

**SQUARE ENIX HOLDINGS CO., LTD. REPORTS FINANCIAL RESULTS FOR
THE NINE-MONTH PERIOD ENDED DECEMBER 31, 2012**

TOKYO, Japan – February 5, 2013 – SQUARE ENIX HOLDINGS CO., LTD. (the “Company”) today announced consolidated results for the nine-month period ended December 31, 2012. 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				<i>(millions of yen, except percentages and per share data)</i>
<u>9 months actual</u>	<u>9 mos. ended 12/12</u>	<u>9 mos. ended 12/11</u>	<u>YoY change</u>	
Net sales	102,794	95,738	+7.4%	
Operating income (loss)	(4,853)	11,220	-	
Ordinary income (loss)	(4,201)	9,566	-	
Net income (loss)	(5,745)	5,013	-	
EPS, basic	(49.93) yen	43.57 yen	-	
	<i>Forecast</i>	<i>Actual</i>		
<u>Full year</u>	<u>FY ending 3/13</u>	<u>FY ended 3/12</u>	<u>YoY change</u>	
Net sales	150,000	127,896	+17.3%	
Operating income	7,500	10,713	-30.0%	
Ordinary income	6,500	10,297	-36.9%	
Net income	3,500	6,060	-42.2%	
EPS, basic	30.42 yen	52.66 yen	-	

For additional information, please refer to the full-length Consolidated Financial Results document here: <http://www.hd.square-enix.com/eng/news/pdf/13q3earnings.pdf>, or the Company’s IR website: <http://www.hd.square-enix.com/eng/ir/>

Summary of consolidated financial results for the nine-month period ended December 31, 2012:

During the nine-month period ended December 31, 2012, the Company has not recovered the operating loss posted in the six-month period ended September 30, 2012, primarily due to the increasingly difficult condition of the world-wide console game market, under which the Group is struggling to achieve a fair expected return on its investment.

On the other hand, content for other platforms such as PCs, smartphones and SNS such as “SENGOKU IXA,” a browser game, and “FINAL FATANSY BRIGADE,” a social networking game for Mobage, are generating an acceptable profit. In addition, newly released game titles, such as “Kaku-San-Sei Million Arthur,” a social networking game released in April, 2012 serving more than 1 million registered users, have been expanding at a satisfactory pace. Registered users of “FINAL FATANSY ARTNIKS,” a social networking game released in November, 2012 for Gree,



exceeded 1 million at the end of December, 2012.

The operation of "DRAGON QUEST X," a major MMORPG, started in August, 2012, has been showing steady progress.

The operation of amusement facilities was stable, while the negative effects caused by the sluggish performance of arcade game machines that were released during the six-month period ended September 30, 2012 have not been eliminated in the nine-month period ended December 31, 2012, which leads to unfavorable sales and earnings.

The Company views the expansion of content and services that conform to emerging customer needs led by the fundamental change in the business environments, and the launch of full-scale commercial services for major MMO titles will establish its profit base, and is focusing all efforts on an earnings recovery from now on.

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About Square Enix Holdings Co., Ltd.

Square Enix Holdings Co., Ltd., headquartered 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 100 million units worldwide, DRAGON QUEST®, which has sold over 61 million units worldwide, and TOMB RAIDER®, which has sold over 35 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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