

Fact Sheet

Fiscal Year Ended March 31, 2013 (Cumulative)

MarvelousAQL Inc.

Stock Exchange Listing: First Section of Tokyo Stock Exchange Stock Code: 7844 URL: <http://www.maql.co.jp/>
Contact: Corporate Strategy Office TEL: +81-3-5769-7447



In line with our management philosophy of the "'Amazement' and 'Emotion' to the world with New Entertainment," MarvelousAQL Inc. is a comprehensive entertainment company which develops online games, game software, games for amusement consoles, audio & visual software, musical performances, and other products and services.

Summary of Consolidated Quarterly financial information (Unit: million yen)

	1Q (3 months)	2Q (6 months)	3Q (9 months)	4Q (full-year)
Net Sales	3,016	7,904	12,143	17,579
Operating Income	278	1,105	1,715	2,329
Ordinary Income	259	1,021	1,673	2,325
Net Income	149	645	1,386	1,919
Net Income Per Share (yen)	280.14	1,206.84	2,592.93	3,590.01

Results of Operations

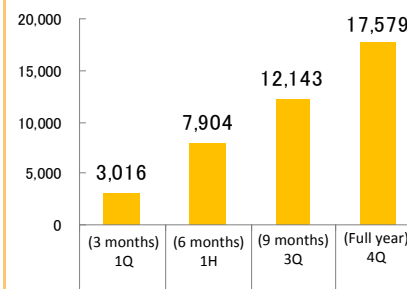
In the entertainment industry, of which the Group is a part, the domestic market for social games continues to gain in size and is seen to remain on a growth track also in future. In the market for home-use games, although the falling trend is unchanged, negative growth in fiscal year 2013 turned almost flat compared with the previous year, and especially sales of Nintendo 3DS were strong. In the music and video fields, the market for music software packages showed signs of recovery despite the adverse environment, and also video software saw growth in the market for Blu-ray discs.

Under such circumstances, the Group has been operating as a comprehensive entertainment provider adopting a "multi-content, multi-use, and multi-device" strategy, unrolling a program of varied entertainment contents for every business environment and a variety of devices. Based on powerful IP initiatives, the Group has been proactively advancing its branding strategies, alliance strategies, and global strategies, and is working to offer contents of high topicality while making efforts to strengthen services.

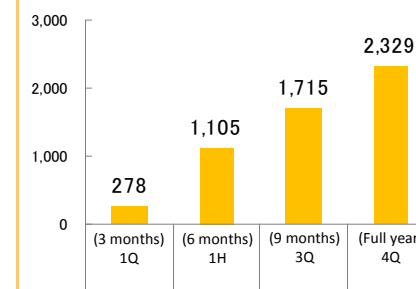
As a result, the Group's consolidated operating results for the current term (April 1, 2012 to March 31, 2013) came to net sales of 17,579 million yen, operating income of 2,329 million yen, ordinary income of 2,325 million yen. Net income for the term was 1,919 million yen.

Fourth Quarter (full-year) Financial Results (Unit: million yen)

