

SQUARE ENIX HOLDINGS CO., LTD. REPORTS FINANCIAL RESULTS FOR THE SIX-MONTH PERIOD ENDED SEPTEMBER 30, 2012

TOKYO, Japan – November 6, 2012 – SQUARE ENIX HOLDINGS CO., LTD. (the "Company") today announced consolidated results for the six-month period ended September 30, 2012. The Company is listed on the Tokyo Stock Exchange, First Section with the stock code "9684" and prepares its financial statements according to Japan GAAP.

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Key Figures		ges and per share data)	
6 months actual	6 mos. ended 9/12	6 mos. ended 9/11	YoY change
Net sales	61,055	57,516	+6.2%
Operating income	(5,240)	7,391	-
Ordinary income	(6,266)	5,386	-
Net income	(5,480)	3,704	-
EPS, basic	(47.63) yen	32.19 yen	-
	Forecast	Actual	
<u>Full year</u>	FY ending 3/13	FY ended 3/12	YoY change
Net sales	150,000	127,896	+17.3%
Operating income	7,500	10,713	-30.0%
Ordinary income	6,500	10,297	-36.9%
Net income (loss)	3,500	6,060	-42.2%
EPS, basic	30.42 yen	52.66 yen	-

For additional information, please refer to the full-length Consolidated Financial Results document here: http://www.hd.square-enix.com/eng/news/pdf/13q2earnings.pdf, or the Company's IR website: http://www.hd.square-enix.com/eng/ir/

Summary of consolidated financial results for the six-month period ended September 30, 2012:

During the six-month period ended September 30, 2012, sales of console games as a whole fell short of the target for the six-month period, while the sales of "DRAGON QUEST MONSTERS TERRY NO WONDERLAND 3D" were favorable. Content for other platforms such as PCs, smartphones and SNS such as "SENGOKU IXA" and "FINAL FANTASY BRIGADE" continue to post favorable results, however, the expense of development costs tended to precede recording sales, and it has caused stagnating profitability. On the other hand, the operation of "DRAGON QUEST X" started on August, 2012, and the number of registered paying users has been growing steadily. In the Amusement business, while the operation of amusement facilities was stable, the performance of arcade game machines that were released during the six-month period ended September 30, 2012 was sluggish in terms of sales of machines and revenues



from operations, which leads to unfavorable sales and earnings.

The Group views the expansion of content and services that conform to emerging customer needs led by the fundamental change in the business environments, and the launch of full-scale commercial services for major MMO titles will establish its profit base, and is focusing all efforts on a substantial earnings recovery in the fiscal year ending March 31, 2014.

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About Square Enix Holdings Co., Ltd.

Square Enix Holdings Co., Ltd. with headquarters in Tokyo, Japan, is a holding company leading the Square Enix Group with a diverse range of content and service businesses. The Square Enix Group publishes, distributes and licenses entertainment content around the world under its internationally renowned brands including SQUARE ENIX®, EIDOS® and TAITO®. The Square Enix Group includes a global network of leading development studios located in North America, Europe and Japan. The Group boasts a valuable portfolio of intellectual property including: FINAL FANTASY®, which has sold over 100 million units worldwide, DRAGON QUEST®, which has sold over 59 million units worldwide and TOMB RAIDER®, which has sold over 35 million units worldwide, and the legendary SPACE INVADERS®.

More information on Square Enix Holdings Co., Ltd. can be found at http://www.hd.square-enix.com/eng/index.html

Disclaimer

The forward-looking statements in this document are based upon the information currently available, and necessarily include elements that are not entirely predictable. Actual results may differ from the forward-looking statements in this document.

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