

HANDY INTRODUCTION

Handy Communications [Introduction](#)

2023 Version



GAME

About HANDY

HANDY KEYWORD.

MOBILE GAME
TOTAL SERVICE AGENCY

From 2000

For 23 Years

Focused solely on

Mobile Games

QA · Management · Translation · Marketing
With Experts



About HANDY

Company that shares dreams and enthusiasm.

Enjoying and working in the field that you are truly interested in.
I think that's what passion is.

Even if it's not as much as the dreamy, passionate period of
adolescence, we must always carry passion in our hearts.

Handy Communications is a company with outstanding skills and
know-how that has been walking the single path of mobile game
communication with dreams and passion as capital since 2000.

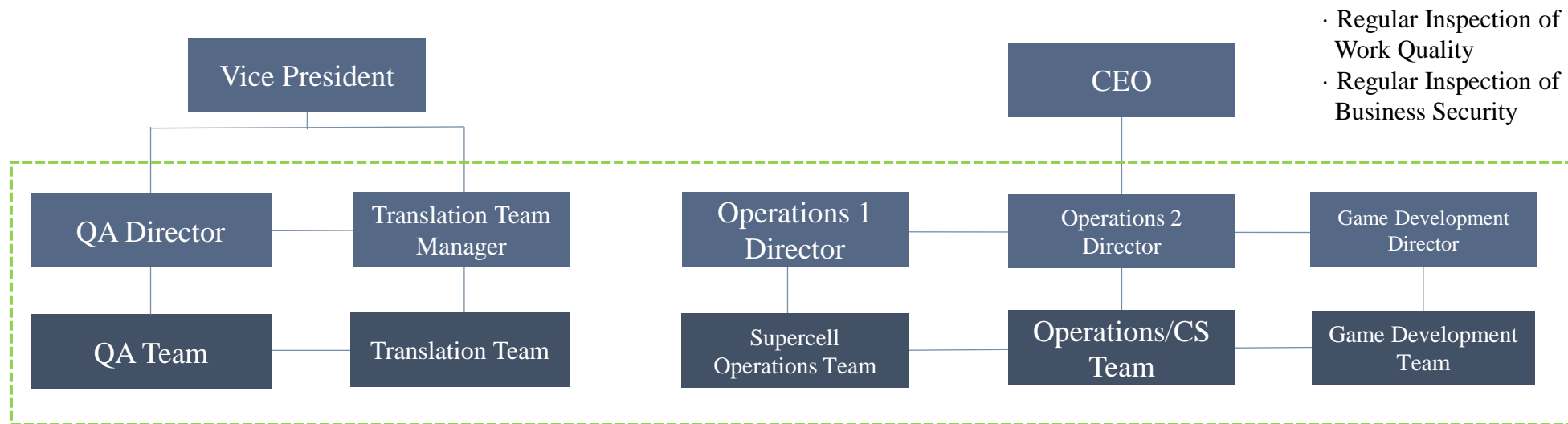
We want to share our dreams and passion with many people and take
a leap forward.

Doo-hyun Baek
CEO

About HANDY

HANDY OVERVIEW.

COMPANY	Handy Communications Co., Ltd.
CEO	Doo-hyun Baek
ESTABLISHED	November, 2000
BUSINESS AREA	QA, Service Management, Localization · Translation, Marketing
ADDRESS	#602, 165, Gasan Digital 1-ro, Geumcheon-gu, Seoul
MAIL	info@handy.co.kr
WEBSITE	www.handy.co.kr



- Regular Inspection of Work Quality
- Regular Inspection of Business Security

QA Part

- Function QA
- FGT QA
- Contents QA
- Compatibility QA
- Market Inspection QA
- Live QA

Translation Part

- KOR > ENG | ENG > KOR
- CHN (Simplified / Traditional)
- JAP
- CHN/JAP > KOR
- KOR > CHN/JAP

Supercell Operations Part

- Monitoring/Restriction
- Event Plan/Proposal
- Contents/Creatives
- Official Café Operations
- Official Facebook Operations

Publishing Part

- Game Industry Trends Investigation

External Operation/ CS Part

- Monitoring/Restriction/CS
- Event Plan/Proposal
- Official Café Operations
- Official Facebook Operations

Game Development Part

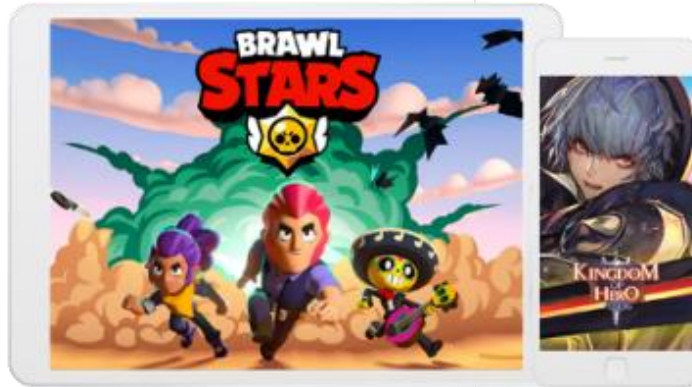
- Mid-core Game Development
- Market Policy Research
- Google/Apple SDK Review

QA Team 20, Supercell Management Team 8, Translation Team 7, Business Team 25, Development Team 15 | Total: 75 People

About HANDY

HANDY HISTORY.

