

KOEI TECMO's Four Competitive Advantages

The unique expertise developed by KOEI TECMO Group over the last 40 years has served as a source for achieving sustained growth and high profitability within the rapidly changing entertainment industry. The following four competitive advantages underpinning the value creation cycle at KOEI TECMO interact together to create a solid foundation for the Group's businesses.

Four Competitive Advantages

01

IPs Available for Series, Collaborations, and Licensing-Out

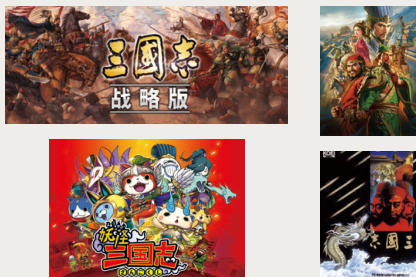
▶ P.21

▶ Multi-layered revenue structure that leverages IPs

By building a multi-layered revenue structure, we ensure sustainable and stable revenue and expand the areas where IPs can be used, thereby increasing their value and potential.

▶ Two different unique IP types

The Group has two different unique IP types. We are not only using IPs as "character IP", but also rolling out IPs as "game system IP". In particular, we are not just expanding the "game system IP" using our own IPs, but are also actively collaborating with partner companies to create new forms of entertainment with their IPs.



02

Staff Who Embody Creativity & Business

▶ P.23

▶ Highly experienced management team and brand heads

As game creators who have experience developing successful game titles, executive management and brand heads directly leverage their expertise and experience in developing business strategies.

▶ Capability to produce global IPs

Interview with Yosuke Hayashi, Executive Vice President of KOEI TECMO GAMES

▶ Capability to launch IPs for the mobile sector

Interview with Yukinori Ito, Senior Executive Officer of KOEI TECMO GAMES



03

Multilayered Quality Control that Sustains High Revenue

▶ P.26

▶ Strict control of quality, delivery, and budget

From the planning stages to post-release, we conduct strict checks based on a management framework to ensure quality and control delivery and budget.

▶ Quality assurance by specialist organizations

Checks by KOEI TECMO QUALITY ASSURANCE is combined with those conducted by external partners to ensure quality from multiple perspectives.

Development team

Collaboration
to improve
quality

Quality control

04

KATANA ENGINE™ that Achieves Development Optimization

▶ P.29

▶ Speedy platform compatibility

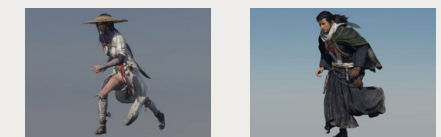
We roll out titles across multiple platforms (consoles, mobile, PC, etc.) over a short period of time while achieving both high efficiency and high-quality game play.

▶ Improved development and cost efficiency through AI utilization

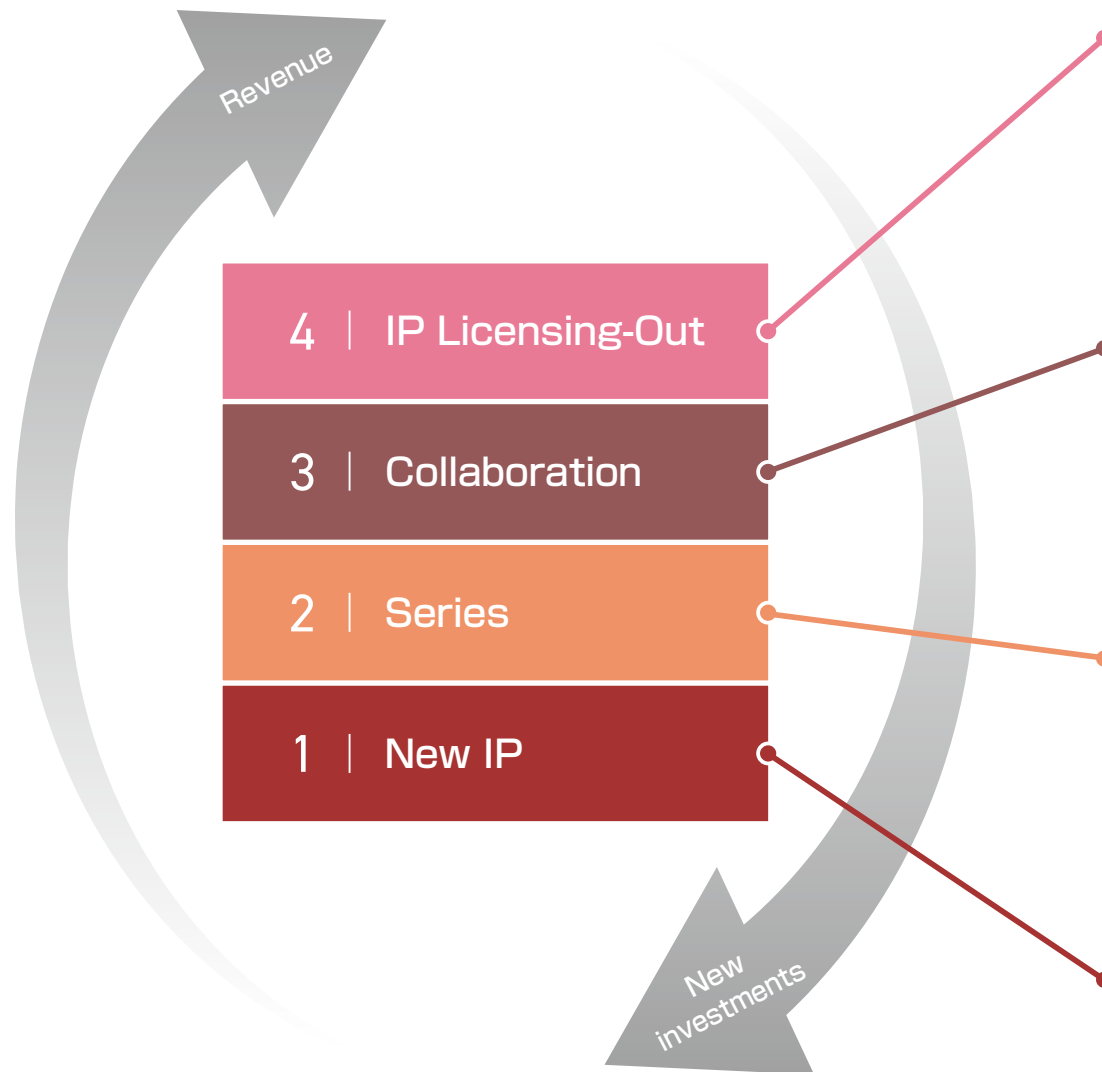
We proactively incorporate the latest technologies to improve development efficiency and deepen players' gaming experiences. AI utilization has also enabled us to improve development efficiency and game play.

