

**SQUARE ENIX HOLDINGS CO., LTD. REPORTS FINANCIAL RESULTS FOR
THE NINE-MONTH PERIOD ENDED DECEMBER 31, 2017**

TOKYO, Japan – February 6, 2018– SQUARE ENIX HOLDINGS CO., LTD. (the “Company”) today announced consolidated results for the nine-month period ended December 31, 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		<i>(millions of yen, except percentages and per share data)</i>		
<i>9 months actual</i>	<u>9 mos. ended 12/17</u>	<i>9 mos. ended 12/16</i>	<i>YoY change</i>	
Net sales	188,090	190,084	-1.0%	
Operating income	33,771	21,477	+57.2%	
Ordinary income	34,785	22,050	+57.8%	
Profit attributable to owners of parent	22,327	17,055	+30.9%	
EPS, basic	185.77 yen	139.76 yen	-	
	Forecast	<i>Actual</i>		
<i>Full year</i>	<u>FY ending 3/18</u>	<i>FY ended 3/17</i>	<i>YoY change</i>	
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	137.60~162.62yen	164.20 yen	-	

For additional information, please refer to the full-length Consolidated Financial Results document here: <http://www.hd.square-enix.com/eng/18q3earnings.pdf>, or the Company’s IR website: <http://www.hd.square-enix.com/eng/ir/>

During the nine-month period ended December 31, 2017, while “DRAGON QUEST XI: Echoes of an Elusive Age,” the latest title of the “DRAGON QUEST” series and “FINAL FANTASY XII THE ZODIAC AGE” were launched, a decrease in the number of blockbuster titles resulted in net sales decline as compared to the same period of the prior fiscal year. On the other hand, strong high-margin download sales of previously released catalogue titles such as “NieR:Automata” have resulted in an increase of operating income, as compared to the same period of 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, as compared to the same period of the prior fiscal year.



In the area of massively multiplayer online role playing games, revenues from the latest expansions of “FINAL FANTASY XIV” and “DRAGON QUEST X” led to an increase in the number of paying subscribers and disk sales, which resulted in an increase of net sale and operating income, as compared to the same period of 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 and operating income.

In the Publication segment, sales of comic books continues strong, in particular, the digital format sales increased, as 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 75 million units worldwide; TOMB RAIDER®, which has sold over 63 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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