2020
2021
2022



Operations of Supercell 'Brawl Stars' in Korea QA / CS for Every Game of Mobirix

- Busan QA package support project (QA and translation for 10 companies)
- Operation of 3 Supercell online game competitions
- (Clash of Clans / Brawl Stars / Clash Royale)
- Korean community management of Supercell's 「Brawl Stars」, 「Clash Royale」
- QA / Operation of LINE Games' 「Missing Hero」
- QA / Operation of Plarium's 「Mech Arena」
- QA / Operation of Scopely's 「Marvel Strike Force」
- Annual consignment of Mobirix's mobile game quality assurance (QA)
- Operation of 3 games of Kingnet, a Chinese game developer
- Translation and business cooperation of Chinese Kings Group 「State of Survival」
- Translation and QA of 5 games for Chinese ULU Games
- Translation and QA of 2 games for Chinese Electric Soul
- Operation/CS/marketing/translation of Plarium's 「Mech Arena」



About HANDY

HANDY HISTORY.

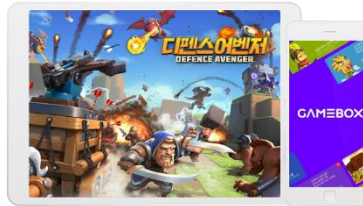
2019



Annual operation service of 「 Brawl Stars 」 (produced by SUPERCELL) in Korea

- Consigned QA business of 「 Full Moon 」 produced by EYOUGame
- Annual operation service in Korea of 「 Boom Beach 」 produced by SUPERCELL
- Annual operation service in Korea of 「 Clash Royale 」 produced by SUPERCELL
- Consigned to localize and translate for mobile games produced by ULUGames.
- Consigned to do QA business for 「 Ariel 」 produced by EYOUGame
- Consigned to do annual QA business for mobile games produced by Mobirix

2018



Signed operation contract with 「 Defence Avenger 」 produced by FantaWing

- Consigned to do QA business for 「 Vision M 」 produced by WildStone
- Acted deputy for offline FGT of Japan mobile game produced by Jcoms
- Annual operation of 「 I Love Fashion 」 produced by BluePie
- Consigned to do QA business for 「 KingdomHero 」 produced by Neowiz
- Annual operation service in Korea of 「 BoomBeach 」 produced by SUPERCELL
- Annual operation service in Korea of 「 Clash Royale 」 produced by SUPERCELL
- Consigned to do annual QA business for mobile games produced by Mobirix
- Annual operation of 「 GameBox 」, the pre-booking platform created by NHN.Ent
- Consigned to do annual QA business for mobile games produced by ClaeGames

About HANDY

HANDY HISTORY.

2017
2016



Annual operation of Supercell 「Clash Royale」 Korean service

- Annual operation service in Korea of 「 BoomBeach 」 produced by SUPERCELL
- Signed the contract to operate 「 Shadowverse 」 in Korea, produced by Cygames
- Directed creator contents for 「 Clash Royale 」, produced by SUPERCELL
- Signed the QA·Operation contract for 「FreeStyle 2」, produced by Changyou
- Annual operation of 「GamBox」, the pre-booking platform created by NHN.Ent
- Signed the QA contract for mobile games produced by New.F.O
- Annual operation of mobile games produced by Mobirix, in Korea · Global
- Annual consignment of QA·Operation for mobile games produced by Mobirix

2015
2014



Annual operation service of 「 Boom Beach 」 (produced by SUPERCELL) in Korea

- Annual operation service of 「 Bubble Bubble for Kakao」 produced by Skonec
- Annual operation service of 「 Puzzle Bubble for Kakao」 produced by Skonec
- Acted deputy for viral marketing of 3 mobile games, produced by CJ Netmarble
- Annually acted deputy for pre-launching campaign of mobile game, produced by Kunlun Korea
- Campaign launch for 「 Summoners War」 produced by Com2us
- Campaign launch for mobile games produced by Daum Kakao
- : Managed the pre-booking of 3 mobile games produced by Party Games in 3 nations

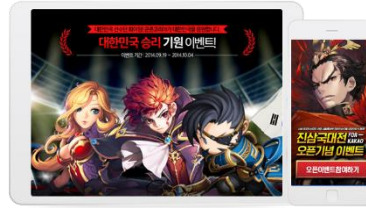
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About HANDY

HANDY HISTORY.

4/4

2013
2011



Annually acted deputy for mobile game promotion, produced by Kunlun Korea

- Acted deputy for pre-launching promotion of mobile games produced by Changyou Korea
- Operation · Viral Marketing of mobile games produced by Gamevill
- Viral marketing of 「I Love Coffee」 produced by Partygames
- Selected for acting deputy of marketing business for IGA Works CPI
- Selected for acting deputy of launching and promoting 「Olleh Market」 from KT
- Selected for acting deputy of launching and promoting 「T-Store」 from SK
- Viral marketing of internet mobile games produced by Neowiz
- Signed the contract to manage and operate a Naver café for Nexon Mobile
- Opened a community site for smart phone games, named 「Touch Play」

2013
2000



Opened the first mobile game community domestically, named 「Handy Game」

- Signed the contract to operate 「Game Evaluation Team」 in LG Games
- Annual operation of KT's mobile platform, 「GPANG」
- Annual operation of Ntreevsoft's mobile games
- Established the alliance with PARAN to supply DB of searching mobile games information
- Acted deputy of building and operating KT mobile platform
- Established the alliance with SKT 「Nate Game」 to supply DB of searching mobile games information
- Annual operation of SK Networks' mobile games
- Company name changed to 'Handy Communications, Inc.'
- Established the alliance with Daum 「Phone World」 to supply DB of searching mobile games information
- Established the alliance with Nate 「Phone World」 to supply DB of searching mobile games information
- Built DB about mobile game play videos and serviced them
- [Incorporation of Handy Game, Inc.](#)

About HANDY

QA

Service Management

Localization · Translation

Marketing · Consulting

For Mobile Games

Since 2000

Starting with Daum Café GVM with 400,000 members, we opened Handy Game, the first mobile game community portal in Korea, and shared more than 3,000 mobile game community operating experiences over 19 years.

