

**SQUARE ENIX HOLDINGS CO., LTD. REPORTS FINANCIAL RESULTS FOR
THE THREE-MONTH PERIOD ENDED JUNE 30, 2013**

TOKYO, Japan – August 6, 2013-- SQUARE ENIX HOLDINGS CO., LTD. (the “Company”) today announced consolidated results for the three-month period ended June 30, 2013. 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.

Key Figures			
<i>(millions of yen, except percentages and per share data)</i>			
<u>3 months actual</u>	<u>3 mos. ended 6/13</u>	<u>3 mos. ended 6/12</u>	<u>YoY change</u>
Net sales	24,083	24,914	(3.3)%
Operating income (loss)	689	(1,163)	—
Recurring income (loss)	1,498	(2,049)	—
Net income (loss)	(493)	(2,077)	—
EPS, basic	(4.29) yen	(18.05) yen	—
	<i>Forecast</i>	<i>Actual</i>	
<u>Full year</u>	<u>FY ending 3/14</u>	<u>FY ended 3/13</u>	<u>YoY change</u>
Net sales	140,000~150,000	147,981	(5.4)~ +1.4%
Operating income (loss)	5,000~9,000	(6,081)	—
Ordinary income (loss)	5,000~9,000	(4,378)	—
Net income (loss)	3,500~6,000	(13,714)	—
EPS, basic	30.42~52.1	(119.19) yen	—

For additional information, please refer to the full-length Consolidated Financial Results document here: <http://www.hd.square-enix.com/eng/news/pdf/14q1earnings.pdf>, or the Company’s IR website: <http://www.hd.square-enix.com/eng/ir/>

During the three-month period ended June 30, 2013, there was no new major titles released, however, content on browser and smartphone has been making smooth progress. “SENGOKU IXA,” a browser game, has been showing steady performance, and “Kaku-San-Sei Million Arthur,” a social game, has become an instant hit in Taiwan, following Korea, while its platform has expanded to handheld game consoles.

In the Amusement segment, the operations of the amusement facilities business experienced year-on-year growth in existing store sales, and this segment’s profitability has been making a steady improvement.

In response to the latest environmental changes in the game industry, the Group has implemented a change in its development policy, and conducted a comprehensive review on work-in-progress game titles. As a result, the Group has decided to book a loss on evaluation of content (approximately ¥1.6 billion) as an extraordinary loss.



Forecasts for the current fiscal year ending March 31, 2014 are unchanged from those issued on May 13, 2013.

In light of major environmental changes surrounding the Group, the Group is focusing all efforts on a substantial earnings improvement through driving reforms of business structure in order to establish new revenue bases.

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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 62 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.square-enix.com/eng/>

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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