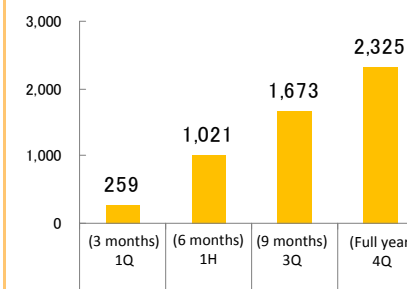
Net Sales



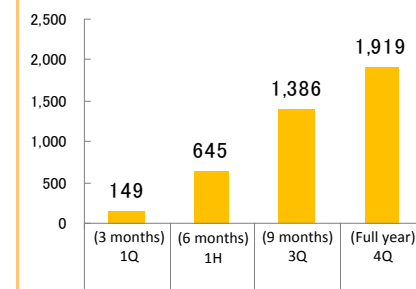
Operating Income



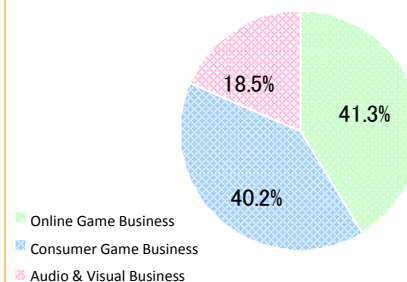
Ordinary Income



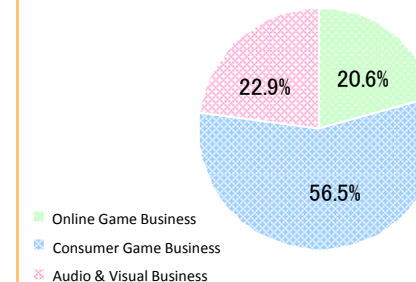
Net Income



Percentage of Net Sales by Segment



Percentage of Operating Income by Segment



Online Game Business

Leading Titles

Browser Sangokushi



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Browser Pro Yakyu



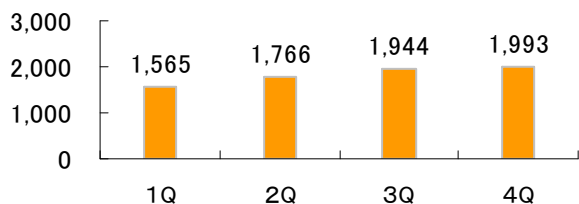
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Remarks about Performance

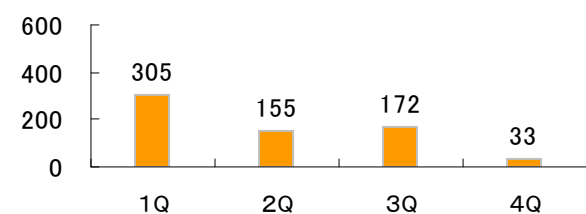
The existing major titles such as PC browser games "Browser Sangokushi," "Browser Pro Yakyu" and "Logres of Swords and Sorcery" showed continued good performance while in mobile games "Ikki-Tousen Burst Fight" (service started in May 2012) and "SENTRAN KAGURA New Wave" (service started in November 2012) have been developing as planned. On the other hand, expenses were charged in connection with the termination of some unprofitable titles, specifically the Super Creators series, and title releases were delayed compared with the original schedule mainly due to development time extensions for new titles.

As a result, segment net sales totaled 7,269 million yen, with segment income of 665 million yen.

Net Sales (Unit: million yen)



Operating Income (Unit: million yen)



Consumer Game Business

"Harvest Moon" series



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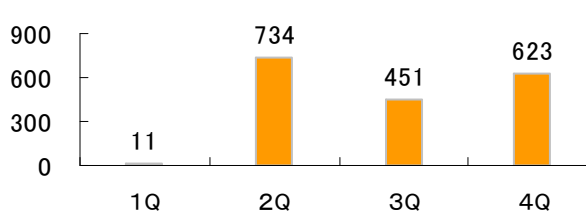
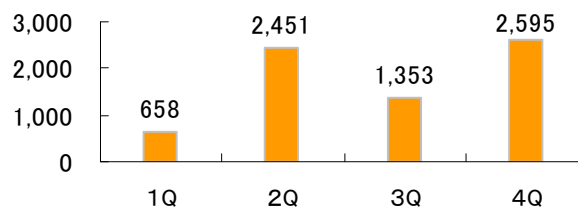
"SENTRAN KAGURA" series



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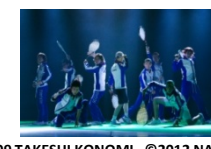
At the Company's sales sector reported favorable conditions for game software for Nintendo 3DS as well as robust sales of game software for the innovative game hardware PS Vita. In particular, in the SENTRAN KAGURA series successive hit products "SENTRAN KAGURA Burst (Nintendo 3DS)" and "SENTRAN KAGURA: SHINOVI VERSUS (PSVita)," enabled the Company to firmly establish these offerings as a new IP. Solid sales figures came also from "Rune Factory 4 (Nintendo 3DS)," "Fate EXTRA (PSP)," "OBOROMURAMASA (PS Vita)," and other new products. At the development service division, development work on "SOUL SACRIFICE (PS Vita)" commissioned by Sony Computer Entertainment advanced as planned, and at the amusement division favorable operations surrounding the "Pokémon TRETТА" amusement console for children have continued since its launch in July 2012.

As a result, segment net sales totaled 7,059 million yen, with segment income of 1,819 million yen.



