



# Company Profile

Rayark Inc.



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Established in 2011, Rayark has developed and launched 9 IPs, covering a diverse array of styles including rhythm games, RPGs, and casual games that have been developed for mobile devices and game consoles.

Our hope for the future, whether it be in our insistence on producing high-quality games or choosing content for each of our events, is to create classics that players find worth holding onto and that they will hold dear to their hearts for a long time to come.



# | Status

**250+**

Company Scale

Development/  
Operation Teams  
Rayark Japan  
Rayark Concept

**9+**

Released Games

Mobile  
PS Vita  
Nintendo Switch

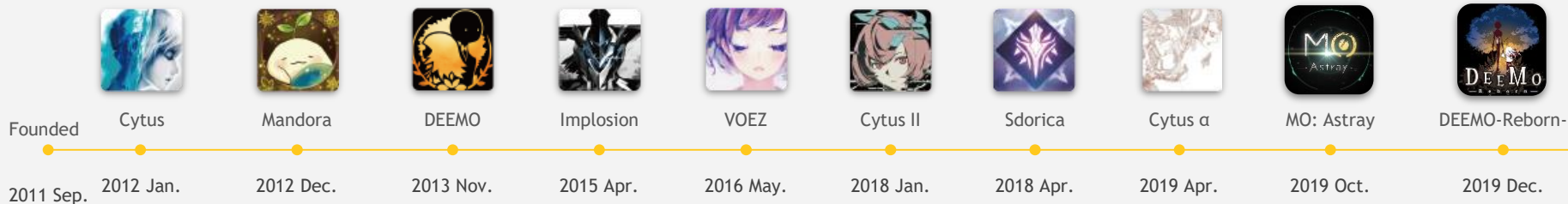
**110M+**

Total Downloads

Across all platforms  
For all artworks



# 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  
 2015.06 DEEMO: The Last Recital released on PS Vita  
 2015.11 Rayark Live Concert @ Beijing  
 2015.12 RayarkCon 2015

2016.05 Rayark Concert in 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  
 2019.11 DEEMO Themed Exhibition  
 2020.12 RayarkCon Live -Headlines-



# Brand Campaigns

RayarkCon



Esports Competitions



Rayark Wonderland



RayarkHi



# Our Visions

## Be an excellent content provider

Our works are not limited to just games. Through different mediums, we want to spread our creations to more people.

## Find the balance between aesthetics and monetization

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

## Create an ecosystem for Taiwan's digital entertainment world

We hope to create more high-quality gaming experiences. By combining the resources of the game industry or other entertainment fields, we strive to provide the public with grander imaginations for the future of entertainment.





Thank you!

