



Company Profile

11 th Anniversary

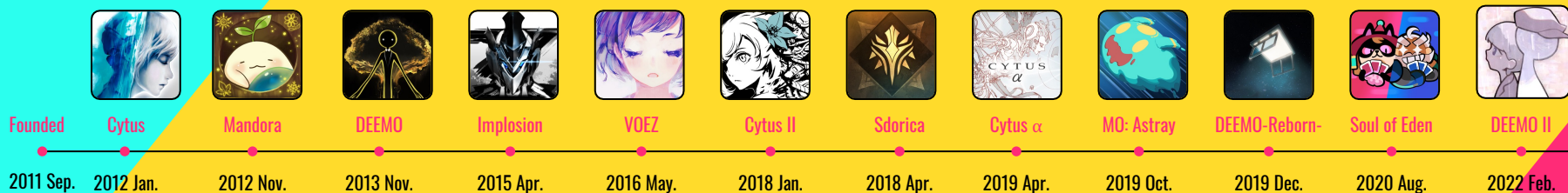
RAYARK

Established in 2011, Rayark has developed several IPs, spanning a wide range of categories: rhythm games, RPGs, casual games, and more. Rayark's gaming experience also extends across multiple platforms, including mobile devices and video game consoles. We hope that our insistence on producing high-quality works and the concepts behind our events will give each of our players unforgettable experiences that are worth cherishing.

RAYARK CONCEPT



Milestones



2011.09 Rayark Inc. founded
2012.01 Cytus released
2012.08 Cytus LIVE Concert @ Taipei
2012.12 Mandora released
2013.06 Cytus: Lambda released on PS Mobile
2013.10 Rayark Game Party
2013.11 DEEMO released
2013.12 Rayark LIVE Concert
2014.09 Rayark Live: M2U X Nicode
2015.04 Implosion released
2015.11 Rayark Live Concert @ Beijing

2015.12 RayarkCon 2015
2016.05 Rayark Concert @ Shanghai
2016.05 VOEZ released
2016.06 Rayark Concept grand opening
2017.09 Rayark Live Concert @ Beijing
2017.12 RayarkCon 2017
2018.01 Cytus II released
2018.04 Sdorica released
2018.12 RayarkCon 2018
2019.03 RayarkHi 2019
2019.04 Cytus α released

2019.06 Rayark Wonderland @ Tokyo
2019.10 Cytus II MM Star Show @ Xiamen
2019.10 MO: Astray released
2019.11 DEEMO -Reborn- released
2019.11 DEEMO Themed Exhibition
2019.12 RayarkCon Live -Headlines-
2020.05 RayarkLive
2020.05 Rayark Hi 2020
2020.07 CYTUS CHAOS LAB
2020.08 Soul of Eden released
2020.09 Rayark BUFF
2021.06 Rayark Café grand opening
2022.01 DEEMO II released
2022.02 Rayark 10th Anniversary Concert

Rayark's Core Values

Creativity



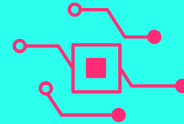
We insist on creating original content with a willingness to develop any and all genres of games.

Aesthetics



We hold to the highest of artistic standards, demanding each game have it's own unique style.

Technology



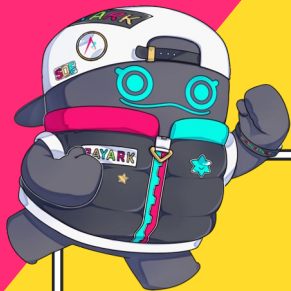
Constantly improving. We use the latest technology to enrich our programming and development processes.

Storytelling



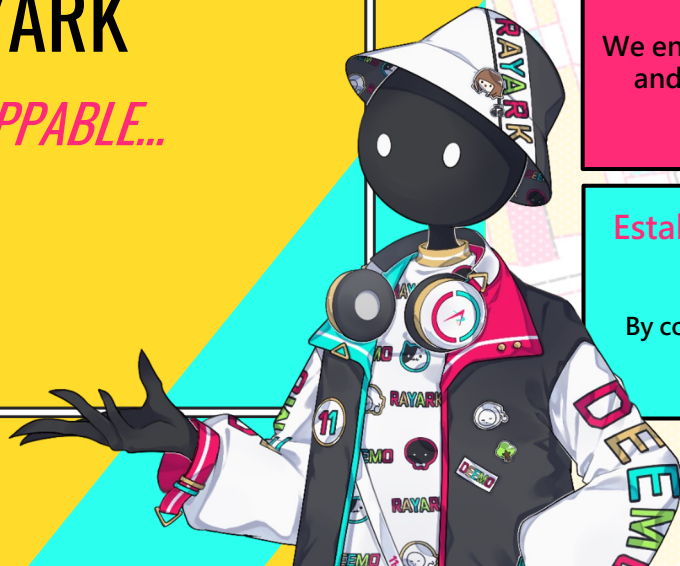
Rayark's strength lies in creating unique IPs by employing new, creative ways to tell stories.

→ [Exploring Rayark!](#)



RAYARK

UNSTOPPABLE...



Tell Great Stories

Our works are not limited to just games. Through different mediums, we want to tell amazing stories to a wider audience.

Balance Art and Industry

We encourage our teams to express their artistic talents and creativity to the fullest while developing works that achieve financial success.

Establish a Pan-Chinese Digital Entertainment Ecosystem

We aim for high-quality gaming experiences. By combining resources across the entertainment industry, we hope to create an ecosystem with grander imaginations for the future.



RAYARK

With you,
we will make the real difference together.