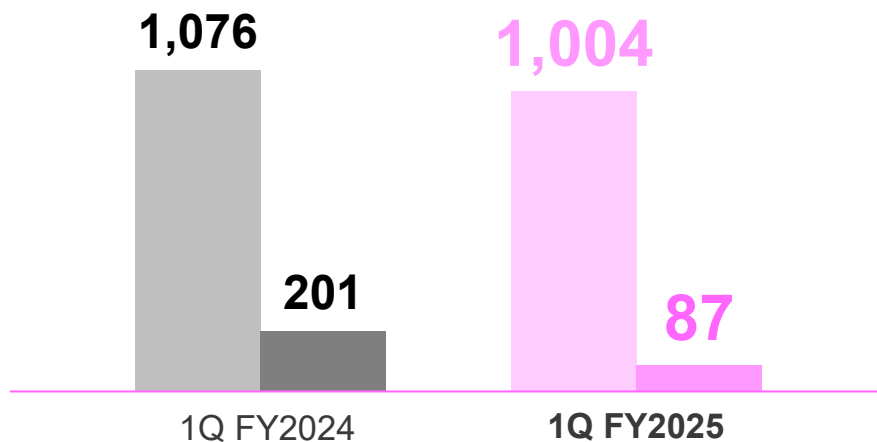
©Marvelous Inc.

Audio & Visual Business [1Q Overview]

- Sales and profit decreased mainly due to lower number of titles recorded for stage performances compared to the same period of the previous year and a decrease in related package sales.

■ Net sales ■ Segment profit

(Unit: million yen)



1Q FY2025

Net sales **1,004** million yen

YoY: 93.3%

Segment profit **87** million yen

YoY: 43.4%

TV animation
Power of Hope
~ PrecureFull Bloom ~



Blu-ray/DVD 3 volumes
On sale from April to June 2024

©2023 Power of Hope Otona-Precure Production Committee

TV animation
TOUKEN RANBU KAI KYODEN

Broadcasted
from April to
May 2024



©2024 NITRO PLUS, EXNOA LLC/TOUKEN RANBU KAI Project

FULLMETAL ALCHEMIST
THE STAGE
-Stories From Our Battlefields-

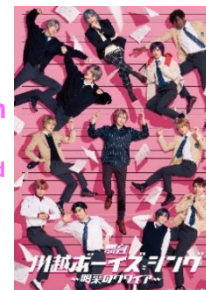
Performed in
June 2024
(To be recorded
in 2Q)



©HiromuArakawa/SQUARE ENIX, FULLMETAL ALCHEMIST THE STAGE PROJECT

Kawagoe Boys Sing The Stage

Performed in
June 2024
(To be recorded
in 2Q)



©Kawagoe Boys Sing The Stage Project

Audio & Visual Business [Upcoming Lineup]

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The Café Terrace and its Goddesses Season 2



Broadcast since July 2024

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

Wonderful Precure! the Movie



Scheduled to be released in September 2024

©2024 Wonderful Precure! the Movie Production Committee

THE PRINCE OF TENNIS II U-17 WORLD CUP SEMIFINAL



TV broadcasting scheduled to start in October 2024

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

TOUKEN RANBU THE STAGE Shiden Tsuketarikitannosomato



Performed from June to July 2024

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

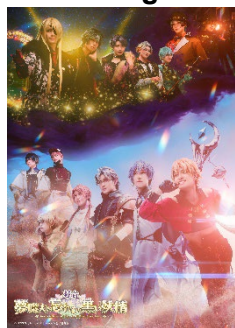
MUSICAL 『MORIARTY THE PATRIOT』 CONCERT



Performed in July 2024

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

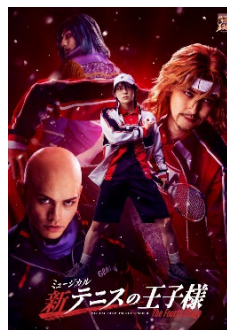
"Dream Meister and the Recollected Black Fairy" on Stage



