

**SQUARE ENIX HOLDINGS CO., LTD. ANNOUNCES FINANCIAL RESULTS FOR  
THE THREE-MONTH PERIOD ENDED JUNE 30, 2016**

TOKYO, Japan – August 5, 2016 – SQUARE ENIX HOLDINGS CO., LTD. (the “Company”) today announced consolidated results for the three-month period ended June 30, 2016. The Company is listed on the First Section of the Tokyo Stock Exchange, with the stock code “9684,” and prepares its financial statements according to the Japan GAAP.

## Key Figures

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

<u>3 months actual</u>	<u>3 mos. ended 6/16</u>	<u>3 mos. ended 6/15</u>	<u>YoY change</u>
Net sales	51,193	42,282	+21.1%
Operating income	8,949	7,912	+13.1%
Ordinary income	6,446	9,543	-32.5%
Profit attributable to owners of parent	5,336	5,999	-11.1%
EPS, basic	43.74 yen	49.20 yen	-

  

<u>Full year</u>	<u>Forecast FY ending 3/17</u>	<u>Actual FY ended 3/16</u>	<u>YoY change</u>
Net sales	250,000~270,000	214,101	+16.8~26.1%
Operating income	27,000~33,000	26,018	+3.8~26.8%
Ordinary income	27,000~33,000	25,322	+6.6~30.3%
Profit attributable to owners of parent	17,000~21,000	19,884	-14.5~5.6%
EPS, basic	139.39~172.19 yen	163.04 yen	—

For additional information, please refer to the full-length Consolidated Financial Results document at: <http://www.hd.square-enix.com/eng/17q1earnings.pdf>, or the Company's IR website: <http://www.hd.square-enix.com/eng/ir/>.

In the Digital Entertainment segment during the three-month period ended June 30, 2016, in the area of content for platforms such as smart devices and PC browser, our established lineup of popular games is continuing to show strong performances. In addition to this, new game titles such as “MOBIUS FINAL FANTASY,” “HOSHI NO DRAGON QUEST,” “FINAL FANTASY BRAVE EXVIUS” and “GRIMMS NOTES”, released in preceding fiscal year, are contributing to revenue generation from the beginning of this fiscal year. In the area of console games, “DRAGON QUEST HEROES II” made a favorable start on top of strong download sales of catalogue titles released previously.

In the Amusement segment, sales of amusement machines such as “Gunslinger Stratos3” have gained favorable results, and operation of the amusement facilities has been showing steady performance.

In the Publication segment, sales of comic books declined while royalty revenues of e-comics increased compared to the same period of the prior fiscal year.

In the Merchandising segment, sales and licensing performed strongly thanks to character goods and soundtracks derived from the Group's own IPs as well as character goods originated in renowned third-party IPs.

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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 of companies with a diverse range of content and service businesses. The Square Enix group of companies publishes, distributes and licenses entertainment content around the world under its internationally renowned brands including SQUARE ENIX®, EIDOS® and TAITO®. The group includes a global network of leading development studios located in North America, Europe and Japan. The group also boasts a valuable portfolio of intellectual property including: FINAL FANTASY®, which has sold over 115 million units worldwide; DRAGON QUEST®, which has sold over 68 million units worldwide; TOMB RAIDER®, which has sold over 45 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/>

## 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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