

Fact Sheet

First Quarter of Fiscal Year Ending March 31, 2014

MarvelousAQL Inc.

Stock Exchange Listing: First Section of Tokyo Stock Exchange Stock Code: 7844 URL: <http://www.maql.co.jp/>

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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	4,410	-	-	-
Operating Income	849	-	-	-
Ordinary Income	876	-	-	-
Net Income	531	-	-	-
Net Income Per Share (yen)	993.65	-	-	-

Results of Operations

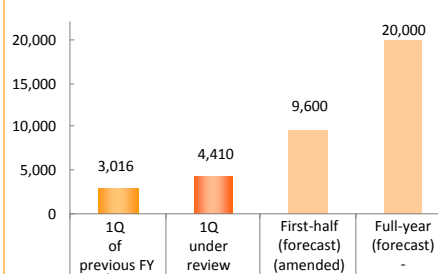
In the period under review, the entertainment industry saw continued growth in the market for social games. Although the rate of expansion decreased in absolute terms, market size is seen to keep expanding. Moreover, the market for applications geared at smartphones and tablets displayed rapid growth along with the progressing transformation and expansion in business models and user strata. By contrast, in the market for home-use games the adverse environment remains unchanged, but the outlook is for a recovery on the back of new hardware launches. The audio & visual sectors showed a sustained active market for single CDs and ongoing growth in the Blu-ray disc market.

Under such circumstances, the Group has been operating as a comprehensive entertainment provider based on 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.

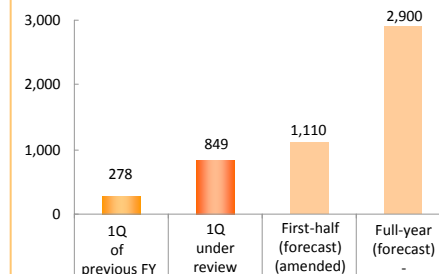
As a result, the Group's net sales in the first quarter (April 1, 2013 to June 30, 2013) marked 4,410 million yen (up 46.2% compared with the same period of the previous year), with operating income of 849 million yen (up 205.3% compared with the same period of the previous year), ordinary income of 876 million yen (up 237.3% compared with the same period of the previous year), and net income of 531 million yen (up 254.7% compared with the same period of the previous year).

First Quarter (three months) Financial Results (Unit: million yen)

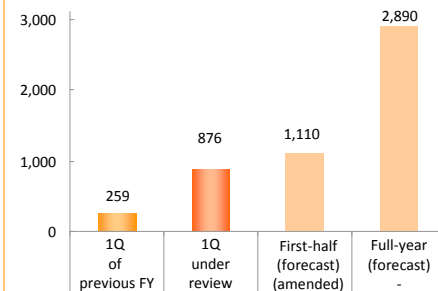
Net Sales



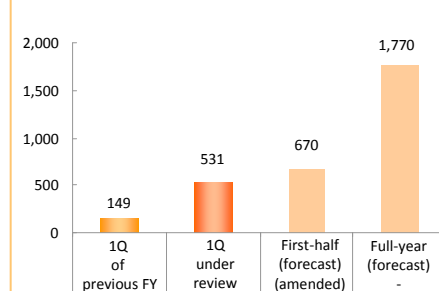
Operating Income



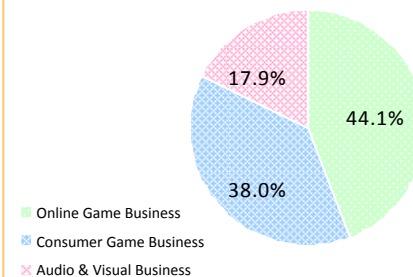
Ordinary Income



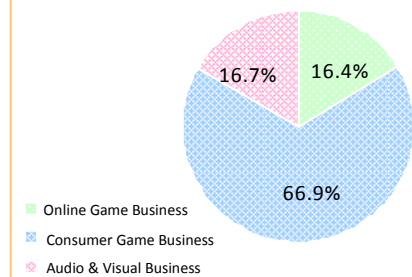
Net Income



Percentage of Net Sales by Segment



Percentage of Operating Income by Segment



Online Game Business

Leading Titles

Browser Sangokushi



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Ikki-Tousen Burst Fight

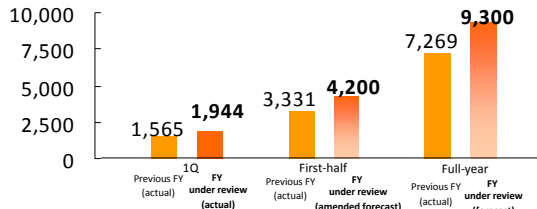


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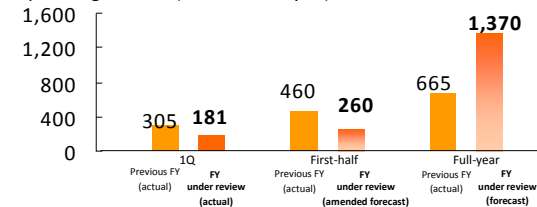
Remarks about Performance

