

N E W S R E L E A S E

April 4, 2018

TMS Entertainment USA, Inc.

**TMS Announces 50th Anniversary Anime Series of
the Iconic, *Tomorrow's Joe*, Will Reboot as *MEGALOBX*,
Launching on Crunchyroll, April 5th**

Los Angeles, CA – April 4, 2018 – TMS Entertainment USA announces that a new style of anime series inspired by ***TOMORROW'S JOE*** (aka *Ashita no Joe*), called ***MEGALOBX***, will launch on Crunchyroll on April 5th, simultaneously with Japan's broadcast.

MEGALOBX (13 x 30-minute episodes) began from the enthusiasm throughout the world for the celebration of *TOMORROW'S JOE*'s 50th anniversary. This original anime series will have a new type of retro-anime style that will begin a trend that states: what is old is new again.

The series has highly proclaimed members on the production team: Director and Conceptual Design by Yo Moriyama (Visual Concept for the TV series *Screening Giant*) and Series Composition and Screenplay by Katsuhiko Manabe (Screenplay for the movie *Fist of the North Star: The Legends of the True Savior*)

The show is a futuristic boxing drama that will appeal to a broader age range with the younger crowd looking at the cool retro art style and the older crowd reminiscing about the classics. The dramatic animation and music consisting of contemporary hip-hop will draw in its audience.

"As a child in Japan, I remember watching *TOMORROW'S JOE* and my brother collected all the comics. What *MEGALOBX* will bring is that cool retro look of the original and merge it into a futuristic dystopia that no one has ever done before. It's really bringing a new form of Anime style to the next level!" said Masami Tokunaga, Vice President of TMS USA.

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About TMS Entertainment USA:

TMS Entertainment USA, Inc. is a subsidiary of TMS Entertainment Co., Ltd. (better known as TMS), one of the world's largest and most distinguished animation studios. TMS has won recognition from the international filmmaking industry for its highly-acclaimed animation, pioneering techniques and proud commitment to quality. With a dedicated team of development, production and design executives, TMS's growing reputation is reflected by the versatility, artistry and originality of the programs the company has produced for international markets worldwide.

Established in 1964, TMS has produced more than 200 features, and over 100 TV program series, with a total of 12,000 half hours for global distribution. TMS programs have attained worldwide recognition and TMS will continue to strive for excellence.

TMS website: www.tms-e.com/english/

About Crunchyroll:

[Crunchyroll](#) is the world's largest destination for anime and manga, boasting a global community of more than 35 million registered users and over 1 million subscribers. Fans connect through the most complete anime library including "Naruto Shippuden," "Attack on Titan," and "Dragon Ball Super," events such as Crunchyroll Expo, Anime Awards, Crunchyroll News, and can purchase related merchandise through its online store. Through its app on game consoles, set-top boxes, mobile devices and more, Crunchyroll delivers content from leading media producers directly to viewers translated professionally in multiple languages. The service is available for free or through a premium offering that allows users to watch ad-free with access to simulcasts—top series available immediately after Japanese broadcast. Fans can also view Crunchyroll on [VRV](#), an audience-focused aggregation platform featuring premium SVOD channels and a curated house channel, VRV Select.

About TOMORROW'S JOE:

TOMORROW'S JOE (aka *Ashita no Joe*) is one of the masterpieces shining in the history of manga in Japan. This work launched in the "January 1, 1968 issue" *Weekly Shonen Magazine*. The manga was written by Asao Takamori (Ikki Kajiwarra) and illustrated by Tetsuya Chiba. Joe Yabuki was who escaped from his orphanage. He encounters boxing and rival, Toru Rikiishi.

In 1970, the first TV anime series, **TOMORROW'S JOE** (79 x 30-minute episodes) debuted and, in 1971, the first anime feature, **TOMORROW'S JOE: MOVIE**, was launched. After a decade, in 1980, the second TV anime, **TOMORROW'S JOE 2** (47 x 30-minute episodes) started broadcasting and, in 1981, **TOMORROW'S JOE 2: MOVIE** was released. It was also adapted into live-action films and stage plays.

To celebrate the 50th anniversary, a new anime series, **MEGALOBX**, inspired by **TOMORROW'S JOE** will be launching in April 2018.

Ashita no Joe 50th Anniversary website: <http://joe-50th.com/> (Japanese)

MEGALOBX website: <http://megalobox.com/> (Japanese)

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MEGALOBX



<Legal line>

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This is the story of a fake man who meets a real man and becomes one himself.

<Synopsis>

A desolate land stretches out from the city of poverty. A motorcycle speeds recklessly, blowing clouds of sand and dust. The rider is the protagonist of this story – he has neither a name nor a past.

All he has is his ring name, “Junk Dog” and a technique for rigging MEGALOBX matches with his pal Gansaku Nanbu, which they use to support their hand-to-mouth lives. Although he has the skill, he isn’t dissatisfied enough to change his ways-

but he’s not satisfied with his life either. JD is bored, resigned, and unfulfilled. He lives with frustration in a life of shadows beneath the lights of fame.

Meanwhile, under the bright sun is Yukiko Shirato, the daughter of Shirato Konzern —the reigning family of the wealthy class. Yukiko decides to advance her career by using MEGALOBX to organize a large fighting event, MEGALONIA: the tournament to determine the champion of MEGALOBX. She creates a scenario: MEGALOBXER Yuri, under her control, will win and become the champion to further promote the Shirato brand gear and expand business. Yuri has been the reigning champion of MEGALOBX for the past few years. Driven by self-discipline and his strong will to practice, he has the skills and presence of a true champion. The man himself is a shining exemplar of virtuosity.

This is a story of JD and his rival, Yuri. An encounter between shadow and light; a fast-paced story begins when their paths cross.

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<For further information, please contact>

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