Fiscal Year Ending March 31, 2027
First Quarter
Results Briefing Materials

Marvelous Inc.

July 31, 2026

（Securities code: 7844, TSE Prime Market）

Contents

Fiscal Year Ending March 2027, First Quarter Results Summary

Financial Summary for the Fiscal Year Ending March 2027, First Quarter

- The Amusement business, driven by strong performance in kids' amusement machines, and the Audio & Visual business, supported by continued robust secondary anime licensing revenue, led overall business performance.
- The Digital Content business also improved profitability, supported by solid sales of new titles and repeat sales.
- With the release of core titles scheduled from the second quarter onward, operating profit is progressing steadily toward the full-year earnings forecast.

(Unit: million yen)	1Q FY ended March 2026 (April–June 2025)		**1Q FY ending March 2027 (April–June 2026)**		YoY change	
	Actual	Profit ratio	**Actual**	**Profit ratio**	Amount	%
Net sales	8,739	-	**6,255**	**-**	-2,483	71.6%
Cost of sales	5,621	-	**2,858**	**-**	-2,762	50.9%
SG&A expenses	2,875	-	**2,355**	**-**	-519	81.9%
Operating profit	243	2.8%	**1,042**	**16.7%**	798	427.9%
Ordinary profit	219	2.5%	**1,151**	**18.4%**	932	525.7%
Profit attributable to owners of parent	112	1.3%	**785**	**12.6%**	672	695.4%

Segment Results and Future Development

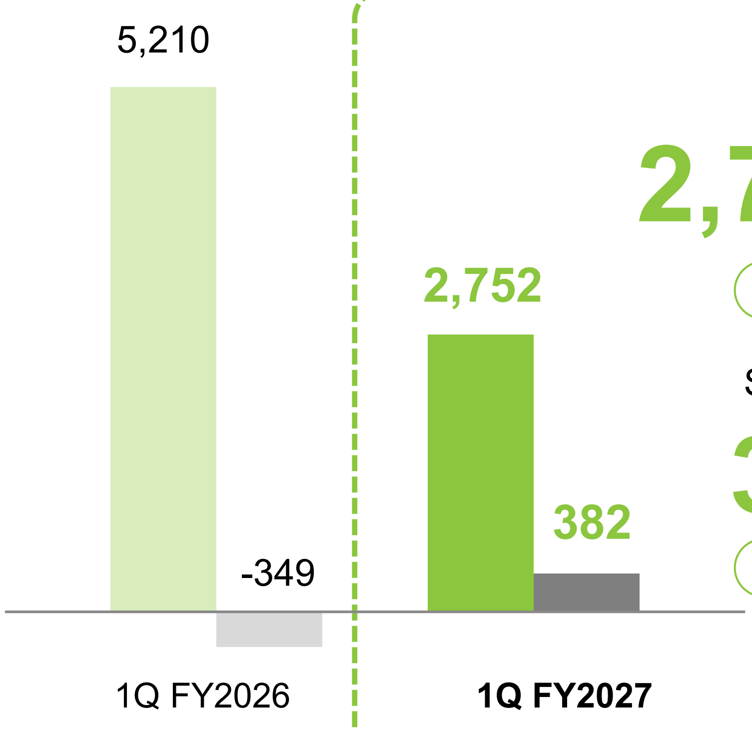
Operating Results by Segment

（Unit：million yen）		1Q FY2026 (April–June 2025)	1Q FY2027 (April–June 2026)	YoY change	
				Amount	%
Net sales	Digital Content Business	5,210	2,752	-2,457	52.8%
	Amusement Business	2,637	2,304	-332	87.4%
	Audio & Visual Business	891	1,198	306	134.4%
	Total	8,739	6,255	-2,483	71.6%
Segment profit	Digital Content Business	-349	382	732	-%
	Amusement Business	757	560	-196	74.0%
	Audio & Visual Business	289	517	227	178.7%
	Total	697	1,460	763	209.4%
Company-level costs, etc.		-453	-418	35	92.2%
Operating profit total		243	1,042	798	427.9%

Digital Content Business
1Q Overview

- Steady sales of "*STORY OF SEASONS: Grand Bazaar*", "*The Thousand Musketeers: Rhodoknight for Nintendo Switch*", and repeat sales.
- Existing online titles also continued to perform steadily.
- Profit improved despite lower sales, as no large-scale development costs were recorded.