Developing · Launching · Maintaining Game Service!

Even in a perfect game, customers may leave due to aspects that are neglected.
We are with you every moment from game development to launch and maintenance.

19 Years of Mobile Game Know-how!

We are a partner that plays a role in communication between game companies and users through customized analysis and suggestions based on skilled professionals and accumulated know-how.

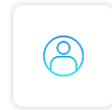
What we do

BUSINESS AREAS.



Quality Assurance

Quality assurance (QA) support through specialized step-by-step analysis and verification according to game characteristics



Operation Management

Operational management (GM, CM, CS) support for stable game service through user · trend analysis



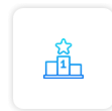
Translation

Successful global service support with natural translation and review by experts optimized for the local culture



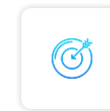
Language QA

LQA support for high-quality localization, such as in-game translation and transcription error correction



Game Consulting

Optimal consulting support through a step-by-step strategic process from market inspection and operation policy establishment to operation management



Real Marketing

Data targeting and performance-based IMC marketing support that enhances user quality at each marketing stage





Quality Assurance

Optimal analysis and verification customized to game characteristics



QA

Quality Assurance.

Objective

Based on TC design specialized for service games such as genre, platform, and network environment, support for content quality improvement through step-by-step issue element analysis and verification

Major Tasks

Function, compatibility, device, network, security, content balance, FUN, FGT, BM design, market review, maintenance, update, other build tests and live server monitoring, etc.

Task Result

Along with quantitative verification, qualitative analysis such as UI, UX, content balance, FUN, BM, etc., and enhancement of content quality through improvement proposals, and consequent improvement in qualitative satisfaction.

QA

QUALITY ASSURANCE.



Function QA

Risk management through analysis and verification of stability deterioration and issue factors

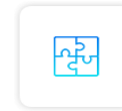
- Test case (TC) design
- Full functional test
- Optimization test



Compatibility QA

Service quality assurance through compatibility and stability verification for each environment

- Device/OS compatibility test
- Device/OS optimization test
- Network stability test



Contents QA

Improve content satisfaction through quantitative and qualitative analysis and verification

- FUN test / FGT
- Contents balance test
- BM analysis & improvement proposal



Maintenance QA

Stable service support such as market inspection verification, update, and maintenance

- Store (market) featured inspection
- Inspection, update test
- Monitoring live server

QA

Optimal Quality Assurance Service



- Guaranteed input of PC/Mobile Game QA experts
- Optimal QA service support through analysis and verification specialized for serviced games
- Provides customized QA that partially selects essential QA services
- On/offline BETA, FGT can be conducted through real users
- Outstanding cost efficiency through flexible manpower management according to issues

QA

WORK PROCESS.





Operation Management

19 years of experience in operating mobile game contents



Operation Management.

Objective

Establishment of operational strategies to maximize fun elements of games and provide stable services through market trends, user trends, and VOC analysis according to game characteristics

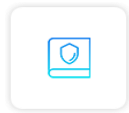
Major Tasks

Operational strategy and policy establishment, monitoring, notification/failure response, event planning and proposal, content planning and proposal, indicator management and analysis, VOC collection and analysis, customer support (CS)

Task Result

Through operational strategies specialized for game characteristics, we seek to improve the quality of service operation and increase satisfaction, and to continuously derive fun elements of games and support defense against risk factors.

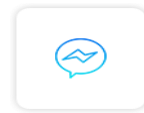
OPERATION MANAGEMENT.



Operation Management

Customized operation service specialized for game characteristics and user propensity

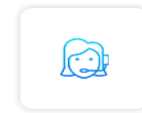
- Announcement/failure response
- Community, creator management
- Monitoring/VOC indicator analysis/reporting



Strategy Proposal

Various proposals and execution through game and user trend analysis

- Establishment of operational policies and strategies
- Idea meeting, content suggestion
- Event/promotion planning and proposal



Customer Management

Customized customer management service to strengthen PLC and improve satisfaction

- Customer consultation and response (CS)
- Analysis of community and trends
- Content creator care