▶ Horizontal expansion of development technologies and production functions

By accumulating and sharing knowledge on game development in the game engines, we encourage collaboration among development teams, which allows us to build a highly efficient, high-quality game production system.



KOEI TECMO achieves sustainable growth through a “multi-layered revenue structure”. From creating proprietary IPs to collaborating with other companies and offering licensing-out agreements, we have created several revenue streams through a multifaceted approach in our efforts to build a robust foundation within the rapidly changing entertainment market.



4 | IP Licensing-out

To maximize the value of proprietary IPs, we are developing a “royalty business” through which IPs are licensed out to other companies. Other companies are using our IPs to develop games, which creates opportunities for high profitability (marginal profit rate of 100%) in new markets. In the Asian market in particular, the *Romance of the Three Kingdoms* series has seen a significant level of success, which has established new revenue streams on top of those from in-house development.

Multi-layered revenue structure seen in the *Romance of the Three Kingdoms* series



Three Kingdoms Tactics
Smartphone game developed by Lingxi Games using our IP

3 | Collaboration between both our and other companies' IPs

We are also expanding collaborations that combine our leading IPs with those of other companies. With this kind of collaboration, new value for IPs is generated and brand-new experiences are created while development costs and outcomes are shared with partners.



Yo-kai Sangokushi
Game made in collaboration with LEVEL5 Inc.

2 | Series development of successful IP

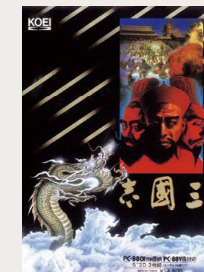
Successful new IP contributes to stable revenue while at the same time satisfying fans' expectations through series development and rollout across different platforms, such as online and mobile games. By adopting new technologies and forms of game play, we continually evolve, offering new forms of entertainment and experiences.



Romance of the Three Kingdoms VIII Remake
Romance of the Three Kingdoms series. Game titles in this series surpassed a total of 9.5 million units sold worldwide (as of FY2024)

1 | Creation of new IP

KOEI TECMO actively takes on the challenge of creating new IPs as the base for revenue generated through series development, collaboration, and licensing-out. While the creation of new IPs is a challenge for us to generate new revenue streams, it also leads to us providing “New forms of entertainment no one has experienced before to people around the world”. Since a certain amount of time and variability in results are inevitable before a newly created IP contributes to revenue, we are working on creating new IPs while taking care to balance this with other stable revenue streams.