Net sales　Segment profit（Unit: million yen）



Net sales
2,752 million yen
YoY：52.8%

Segment profit
382 million yen
YoY：- %

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

[PlayStation®5/Xbox Series X|S versions]
Released on May 28, 2026
©2025 Marvelous Inc.

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

Released on June 25, 2026
©Marvelous Inc. ©G-MODE Corporation

Browser Sangokushi Ten
(Smartphone/PC)

Released in October 2025
©Marvelous Inc.

Dolphin Wave
(Smartphone/PC)

Released in October 2022
©Marvelous Inc.
©HONEY PARADE GAMES Inc.

Digital Content Business

Upcoming Lineup

- Development is progressing at full speed toward the release of three core titles—one online title and two console titles.
- Numerous titles are scheduled to be published by the Company's domestic and overseas subsidiaries, with "*Moonlight Peaks*" getting off to an extremely strong start.

PROJECT N（Tentative）
(Smartphone/PC)

Scheduled for release in 2026

Muramasa: Revenant Blades
(Nintendo Switch™ 2/Nintendo Switch™/ PlayStation®5/Steam®)

Scheduled for release in early 2027

New Console Title

Coming Soon

Moonlight Peaks
(Nintendo Switch™ /Nintendo Switch™ 2 / Steam® / Google Play Games)
※Console versions for Japan and Asia are supplied through licensing agreements.

Released on July 7, 2026 （local time）

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

Scheduled for release in 2026

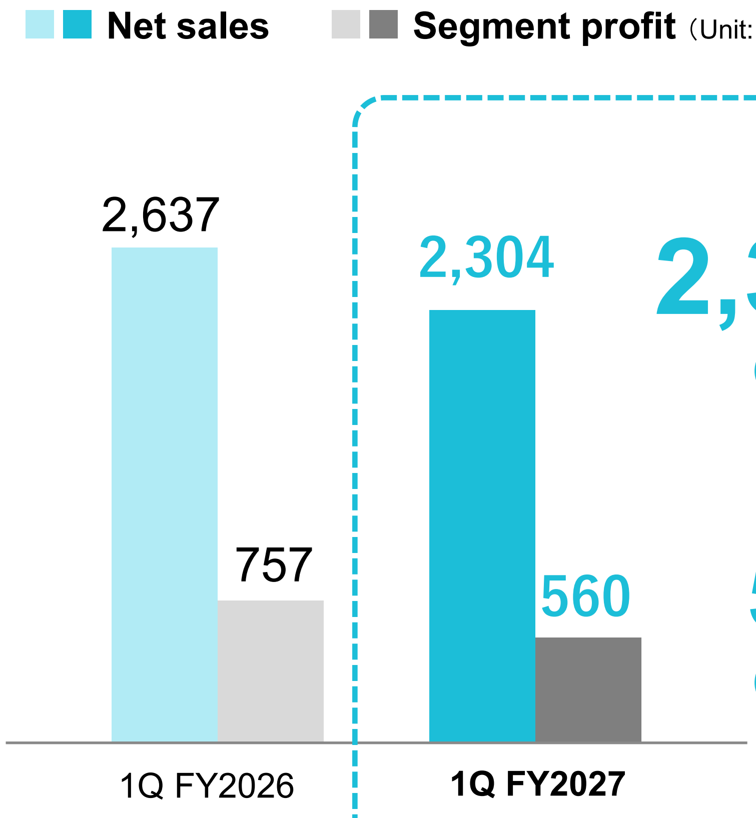
New Console Title （G-MODE Corporation）

Coming Soon

Amusement Business

1Q Overview/Upcoming Lineup

- Pokémon kids' amusement machines continued to perform strongly both in Japan and overseas, driving the Company's overall business performance.
- The overseas rollout of "*Pokémon MEZASTAR*" continued to expand into additional markets.
- The latest model in the "TRY" prize machine series, "*TRYWALL* ™", is scheduled to begin operation this winter.