In the field of PC browser games, existing main titles such as “Browser Sangokushi”, “Browser Pro Yakyu NEXT”, and “Logres of Swords and Sorcery” showed stable conditions. Moreover, June 2013 marked the regular service start for the “Browser Kingdom Rising” strategy simulation game, which plays out in a Sangokushi themed environment. In mobile games, “Ikki-Tousen Burst Fight” and “SENTRAN KAGURA New Wave” continued to perform well from the previous fiscal year. Additionally, in April 2013 an innovative coin RPG for iOS named “COIN SAGA” was taken into service. Moreover, in overseas business development, respectively in May and June 2013 Marvelous launched for the North American market “Ninja Warrior Game”, a U.S. version of the popular sports entertainment program “SASUKE”, and the action and adventure RPG “Cross Horizon”, both offerings for Android and iOS. As a result, segment net sales totaled 1,944 million yen (up 24.2% compared with the same period of the previous year), with segment operating income of 181 million yen (down 40.7% compared with the same period of the previous year).

Net Sales (Unit: million yen)



Operating Income (Unit: million yen)



Consumer Game Business

“SENTRAN KAGURA” series



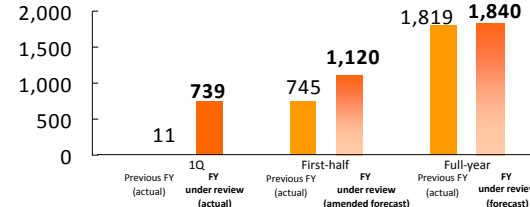
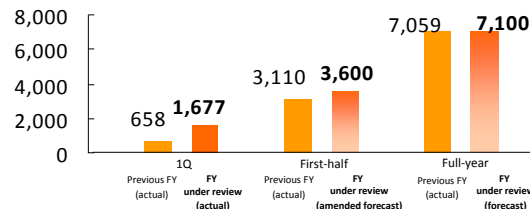
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Pokémon TRETТА



©2013 Pokémon.
©1995-2013 Nintendo/Creatures Inc./
GAME FREAK inc. Developed by T-ARTS and MAQL

At the Company's sales sector, “VALHALLA KNIGHTS 3 (PS Vita)” has been doing well since its launch in May 2013, along with outstanding repeat orders for “SENTRAN KAGURA: SHINOVI VERSUS (PS Vita)” and “OBOROMURAMASA (PS Vita)” brought to market last fiscal year. Similarly, overseas operations reported strong sales of “Pandora’s Tower (Wii)” published in April 2013 by U.S. subsidiary Marvelous USA, Inc. The amusement division continued to develop favorably after the start of the amusement console for children “Pokémon TRETТА” in July 2012, with strong contributions to divisional business results. As a result, segment net sales totaled 1,677 million yen (up 154.8% compared with the same period of the previous year), with segment operating income of 739 million yen (operating income of the same period of the previous year was 11 million yen).



Audio & Visual Business

MUSICAL THE PRINCE OF TENNIS



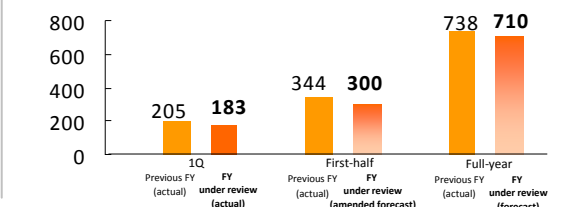
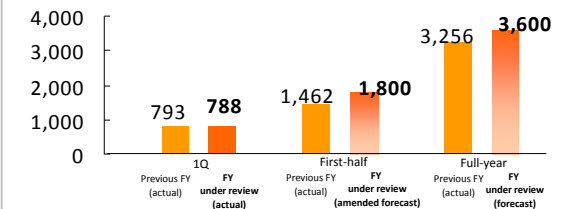
©2009 TAKESHI KONOMI
©2012 NAS, THE PRINCE OF TENNIS II PROJECT
©1999 TAKESHI KONOMI/
2011 MUSICAL THE PRINCE OF TENNIS PROJECT

“PRECURE” series



©2013 Toei Animation Co., Ltd.

