Japanese Software
Products developed for the Japanese market

Magic Mouse Productions is one of the few American software companies with long term experience in the Japanese market. Our staff has over 20 years experience in developing Japanese software, starting with the first bilingual word processor for Japan, TwinStar, and have developed subsequently Flying Colors, Anime Designer DragonBall Z, Action Designer Ultraman, Tamagotchi Sketch, a New Years Greeting Card product called "Gorgeous Mail", and our Discus labelling software.

ANIMÉ DESIGNER DRAGONBALL Z

Dragon Ball Z was created by Akira Toriyama, Japan's most successful graphic artist/writer, and possibly the most prolific comic book artist in the world. Starting with the **Dr. Slump** satirical comic series (my favorite), Toriyama then created the fantastic **Dragon Ball** series, which ran for many years, and comprises about 30 volumes of 150 page black and white graphic novels. Then Toriyama did **Dragon Ball Z** (the worst and most successful thing he ever wrote), which is another 30 or so volumes of pen and ink comic books. Dragon Ball Z, with its huge assortment of characters and mindless violence was a huge hit, and it became a television series shown all over the world.

Magic Mouse was contracted by Bandai, Co. Ltd of Tokyo (Japan's largest toy company, and the best toy company in the world), to create a software product that employed the characters and artwork from the TV series, and the result was **Animé Designer Dragon Ball Z.**

Unfortunately, due to licensing problems (the copyright to the product is owned by five different Japanese companies, Bird Studio, Toei Animation, Bandai, and others) Animé Designer Dragon Ball Z is not available in English. The product is compatible with Windows and Macintosh computers,

and can probably be obtained through Bandai, or found at one of the stores in Akihabara.
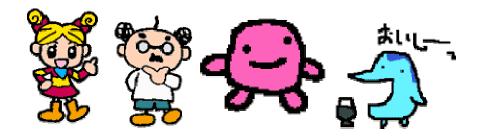
ACTION DESIGNER ULTRAMAN

Ultraman first came on Japanese TV in 1966. It is still on TV to this day; certainly the most successful and longest running man vs. rubber monster show on planet Earth.

Magic Mouse was contracted by Bandai, Co. Ltd of Tokyo (Japan's largest toy company, and the best toy company in the world), to create a software product that employed the characters and artwork from the TV series, and the result was **Action Designer Ultraman.**

Unfortunately, due to licensing problems (the copyright to the product is owned by several different Japanese companies) Action Designer Ultraman is not available in English. The product is compatible with Windows and Macintosh computers, and can probably be obtained through Bandai, or found at one of the stores in Akihabara.

TAMAGOTCHI SKETCH

Tamagotchi was one of the most incredible fads ever to come out of Japan. This tiny egg-shaped virtual pet was designed by a woman, and appealed to woman to a degree that became frightening. At one point, this tiny toy, which cost about a dollar to make, was selling for $100 each. Millions were sold the world over, before the fad crashed.

The Tamagotchi virtual pet consisted of a funky chicken, which you raised from an egg to maturity over a few week period. You had to feed, play, and clean it up, and discipline it properly. If you failed to raise your pet properly, it would turn out bad, or maybe just have a cranky temper. It would beep when it needed attention, and the constant need for attention forced a design change in the USA, else it was banned in schools for distracting students too much.

Magic Mouse was contracted by Beam Entertainment (a subsidiary of Bandai, Co. Ltd) of Tokyo, to create a software product that employed the characters and artwork from the characters in and around the Tamagotchi phenomenon, and Tamagotchi Sketch was the result.

Tamagotchi Sketch is only available in Japanese. The product is compatible with Windows and Macintosh computers, and can probably be obtained through Bandai, or found at one of the stores in Akihabara.