

SQUARE ENIX HOLDINGS CO., LTD. REPORTS FINANCIAL RESULTS FOR THE SIX-MONTH PERIOD ENDED SEPTEMBER 30, 2014

TOKYO, Japan – November 6, 2014 – SQUARE ENIX HOLDINGS CO., LTD. (the “Company”) today announced consolidated results for the six-month period ended September 30, 2014. 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

(millions of yen, except percentages and per share data)

<u>6 months actual</u>	<u>6 mos. ended 9/14</u>	<u>6 mos. ended 9/13</u>	<u>YoY change</u>
Net sales	73,130	61,664	+18.6%
Operating income	8,507	4,675	+81.9%
Ordinary income	8,997	5,669	+58.7%
Net income	5,702	2,606	+118.8%
EPS, basic	49.47 yen	22.64 yen	-
	Forecast	Actual	
<u>Full year</u>	<u>FY ending 3/15</u>	<u>FY ended 3/14</u>	<u>YoY change</u>
Net sales	150,000~160,000	155,023	-3.2~3.2%
Operating income	11,000~16,000	10,543	+4.3~51.8%
Ordinary income	11,000~16,000	12,534	-12.2~27.6%
Net income	7,000~10,500	6,598	+6.1~59.1%
EPS, basic	60.73~91.09 yen	57.28 yen	-

For additional information, please refer to the full-length Consolidated Financial Results document here:

<http://www.hd.square-enix.com/eng/15q2release.pdf>, or the Company's IR website: <http://www.hd.square-enix.com/eng/ir/>

During the six-month period ended September 30, 2014, in the area of content for platforms such as smart devices and PC browser, “SENGOKU IXA,” a browser game has been showing steady performance. “DRAGON QUEST MONSTERS SUPER LIGHT,” a game for smartphones and “SCHOOLGIRL STRIKERS,” a game for smartphones released in April 2014 (Japan only), continue to post favorable results. In the console game titles, sales of new titles increased in comparison with the same period of the prior fiscal year, and repeat sales of titles released in the last fiscal year were strong mainly in the Western market. Massively multiplayer online role playing games such as “FINAL FANTASY XIV” and “DRAGON QUEST X” have been making favorable progress.

In the Amusement business, sales of amusement machines decreased, and the operation of the amusement facilities has been showing steady performance through efficient store management efforts, in spite of the increase of the consumption tax rate.



In the Publication business, sales of comics have showed steady growth as the result of media-mix deployment such as TV animation programs originated in comic titles.

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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 110 million units worldwide, DRAGON QUEST®, which has sold over 64 million units worldwide and TOMB RAIDER®, which has sold over 42 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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