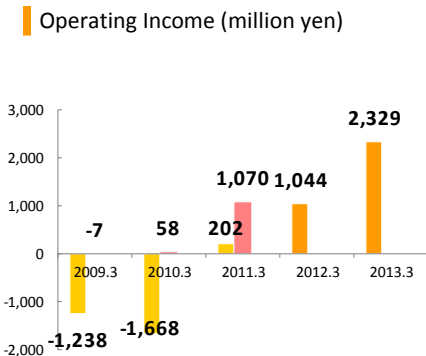
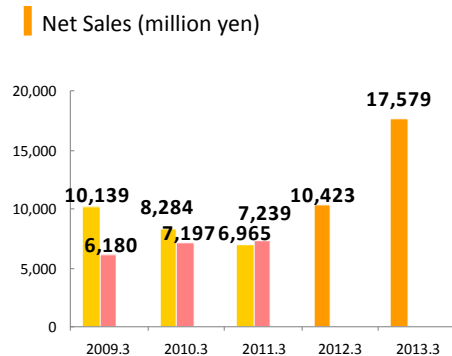
The audio & visual production sector initiated broadcasting and video commercialization of “DOKIDOKI! PRECURE”, a new TV animation production in the “PRECURE” series, and the TV animation “My Teen Romantic Comedy SNAFU” a product lead-managed by the Company. The stage production division marked a total 51 performances of “MUSICAL THE PRINCE OF TENNIS” accompanied by sales of two related new DVDs. Orders have been favorable along with repeat orders for earlier productions. As a result, segment net sales totaled 788 million yen (down 0.6% compared with the same period of the previous year), with segment operating income of 183 million yen (down 10.4% compared with the same period of the previous year).



Former MMV AQI MarvelousAQL

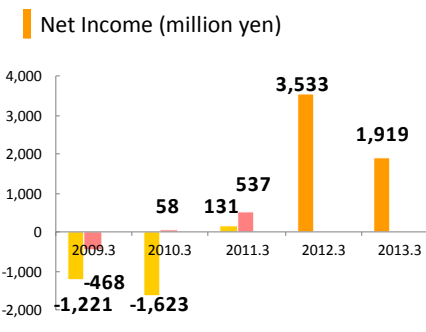
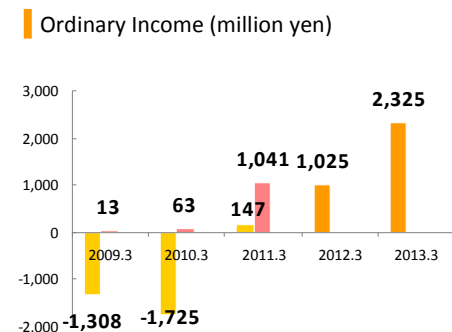
[Consolidated Statement of Income] (Unit: million yen)

		2009.3	2010.3	2011.3	2012.3	2013.3	2014.3 1Q
Net Sales	Former MMV	10,139	8,284	6,965	10,423	17,579	4,410
	Former AQI	6,180	7,197	7,239			
Gross Operating Income	Former MMV	1,616	677	1,740	4,491	8,116	2,474
	Former AQI	2,032	2,586	3,644			
Operating Income	Former MMV	-1,238	-1,668	202	1,044	2,329	849
	Former AQI	-7	58	1,070			
Ordinary Income	Former MMV	-1,308	-1,725	147	1,025	2,325	876
	Former AQI	13	63	1,041			
Net Income	Former MMV	-1,221	-1,623	131	3,533	1,919	531
	Former AQI	-468	58	537			



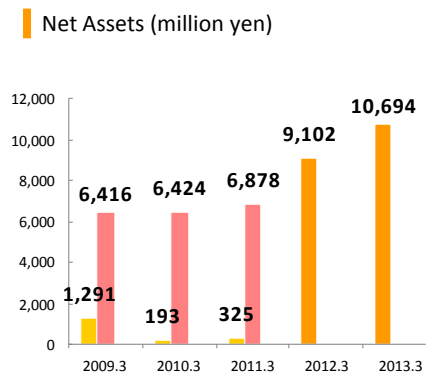
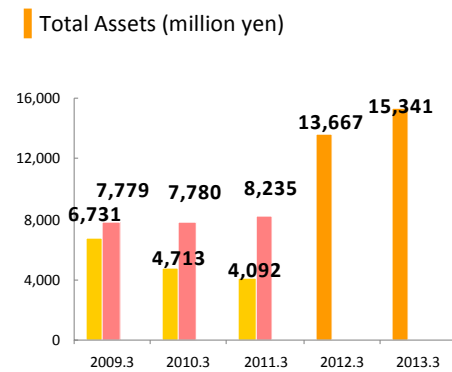
[Consolidated Balance Sheet] (Unit: million yen)