Scheduled in August 2024

© GCREST, Inc.
©Yumekuro on Stage Project

MUSICAL THE PRINCE OF TENNIS II The Fourth Stage



Scheduled in August to September 2024

©2009 TAKESHI KONOMI / 2024 MUSICAL THE PRINCE OF TENNIS II PROJECT

Stage [Yowamushi Pedal] Over the sweat and tears



Scheduled in August to September 2024

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

Full-Year Forecast for the Fiscal Year Ending March 2025

Full-Year Forecast for the Fiscal Year Ending March 2025

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- Although the progress of profits for the first and second quarters improved compared to the internal plan, the full-year forecast remains unchanged due to the concentration of core consumer title launches in the second half of the year.

	FY2024	FY2025	YoY change
(Unit: million yen)	Actual	Forecast	(%)
Net sales	29,493	32,000– 29,000	108.5%– 98.3%
Operating profit	2,415	2,000– 1,500	82.8%– 62.1%
Ordinary profit	3,002	2,000– 1,500	66.6%– 50.0%
Profit attributable to owners of parent	-517	1,400– 1,000	—
Dividends (yen)	33	Undecided	—

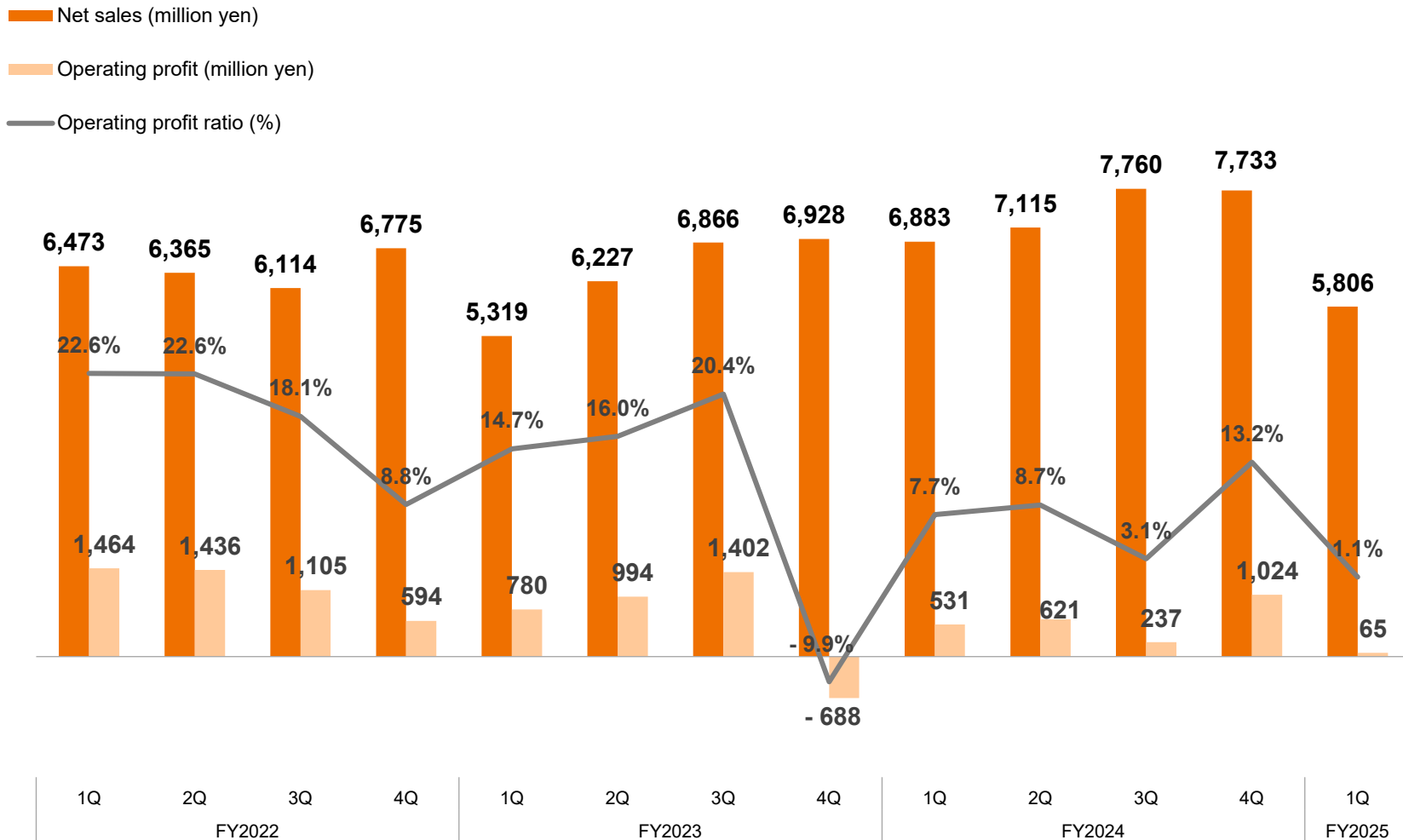
Supplementary Material

Statement of Income

MARVELOUS!

(Million yen)	1Q FY2024 (April-June 2023)		1Q FY2025 (April-June 2024)		YoY change	
	Actual	Profit ratio	Actual	Profit ratio	(Amount)	(%)
Net sales	6,883	—	5,806	—	-1,077	84.4%
Cost of sales	3,990	—	2,833	—	-1,157	71.0%
SGA expenses	2,360	—	2,907	—	546	123.1%
Thereof research and development expenses	129	—	525	—	396	407.0%
Thereof advertising expenses	494	—	377	—	-116	76.4%
Operating profit	531	7.7%	65	1.1%	-466	12.3%
Other profit	355	—	307	—	-47	86.6%
Ordinary profit	886	12.9%	373	6.4%	-513	42.1%
Extra ordinary profit/loss	-0	—	—	—	—	—
Income taxes	274	—	173	—	-101	63.2%
Profit attributable to owners of parent	609	8.9%	198	3.4%	-410	32.6%

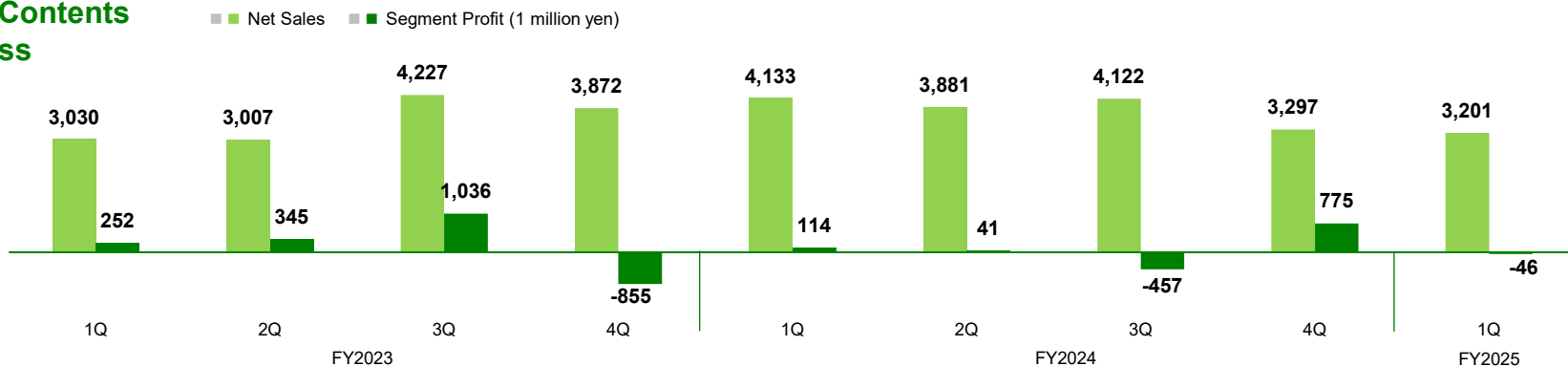
Changes in Quarterly Consolidated Financial Results