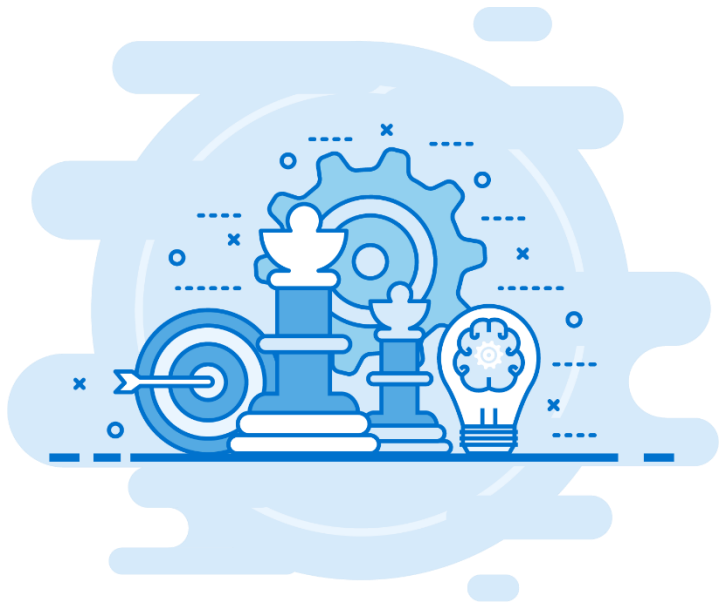


Customized Designing

Custom design, event, content design production according to the game concept

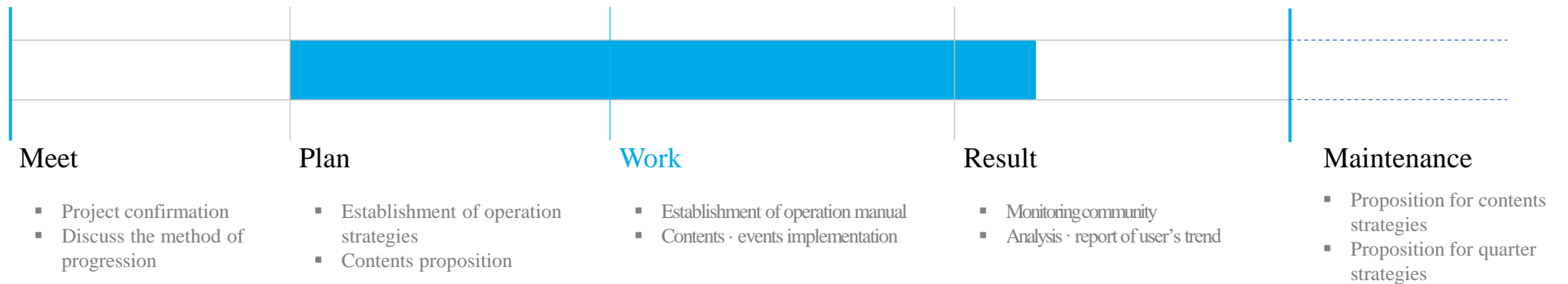
- Custom design for each channel
- Design for event banner · poster
- Design for creative contents

Best Professional Operating Services



- Guaranteed input of game operation experts
- Customized operation of channels such as Naver Cafe, Facebook, and Instagram
- Analysis and suggestions for competitive game trends, user trends, and user needs
- Support for creator care, content planning, and suggestion services
- Outstanding cost efficiency through flexible manpower management according to issues

WORK PROCESS.



Localization/Translation

Successful Global Service

 NEXT

Localization/ Translation.

Objective

Support successful launch in service countries with high quality localization by maximizing linguistic accuracy and cultural linkage of service games

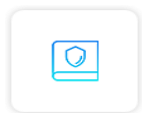
Major Tasks

Translation (Korean, Chinese, Japanese), game and script analysis, language correction and quality inspection, terminology management, game-related data translation, LQA, Korean localization service consulting

Task Result

Promote improvement in localization satisfaction of service games through high-quality translation and inspection, LQA process, and systematic project management support to manage the level of accuracy and consistency of translation

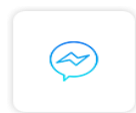
LOCALIZATION/TRANSLATION.



Game Translation

Custom translation by a dedicated team of native speaking experts with extensive game localization experience

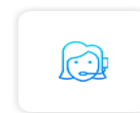
- Translation (KR, EN, CN, JP)
- Glossary production/review



Localization Consulting

Game data localization consulting support for high-quality service

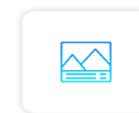
- Optimizing market contents in servicing nation
- PR, marketing data translation



LQA

LQA (Language Quality Assurance) for high quality service

- Terms embellishment, UI Inspection
- Quality verification of local culturalization



Consulting for Service in Korea

Localization consulting and service operation for entering the Korean market

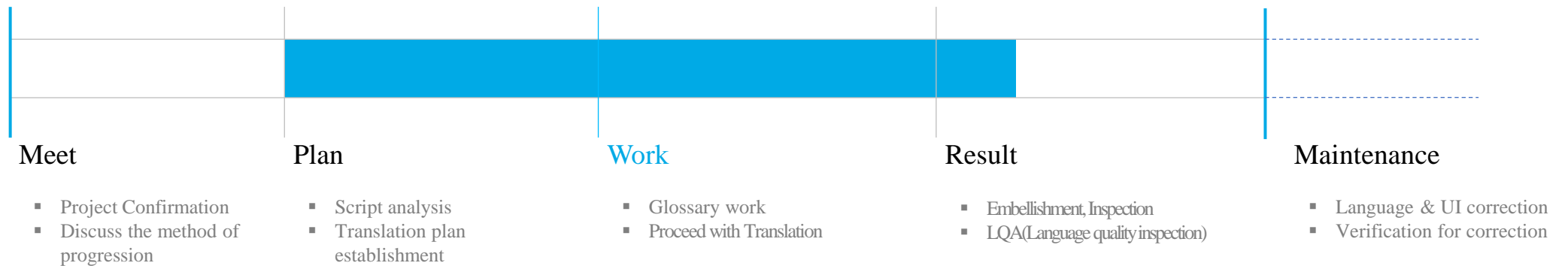
- Korean localization consulting
- Korean service operation agency

High-quality Game Localization Service



- Efficient translation support by checking the number of pure translation characters
- Custom localization by a dedicated team of localization and publishing experts
- Support localization optimization of market and marketing materials for localized games
- Free basic UI translation service and additional maintenance (additional revision reflected)
- Localization, operation, CS, QA, and marketing services for entering the Korean market

WORK PROCESS.