		2009.3	2010.3	2011.3	2012.3	2013.3	2014.3 1Q
Current Assets	Former MMV	5,870	3,889	3,271	11,932	12,593	11,716
	Former AQI	6,364	6,377	7,231			
Fixed Assets	Former MMV	860	823	820	1,734	2,748	2,837
	Former AQI	1,414	1,403	1,003			
Total Assets	Former MMV	6,731	4,713	4,092	13,667	15,341	14,553
	Former AQI	7,779	7,780	8,235			
Current Liabilities	Former MMV	5,431	4,447	3,496	4,361	4,570	3,930
	Former AQI	1,272	1,186	1,320			
Long-Term Liabilities	Former MMV	8	72	271	202	76	64
	Former AQI	90	169	35			
Net Assets	Former MMV	1,291	193	325	9,102	10,694	10,558
	Former AQI	6,416	6,424	6,878			
Shareholders' Equity	Former MMV	1,276	193	325	9,102	10,694	10,558
	Former AQI	6,364	6,417	6,878			



[Cash Flow Statement] (Unit: million yen)

		2009.3	2010.3	2011.3	2012.3	2013.3	2014.3 1Q
Cash flows from Operating activities	Former MMV	-1,038	-210	1,360	1,399	2,817	-
	Former AQI	-35	-193	2,904			
Cash flows from Investing activities	Former MMV	-153	-22	-246	435	-2,130	-
	Former AQI	-114	-598	-2,762			
Cash flows from financing activities	Former MMV	937	5	-237	-479	-975	-
	Former AQI	-40	104	-216			
Cash and Cash Equivalents at End of Period	Former MMV	1,109	874	1,749	5,979	5,723	-
	Former AQI	3,187	2,483	2,401			



[Per Share Indices]

		2009.3	2010.3	2011.3	2012.3	2013.3	2014.3 1Q
Net income per share (yen)	Former MMV	-14,567.14	-13,617.65	1,075.82	10,762.44	3,590.01	993.65
	Former AQI	-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	19,752.94
	Former AQI	117,115.79	118,061.49	126,194.64			

[Profitability]

		2009.3	2010.3	2011.3	2012.3	2013.3	2014.3 1Q
Gross profit rate (%)	Former MMV	15.9	8.2	25.0	43.1	46.2	56.1
	Former AQI	32.9	35.9	50.3			
Operating profit ratio (%)	Former MMV	-12.2	-20.1	2.9	10.0	13.3	19.3
	Former AQI	-0.1	0.8	14.8			
Ordinary profit ratio (%)	Former MMV	-12.9	-20.8	2.1	9.8	13.2	19.9
	Former AQI	0.2	0.9	14.4			
Net profit ratio (%)	Former MMV	-12.0	-19.6	1.9	33.9	10.9	12.0
	Former AQI	-7.6	0.8	7.4			

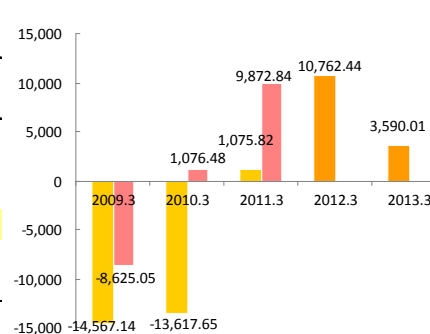
[Efficiency & Security]

		2009.3	2010.3	2011.3	2012.3	2013.3	2014.3 1Q
ROE (%)	Former MMV	-62.8	-220.9	50.6	75.0	19.4	-
	Former AQI	-	0.9	8.1			
ROA (%)	Former MMV	-18.0	-30.2	3.4	11.6	16.0	-
	Former AQI	0.2	0.8	13.0			
Capital ratio (%)	Former MMV	19.0	4.1	7.9	66.6	69.7	72.6
	Former AQI	81.8	82.5	83.5			
D/E ratio (%)	Former MMV	210.1	1,099.6	559.7	15.2	7.9	7.5
	Former AQI	5.5	6.9	1.1			

