



企業情報

news

About us

Business introduction

Investor information

Employment information

Cultural and artistic activities

> Company Profile

> History

> Company structure

> Location list

> group company

> Company Profile DL

History

1969	December	Established for the purpose of leasing jukeboxes	ユニバーサルリース株式会社
1970	July	Started manufacturing game machines	
1971	October	Company name change	株式会社ユニバーサル
1973	June	Sales department separated	ユニバーサル 技研株式会社
1975	May	Company name change	ユニバーサル 販売株式会社
	September	Constructed a new factory in Oyama City, Tochigi Prefecture, and started manufacturing various game machines.	
1979	December	Development department separated	ユニバーサル テクノス株式会社
1980	March	Construction of a new factory in Oyama City, Tochigi Prefecture (Oyama No. 2 Factory), advance into the spinning machine of the customs business industry	
1988	April	Acquired a factory in Yonago City, Tottori Prefecture, and started production of amusement machines.	
1993	April	Universal Co., Ltd. and Universal Sales Co., Ltd. merged	
1998	April	Headquarters moved to Tokyo Ariake Universal Technos Co., Ltd. and Universal Sales Co., Ltd. merged and changed the company name to Arze Co., Ltd.	アルゼ株式会社
	September	Shares open to the public	
1999	August	Construction of a new factory in Yotsukaido City, Chiba Prefecture (currently a pachislot and pachinko machine manufacturing factory)	
year	October	Acquisition of shares of ARUZE USA, Inc. (currently a consolidated subsidiary)	
2000		ARUZE USA, Inc. invested in Valvino Lamore, LLC	

2002	September	All shares held by Valvino Lamore, LLC invested in kind in Wynn Resorts, Limited
2004	June	Obtained a gaming equipment manufacturer license in Nevada, USA (with a 2-year term)
	December	Listed on the JASDAQ Securities Exchange
Year 2005	March	Gaming Commission, Nevada, USA Approves Casino Operating License for Wynn Las Vegas, LLC, a Wholly-owned Subsidiary of Wynn Resorts, Limited, and Eligibility as a Shareholder of Wynn Resorts Limited
	April	Wynn Las Vegas opens
2006	July	Obtained a gaming equipment manufacturer license in Nevada, USA (renewable indefinitely)
	September	Wynn Macau opens
2008	June	Transition to a company with committees
	August	Obtained a provisional license to operate a casino resort in the Philippines
	December	Encore at Wynn Las Vegas opens
2009	November	Company name change
2010	March	In the Philippines, the Group's casino project "Manila Bay Resorts" has been certified as a special economic zone, and the restrictions on foreign capital in the casino business have been lifted.
	April	Encore at Wynn Macau opens Listed on Osaka Securities Exchange JASDAQ due to merger of Osaka Securities Exchange and JASDAQ Securities Exchange
	June	Transition to a company with a board of corporate auditors
year 2012	January	Groundbreaking Ceremony for Manila Bay Resorts Project
2013	July	Listed on the Tokyo Stock Exchange JASDAQ (Standard) due to the integration of the Tokyo Stock Exchange and the Osaka Securities Exchange.
	October	Opened Okada Museum of Art in Hakone
2014	June	China National Liu Hai Awa Museum and Okada Museum of Art have a sister tie-up
2016	March	Established a joint venture "ZEEG Co., Ltd." with Sammy Corporation
	July	The official name of the casino resort project in the Philippines has been decided as "OKADA MANILA®"
	December	Obtained a casino operation permit for OKADA MANILA® Started casino operation

株式会社ユニバーサルエンターテインメント

5/12/2021

History | Corporate Information | Universal Entertainment Inc.

2017	March	Completion of the world's largest multi-color fountain "The Fountain" at OKADA MANILA®
	December	Opened "Cove Manila", a huge glass dome facility in OKADA MANILA®
2018	December	Completed Tower A of OKADA MANILA®
2019	July	Released "Multi Currency System", an automatic exchange exchange system using casino-related equipment, and "Slot Program Play System", a customer preferential treatment system exclusively for casino slot machines.



[Frequently Asked Questions / Inquiries](#) | [site map](#) | [Disclaimer](#) | [privacy policy](#)

© UNIVERSAL ENTERTAINMENT

↑
TOP