Audio & Visual Business

MUSICAL THE PRINCE OF TENNIS



©2009 TAKESHI KONOMI ©2012 NAS, THE PRINCE OF TENNIS II PROJECT
©1999 TAKESHI KONOMI / 2011 MUSICAL THE PRINCE OF TENNIS PROJECT

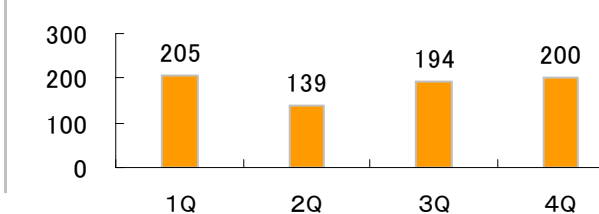
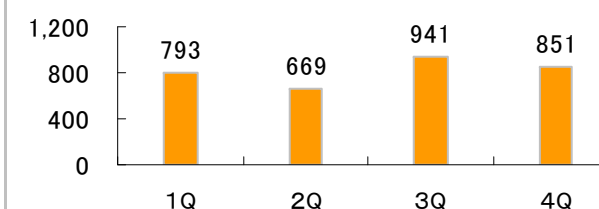
"PRECURE" series



©2012 Toei Animation Co., Ltd.

The audio & visual production sector reported strong contributions to results from hugely successful TV animations and movie versions of the "PRECURE" series. Moreover, a new animation titled "HUMAN BEING DECLINED" was produced for TV broadcasting. The stage production division reported altogether 95 performances for the "MUSICAL THE PRINCE OF TENNIS" associated with brisk sales surrounding event shows and related DVDs. Moreover, "Stage [Yowamushi Pedaru] Hakone Gakuen Arc -Nemureru Chokusenoni-" saw tickets sell out within a day's time, leaving the show just as immensely popular as its predecessor, while new series products such as "Musical HAKUOKI" and "VISUALIVE 'Persona 4'" also proved successes.

As a result, segment net sales totaled 3,256 million yen, with segment income of 738 million yen.



Former MMV AQI MarvelousAQL

[Consolidated Statement of Income] (Unit: million yen)

		2009.3	2010.3	2011.3	2012.3	2013.3
Net Sales	Former MMV	10,139	8,284	6,965		
	Former AQI	6,180	7,197	7,239	10,423	17,579
Gross Operating Income	Former MMV	1,616	677	1,740		
	Former AQI	2,032	2,586	3,644	4,491	8,116
Operating Income	Former MMV	-1,238	-1,668	202		
	Former AQI	-7	58	1,070	1,044	2,329
Ordinary Income	Former MMV	-1,308	-1,725	147		
	Former AQI	13	63	1,041	1,025	2,325
Net Income	Former MMV	-1,221	-1,623	131		
	Former AQI	-468	58	537	3,533	1,919

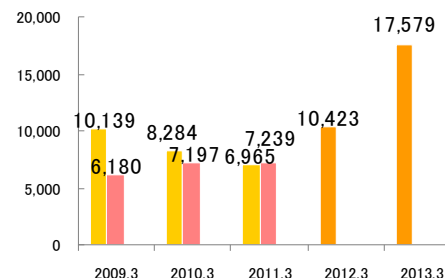
[Consolidated Balance Sheet] (Unit: million yen)

		2009.3	2010.3	2011.3	2012.3	2013.3
Current Assets	Former MMV	5,870	3,889	3,271		
	Former AQI	6,364	6,377	7,231	11,932	12,593
Fixed Assets	Former MMV	860	823	820		
	Former AQI	1,414	1,403	1,003	1,734	2,748
Total Assets	Former MMV	6,731	4,713	4,092		
	Former AQI	7,779	7,780	8,235	13,667	15,341
Current Liabilities	Former MMV	5,431	4,447	3,496		
	Former AQI	1,272	1,186	1,320	4,361	4,570
Long-Term Liabilities	Former MMV	8	72	271		
	Former AQI	90	169	35	202	76
Net Assets	Former MMV	1,291	193	325		
	Former AQI	6,416	6,424	6,878	9,102	10,694
Shareholders' Equity	Former MMV	1,276	193	325		
	Former AQI	6,364	6,417	6,878	9,102	10,694