Net sales
2,304 million yen
YoY：87.4%

Segment profit
560 million yen
YoY：74.0%

The latest Pokémon amusement machine
(Kids' amusement machine)

Started operations in July 2024

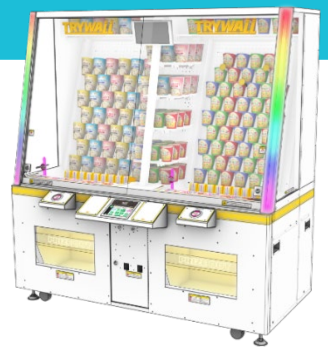
©2024 Pokémon. ©1995-2024 Nintendo/Creatures Inc./GAME FREAK inc.
Developed by T-ARTS and MARV
ポケットモンスター・ポケモン・Pokémonは任天堂・クリーチャーズ・ゲームフリークの登録商標です。

Pokémon MEZASTAR (Overseas)
(Kids' amusement machine)

Overseas operations since April 2025

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

TRYWALL™
(Prize machine)



Scheduled to start operation this winter

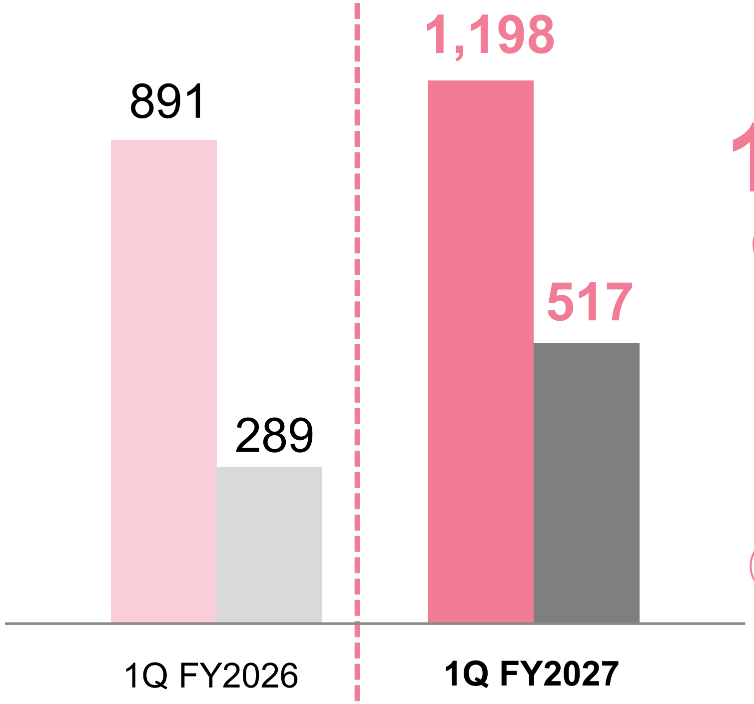
©Marvelous Inc.

Audio & Visual Business

1Q Overview

- Released a range of "Precure" related packaged products.
- The stage performances series continued to perform strongly.
- Revenue and profit increased, supported by continued strong secondary anime licensing revenue.

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



Net sales

1,198 million yen

YoY：134.4%

Segment profit

517 million yen

YoY：178.7%

You and Idol Precure ♪ Thanks Festival

Blu-ray Released in June 2026

"Star Detective Precure!" Original Soundtrack1 Precure! Star Detective Sound!!

CD Released in May 2026

舞台『魔道祖師』遡洄編

Performed in March - April 2026

MUSICAL『MORIARTY THE PATRIOT』 A STUDY IN SCARLET REPRISE

Performed in June - July 2026

Audio & Visual Business

Upcoming Lineup

- Numerous anime and stage productions planned again this fiscal year.

Precure Singers Premium LIVE HOUSE Circuit！2026

Performed in July - August 2026

Star Detective Precure! The Movie: The Mysterious Garden and a Secret Pair

Scheduled for September 18, 2026

Iron Wok Jan!

Broadcasting since July 5, 2026

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

Scheduled for broadcast in fall 2026

MUSICAL THE PRINCE OF TENNIS 4th SEASON National Tournament SEIGAKU vs RIKKAI The First Half

Performed in July - August 2026

DANCING☆STAR PRECURE THE STAGE PARTY

Scheduled for August 2026

Butai Ryu ga Gotoku Kamurocho Hakkenden

Scheduled for August 2026

MUSICAL KERORO

Scheduled for September 2026

Full-Year Forecast for the Fiscal Year Ending March 2027

Full-Year Forecast for the Fiscal Year Ending March 2027

- Forecasting lower revenue and higher profit for the fiscal year ending March 31, 2027.
- Although revenue is expected to decline due to fewer core new title releases, the Company aims to achieve higher operating profit by revitalizing the Digital Content business.
- The Company plans to pay an annual dividend of ¥15 yen per share, an increase of ¥3 from the previous fiscal year.