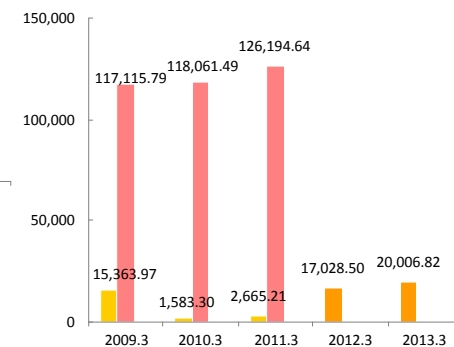
[Return to shareholders]

		2009.3	2010.3	2011.3	2012.3	2013.3	2014.3 1Q
Dividend (million yen)	Former MMV	0	0	0	323	668	-
	Former AQI	0	81	201			
DOE (%)	Former MMV	0.0	0.0	0.0	6.1	6.8	-
	Former AQI	0.0	1.3	2.9			
Dividend payout ratio (%)	Former MMV	0.0	0.0	0.0	5.6	34.8	-
	Former AQI	0.0	139.3	37.5			

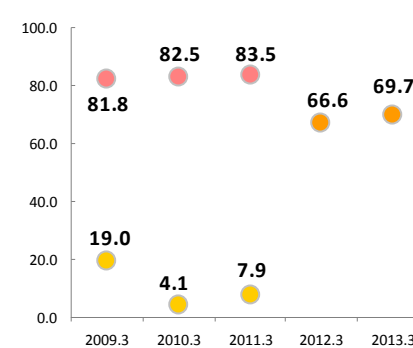
Net income per share (yen)



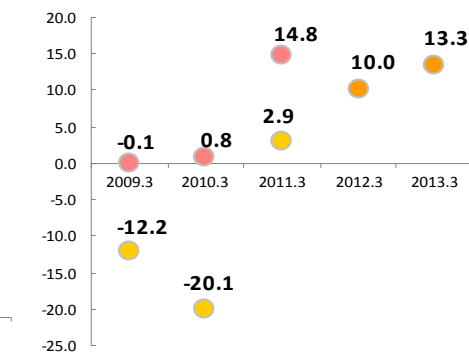
Net assets per share (yen)



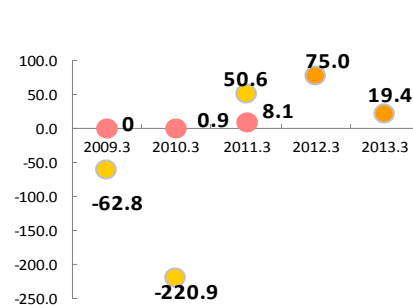
Capital ratio (%)



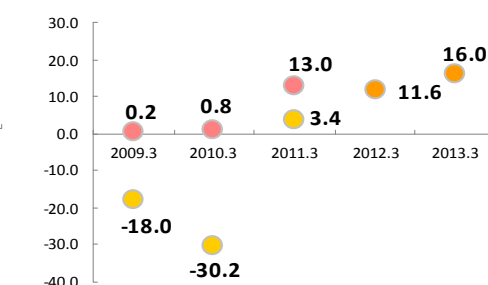
Operating profit ratio (%)



ROE (%)



ROA (%)



Future Developments & Outlook for Current Fiscal Year

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.

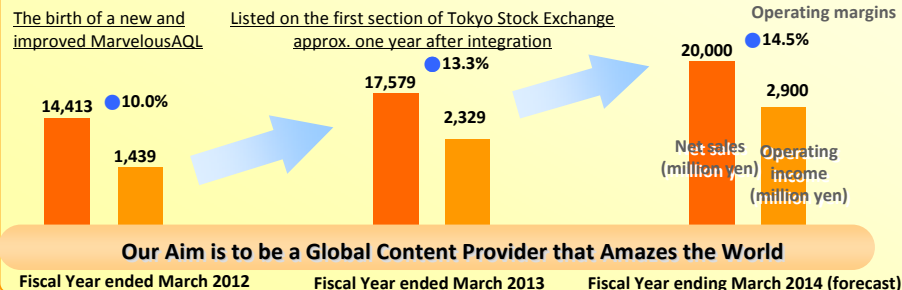
As to business initiatives in the fiscal year ending March 2014, the Group will keep up the favorable performances of the Consumer Game Business division and the Audio & Visual Business division, with Online Game Business operations remaining at the center of efforts. In the mobile games field in particular, 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 August 7, 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	Yoshiteru Yamaguchi
	Director (External)	Shunichi Nakamura
	Director (External)	Ken Kutaragi
	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
- Total number of authorized shares: 900,000
- Total shares outstanding: 535,931
- Number of shareholders: 10,190

[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 Nominees 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 August 7, 2013)

- Stock Quote: 57,000 yen
- Market Cap 30,548 million yen