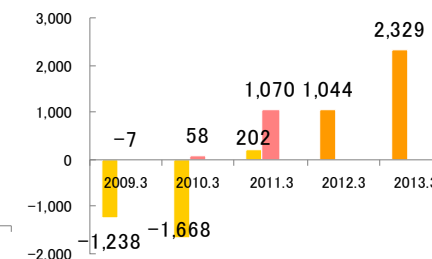
[Cash Flow Statement] (Unit: million yen)

		2009.3	2010.3	2011.3	2012.3	2013.3
Cash flows from Operating activities	Former MMV	-1,038	-210	1,360		
	Former AQI	-35	-193	2,904	1,399	2,817
Cash flows from Investing activities	Former MMV	-153	-22	-246		
	Former AQI	-114	-598	-2,762	435	-2,130
Cash flows from financing activities	Former MMV	937	5	-237		
	Former AQI	-40	104	-216	-479	-975
Cash and Cash Equivalents at End of Period	Former MMV	1,109	874	1,749		
	Former AQI	3,187	2,483	2,401	5,979	5,723

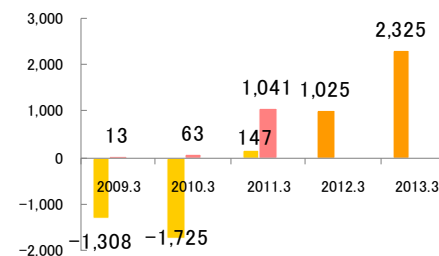
Net Sales (million yen)



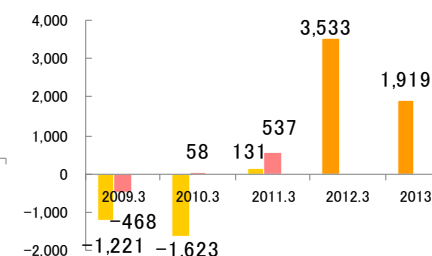
Operating Income (million yen)



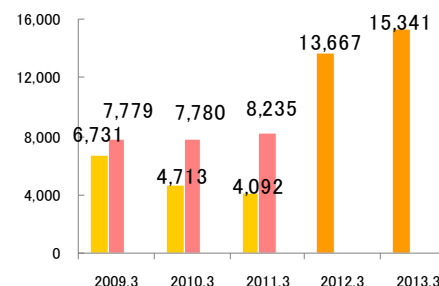
Ordinary Income (million yen)



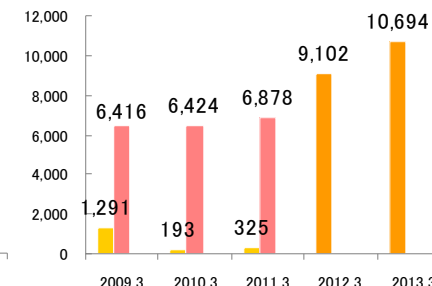
Net Income (million yen)



Total Assets (million yen)



Net Assets (million yen)



[Per Share Indices]

		2009.3	2010.3	2011.3	2012.3	2013.3
Net income per share (yen)	Former MMV	-14,567.14	-13,617.65	1,075.82	10,762.44	3,590.01
	Former AQL	-8,625.05	1,076.48	9,872.84		
Net assets per share (yen)	Former MMV	15,363.97	1,583.30	2,665.21	17,028.50	20,006.82
	Former AQL	117,115.79	118,061.49	126,194.64		

[Profitability]

		2009.3	2010.3	2011.3	2012.3	2013.3
Gross profit rate (%)	Former MMV	15.9	8.2	25.0	43.1	46.2
	Former AQL	32.9	35.9	50.3		
Operating profit ratio (%)	Former MMV	-12.2	-20.1	2.9	10.0	13.3
	Former AQL	-0.1	0.8	14.8		
Ordinary profit ratio (%)	Former MMV	-12.9	-20.8	2.1	9.8	13.2
	Former AQL	0.2	0.9	14.4		
Net profit ratio (%)	Former MMV	-12.0	-19.6	1.9	33.9	10.9
	Former AQL	-7.6	0.8	7.4		

