



주식회사 매직빈게임즈

MAGIC BEAN GAMES

A company specializing in board game development and production



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We are making the

# VALUE

Company Name **MAGIC BEAN GAMES**

representative **Yoonsu Hwang**

Establishment **2016. 3. 30**

major business **Board game and software development  
& Gamification education development**



We are making the

# VALUE

## VISION

**“ We make everything you imagine into a game”**

We are designing and producing board games. Through sustainable content development, we are providing more fun games and better quality content, and we are creating not only our own creative games but also functional games that government agencies and companies need..

## MISSION

Our mission is to make a pretty and fun board game that can make everyone in the world laugh.

## our CORE VALUE

### PASSION



Potential to drive change while doing what we like

### VALUE



The power to innovate while doing what you're good at.

### FUN



Relaxation to laugh while working together.

# MAJOR BUSINESS

An expanding company.



## Board game development

We developed 27 own games and developed 100 games for government agencies and businesses.

## Mobile game development

We are developing hypercasual games based on mobile platforms and preparing services.



## Character Design

We do character design, production of goods using character IP, and licensing business..



## Big game and educational content design.

We design content and train instructors for online and offline mixed big game and gamification education.

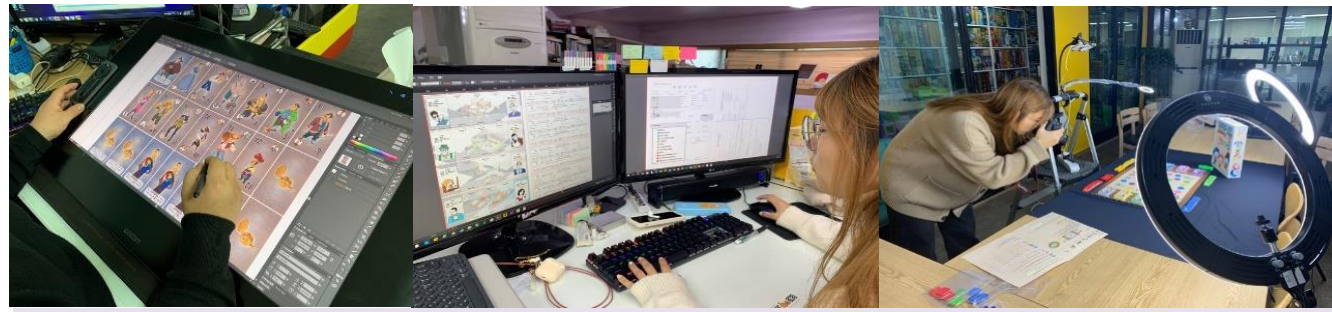

















MAJOR BUSINESS

# Board game development

Our core business is designing and producing board games.  
We make valuable board games as well as fun.

<b>Genre</b>	Educational games, family games, hypercasual games.
<b>Target</b>	Childrens (70%), Adult (25%), Senior (5%)
<b>Sales</b>	Online Shop (70%), Direct Delivery (20%), Fair (10%)
<b>Average price.</b>	25 USD / 1EA ( 15 USD ~ 35 USD )
<b>representative work.</b>	Sixteen, Code Talk, Shake Shake, Segonsa, Egg Add, Etc.



 <p>시스틴 타일 놓기 게임의 혁신작</p>	 <p>코드톡 멘사에 도전한다.틱톡록</p>	 <p>쉐이크 쉐이크 블록 쌓기의 역발상</p>	 <p>에그애드 방법은 다섯, 목적은 기억력</p>	 <p>도시락 세상에서 제일 재미있는 가위바위보</p>
 <p>컬렉션 환경은 내가 책임진다.보리수겨게임</p>	 <p>동 소통을 위한 스토리텔링 보드게임</p>	 <p>코르세어 바다의 지배자</p>	 <p>뽀글이 숨은그림찾기 꼭꼭 숨겨진 같은 그림 찾기</p>	 <p>포테스타 게임의 진로체할하기</p>
 <p>시그널 로봇공학자와 알고리즘 놀이하기</p>	 <p>팝콘 0과 1로 소통하는 컴퓨터</p>	 <p>ZIP 신기한 데이터 압축과 해제</p>	 <p>고앤스탑 내 컴퓨터와 소통 경주는?</p>	 <p>요원12 컴퓨터 용어도 탄생 스토리가 있어요.</p>

## MAJOR BUSINESS

# Board game development

We developed more than 100 board games and built know-how at the request of companies, institutions, organizations, and individuals.

