SQUARE ENIX HOLDINGS CO., LTD. REPORTS FINANCIAL RESULTS FOR THE SIX-MONTH PERIOD ENDED SEPTEMBER 30, 2017

TOKYO, Japan – November 8, 2017– SQUARE ENIX HOLDINGS CO., LTD. (the "Company") today announced consolidated results for the six-month period ended September 30, 2017. 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	(millions of yen, except percentages and per share data)		
<u>6 months actual</u>	<u>6 mos. ended 9/17</u>	<u>6 mos. ended 9/16</u>	YoY change
Net sales	132,043	106,347	+24.2%
Operating income	25,816	11,115	+132.3%
Ordinary income	26,617	8,378	+217.7%
Profit attributable to owners of parent	17,515	5,495	+218.7%
EPS, basic	145.06 yen	45.04 yen	-
	Forecast	Actual	
<u>Full year</u>	FY ending 3/18	FY ended 3/17	YoY change
Net sales	240,000~260,000	256,824	-6.6~1.2%
Operating income	25,000~30,000	31,295	-20.1~-4.1%
Ordinary income	25,000~30,000	31,128	-19.7~-3.6%
Profit attributable to owners of parent	16,500~19,500	20,039	-17.7~-2.7%
EPS, basic	137.60~162.62 yen	164.20 yen	-

For additional information, please refer to the full-length Consolidated Financial Results document here: <u>http://www.hd.square-enix.com/eng/18q2earnings.pdf</u>, or the Company's IR website: <u>http://www.hd.square-enix.com/eng/ir/</u>

During the six-month period ended September 30, 2017, the launches of "DRAGON QUEST XI: Echoes of an Elusive Age," the latest title of "DRAGON QUEST" series and "FINAL FANTASY XII THE ZODIAC AGE" as well as strong download sales of previously released catalogue titles such as "NieR:Automata" have resulted in an increase of both net sales and operating income in the area of console games, compared to the prior fiscal year.

In the smart devices and PC browser area, our established lineup of popular games such as "FINAL FANTASY BRAVE EXVIUS," "HOSHI NO DRAGON QUEST," "DRAGON QUEST MONSTERS SUPER LIGHT" and "KINGDOM HEARTS Union χ " is continuing to show strong performances globally, and an increase of royalty income pushed both net sales and operating income, compared to the prior fiscal year.

In the area of massively multiplayer online role playing games, revenues from sales of the latest expansion disk of "FINAL FANTASY XIV" and increase of number of paying subscribers boosted

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by the expansion resulted in an increase of net sale and operating income, compared to the prior fiscal year.

In the Amusement segment, operation of the amusement facilities has been showing steady performance while new amusement machine releases decreased, which led to the decline in this segment's net sales.

In the Publication segment, sales of comic books continues strong, in particular, the digital format sales 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 135 million units worldwide; DRAGON QUEST®, which has sold over 71 million units worldwide; TOMB RAIDER®, which has sold over 60 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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