

**SQUARE ENIX HOLDINGS CO., LTD. ANNOUNCES FINANCIAL RESULTS FOR
THE FISCAL YEAR ENDED MARCH 31, 2017**

TOKYO, Japan – May 11, 2017 – SQUARE ENIX HOLDINGS CO., LTD. (the “Company”) today announced consolidated results for the fiscal year ended March 31, 2017 (this “Fiscal Year”). 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.

For this fiscal year, the Company reported record-high net sales, operating income, ordinary income and profit attributable to owners of parent, respectively.

Key Figures

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

	<u>FY ended 3/17</u>	<u>FY ended 3/16</u>	<u>YoY change</u>
Net sales	256,824	214,101	+20.0%
Operating income	31,295	26,018	+20.3%
Ordinary income	31,128	25,322	+22.9%
Profit attributable to owners of parent	20,039	19,884	+0.8%
EPS, basic	164.20 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/17q4earnings.pdf>, or the Company's IR website: <http://www.hd.square-enix.com/eng/ir/>.

In the Digital Entertainment segment for this Fiscal Year, major launches of blockbuster series titles such as “FINAL FANTASY XV” and the PlayStation®4 version of “RISE OF THE TOMB RAIDER,” on top of strong download sales of previously released catalogue titles, have led to a material increase of net sales and operating income in the area of console games, compared to the prior fiscal year.

In the area of massively multiplayer online role playing games, revenues from operation has been showing steady performance while net sales and operating income declined significantly compared to the prior fiscal year mainly due to the absence of expansion disk releases during the fiscal year ended March 31, 2017.

Net sales and operating income, in the area of content for platforms such as smart devices and PC browser, increased significantly compared to the prior fiscal year primarily thanks to the strong performance of existing major titles of native application games on smartphones such as “FINAL FANTASY BRAVE EXVIUS,” “HOSHI NO DRAGON QUEST” and “DRAGON QUEST MONSTERS SUPER LIGHT,” coupled with successful overseas expansion of “FINAL FANTASY BRAVE EXVIUS” and “KINGDOM HEARTS Union χ.”

In the Amusement segment, sales of amusement machines such as “Gunslinger Stratos3,” and “Love Live! School idol festival – after school ACTIVITY –” have gained favorable results, and

operation of the amusement facilities has been showing steady performance through efficient store management efforts.

In the Publication segment, sales of comic books declined while sales of game strategy guides for blockbuster series titles have gained favorable results compared to the prior fiscal year.

In the Merchandising segment, sales and licensing performed steadily thanks to character goods and soundtracks derived from the Group's own IPs.

In addition, the Company announced that it has decided to withdraw from the business of IO INTERACTIVE A/S, a wholly-owned owned subsidiary of the Company and a Danish corporation, as of March 31, 2017, and that the decision has resulted in booking of the extraordinary loss amounting to 4,898 million yen in the financial results for this Fiscal Year. For details of this announcement, please refer to the document "Notice of Booking of Extraordinary Loss" disclosed today.

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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 130 million units worldwide; DRAGON QUEST®, which has sold over 70 million units worldwide; TOMB RAIDER®, which has sold over 58 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/>

*Unit sales are the total number of cumulative package shipment and digital sales. Digital sales are the cumulative unit number in and after April 2015, and include full-game downloads of packaged games and download-only games for console and PC.

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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