Marketing/Consulting

Real Marketing to Strengthen Branding and PLC

Marketing/ Consulting.

Objective

Establish an appropriate KPI-based strategy considering the trend of each marketing stage to strengthen target user acquisition in advance, promote brand boosting, and optimize inflow and retention rates

Major Tasks

Pre-launch customer acquisition, chart boosting (CPI/CPV/CPA), UA (market review management/featured strategy), branding (CPinstagram/CPL/CPYoutube), influencer, marketing material production agency

Task Result

Establishment of media strategy at each stage of marketing and retention through data-based targeting, omni-directional target user expansion through media optimization, PLC management, UAC, and In App Action efficiency enhancement

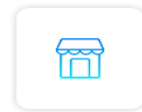
MARKETING/CONSULTING.



MOBILE Marketing

Maximize user retention from pre-launch and inflow to post-launch

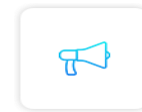
- Pre-promotion
- Rank boosting(CPI/CPV/CPA)



UA Marketing

Organic user acquisition strategies and optimization solutions to increase retention

- Market rating/review optimization
- Featured strategy



BRANDING

IMC marketing solution for PLC maintenance and branding establishment

- Branding(CPIInstagram/CPL/CPYouTube)
- BTL/influencer marketing



Creative Agency

Marketing planning/strategy proposal and agency service for producing various advertising materials

- Marketing consultation
- Creating materials for marketing contents

Real Marketing Based on Customized Performance



- Establishment of marketing strategy through data-based targeting
- Securing large-scale user inflow at the time of launch by maximizing pre-acquisition
- Charts and brand boosting solutions to strengthen retention and PLC
- Optimize user quality by converting seed users to core users
- Promoting organic user acquisition and optimizing UAC, IN APP ACTION

MKT MEDIA STRATEGY.





HANDY
Portfolio



 NEXT

Portfolio

MECH ARENA

Client	Plarium
Date	May 2021 - Ongoing
Work	Management of Korean Community Market Description (ASO) Management of Creator Support YouTube Contents Planning · Production CS / Marketing / FGT / PR / Translation





나만의 메크 군단!



친구와 함께 팀플레이!



다양하게 꾸미는 커스터마이징!



무궁무진한 무기 조합!



Portfolio

MARVEL STRIKE FORCE

- Client** Scopely.
- Date** May 2021 - Ongoing
- Work**
 - Management of Korean Community
 - Management of Creator Support
 - YouTube Contents Planning · Production
 - Web Design
 - Translation, etc.



VICTORY!



최강의 팀을 구성하세요!

ENEMIES REMAINING 1/5
AUTO
x1



최강의 팀을 구성하세요!

ENEMIES REMAINING 5/5
AUTO
x1



99,490+

능력

- 스매시 레벨 6
- 분노 유지 레벨 4
- 격노 레벨 6
- 강력한 도약 레벨 6

레벨 57
10 / 14,900



선두력 23,724
히어로, 글로벌, 바이오, 프로텍터, 웨이브 1-어벤저, 어벤저

★★★★★★ 최대

Portfolio

SUPERCCELL LOUNGE

Client SUPERCELL Oy.

Date July 2019 ~ Ongoing

Work Participate in contents strategies for Supercell Lounge
Make video contents about Supercell Lounge
CS operation of Supercell Lounge



SUP
ERC
ELL
LOUNGE

슈퍼셀
라운지
공식 오픈



안녕,
낫선대장
낫선 대장과 클랜전을 하라!



ROYALE
ROAD

로얄 좀 하면
도전해봐!



렛츠
브롬



베스트
트리오



BRAWL STARS

- Client** SUPERCELL Oy.
- Date** December 2018 ~ Ongoing
- Work** Operational management for Korea community
- Creator support and management
 - On & Offline events/tournament planning & operation
 - Recruitment and management of influencer for On & Offline events



업데이트!



브롤스타즈 x 네이버 OGO

스티커 디자인 공모전



10만 회원 돌파 축하 이벤트!



추석맞이 한정판매

암행어사 콜트가 돌아옵니다!



판매기간

13일(금) 오후 5시부터
16일(월) 오후 5시까지

브롤 스타즈 OPEN

KOREA

세계 최고의 브롤스타즈 팀이
부산 지스타에서 결정된다!

BRAWL STARS WORLD FINALS 2019

환희와 함성이 밀려오는 해운대로
여러분을 초대합니다!