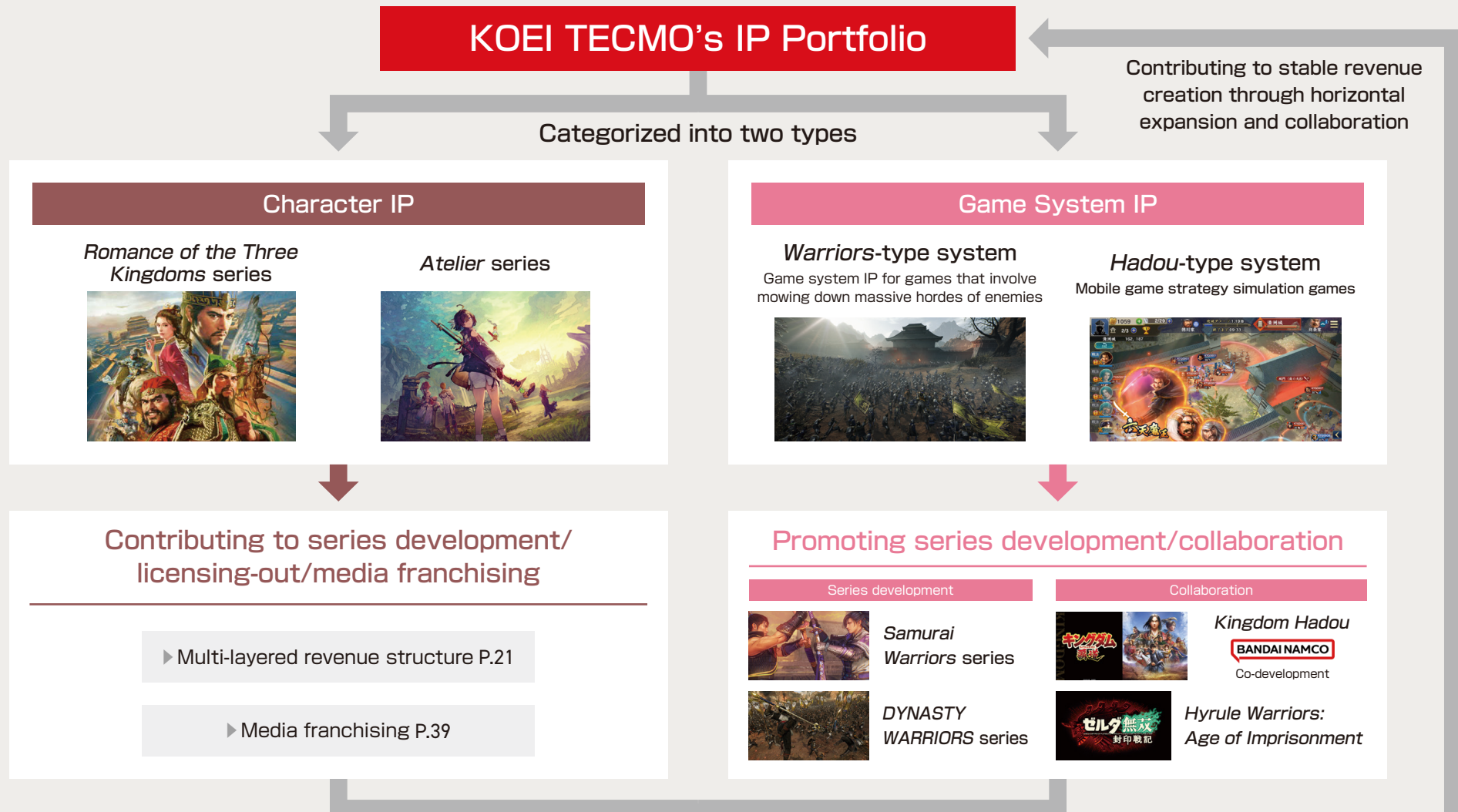


Romance of the Three Kingdoms
Romance of the Three Kingdoms, a historical simulation game set in mainland China that was released in 1985

Two Different Unique IP Types

IPs in KOEI TECMO's abundant IP portfolio can be categorized into two types in line with their characteristics: "character IP" and "game system IP".

The "character IP", such as the *Romance of the Three Kingdoms* and *Atelier* series, has compelling characters and worldviews at its core. These character IPs are not only being used in games, but also gaining new fan bases through their expansion across different media (media franchising), including animations, stage productions, and merchandise, thereby expanding revenue opportunities. Meanwhile, the "game system IP," represented by the *Warriors* and *Hadou* series, refers to the unique gaming experience itself. Our game system IPs are being actively utilized in collaborations with partners, generating new value for other companies' IPs and forming our unique business model.



Our incredible teams have both the creativity to build new worlds and the business acumen to drive projects towards success. They form the bedrock of the KOEI TECMO Group's high profitability and sustained growth. Our highly-experienced management team and brand heads have built a culture where all employees consider every part of a project, from the planning stage to the profit review stage, all while delivering high-quality projects on time and under budget. In our rapidly-changing industry, our dual-skilled team culture is what makes the KOEI TECMO Group such a strong competitor.

