

**SQUARE ENIX HOLDINGS CO., LTD. REPORTS FINANCIAL RESULTS FOR  
THE FISCAL YEAR ENDED MARCH 31, 2015**

TOKYO, Japan – May 12, 2015-- SQUARE ENIX HOLDINGS CO., LTD. (the “Company”) today announced consolidated financial results for the fiscal year ended March 31, 2015. 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>Full year</u>	<u>FY ended 3/15</u>	<u>FY ended 3/14</u>	<u>YoY change</u>
Net sales	167,891	155,023	+8.3%
Operating income	16,426	10,543	+55.8%
Recurring income	16,984	12,534	+35.5%
Net income	9,831	6,598	+49.0%
Earnings per share, basic	84.34 yen	57.28 yen	

For additional information, please refer to the full-length Consolidated Financial Results document here: [www.hd.square-enix.com/eng/15q4earnings.pdf](http://www.hd.square-enix.com/eng/15q4earnings.pdf) or the Company’s IR website: [www.square-enix.com/eng/ir](http://www.square-enix.com/eng/ir)

Summary of consolidated financial results for the fiscal year ended March 31, 2015.

In the Digital Entertainment segment for the fiscal year ended March 31, 2015 (“this fiscal year”), repeat sales, primarily through download, of catalogue titles released in the fiscal year ended March 31, 2014 (“the prior fiscal year”) were strong, while the Group released fewer full-length console game titles compared with the prior fiscal year. In the area of content for platforms such as smart devices and PC browser, “SENGOKU IXA,” a browser game, and “DRAGON QUEST MONSTERS SUPER LIGHT,” a game for smartphones continued to show strong performance. “SCHOOLGIRL STRIKERS,” “FINAL FANTASY RECORD KEEPER,” and “Kai-ri-Sei Million Arthur,” games for smartphones newly released during this fiscal year, have been showing strong performance as well. In addition, “FINAL FANTASY XIV” and “DRAGON QUEST X,” MMOs, have been making favorable progress. In the Amusement segment, the operation of the amusement facilities has been showing steady performance through efficient store management efforts, managing an adverse effect of the increased consumption tax rate, whereas sales of amusement machines decreased. In the Publication segment, sales of comics have showed steady growth as the result of



media-mix deployment such as TV animation programs originated in comic titles.

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 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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