BRAWLSTARS SKT 5G CO-MKT Offline event (1905)

Portfolio

CLASH ROYALE









- Client** SUPERCELL Oy.
- Date** February 2016 ~ Ongoing
- Work**
- Operational management for Korea community
 - Creator support and management
 - On & Offline events/tournament planning & operation
 - Planning & creating contents for Youtubers

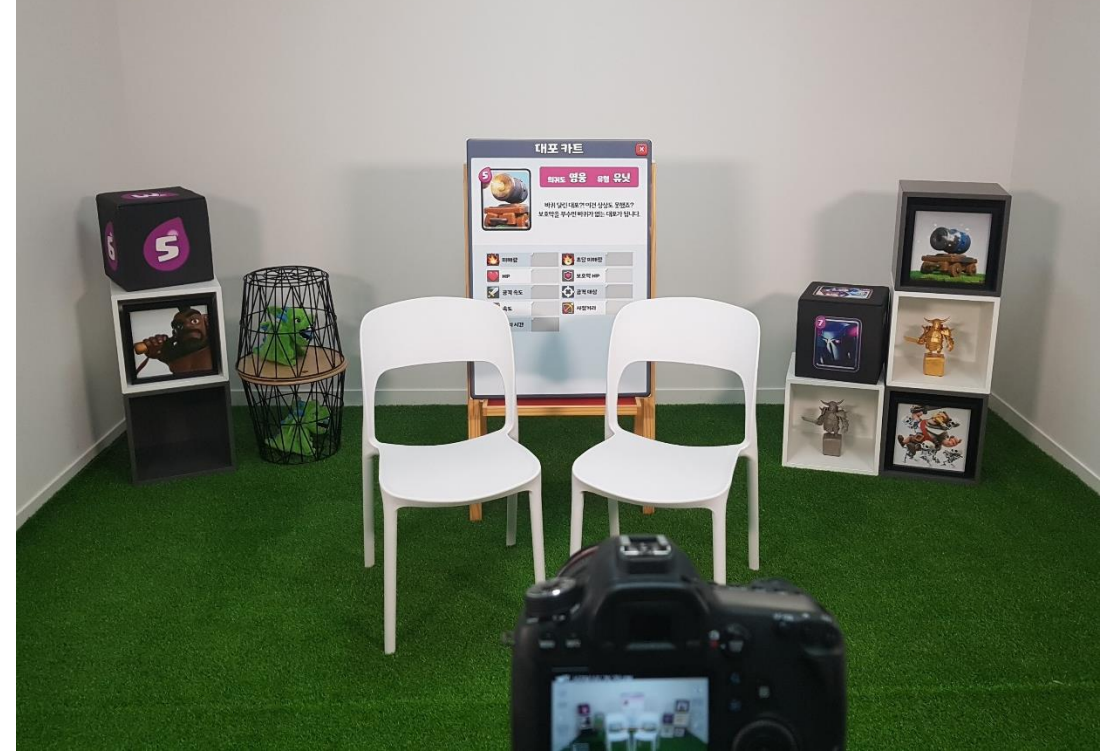


Portfolio

Clash Royale Creator Challenge

Planning support project for helping creator making contents,
Taking charge of filming, editing and setting studio/props

- | | | |
|--|----------------|---|
| #1. Update Contents 1 : Night Witch's Request | |  |
| #2. Collaboration between Indonesiam & Koream creators | (KOR)
(INA) |  |
| #3. Creator Challenge 1 : Buldak Noodles Battle | |  |
| #4. Creator Challenge 2 : King Dice Battle | |  |
| #5. Update Contents 2 : Cannon Cart Challenge! | |  |
| #6. Creator's Summer Vacation Part 1 | |  |
| #7. Creator's Summer Vacation Part 2 | |  |
| #8. Creator's Summer Vacation Part 3 | |  |
| #9. Creator's Summer Vacation Part 4 | |  |



Portfolio

CLASH OF CLAN

Client SUPERCELL Oy.

Date June 2019 ~ October 2019

Work KOREA CHAMPIONSHIP operation

YouTube real-time live operation for the championship



Portfolio

BOOM BEACH

- Client** SUPERCELL Oy.
- Date** November 2015 ~ Ongoing
- Work** Operational management for Korea community
- Creator support and management
- On & Offline events/tournament planning & operation



BOOM
BEACH
붐비치

Special Event for Korea

붐비치 개발팀에게
물어보세요!



SUP



단 하나의 왕좌를 위한 전투



클래시 로얄 리그 아시아
개최를 기념하여 열리는

대규모 클랜 토너먼트



크리에이터 챌린지

SUP
ERC
ELL

CREATOR OASIS

세계적인 유튜버 Chief pat(치프пат), Nickatnyte(닉앳나이트), Orange Juice(오렌지주스)
그리고 한국의 크리에이터들과 함께한 슈퍼셀 크리에이터 오아시스!
슈퍼셀 게임을 즐기고 있는 플레이어들에게 더 재미있는 콘텐츠를 선보일 수 있도록
함께 모인 현장을 만나보세요.



