



## Notice of Acquisition of Rights to "TriggerHeart EXELICA"

Cosmo Machia Inc. announces that it has acquired the rights to the game and other aspects of the shooting game "TriggerHeart EXELICA".

It has been reported in the press that we had applied for a trademark, but we are pleased to officially announce that we have confirmed with the right holder and concluded an agreement.

In the future, we will actively produce and distribute this title, and promote activities to make it widely known to people around the world.

In addition, we are seeking licensees in areas where we are unable to commercialize the title, in order to increase opportunities for more people to become aware of the title.

We would also like to respect all of the original creators and carefully pass on their content.

**Please wait for further information on related products, which will be announced at a later date.**

Please note that although this title was developed and released by Warashi Inc., we have not inherited the trade name, all game rights, or business of Warashi Inc.

\*press kit(Our GoogleDrive data DL requires that you contact us to request access rights.)

URL : <https://bit.ly/3WOP4E6>

### About "TriggerHeart EXELICA"

Vertical scrolling shooter game released by Warashi Inc., marketed as an arcade game at the end of May 2006.

Unlike other shooting games of the time, the game featured a "mecha girl" design, in which the character of the ship was a beautiful girl equipped with a mecha. The appeal of these characters also attracted attention, and the game was featured in articles in magazines related to bishojo characters and mecha-girls. The main character, EXELICA, was ranked No. 1 in the "Monthly Arcadia" character poll of 2006, published by Enterbrain Inc. at the time.

Later ports were developed, with the Dreamcast version released in 2007, the Xbox 360 version (XBLA only) in 2008, the i-appli version in 2008 and 2009, and the PlayStation2 version in 2009.

There are two types of ship to choose from, with different shots depending on the EXELICA and CRUELTEAR (either a diffuse shot that spreads out like a fan, or a narrow shot concentrated forward). The game is vertical screen, vertical scrolling, and overhead view type, but the most

distinctive feature of this work is the ability to eject (shoot) "anchors" at enemies and use their wire connections to knock them down and destroy them. The controls use an eight-way lever and three buttons: the A button is used for the "shot," which fires in rapid succession; the B button is used for the "anchor shoot," which captures enemy aircraft for use in attack and defense; and the C button is used for the "bomb," which attacks enemies across the screen.

### Arcade version screen



### Introduction of our aircraft



#### EXELICA

Official Web : <http://www.cosmomachia.co.jp>  
Official Twitter : @cosmo\_machia  
Official Facebook : <tps://www.facebook.com/cosmomachia>  
Official Instagram : @cosmomachia\_official  
Official Youtube : <https://www.youtube.com/@user-oc8wc1lz8n>



#### CRUELTEAR

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