A management team of highly experienced game creators

Director and
Chairman Emeritus
Keiko Erikawa



Chairman
(Representative
Director) & Chairman of
the Board of Directors
Yoichi Erikawa



President & CEO
(Representative
Director)
Hisashi Koinuma



Ruby Party
Managing Director
& CSuO
Ruby Party Brand Head
Mei Erikawa



Signature work
Neo Romance series

Signature work
NOBUNAGA'S AMBITION series
Romance of the Three Kingdoms series

Over **20** million units sold

Signature work
SAMURAI WARRIORS series
and collaborations
(*Attack on Titan series*, *Dynasty Warriors: Gundam series*,
ONE PIECE: Pirate Warriors series, etc.)

Over **21** million units sold

Signature work
La Corda series
Haruka series
*Buddy Mission Bond**
Touken Ranbu Warriors

Next-generation leaders creating hit games

AAA
Games Studio
KOEI TECMO
GAMES CO., LTD.
Director & Executive
Vice President
Representative of
AAA Games Studio
Yosuke Hayashi



KOEI TECMO
GAMES CO., LTD.
Senior Executive
Officer
General Manager
of Entertainment
Division
Yukinori Ito



KOU SHIBUSAWA
Brand Head of
KOU SHIBUSAWA
Keisuke Sawada



OMEGA FORCE
Brand Head of
Omega Force
Tomohiko Sho



Team NINJA
Brand Head of
Team NINJA
Fumihiko Yasuda



GUST
Brand Head of
Gust
Junzo Hosoi



Midas
Brand Head of
midas
Keisuke Kikuchi



Signature work
Nihon series

Signature work
Hadou series

Signature work
Romance of the Three Kingdoms Hadou

Signature work
DYNASTY WARRIORS series

Signature work
NINJA GAIDEN series

Signature work
Atelier series

Signature work
NOBUNAGA'S AMBITION: Shutsujin

*Sold by Nintendo Co., Ltd.



East Asian culture and technological innovations to expand potential in the global market

The global market for mobile, console, and PC games has continued to hold strong in recent years, and will continue to grow over the next decade. In Western markets, game content based on East Asian culture has flourished, and in the East and Southeast Asian Markets, there is significant potential for growth in the mobile and PC gaming markets. KOEI TECMO's favored themes, once considered niche, are increasingly gaining global dominance. This is no more apparent than in the success and positive response to the *Nioh* series released in 2017, and the Edo-based *Rise of the Ronin*, released in 2024.

In console and PC game development, advancements in network connectivity and improved hardware capabilities are gradually eliminating platform limitations and opening the world to our developers. This gives our developers greater creative freedom and the ability to reach more users worldwide, and also increases the importance of polishing our game concepts and communicating them to audiences as simply as possible. Our development capabilities will be put to the test in this incoming era.

Increased development of global IPs displaying East Asia's unique culture and history to increase our global market presence

YOSUKE HAYASHI

Representative of AAA Games Studio and Director & Executive Vice President of KOEI TECMO GAMES CO., LTD.

What Makes Us Unique: Developing games based on East Asian history and culture

Given current market trends, the KOEI TECMO Group global strategy will be to foster the development of game titles and global IPs inspired by East Asian history and culture. The challenge will be how to convey its entertainment value to our international users. We must develop strategies to communicate the appeal of East Asian history and culture clearly and confidently, with a touch of mystery when it would appeal to our player base. Taking a creative approach to this communication will spark a desire to explore the story of the game, even in users with no prior knowledge of East Asian history or culture. We also hope to draw in users who want to travel back in time and experience life in that era of history.

One of the KOEI TECMO Group's greatest strengths is its enormous IP portfolio. For example, the series for *NOBUNAGA'S AMBITION*, *Samurai Warriors*, and *Nioh* are all set in the Warring States period, but unfold from different perspectives. Each series is now a well-established KOEI TECMO IP. Though different, they all share the Group's core values. We also have IPs that we have built up for over more than 40 years, which have instilled trust in our users that becomes a foundation for us to introduce new IPs.

Before, IPs based in East Asian history and culture were once viewed as niche, but now, their unique appeal has begun to trend in the industry. If we are to establish a significant presence in the industry amidst this trend, it is critical for us to build a distinct and unique position that embodies our strength and knowledge we have cultivated throughout the years. Bringing our well-polished East Asian global IPs to the world will further bolster our

Group's growth and forge a path to success in the global market.

We hope to further strengthen our portfolio of IPs by developing new ideas fueled by our years of experience.

AAA Game Studio: Leveraging Technical Prowess to Improve Brands and Studios

One of our Group's unique strengths is our continued evolution of development and technological capabilities. Instead of creating an engine or tool for a single title and only using it once, we revise and rework it to use it again in the next title or new IP project. This interconnected use of internal technology helps to further elevate our development processes. We always look to the long term: linking and reutilizing technology and knowledge from one project to the next across all of our brands and studios.

