

**SQUARE ENIX HOLDINGS CO., LTD. REPORTS FINANCIAL RESULTS FOR
THE THREE-MONTH PERIOD ENDED JUNE 30, 2014**

Tokyo, Japan (August 6, 2014) – SQUARE ENIX HOLDINGS CO., LTD. (the “Company”) today announced consolidated results for the three-month period ended June 30, 2014. 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>3 months actual</u>	<u>3 mos. ended 6/14</u>	<u>3 mos. ended 6/13</u>	<u>YoY change</u>
Net sales	37,754	24,083	+56.8%
Operating income (loss)	5,068	689	+634.9%
Recurring income (loss)	4,855	1,498	+224.2%
Net income (loss)	3,408	(493)	—
EPS, basic	29.57 yen	(4.29) yen	—
	<i>Forecast</i>	<i>Actual</i>	
<u>Full year</u>	<u>FY ending 3/15</u>	<u>FY ended 3/14</u>	<u>YoY change</u>
Net sales	140,000~150,000	155,023	(9.7)~(3.2)%
Operating income (loss)	5,000~10,000	10,543	(52.6)~(5.2)%
Ordinary income (loss)	5,000~10,000	12,534	(60.1)~(20.2)%
Net income (loss)	3,500~6,500	6,598	(47.0)~(1.5)%
EPS, basic	30.38~56.42 yen	57.28 yen	—

For additional information, please refer to the full-length Consolidated Financial Results document here: <http://www.hd.square-enix.com/eng/news/pdf/15q1earnings.pdf>, or the Company’s IR website: <http://www.hd.square-enix.com/eng/ir/>

During the three-month period ended June 30, 2014, “MURDERED: SOUL SUSPECT,” a console game title, was released and repeat sales of titles released last fiscal year were strong.

In the area of content for platforms such as smart devices and PC browser, “SENGOKU IXA,” a PC browser game and “DRAGON QUEST MONSTERS SUPER LIGHT,” a game for smartphones have continued to build upon its already solid growth. “SCHOOLGIRL STRIKERS,” a game for smartphones released in April 2014 (Japan only), made an encouraging start.

Massively multiplayer online role playing games such as “FINAL FANTASY XIV” and “DRAGON QUEST X,” have been making favorable progress.

In the Amusement segment, “PUZZLE & DRAGONS BATTLE TOURNAMENT,” an amusement machine, was released, and the operation of the amusement facilities has been showing steady performance through efficient store management efforts, in spite of raising the consumption tax rate.



In the six-month period ending September 30, 2014, net sales, operating income, ordinary income, and net income are expected to exceed respectively the range of the Company's consolidated results forecasts previously disclosed on May 12, 2014. This is mainly attributable to the following factors: repeat sales of software titles for consumer game consoles are exceeding the original plan, and the Company is making continued group-wide efforts of cost reduction. Therefore, the Company has decided to revise its previous consolidated results forecasts.

On the other hand, the Company does not revise its consolidated results forecast for the full year ending March 2015 at this point, mainly due to the uncertainties in the second half of the fiscal year.

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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 110 million units worldwide, DRAGON QUEST®, which has sold over 64 million units worldwide and TOMB RAIDER®, which has sold over 42 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/>

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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