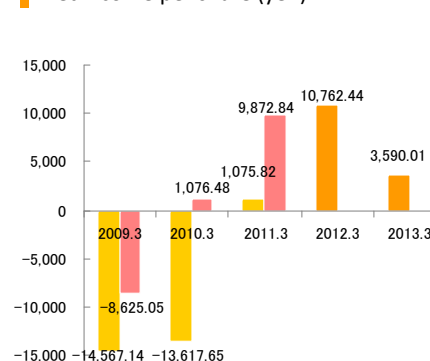
[Efficiency & Security]

		2009.3	2010.3	2011.3	2012.3	2013.3
ROE (%)	Former MMV	-62.8	-220.9	50.6	75.0	19.4
	Former AQL	-	0.9	8.1		
ROA (%)	Former MMV	-18.0	-30.2	3.4	11.6	16.0
	Former AQL	0.2	0.8	13.0		
Capital ratio (%)	Former MMV	19.0	4.1	7.9	66.6	69.7
	Former AQL	81.8	82.5	83.5		
D/E ratio (%)	Former MMV	210.1	1,099.6	559.7	15.2	7.9
	Former AQL	5.5	6.9	1.1		

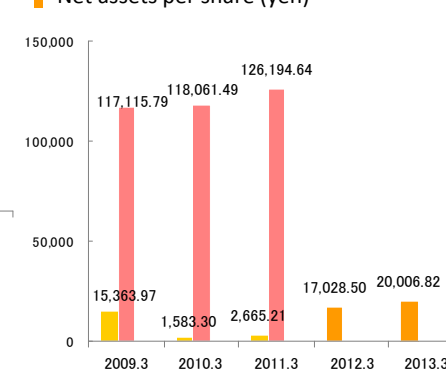
[Return to shareholders]

		2009.3	2010.3	2011.3	2012.3	2013.3
Dividend (million yen)	Former MMV	0	0	0	323	668
	Former AQL	0	81	201		
DOE (%)	Former MMV	0.0	0.0	0.0	6.1	6.8
	Former AQL	0.0	1.3	2.9		
Dividend payout ratio (%)	Former MMV	0.0	0.0	0.0	5.6	34.8
	Former AQL	0.0	139.3	37.5		

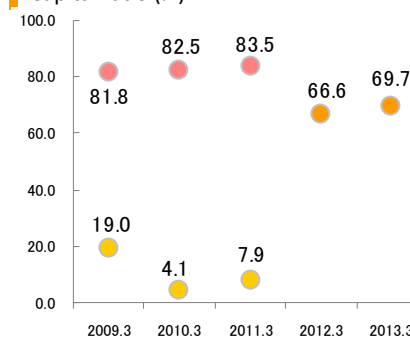
Net income per share (yen)



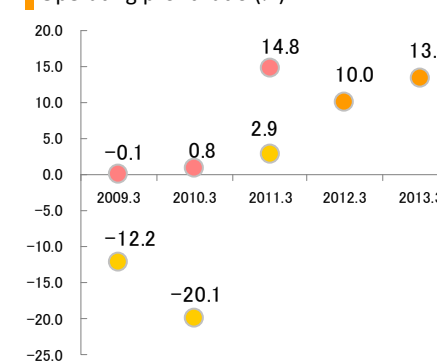
Net assets per share (yen)



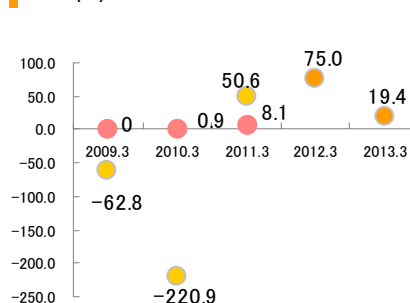
Capital ratio (%)



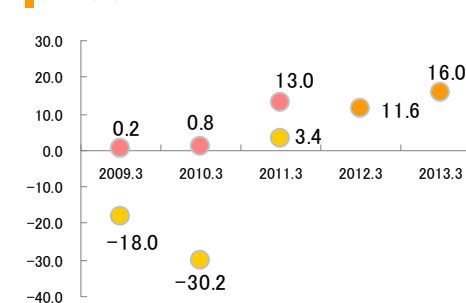
Operating profit ratio (%)



ROE (%)



ROA (%)



Future Developments & Outlook for Fiscal Year Ending March 2014

On November 1, 2012, approximately one year after the management integration, the Company listed its shares on the Tokyo Stock Exchange, first Section, marking a new milestone in the development of the Company.

