



The following is a summary of the 30th annual shareholders' meeting held by SQUARE ENIX HOLDINGS, CO., LTD.

*This document has been prepared to provide a summary report of the annual shareholders' meeting on our website. The form and contents are different from the statutory minutes of the shareholders' meeting.

Date and time: 3:00 p.m. to 3:40 p.m., Wednesday, June 23, 2010

Place: 5th floor, Concord Ballroom, Keio Plaza Hotel
(2-2-1 Nishi-Shinjuku, Shinjuku-ku, Tokyo)

Number of shareholders present: 438

Meeting Agenda:

Reports: 1. Business Report, Consolidated Financial Statements and Audit Reports on the Consolidated Financial Statements by Accounting Auditor and by the Board of Corporate Auditors for the 30th Term (April 1, 2009, through March 31, 2010)

Reports: 2. Non-Consolidated Financial Statements for the 30th Term (April 1, 2009, through March 31, 2010)

Items for Resolution:

First Item: Appropriation of Surplus

Second Item: Election of Five (5) Directors

*All resolutions were approved as originally proposed.

Summary of Questions and Answers:

<Q1>

Can you please give more details about your business restructuring activities including the costs and what you expect going forward?

<A1>

Extraordinary losses recorded on the consolidated statements of income included restructuring measures of early retirement expenses of 1,985 million yen and a business reorganization charge of 1,860 million yen related to the integration of Eidos into the Square Enix Group.

Statements made in this document with respect to the plans, estimates, strategies and beliefs, including any forecasts or projections, of SQUARE ENIX HOLDINGS CO., LTD. or its consolidated subsidiaries (together, "SQUARE ENIX HOLDINGS") are forward-looking statements about the future performance of SQUARE ENIX HOLDINGS. These statements are based on management's assumptions and beliefs in light of information available to it at the time of annual general meeting of shareholders and as such readers should not place undue reliance on them. Further, readers should not assume that statements made in this document will remain accurate or operative at a later time. A number of factors could cause actual results to be materially different from or worse than those discussed in forward-looking statements. Such factors include, but are not limited to:

1. Changes in economic conditions affecting our operations;
2. Fluctuations in currency exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the euro;
3. Our ability to continue to win acceptance of our products and services, which are offered in highly competitive markets characterized by the continuous introduction of new products and services, rapid developments in technology, and subjective and changing consumer preferences;
4. Our ability to successfully expand internationally with a focus on our digital content business, online game business and mobile phone content business; and
5. Regulatory developments and changes and our ability to respond and adapt to those changes.

The forward-looking statements regarding earnings contained in these materials were valid at the time of the annual general meeting of shareholders. SQUARE ENIX HOLDINGS assumes no obligation to update or revise any forward-looking statements, including forecasts or projections, whether as a result of new information, subsequent events or otherwise. The financial information presented in this document is prepared according to generally accepted accounting principles in Japan.

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The strengthening of our business fundamentals is key for us and we will continue to take actions that allow us to rapidly respond to the changing business environment.

<Q2>

What is the status of your “scrap and build” policy relating to arcade centers in the Amusement business?

<A2>

From the time TAITO became a Group company, we have closed unprofitable game centers bringing the number of sites down from mid 200's to the lower-mid 100's. At the same time, we've opened new sites under franchise agreements and other arrangements.

Going forward as well, we will continue our scrap and build policy to best meet the changing business environment.

<Q3>

Aside from FINAL FANTASY and DRAGON QUEST, what new IPs do you have?

Also, can you talk about business development of your content on smartphones / iPad as well as 3D?

<A3>

We have been building strong franchises like KINGDOM HEARTS, FULLMETAL ALCHEMIST and Kuroshitsuji. And, with the addition of Eidos into the Group, we have gained a number of very strong IPs like Kane & Lynch and Deus Ex. Going forward as well, we plan to actively create new IPs.

With regard to developing businesses aimed at smartphones, etc., we are already offering several titles and will continue to grow this area.

As we do believe that momentum will build for 3D in gaming and other visual content, we are, and will continue to, advance our research and development in this area.

<Q4>

Mobile phone content business has high margins, what can you say about the quality and volume of your content in this area?

<A4>

Using our internal IPs, we have been releasing new titles.

We believe this area will grow further and will continue work to strengthen our capabilities in mobile phone content.



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