## SQUARE ENIX.

## Consolidated Financial Results for the First Quarter ended June 30, 2004

* All amounts are on a Japanese GAAP basis, and not audited.


1. Each percentage above is the rate of change from the same quarter in the previous fiscal year.
2. Rates of change in the fiscal year ended March 31, 2004 is not provided due to the merger between ENIX CORPORATION and SQUARE CO., LTD. on April 1, 2003.

|  | Yen |  |
| :---: | :---: | :---: |
| 1st Quarter ended 6/30/2004 | Net Income per Share <br> (basic) | Net Income per Share <br> (fully diluted) |
| 1st Quarter ended 6/30/2003 | 16.67 | 16.57 |
| Fiscal Year ended 3/31/2004 | 1.37 | - |


|  | Total Assets | Total Shareholders 'eEuity | Total Shareholders 'eEuity Margin | Total Shareholders 'eEuity per Share |
| :---: | :---: | :---: | :---: | :---: |
| 1st Quarter ended 6/30/2004 | 108,752 | 96,730 | 88.9 \% | 878.80 yen |
| 1st Quarter ended 6/30/2003 | - | - | - | - |
| Fiscal Year ended 3/31/2004 | 110,633 | 96,700 | $87.4 \%$ | 878.85 yen |


|  | Cash Flows from Operating Activities | Cash Flows from Investing Activities | Cash Flows from Financing Activities | Cash and Cash Equivalents at the end of the peirod |
| :---: | :---: | :---: | :---: | :---: |
| 1st Quarter ended 6/30/2004 | 2,095 | 1,976 | $(2,053)$ | 60,796 |
| 1st Quarter ended 6/30/2003 | - | - | - | - |
| Fiscal Year ended 3/31/2004 | 14,139 | (10,579) | (6,739) | 58,676 |

## Consolidated Financial Results for the First Quarter ended June 30, 2004

* All amounts are on a Japanese GAAP basis, and not audited.




## Consolidated Financial Results

## for the First Quarter ended June 30, 2004

* All amounts are on a Japanese GAAP basis, and not audited.

| 1st Quarter ended 6/30/2004 |  |  |  |  |  |  | Millions of Yen |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Games (Offline) | Games (Online) | Mobilephone Content | Publication | Others | Corporate/ Elimination | Total |
| Net Sales | 4,238 | 3,118 | 891 | 2,894 | 900 |  | 12,042 |
| Operating Expenses | 3,208 | 1,454 | 653 | 1,692 | 498 | 1,024 | 8,532 |
| Operating Income | 1,029 | 1,663 | 237 | 1,202 | 402 | $\triangle 1,024$ | 3,510 |
| Operating Margin | 24.3\% | 53.3\% | 26.6\% | 41.5\% | 44.7\% |  | 29.1\% |


| Millions of Yen |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Games(Offline) | Games(Online) | Mobilephone Content | Publication | Others | Corporate/ <br> Elimination | Total |
| Net Sales | 2,762 | 2,268 | 615 | 1,561 | 954 |  | 8,162 |
| Operating Expenses | 2,604 | 1,624 | 281 | 1,034 | 634 | 1,321 | 7,500 |
| Operating Income | 158 | 644 | 334 | 526 | 320 | $\triangle 1,321$ | 662 |
| Operating Margin | 5.7\% | 28.4\% | 54.3\% | 33.7\% | 33.5\% |  | 8.1\% |


| (3) Change (1)-(2) |  |  |  |  |  |  | Millions of Yen |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Games(Offline) | Games(Online) | Mobilephone <br> Content | Publication | Others | Corporate/ <br> Elimination | Total |
| Net Sales | 1,476 | 850 | 276 | 1,333 | $\triangle 54$ |  | 3,880 |
| Operating Expenses | 604 | $\triangle 170$ | 372 | 658 | $\triangle 136$ | $\triangle 297$ | 1,032 |
| Operating Income | 871 | 1,019 | $\triangle 97$ | 676 | 82 | 297 | 2,848 |