(Unit: million yen)	FY2026 Actual	**FY2027 Forecast**	YoY change %
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

Matters Announced Today

Press Releases Announced Today

- Notice Regarding the Termination of the Capital and Business Alliance Following Changes in Major Shareholders, the Discontinuation of a Certain Project, the Resignation of an Outside Director, Changes in the Largest Major Shareholder, and Change in Other Affiliated Company

- Notice Regarding Acquisition of Treasury Shares and Purchase of Treasury Shares Through Off-Auction Own Share Repurchase Trading (ToSTNeT-3)

- Notice Regarding Cancellation of Treasury Shares

- Notice Concerning Execution of Cash-Settled Forward Transaction Contract Relating to the Company’s Own Shares

- Notice Concerning Purchase of Shares of Marvelous Inc. (Securities Code: 7844) by SBI SECURITIES Co., Ltd.

Background / Dissolution of Capital and Business Alliance

＜Background＞

• Entered into a capital and business alliance agreement with Image Frame Investment (HK) Limited in May 2020 and has since promoted collaboration with its parent company, Tencent Group
• Confirmed Image Frame Investment's intention to sell its shares in Marvelous following Tencent Group's review of its investment portfolio and capital allocation policy
• Reviewed the positioning of the capital and business alliance in light of changes in the business environment and determined that a transition to a new capital policy would be appropriate

Following discussions, decided to dissolve the capital and business alliance.
At the same time, Marvelous will implement capital policy measures,
including treasury share acquisition and cancellation.

＜Regarding the Dissolution of the Capital and Business Alliance＞

▶Initial Objectives

• Create new IPs and develop new businesses
• Globally expand existing IPs

▶Changes in the Environment

• Changes in Chinese and global markets
• Strengthening of Marvelous's global expansion platform
• Diversification of partners

"An era when a strong capital alliance with a specific company was effective for overseas expansion"

"An era in which flexible collaboration with diverse partners is key"

Capital Policy Measures

＜Purpose＞

Respond to selling needs in a manner that contributes to shareholder value enhancement through improved capital efficiency

- Mitigate the impact on the supply-demand balance for the Company’s shares from a large volume of shares entering the market over a short period
- Consider stability of the shareholder structure over the medium to long term
- Maintain the Company’s financial balance and near-term liquidity

Determined that the optimal capital policy is to combine “treasury share acquisition” and a “cash-settled forward transaction on the Company’s own share price”

＜Share Acquisition by the Company＞

- Scheduled to acquire 4,630,700 shares on Aug. 3, equivalent to 7.61% of the total number of issued shares
- Scheduled to cancel 5,003,341 shares (8.04%), consisting of all shares acquired and a portion of currently held treasury shares

＜Execution of Cash-Settled Forward Transaction Agreement with SBI SECURITIES＞

- SBI will hold the Company’s shares for a two-year period at a “forward price (*)” set under the agreement (early termination possible)
- The difference between the “termination reference price” and the “forward price” will be settled in the future

If termination reference price > forward price: Company receives settlement payment (benefit if share price rises)
If termination reference price < forward price: Company pays settlement amount (risk if share price falls)

(*) Forward price: SBI acquisition price × 107%

Strategic Direction

Strategic Direction (Key Priorities)

Key Priorities

1

Expand our proprietary IPs and franchises across multiple business areas

×

2

Expand business opportunities through stronger strategic alliances

Enhancing Medium- to Long-Term Corporate Value and Shareholder Value

Strategic Direction (Digital Content Business ①)

STORY OF SEASONS(BOKUJO MONOGATARI) ・Rune Factory

牧場物語 30th Anniversary

＜Original Titles＞

＜Remakes＞

＜Collaborative Titles＞

Rune Factory 20th Anniversary

＜Original Titles＞

＜Spin-off Series＞

- Merchandise
- Collaborations
- Cross-business initiatives

New and Existing IPs

朧村正 妖怪奇譚
OBOROMURAMASA KAIKITAN

天穂のサクナヒメ

- Create new IPs
- Maximize the value of existing IPs

Strategic Direction (Digital Content Business ②)

Strengthen Group Company Branding

HONEY∞PARADE GAMES

ドルフィンウェーブ DOLPHIN WAVE

シノビマスター 閃乱カグラ NEW LINK

Explore entry into the console game business

XSEED GAMES

（Marvelous USA, Inc./Marvelous Europe Limited）

G-MODE

KY度診断 みんなで空気読み。

G-MODEアーカイブス G-MODEアーカイブス+

Strategic Direction (Amusement Business)

Kids' Amusement Machines

Pokémon BATTRIO
2007/07～

©2010 Pokémon. ©1995-2010 Nintendo/Creatures Inc. /GAME FREAKinc.
Developed by TOMY and AQ INTERACTIVE
Pokémon is a registered trademark of Nintendo, Creatures, and Game Freak.