암흑 마녀의 의뢰

지금 당장 내 의뢰를 확인해보도록 해

Portfolio

SHADOWVERSE

Client CYGAMES

Date December 2016 ~ March 2017

Work Operational management for Korea community



FREE STYLE 2 : FLYING DUNK

Client CYOU KOREA

Date April 2016 ~ August 2017

Work Operational management for Korea community
CS for Korea service

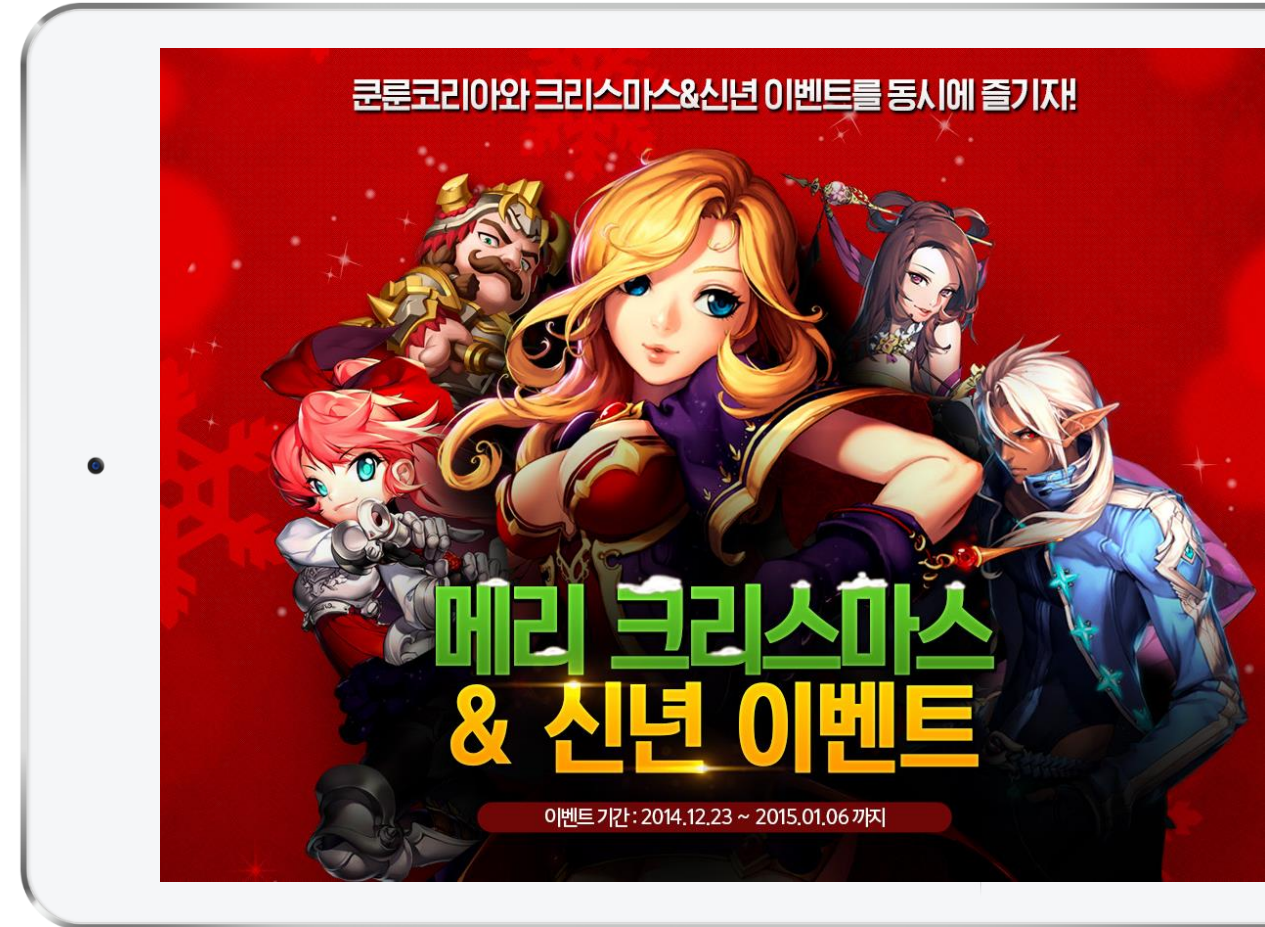
Pre-OBT operation for Korea service

Function/Compatibility QA for Korea service



ZINSAMKOOK + 18 MORE GAMES

- Client** KUNLUN KOREA
- Date** March 2013 ~ February 2015
- Work**
- Operational management for events and community
 - Pre-launch marketing for Korea service
 - Designing and establishing pre-launch marketing for Korea service event page
 - Designing and establishing brand event page
- Operated Games
Armed Heroes, Dark Hunter, Legend of King, Chunshin Online, Munpa Munpa(including for Kakao)
Zinsamkook(including for Kakao) and 10 more games



EDEN
에덴: 시련의 땅

지루할 틈 없는 무한 던전 실시간으로 즐기는 강력한 파티 플레이!
속 시원하게 풀리는 타격 MORPG!

에덴 사전등록 이벤트

- 이벤트 기간 : 2014년 7월 8일부터 출시전 까지 -

Illustration of five colorful anime-style characters in a blue, futuristic setting.

KORAMGAME

우와! 바캉스 **닭!**

올 여름은 쿤룬코리아가 책임진다!
복날 & 바캉스 이벤트

복날 이벤트 07.18 ~ 08.07 바캉스 이벤트 07.25 ~ 08.14

Illustration of three cute yellow chicks wearing sunglasses on a beach background.

용사님들의 사랑에 레전드오브킹이 1주년을 맞이하였습니다.

레전드오브킹 1주년 감사 이벤트

이벤트 기간 : 2014.09.24 ~ 2014.10.08일까지

LEGEND OF KING

Illustration of a birthday cake with candles and a smartphone displaying the game's characters.

문파문파 for kakao

문파문파 오픈기념이벤트!

이벤트 기간 : 2014.12.23 - 2015.01.06

Illustration of three chibi-style characters in traditional Korean attire.

쿤룬코리아가 준비한 할로윈과 배빼로데이 콜라보 이벤트!

2014. 10. 28 (화) ~ 11. 09 (일) 까지

해피 할로윈 배빼로 이벤트

Illustration of various game characters and jack-o'-lanterns in a Halloween theme.

삼국대전 for kakao

사상 초유의 신감각 전략 시뮬레이션 격전의 순간을 오감으로 느껴라!

진삼국대전 FOR KAKAO 오픈기념 이벤트

이벤트 기간 : 2014년 11월 28일부터 12월 12일 까지

Illustration of a character in traditional Korean armor.