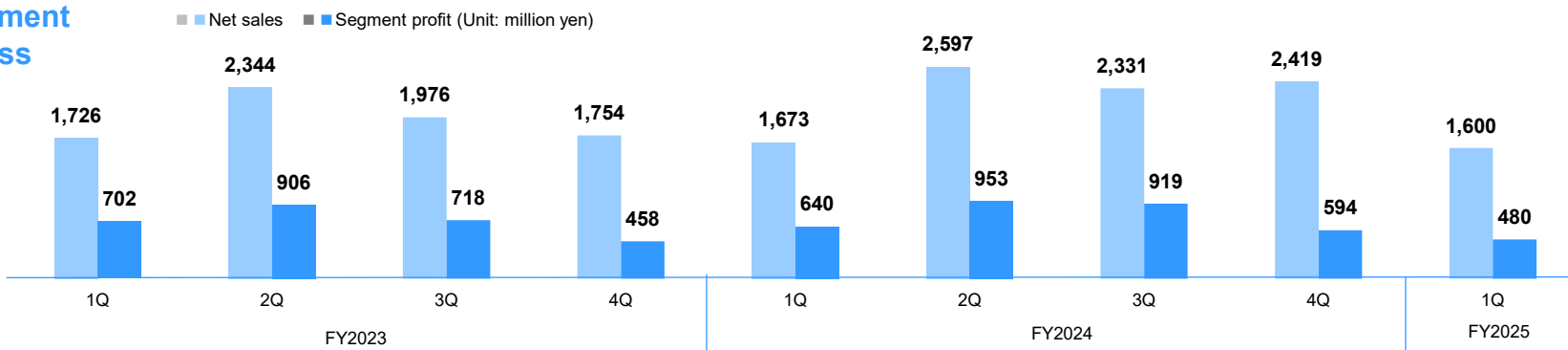
Changes of Sales and Profit by Business Segment