PokémonTRETTA
2012/07～

©2015 Pokémon. ©1995-2015 Nintendo/Creatures Inc./GAME FREAK inc.
Developed by T-ARTS and MARV
Pokémon is a registered trademark of Nintendo, Creatures, and Game Freak.

Pokémon Ga-Olé
2016/07～

©2020 Pokémon. ©1995-2020 Nintendo/Creatures Inc. /GAME FREAK inc.
Developed by T-ARTS and MARV
TM, ®, and character names are trademarks of Nintendo.

Pokémon MEZASTAR
2020/09～

©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。

The latest Pokémon amusement machine
2024/07～

©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。

Prize Games

TRYPOD
2017/11～

TRYDECK
2021/11～

TRY CATCH
2024/11～

TRYWALL
This Winter～

Prize Merchandise

New Projects

Develop a wide range of innovative amusement machines tailored to the needs of both domestic and international markets.

【NEXT PROJECT】

Strategic Direction (Audio & Visual Business)

Strengthen the Music Business

© ABC-A / Toei Animation

Continue Leading the 2.5D Stage Play and Musical Market as a Pioneer

2003/04 ～ MUSICAL THE PRINCE OF TENNIS
2012/04 ～ Musical HAKUOKI
2015/11 ～ MUSICAL AOHARU TETSUDO
2016/05 ～ Touken Ranbu the Stage
2017/05 ～ JOKER GAME THE STAGE
2019/05 ～ MUSICAL『MORIARTY THE PATRIOT』
2023/03 ～ FULLMETAL ALCHEMIST THE STAGE

etc.

Expand Our Presence in the Anime Market

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

The Vampire dies in no time
Season 1 2021/10～
Season 2 2023/01～

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

The Café Terrace and its Goddesses
Season 1 2023/04～
Season 2 2024/07～

©Michiro Ueyama,Shonen Gahosha/ "From Bureaucrat to Villainess: Dad's Been Reincarnated!" Production Committee,MBS

From Bureaucrat to Villainess: Dad's Been Reincarnated!
2025/01～

©Masuo Kinoko, AlphaPolis/A Gatherer's Adventure in Isekai Production Committee

A Gatherer's Adventure in Isekai
2025/10～

Revitalize Archive Assets

©Sui Ishida/Shueisha,Tokyo Ghoul Production Committee

©WATARU WATARI,SHOGAKUKAN／OREGAIRU3 PRODUCTION COMMITTEE

©2014 Marvelous Inc. /BakumatsuRock Production Committee
©2014 Marvelous Inc./ULTRA MUSICAL BakumatsuRock Production Committee

Strategic Direction (Summary)

Marvelous Moves into Its Next Stage of Growth

We aim to enhance corporate value and shareholder value by maximizing the value of our IPs, expanding them worldwide, and creating new value.

■Strengthen Proprietary IPs and Franchises
- Focus on key IPs through continuous development and the regular release of new titles
- Create new IPs while maximizing the value of existing IPs
- Maximize IP value through merchandise, collaborations, and cross-business initiatives

■Global Expansion
- Strengthen overseas sales capabilities
- Reinforce alliances with domestic and international partners
- Bring Japanese content to global markets
- Introduce overseas content to Japan

■Creating New Value
- Deliver content through diverse formats, including console game, online game, amusement, music, anime, stage plays and musical, and merchandise
- Generate new IP value through synergies across businesses

■Strengthen Alliances
- Expand business opportunities through co-creation with partners
- Contribute to industry growth and strengthen partnerships with creators through iGi

Strengthening the Earnings Base	Promote Growth Investment	Achieve Sustainable Growth
Build a diversified portfolio of IPs and businesses	Actively invest in priority IPs and businesses	Enhance medium- to long-term corporate value and shareholder returns