In 2024, we established AAA Games Studio, specifically to leverage that culture and accelerate our approach to challenges across our Group. The "AAA" in the title does not mean massive budgets, but signifies our determination to create AAA-quality games that appeal to large audiences. Instead of investing large sums of money for huge external development teams or massive-scale games, we invest in our top-notch in-house staff that already possess a wealth of technical skill and knowledge. If we fully leverage this investment in our human resources and development technology, we believe we can create AAA-quality games. We thank you for your continued support of the KOEI TECMO Group as we strive to deliver AAA-quality titles that entertain more players and help the Group to grow even further.

*Indicates AAA titles (triple A titles) and generally refers to games with large budgets and development teams.



Online/mobile strategies chart a greater growth curve

Our Group has a two-pronged business strategy, one focused on console and PC titles, the other on online and mobile titles. We develop games without limiting ourselves to specific platforms to open our titles to an even wider player base.

In the mobile games space, the market is more competitive than ever, with many developers now investing large sums of money in marketing and development. However, we believe we can not only survive, but thrive in this new market, building our own opportunities for growth by evaluating the mobile games space and adopting strategies that make the most of our Group's unique advantages. The first step to establishing a strong presence in the online and mobile world is not resource allocation, but a deep understanding of the value of our IPs and focused development that targets our existing fanbase.

A competitive edge born from strong IP assets and a wealth of experience

Underpinning this strategy are our IPs with an existing passionate fanbase. *NOBUNAGA'S AMBITION*, *Romance of the Three Kingdoms*, and *Atelier* are all long-running series that see consistent growth in their player bases. These IPs provide us with an ample amount of competitive advantage within this challenging market environment.

Aiming for the Top 10 in operating Profit: Leveraging Strong IPs and Operational Expertise in Online & Mobile Games

YUKINORI ITO

General Manager of Entertainment Division and Senior Executive Officer of KOEI TECMO GAMES CO., LTD.

We also have over 25 years of experience when it comes to developing IP for the online and mobile sectors, starting with *NOBUNAGA'S AMBITION Internet* in 1998 and continuing through major projects such as the 2010 game *One Million People's Romance of the Three Kingdoms*. Thanks to this experience, we can quickly respond to user feedback and leverage our wealth of knowledge in development and operations.

For the online and mobile sector, we will strive to create games that continuously level up upon our past titles, and develop at least one title for each brand to expand our mobile game portfolio.

Leveling Up Play with IPs—Ideas for the Hadou Series

The *Hadou* series is one of our major mobile titles, and we focus our efforts on designs that leverage the unique nature of each of our IPs. For example, *Romance of the Three Kingdoms Hadou* is a character-focused game that centers on each character's unique move sets. In stark contrast, *NOBUNAGA'S AMBITION Hadou* is a map-based game built around conquering and ruling territories. These games do not simply expand the *Hadou* series onto a mobile platform; they understand each IP's unique characteristics, appeal, and player base, then incorporate that knowledge into the game's design. We also pay close attention to detail in each project, such as polishing character personalities and historical strategies that meet our fans' high expectations for each IP.

For mobile games in particular, it's important to design the game to allow for extended play sessions without boring the player. The *Hadou* series implements a seasonal system that changes the rules and maps about every three months to provide fresh experiences, all while protecting the items and resources the player

has already built. We have also built a community around the game thanks to group-vs.-group (GVP) game modes. This community extends into real-life encounters and relationships, adding massive value to the game that goes beyond the screen.

