

**SQUARE ENIX HOLDINGS CO., LTD. REPORTS FINANCIAL RESULTS FOR
THE FISCAL YEAR ENDED MARCH 31, 2013**

TOKYO, Japan – May 13, 2013-- SQUARE ENIX HOLDINGS CO., LTD. (the “Company”) today announced consolidated results for the fiscal year ended March 31, 2013. 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>Full year</u>	<u>FY ended 3/13</u>	<u>FY ended 3/12</u>	<u>YoY change</u>
Net sales	147,981	127,896	+15.7%
Operating income	(6,081)	10,713	-
Recurring income	(4,378)	10,297	-
Net income (loss)	(13,714)	6,060	-
Earnings (loss) per share, basic	(119.19 yen)	52.66 yen	-

For additional information, please refer to the full-length Consolidated Financial Results document here: www.hd.square-enix.com/eng/13q4earnings.pdf or the Company's IR website: www.square-enix.com/eng/ir

Summary of consolidated financial results for the fiscal year ended March 31, 2013.

In response to the latest environmental changes in the game industry, the Group has implemented various strategic initiatives such as a change in its development policy, organizational reforms, and redesign of some business models. As a result of such initiatives, the Group posts the extraordinary losses in addition to the recurring loss, which lead to net loss of 13,714 million yen for the fiscal year ended March 31, 2013,.

In the Digital Entertainment segment, the Group's operating income decreased significantly, primarily due to underperformance of major titles for consumer game consoles in North America and Europe. On the other hand, in the area of content on platforms such as browser and smartphone, several existing games are continuously contributing to the profit of this segment, and also new titles such as “Kaku-San-Sei Million Arthur” are expanding satisfactorily. “DRAGON QUEST X,” a major MMO, released in August 2012, has been showing steady performance.

Regarding the Amusement segment, amusement facility operations have been showing



steady progress. However, negative effects caused by the sluggish performance of arcade game machines that were released during the fiscal year ended March 31, 2013 led to the operating loss of this segment.

The business environment surrounding the Group is in the midst of major changes, where smart devices such as smartphones and tablet PCs are spreading rapidly, while the console game markets in North America and Europe are increasingly competitive and oligopolistic. In light of such environmental changes, the Group is focusing all efforts on a substantial earnings improvement through driving reforms of business structure in order to establish new revenue base.

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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 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.square-enix.com/eng/>

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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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