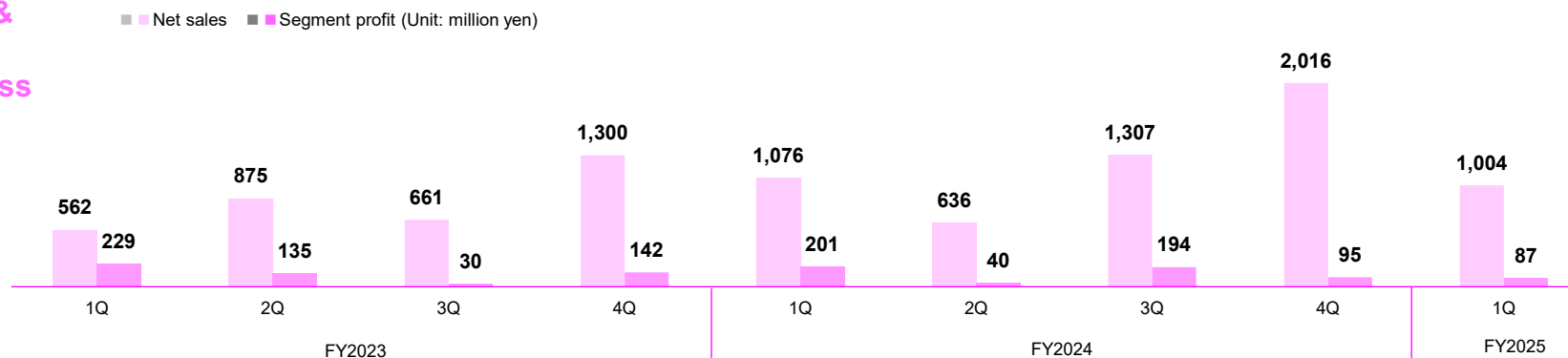
Digital Contents Business



Amusement Business

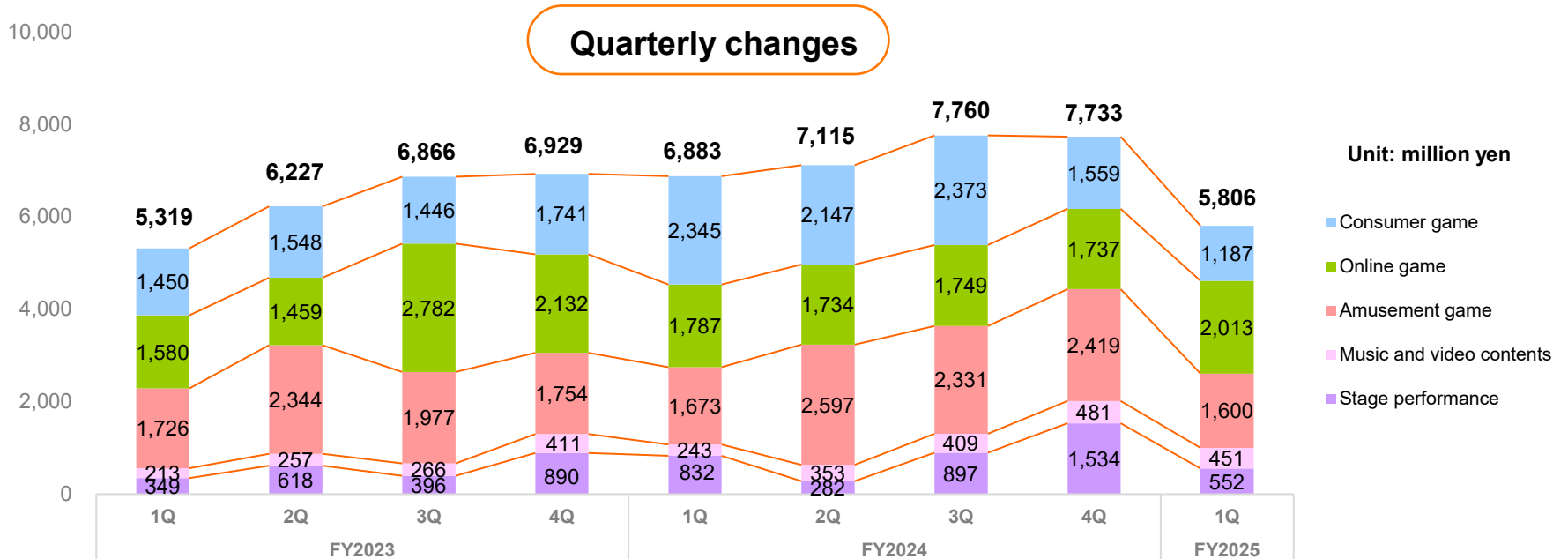


Audio & Visual Business



Sales Changes by Business Segment

Reportable segment	Business category	1Q FY ending March 2025 (April – June 2024)	(Unit: million yen)
Digital Contents Business	Consumer games related	1,187	
	Online games related	2,013	
Amusement Business	Amusement games related	1,600	
Audio & Visual Business	Music and video contents related	451	
	Stage performance related	552	
Total net sales		5,806	



Balance Sheet

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- Assets** An increase of 790 million yen mainly due to an increase of 1,264 million yen in property, plant and equipment (mainly amusement facility equipment in production)
- Liabilities** Increase of 2,400 million yen mainly due to an increase of 2,600 million yen in short-term borrowings
- Net assets** Decrease of 1,609 million yen mainly due to dividends of 2,007 million yen in the previous fiscal year

(Unit: million yen)	End of March 2024	End of June 2024	Change in amount
Current assets	25,712	25,086	-626
Non-current assets	8,825	10,243	1,417
Total assets	34,538	35,329	790
Current liabilities	6,907	9,307	2,400
Non-current liabilities	234	234	1
Total liabilities	7,141	9,541	2,400
Total net assets	27,396	25,787	-1,609

[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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