Building trust by always prioritizing users

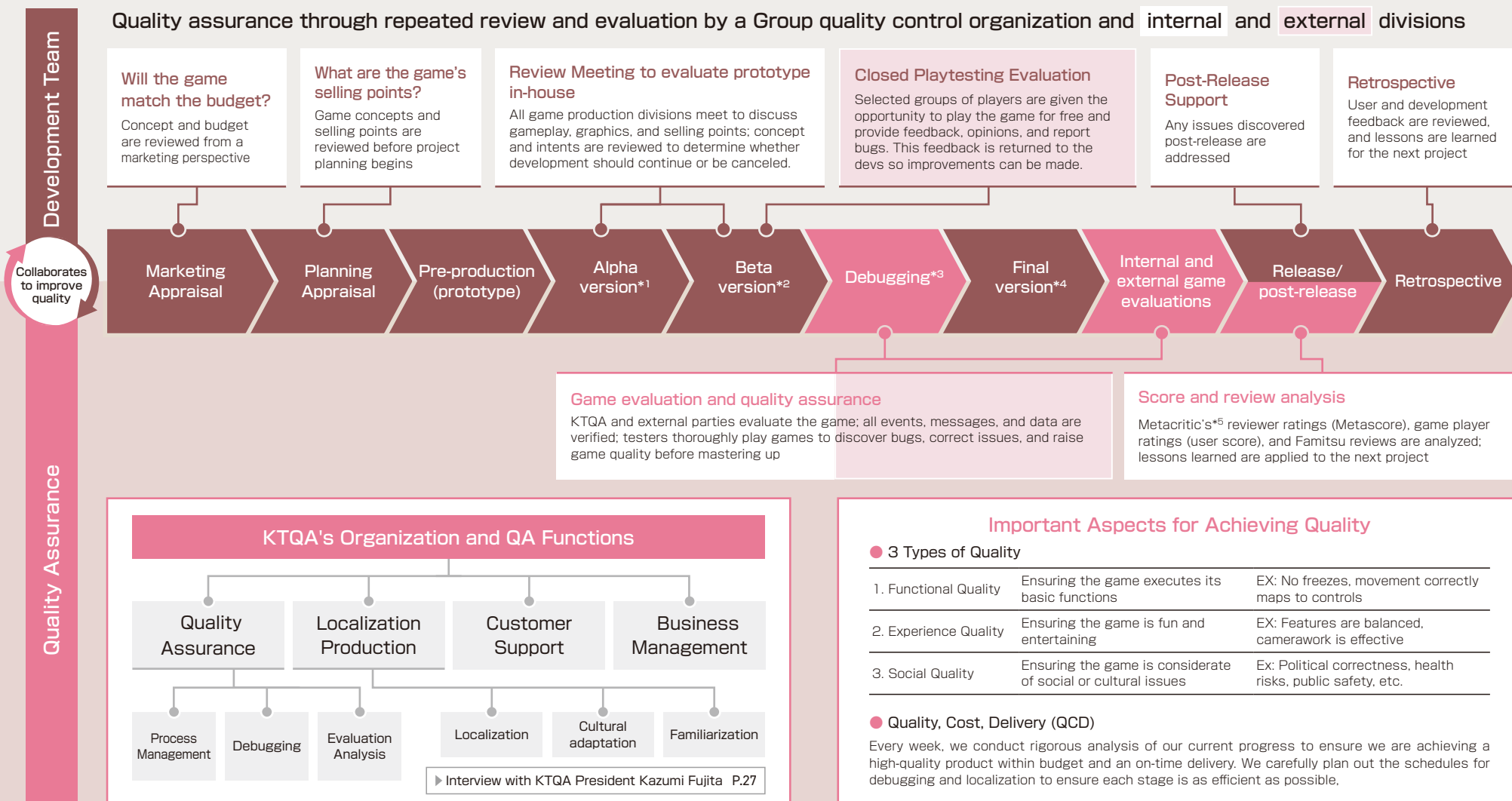
Our highest priority is our users; that's why we take a user-first approach in development and operation in all sectors (console, PC, online, mobile). Long-term play leads to steady securement of active users, especially for mobile games, which is why instead of focusing on microtransactions, we consistently discuss what we can do to ensure our players keep coming back to our games.

Not only that, but when players report issues or make requests, we appreciate their feedback and respond quickly. Early reports of issues within a title can be swiftly remedied, and if not, then we can immediately notify our players of the issue. We also provide updates on the situation and solutions as needed. This communication helps to gain our customers' trust. We also seek out our players' unfiltered opinions, for example, by watching livestreams or having developers directly contacting users for their feedback. This combination of efforts allows us to review our user's responses and continue making improvements to our titles.

Building on the success of the *Hadou* series, we are currently collaborating with the large-scale IP, *Kingdom* (distributed by Bandai Namco Entertainment Inc.) Our objective is to develop the next key pillar for the KOEI TECMO Group by establishing highly profitable operating models, while maintaining quality that meets user expectations. In addition, we will create even more revenue sources and continue along the path toward our long-term vision of ranking among the world's top 10 in operating profit.

The KOEI TECMO Group aims for an operating profit margin of 30% (for consolidated groups). To achieve this goal, we thoroughly manage rigorous quality, delivery timeliness, and budget in each project phase. KOEI TECMO QUALITY ASSURANCE CO., LTD. (KTQA), a specialized subsidiary for quality control, takes a third-party perspective in managing the quality of our content. Building this multi-layered, multifaceted evaluation system allows us to continue to create titles of high quality, and increased profitability.

A Management Framework that Strictly Adheres to Quality, Delivery Timeliness, and Budget



*¹ Alpha version: Early development, basic elements are completed. *² Beta version: Most major components of the game have been implemented. *³ Debugging: Checking for defects or bugs in the game programming before release.

*⁴ Final version: All game elements are implemented, and the game is mostly completed. *⁵ Metacritic: A review aggregation website for games, movies, etc. that provides two types of quantified evaluation, i.e., the User Score based on user reviews, and the Metascore based on game critics' reviews.

The Final Safeguard Before We Take the Ultimate Experience to Customers Worldwide Rationality and Passion: Achieving a Global Standard of Quality

KAZUMI FUJITA

President of KOEI TECMO QUALITY ASSURANCE CO., LTD.

The importance of a specialized subsidiary for quality assurance

Why we are an independent subsidiary?