Enhance medium- to long-term corporate value and shareholder value

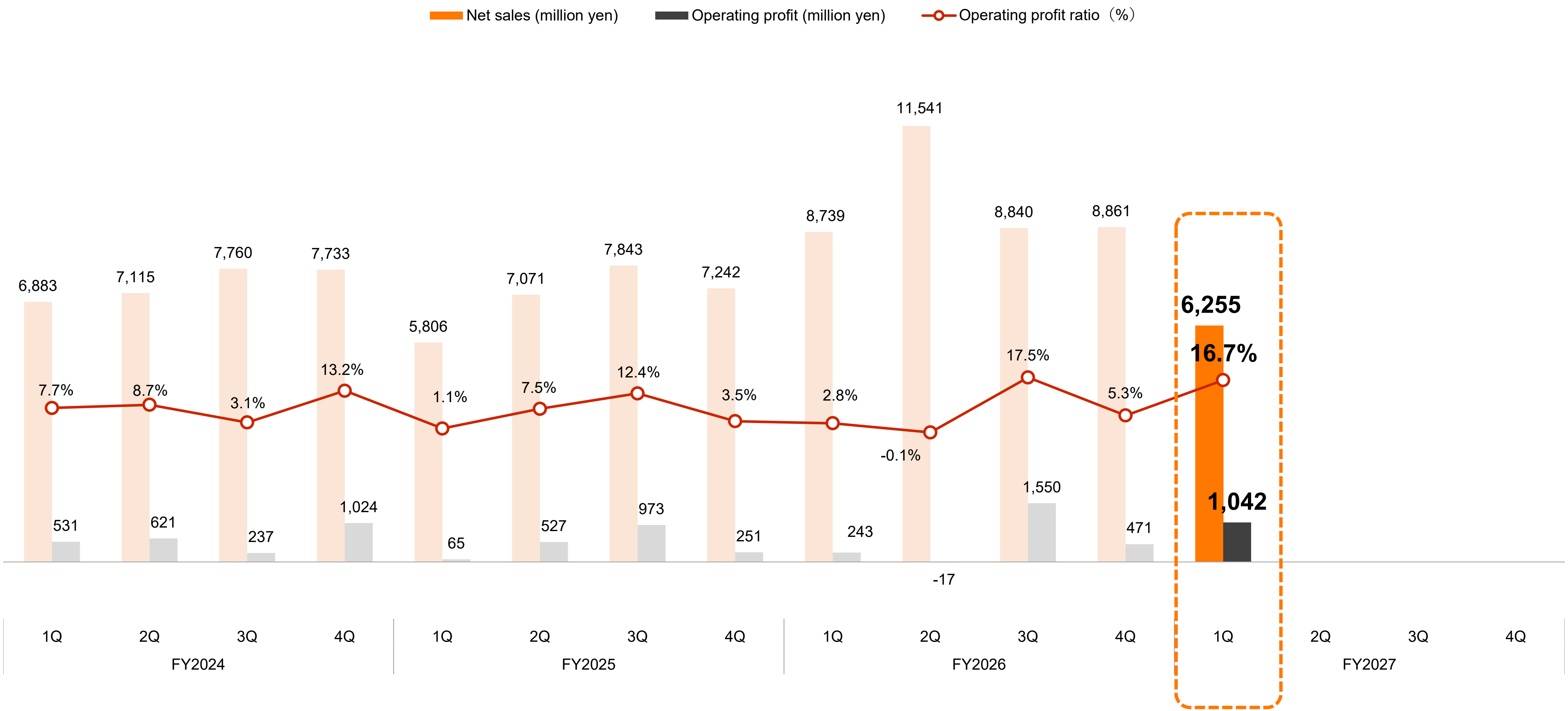
(※) iGi (indie Game incubator): Japan's first incubation program for indie game creators.

Supplementary Material

Statement of income

(Unit：million yen)	1Q FY2026 (April-June 2025)		1Q FY2027 (April-June 2026)		YoY change	
	Actual	Profit ratio	Actual	Profit ratio	Amount	%
Net sales	8,739	-	6,255	-	-2,483	71.6%
Cost of sales	5,621	-	2,858	-	-2,762	50.9%
SG&A expenses	2,875	-	2,355	-	-519	81.9%
of which: R&D expenses	318	-	385	-	67	121.3%
of which: advertising expenses	658	-	292	-	-365	44.5%
Operating profit	243	2.8%	1,042	16.7%	798	427.9%
Non-operating income (expenses)	-24	-	109	-	134	-%
Ordinary profit	219	2.5%	1,151	18.4%	932	525.7%
Extraordinary items	-	-	-	-	-	-%
Income taxes	108	-	363	-	255	335.2%
Profit attributable to owners of parent	112	1.3%	785	12.6%	672	695.4%