## Institution

Education for new employees, promotion of institutions, big games, introduction of local tourism, design of play areas for experience centers, and development of textbooks.

## Corporation

It developed employee training, corporate history and core value training, corporate promotion, and management simulation board games.



통하라 관세법  
관세국경관리연수원



Atomic Jam(아토믹잼)  
한국원자력연구원



I'm Pass  
계명대학교



VILLAGE COIN  
SK나비갤러리



언어마블  
국립중앙청소년수련원



수학의 마술 1258  
서강대학교



미래유망직업카드  
미래인재연구소

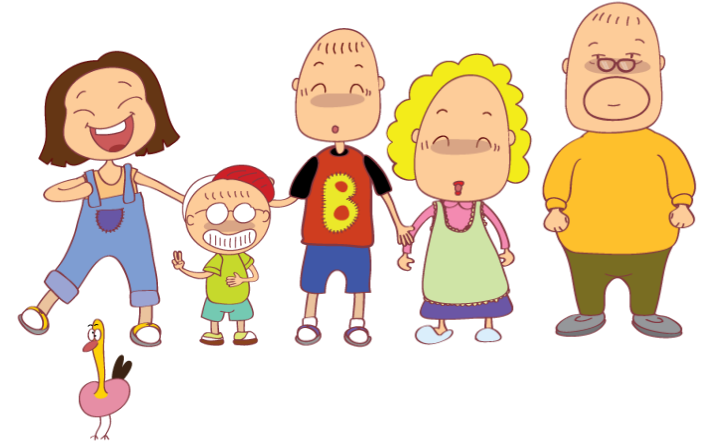


별별 은평  
은평구 평생학습관



JOB?  
국일아이 출판사

# Character Design



- We have about 250 characters that we have produced ourselves.
- We are making contents such as board games, mobile games, and goods using the characters we created.
- About 20 characters were developed and supplied at the request.

MAJOR BUSINESS

# Mobile game development

It is a hypercasual web board game that can be easily enjoyed by men and women of all ages with a simple system and operation method on a mobile platform using the IP of our board game "Sixteen."

With Android and IOS operating systems, you can play regardless of mobile type, and it provides a variety of spaces with single games, random games, and games for members. It is preparing to be officially released on Jan. 30, 2024, as the first case of mobile gaming of domestic board game and will be released simultaneously in Korea and globally.



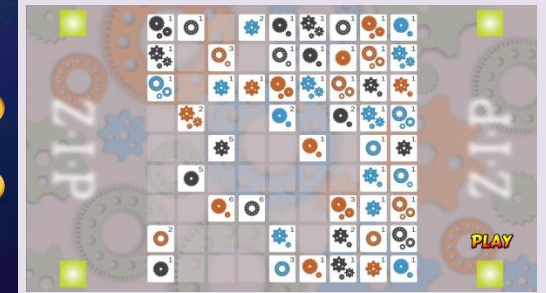
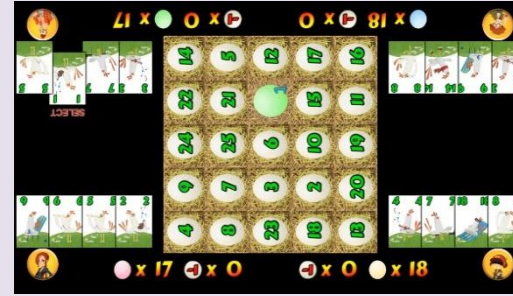


MAJOR BUSINESS

# Digital board game development

It is an application that developed the previously developed tabletop board game as a digital board game.

It's easy to download to your smartphone or tablet PC. It is a software education game that allows you to understand computer principles easily and funly while playing alone or by several people. It has no in-game text and is simple to operate, so anyone in the world can easily use it.



We have.

## Production facilities in possession.

We have its own facilities such as UV printers and contractors, so we can reduce manufacturing costs, shorten production periods, and reduce labor costs. All processes except wood parts are carried out in Korea, so product quality and after-sales service are guaranteed.



# INTELLECTUAL PROPERTY RIGHTS

A challenging enterprise.



2019.07.19  
**Patent**  
Signal combination  
educational  
board game



2019.07.16  
**Patent**  
Binary Education  
Board Game



2019.01.11  
**Trademark**  
Magicbean Games



2019.01.11  
**Trademark**  
Magicbean Games



2019.01.11  
**Trademark**  
Magicbean Games

# I THANK YOU

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