When the game industry was young, games were developed in six months by small teams of 5 to 10 people. Now, major titles evolve into giant projects developed by hundreds of team members for years at a time. This means the cost of quality assurance as a percentage of development budget is also on the rise. The market is changing, too: customers pay more attention to social media posts and reviews published immediately after release. This means that guaranteeing game quality in the initial release is essential to protecting our corporate image.

With these reasons in mind, the Quality Assurance division of KOEI TECMO GAMES CO., LTD was made independent in 2020, becoming the functional subsidiary KOEI TECMO QUALITY ASSURANCE CO., LTD (KTQA^{*1}). KTQA specializes in quality assurance, localization production, and customer support. Our biggest role is to independently and objectively review and assess our projects to guarantee they are of the highest quality possible when they are released into the world.

The KTQA quality assurance workflow has established checkpoints (called 'gates') for each milestone to ensure quality at every stage of development. Adhering to the Group's system of integrating production with marketability, we closely coordinate with development teams while maintaining our independence. This system gives us a competitive edge, and shows just how determined our management team is to produce new, innovative content and further level up as a company.

^{*1} The abbreviation of KOEI TECMO QUALITY ASSURANCE CO., LTD.

Data-driven management helps us deliver quality, delivery timeliness, and budget

We adhere to the KOEI TECMO Group's dedication to delivering quality games on time and within budget. To achieve this, KTQA is committed to rational management based on objective data. Usually, quality assurance (QA) is thought to be nothing more than bug checking; however, we approach QA from three different perspectives: functional quality, experience quality, and social quality, and work to improve all three in tandem. Functional quality refers to the basic requirements for stable operation, such as a lack of freezes or crashes, and correct mapping of user inputs to movement. Experience quality refers to the elements that create entertainment, such as game balance and user friendliness, which leads to improved user experience and better reviews. Social quality refers to a broad spectrum of aspects that includes accessibility, health risks, and political correctness. While certain home consoles have their own published guidelines, due to the variability of the PC platform, its standards are virtually nonexistent; therefore, we have developed our own internal standards for PC development.

We carefully consider each title's platform, target audience, genre, and scale to craft a unique testing plan that addresses all concerns. For example, we have a quality control (QC) gate between the alpha and beta versions of development, and use pre-established quality KPIs, such as implementation rate and number of bugs in the submitted game data (ROM), to determine whether to begin the full QA process. This completely eliminates the need to backtrack, reducing overhead costs.

Furthermore, KTQA has a specialized evaluation team that assesses each game's entertainment value from an objective



perspective. This team analyzes dozens of titles each year, both our own titles and our competitors', and creates reports that verify user ratings and predict Metascore^{*1}. These evaluations are shared with the development team and upper management, and are used to make improvements and other decisions that consider objective market evaluations.

Directors, leaders, and other key members of the QA team constantly analyze QCD (quality, cost, and delivery timeliness) through three perspectives: quality vs. cost, quality vs. delivery timelines, and cost vs. delivery timelines. They manage progress on a weekly basis with the producers, directors, and project managers on the development team, then report to me, the head of KTQA.

This allows us to more objectively judge the feasibility of a development plan and identify potential risks far in advance. Towards the end of a project, I receive daily reports, and if necessary, speak directly to the KOEI TECMO GAMES CO., LTD. Management team and brand head to devise on-the-spot solutions. With this system, the top management executives are personally responsible for the quality of our projects, and work together with development to make swift decisions.

^{*1} Metascore: An assessment score given by game critics and fans on Metacritic, a review aggregation website for games, movies, etc.



Our Localization Philosophy: Think Global

In the past, the typical approach to localization was to "port" a completed product to a foreign market. Today, however, simultaneous global releases have become the standard. As such, it's more important than ever to adhere to a localization plan that ensures we can release games simultaneously worldwide without harming the value of the game. To do this, we have shifted to beginning localization efforts in parallel with quality assurance from the early stages of development. KTQA does not simply switch one language for another, but crafts quality localizations with the following three elements in mind:

1. Translation

We eliminate mistranslations and unnatural expressions to craft accurate, easy-to-read translations.

2. Cultural Adaptation

We evaluate each game according to the culture, ethics, and regulations of each release country and make any necessary changes. We work closely with local investigative bodies and strive to create natural-sounding localizations.

3. Familiarization

We review and polish the terminology and personality of each series' title to ensure they remain consistent in tone and style. We also maintain extensive glossaries for each series.

While we are currently using AI assistance for our localization, all text is reviewed by a human translator that refines the translations to understand context and character. We strive to create localizations that make the story come alive -- that's our core philosophy.

Future Challenges: Automation & AI, improving the verification process, and looking globally

KTQA's slogan for three years has been "greater quality with shorter timelines, higher efficiency, and lower budgets". To achieve this, we wish to utilize new technologies and bolster our current systems. We have already automated approximately 80%

of our customer support, and are aiming to automate 50% of our quality assurance work in the next five years as we continue investing in research on AI and other tools.