Building on our strengths as a comprehensive entertainment company, we will push ahead with the lateral expansion and enhancement of each business division and the creation of flagship titles, and unleash further comprehensive synergies. Moreover, through the expansion and enhancement of mobile operations and the strengthening of overseas operations and other measures focused on our times, we will aim to achieve steady growth and work to evolve into a global content provider that amazes the world.

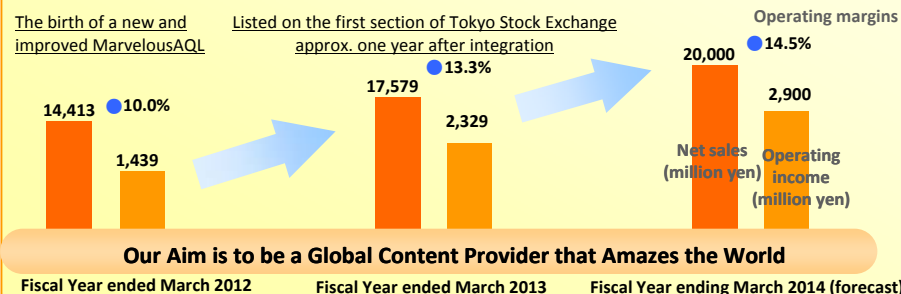
As to business initiatives in the fiscal year ending March 2014, the Group will keep up the favorable performances of the Consumer Game Business division and the Audio & Visual Business division, with Online Game Business operations remaining at the center of efforts. In the mobile games field in particular, measures will be further strengthened to launch titles that have the potential to develop into new pillars of operations.

As a result of the aforementioned efforts, consolidated results for the next term are forecast to achieve net sales of 20,000 million yen, operating income of 2,900 million yen, ordinary income of 2,890 million yen, and net income of 1,770 million yen.

We aim to expand our business and improve profitability by “creating and developing powerful IPs” and strengthening, expanding, and accelerating our strategy which utilizes our advantages as a “comprehensive entertainment company.”

Strengthening, expanding, accelerating
Initiatives centered on powerful IP
Activation of further integration effects

Next Stage



Basic Information

Company Profile (As of April 1, 2013)

- Company Name: MarvelousAQL
- Head Office: 5F Shinagawa Seaside East Tower, 4-12-8 Higashi-Shinagawa, Shinagawa-ku, Tokyo, Japan
- Established: June 25, 1997
- Capital: ¥1,128 million
- Officers:

Representative director and chairman	Haruki Nakayama
President	Shuichi Motoda
Vice President	Toshinori Aoki
Director	Yoshiaki Matsumoto
Director	Nobuyuki Yamakaku
Director (External)	Shunichi Nakamura
Director (External)	Hiroshi Fujiwara
Standing Statutory Auditor (External)	Isamu Tsuji
Corporate Auditor (External)	Iwao Nishi
Corporate Auditor (External)	Katsuhiko Nishimura

Business Activities

- Online Game Business** Developing apps and games capitalizing on the Company’s proprietary intellectual property and other companies’ promising intellectual property for various platforms
- Consumer Game Business** Proposing, developing, producing and marketing game software for home game consoles and game machines for amusement facilities
- Audio & Video Business** Proposing, producing, and marketing a variety of contents including audio and visual, as well as proposing, producing, and exhibiting stage and musical performances

Stock Information (as of March 31, 2013)

- End of term: March 31
- Shares per unit: 1
- Number of shareholders: 10,190
- Total number of authorized shares: 900,000
- Total shares outstanding: 535,931

[Major Shareholders / Ratio of Shares Owned]

• Hayao Nakayama	18.32 %
• Amuse Capital Inc.	12.50 %
• Haruki Nakayama	10.22 %
• Amuse Capital Investment, K.K.	3.43 %
• DEUTSCHE BANK AG LONDON-PB NON-TREATY CLIENTS 613	3.34 %
• Yoji Ishii	2.96 %
• Nomura PB Nominées TK 1 Limited	2.10 %
• Japan Trustee Services Bank Ltd. (trust account)	1.65 %
• SBI Securities Co., Ltd.	1.55 %
• TOHOKUSHINSHA FILM CORPORATION	1.45 %

[Stock Quote] (As of May 10, 2013)

- Stock Quote: 63,000 yen
- Market Cap 33,763 million yen