I LOVE PASTA AND 9 MORE GAMES

Client PATI GAMES

Date September 2014 ~ September 2015

Work Global pre-registration event page establishment

Operated Games

I love pasta, Minimon Masters, Mudolsamgook

Event page establishment except pre-registration

Operated Games

Sheep Farm for Kakao, Mudolsamgook, Dragon Heroes, Go hero, Dragon Party,

Toy Battle, SD Gundam Battlestation,

Socialsamkook



Sheep in sugarland Farm



突突三國

日本語 中文(繁體) EN



突突三國事前登錄活動!
現在參加事前登錄活動,
即可獲得稀有武將及裝備!

2015.04.16 ~ 正式開服為止!!

하루 10분 투자로 천하를 손에 쥐다

전략 게임의 본좌 소셜삼국지

GRAND OPEN 기념 이벤트

기간: 2월 17일 ~ 3월 12일 오전 10시까지



드래곤히어로즈 사전등록이벤트

누려라 무한쾌감! 끝없는 성장!
당신의 쾌감회로를 자극할 완벽한 슈팅 RPG 공개!

사전등록 신청

공식카페 바로가기



BATTLE STATION

핸디게임과 함께하는 Enjoy Event

우리가 SD건담 배틀스테이션이다.

사람관들이여, 게임만 즐겨라. 건프라는 우리가 준비한다!
초월, 그 진정한 의미를 확인할 각오가 되었는가?



공식카페

한국어

세계 대항 RPG

미니몬마스터즈 사전예약이벤트

Portfolio

BUBBLE BOBBLE FOR KAKAO

Client SKONEC

Date September 2014 ~ October 2016

Work Operational management for official community

CS management

Pre-launch marketing for Korea service

Designing and establishing pre-launch event page



Portfolio

PUZZLE BOBBLE FOR KAKAO

Client SKONEC

Date July 2015 ~ October 2016

Work Operational management for official community

CS management



Localization·Translation



Pentastorm



Dragon Guard



Reverse World



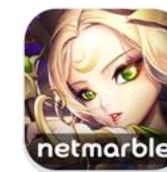
Stella Saga



City and Fighter



Waho



Age of Magic



Sskingdom



Ilgitosam



Monster : Final weapon



3KB



Mu Origin



Mu Origin 2



Mu Ignition



Sokdf



Worldwar Ships



Shenwuyue



Age of Ring



Crow



Saint Seiya

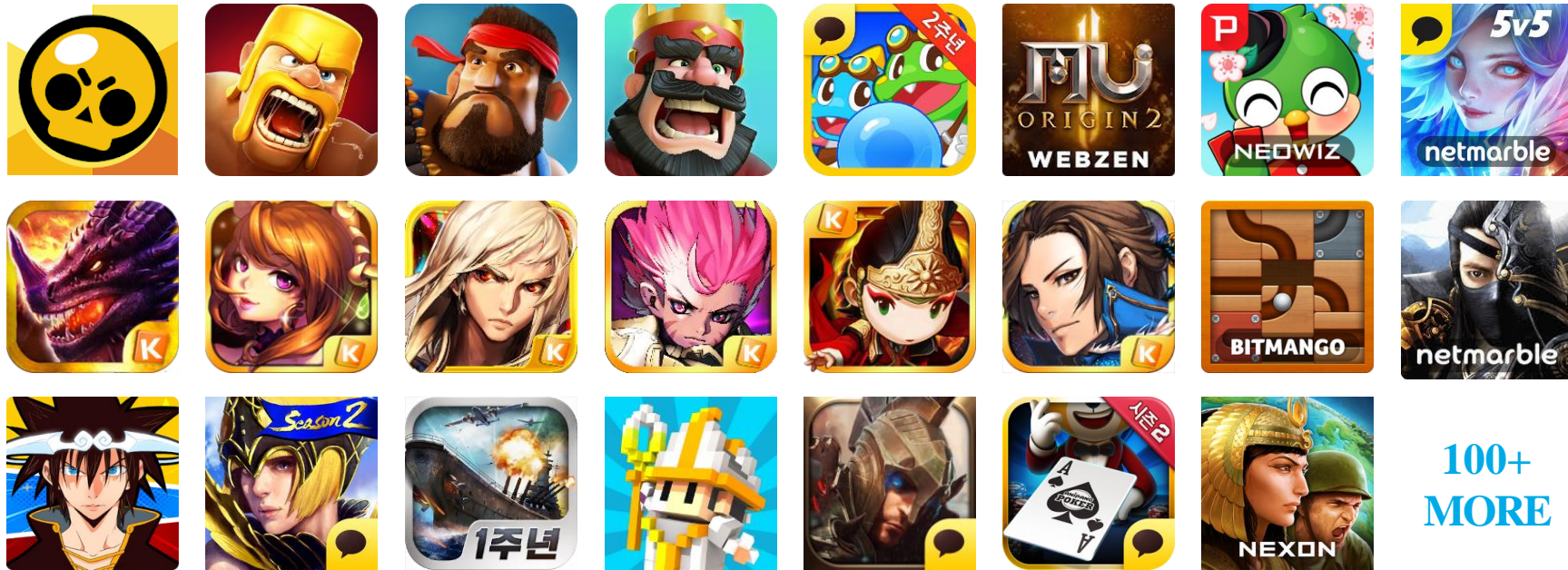


Blaz Blue

- Translation including UI, system message. Script polishing operation

Portfolio

MORE PROJECTS.





End of Document

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