We are also investing in diversified environments to prepare for further global expansion. In particular, the PC game market is flourishing, not just in major markets such as Japan and the West, but also in China and emerging nations, resulting in a much wider variety of expected user environments. In order to provide enjoyable play experiences across a wide range of technical specifications, we are actively investing in establishing dedicated testing rooms and building systems that can handle a variety of test environments. This way, we can create a system supporting high-quality user experiences across a broad range of regions, including China and emerging markets in India, the Middle East, and Southeast Asia.

Building trust through an uncompromising commitment to quality

While we have the utmost respect for the passion and creativity of our developers, KTQA's mission is to lead projects to success through calm, constructive dialogue founded on objective information from the perspective of quality assurance. We use quantifiable, concrete data to support our arguments. We believe this forms the foundation of constructive discussions and trusting relationships.

While the balance of Quality, Delivery Timeline, and Budget is always at the forefront of the development team's mind, we strive to find solutions that can maintain quality without excess compromise. During the development process, the teams responsible for development, marketing, and quality assurance meet frequently to review the project plan and make decisions with which everyone is aligned. Instead of leaving problems to each respective team, top management immediately receives reports and works together with teams to find solutions. It is this culture of open communication that forms the backbone of the KOEI TECMO Group.

We want our players to enjoy their experience with our games. To create that ultimate experience, we vow to never compromise on quality. KTQA is the final line of defense for the games created by the KOEI TECMO Group. We will continue to earn the trust of our customers and meet the expectations of players around the world.

Introducing the development-optimizing KATANA ENGINE™

KATANA ENGINE™ is a one-of-a-kind game engine that enables high-quality game prediction. This continuously-developed engine optimizes our development processes and addresses a diverse number of needs.

What is a game engine?

A game engine is a comprehensive development environment that contains all the tools a developer needs to make a game, from graphics and audio to any specialized tools a unique project may need. By sharing an engine across multiple games, we no longer need to start from scratch on every project, boosting development speed on higher-quality games.

What is KATANA ENGINE™?

KATANA ENGINE™ is KOEI TECMO's unique game engine that integrates the tools and libraries our developers need to create our games. It is constantly being updated with new tools such as AI, improved sound and graphic engines, and upgraded network capabilities, all so we can respond to the changing market and demands of our customers. While generic engines have functional constraints and must cater to the needs of other companies, the KATANA ENGINE™ is highly scalable and customizable, allowing further optimization on each of our game titles.

Knowledge and experience from each project are collected and shared across departments. With the KATANA ENGINE™, our developers can quickly and freely bring their ideas to life, all while curbing production costs and project risks.



As we overcome each title's unique challenges, the KATANA ENGINE™ continues to be optimized and improved. We look forward to seeing how this pinnacle of technology and creativity encourages further growth and maximizes return on investment.

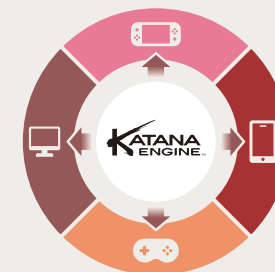
HIROSATO MISHIMA, Executive Officer
Deputy General Manager of the Entertainment Production Division
Head of FUTURE TECH BASE, KOEI TECMO GAMES CO., LTD.



3 Competitive Advantages produced by KATANA ENGINE™

01 Faster Multi-Platform Development

Developing for multiple platforms can be a time-consuming process, but with the KATANA ENGINE™, we can simultaneously develop for the varied needs of consoles, PCs, and mobile devices. And because this is all done in-house, we can optimize our development timelines and reduce marketing costs, avoiding the risks incurred by staggered schedules, so we can focus on polishing the quality of our products.



02 AI-Powered Boosts to Efficiency

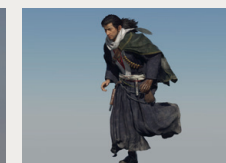
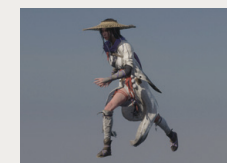


DYNASTY WARRIORS: ORIGINS utilizing crowd AI technology

The KATANA ENGINE™ is equipped with AI technology to further optimize development processes and enable a broad range of creative expression. Our in-house AI trained on proprietary content can adjust game balance and generate automatic play logs, reducing developer workload. The KATANA ENGINE™ can also assist with CG animation, such as automatically generating facial expressions and converting live video to 3D animation.

03 Cross-Functional Deployment

Any functions or AI tools created during the development of one project are reincorporated into the engine, allowing developers to reuse these tools on other projects in-house, boosting productivity and overall quality. This ongoing optimization creates an even stronger foundation for game development that balances creativity and efficiency.



In Wo Long: Fallen Dynasty and Rise of the Ronin, different costume design with the same clothing physics

Item	KATANA ENGINE™	Generic engines
01 Faster Multi-Platform Development	○	△
02 AI-Powered Boosts to Efficiency	○	△
03 Cross-Functional Deployment	○	—