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**Three-Month Period  
Ended June 30, 2012**

**Reference Materials**

**SQUARE ENIX®**

**August 7, 2012**

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Statements made in this document with respect to SQUARE ENIX HOLDINGS CO., LTD. and its consolidated subsidiaries' (together, "SQUARE ENIX GROUP") plans, estimates, strategies and beliefs are forward-looking statements about the future performance of SQUARE ENIX GROUP.

These statements are based on management's assumptions and beliefs in light of information available to it at the time these material were drafted and, therefore, the reader should not place undue reliance on them. Also, the reader should not assume that statements made in this document will remain accurate or operative at a later time.

A number of factors could cause actual results to be materially different from and worse than those discussed in forward-looking statements. Such factors include, but not limited to:

1. changes in economic conditions affecting our operations;
2. fluctuations in currency exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the Euro;
3. SQUARE ENIX GROUP's ability to continue to win acceptance of our products and services, which are offered in highly competitive markets characterized by the continuous introduction of new products and services, rapid developments in technology, and subjective and changing consumer preferences;
4. SQUARE ENIX GROUP's ability to expand international success with a focus on our businesses; and
5. regulatory developments and changes and our ability to respond and adapt to those changes.

The forward-looking statements regarding earnings contained in these materials were valid at the time these materials were drafted. SQUARE ENIX GROUP assumes no obligation to update or revise any forward-looking statements, including forecasts or projections, whether as a result of new information, subsequent events or otherwise.

The financial information presented in this document is prepared according to generally accepted accounting principles in Japan.

## Consolidated Results for the Three-Month Period Ended June 30, 2012

Billions of Yen

	April - June 2011		April - June, 2012		Change
		%		%	
Net Sales	24.5	100%	24.9	100%	0.4
Operating Income	2.2	9%	(1.2)	—	(3.3)
Recurring Income	1.5	6%	(2.0)	—	(3.5)
Net Income	0.7	3%	(2.1)	—	(2.8)

## (Ref.) Full-Year Forecasts (Consolidated)

Billions of Yen

	Fiscal Year Ended 3/12		Fiscal Year Ending 3/13		Change
		%		%	
Net Sales	127.9	100%	165.0	100%	37.1
Operating Income	10.7	8%	15.0	9%	4.3
Recurring Income	10.3	8%	15.0	9%	4.7
Net Income	6.1	5%	9.0	5%	2.9

## Results for the Three-Month Period ended June 30, 2012 By Business Segment

### Results for the Three-Month Period ended June 30, 2012

Billions of Yen

	Digital Entertainment	Amusement	Publication	Merchandising	Eliminations or unallocated	Total
Net Sales	11.3	10.0	3.0	0.6	(0.0)	24.9
Operating Income	(0.1)	(0.1)	0.7	0.1	(1.8)	(1.2)
Operating Margin	—	—	24.5%	13.8%	—	—

### (Ref.) Projections for the Fiscal Year ending March 31, 2013

Billions of Yen

	Digital Entertainment	Amusement	Publication	Merchandising	Eliminations or unallocated	Total
Net Sales	103.0	51.0	8.4	2.6		165.0
Operating Income	17.7	4.7	0.4	0.5	(8.3)	15.0
Operating Margin	17.2%	9.2%	4.8%	19.2%	—	9.1%

# Appendix: Fiscal Year March 2013 (Plan)

## Key Title Lineup (only previously announced titles)

Title	Region	Platform	Release Date (Scheduled)
SLEEPING DOGS	JP, NA, EU	PS3/Xbox 360/PC	Aug. 14 (NA), Aug. 17 (EU), Sep. 27 (JP)
HITMAN: ABSOLUTION	JP, NA, EU	PS3/Xbox 360/PC	Nov. 20 (NA, EU) 2012 (JP)
TOMB RAIDER	JP, NA, EU	PS3/Xbox 360/PC	Mar. 5, 2013 (NA, EU) 2013 (JP)
FINAL FANTASY III	JP	PSP	Sep. 20 (JP)
BRAVELY DEFAULT	JP	3DS	Oct. 11 (JP)
Call of Duty: Black Ops 2	JP	PS3/Xbox 360/PC	Nov. 22 (JP, subtitled ver.)

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