Changes in Quarterly Financial Results



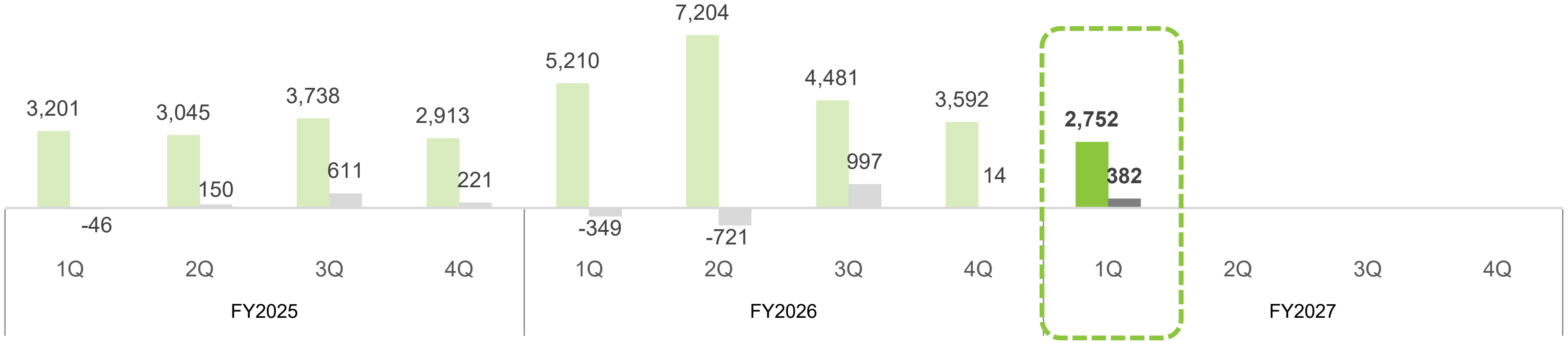
Changes of Sales and Profit by Business Segment

Digital Content Business

Net sales

Segment profit

（Unit: million yen）

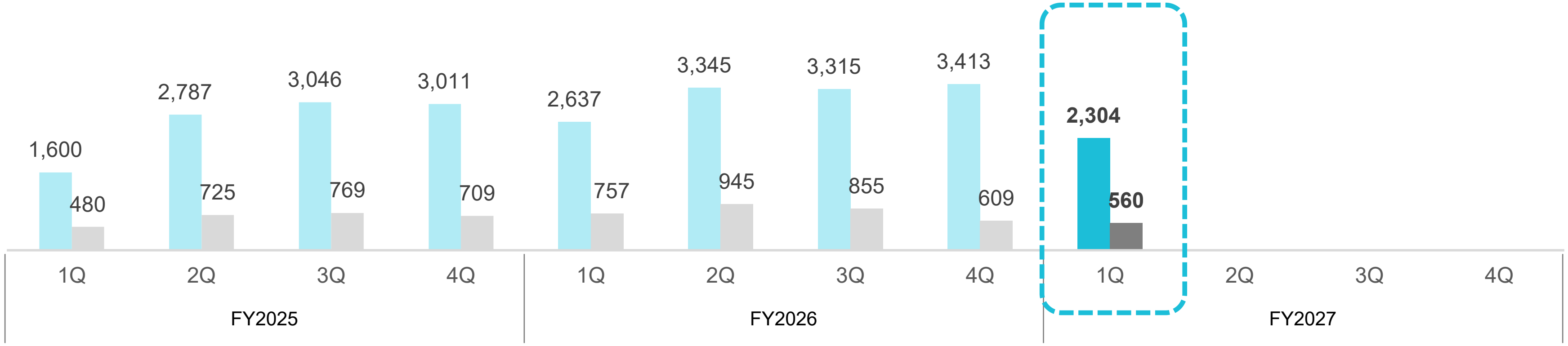


Amusement Business

Net sales

Segment profit

（Unit：million yen）

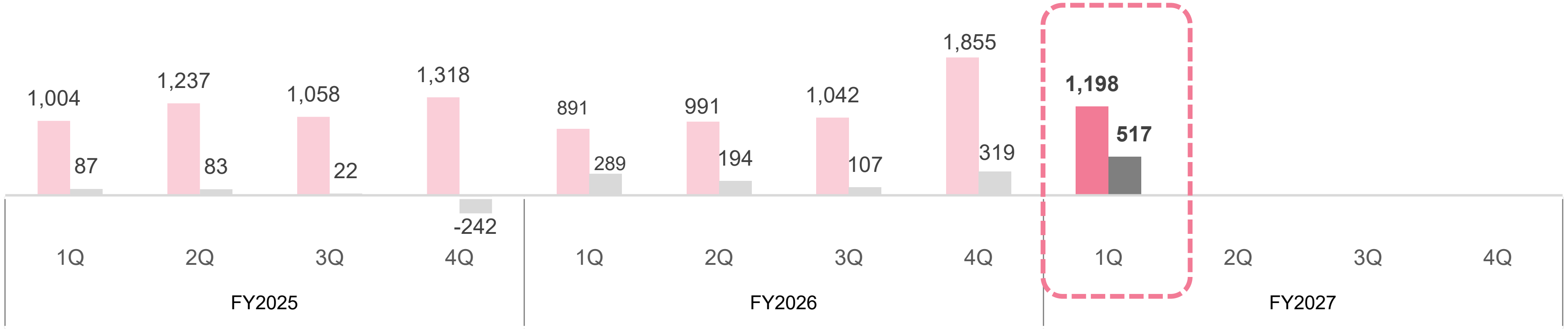


Audio & Visual Business

Net sales

Segment profit

（Unit：million yen）



Sales Changes by Business

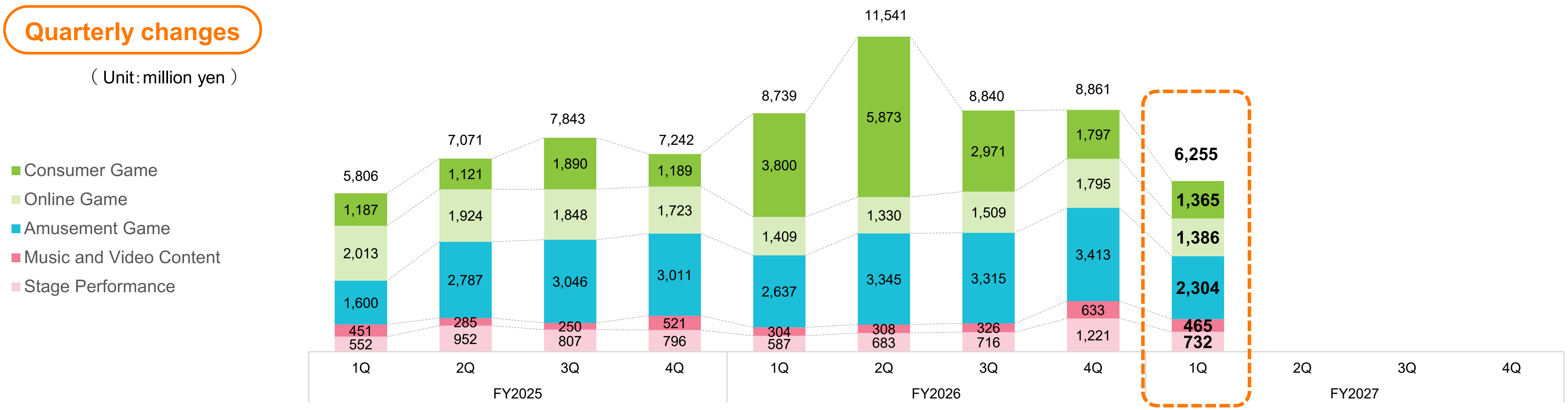
Sales by Business

(Unit: million yen)

Reportable segment	Business category	1Q FY ending March 2027 (April – June 2026)
Digital Content Business	Consumer Game-related	1,365
	Online Game-related	1,386
Amusement Business	Amusement Game-related	2,304
Audio & Visual Business	Music and Video Content-related	465
	Stage Performance-related	732
Total net sales		6,255

Quarterly changes

(Unit:million yen)



Balance Sheet

(Unit：million yen)	End of March 2026	End of June 2026	Change in amount
Current assets	26,075	**24,909**	-1,166
Non-current assets	9,434	**9,358**	-76
Total assets	35,510	**34,267**	-1,243
Current liabilities	7,572	**6,219**	-1,353
Non-current liabilities	163	**163**	0
Total liabilities	7,735	**6,382**	-1,353
Total net assets	27,775	**27,885**	110

Inquiries

Corporate Planning Department, Corporate Division

E-mail ir@marv.jp

URL https://corp.marv.jp/english