

FOR IMMEDIATE RELEASE

SQUARE ENIX TO EXPAND FURTHER IN MONTRÉAL

*LEADING INTERACTIVE ENTERTAINMENT COMPANY CREATES 250 NEW JOBS THROUGH GROWTH AT **EIDOS- MONTRÉAL** STUDIO AND CREATION OF SECOND STUDIO **SQUARE ENIX MONTRÉAL** IN PROVINCE*

Montréal (21 November, 2011) – The Square Enix Group, an integrated entertainment group, has today announced plans for further expansion in Montréal with the growth of its Eidos-Montréal studio and the creation of a new second studio, Square Enix Montréal, to open in 2012.

Eidos-Montréal, a studio which was established in 2007, released its first game, *DEUS EX: HUMAN REVOLUTION™*; to critical acclaim (Metacritic score of 90% for PC and 89% for PlayStation 3 and Xbox 360 as of November 20, 2011) earlier this year. *DEUS EX: HUMAN REVOLUTION*, which has to date shipped over 2 million units worldwide, firmly cemented the studio's credentials in global development and delivered on its promise to produce AAA games. Eidos-Montréal will now create an additional 100 new jobs, driving work on a third AAA project at the studio, alongside the *DEUS EX®* and *THIEF®* franchises. The studio will also expand its state-of-the-art facilities, including in-house audio recording and motion tracking studios and a mini-theatre.

Plans unveiled today also confirmed the creation of Square Enix Montréal, a new second studio for the Square Enix Group in Montréal, which will open in 2012 and create 150 jobs. Tasked with building AAA games for tomorrow's audiences, the studio will be led by Lee Singleton, currently general manager of Square Enix London Studios. Singleton brings over 20 years studio management as well as direct development experience to this role.

The first project at Square Enix Montréal will be to work on a new premium quality game in the award-winning *HITMAN®* franchise. This further investment will expand the vision for the *HITMAN* franchise and mean that two studios will now be working on future *HITMAN* games: IO Interactive, a Square Enix studio based in Copenhagen, creator of the *HITMAN* franchise is currently developing *HITMAN ABSOLUTION™* and now Square Enix Montréal also.

"Montréal is a vibrant centre of game creators with industry-leading talent, and one of the most important bases of our global network of game development within the Square Enix Group," said Yoichi Wada, president and chief executive officer, SQUARE ENIX HOLDINGS CO., LTD.

"We believe in creating studios where passion for our games and gaming runs throughout and Eidos-Montréal is testament to this vision. The start up of a second studio brings a huge advantage to our business; we will nurture two separate studios with their own strengths, culture and appeal," said Phil Rogers, president and chief executive officer of Square Enix Europe. "All of this has been made possible by our fantastic partners in Invest Quebec and Montréal International and we look forward to continuing our excellent working relationship with them."

Montréal International, whose mission includes attracting foreign investment to the Greater Montréal region, assisted the company at every key project step. "We will continue to support the development of both Square Enix studios and contribute to their success and growth in Greater Montréal, particularly by helping them recruit the talent they need," noted President and CEO of Montréal International, Jacques St-Laurent.

"In just four years Eidos-Montréal has achieved great success in delivering a top-selling and highly acclaimed first game, a feat only few other development studios share," said Stephane D'Astous, general manager, Eidos-Montreal. "We look to continue this high level of quality with future studio titles by providing our employees with a dynamic working environment, compelling projects and cutting edge resources and facilities, with the support of strong governmental partners."

"I've worked in games all of my life, it's what I know and what I love and to be able to bring that passion and experience to Square Enix Montréal is very exciting," added Lee Singleton, general manager of Square Enix Montréal. "I want to create a studio that attracts passionate people, encourages innovation and gets the best out of the studio talent by empowering teams to make a difference."

To check out the latest studio news and to see and apply for open positions, please visit: www.eidosmontreal.com and www.square-enix-montreal.com respectively.

About Square Enix Group

The Square Enix Group leads a diverse range of content and service businesses as an integrated entertainment group. The Group develops, publishes, distributes and licenses entertainment content around the world under its internationally renowned brands including SQUARE ENIX®, EIDOS® and TAITO® and operates 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 100 million units worldwide; DRAGON QUEST®, which has sold over 58 million units worldwide; TOMB RAIDER®, which has sold over 35 million units worldwide; and the legendary SPACE INVADERS®.

More information on the Square Enix Group can be found at <http://www.square-enix.com/eng/>

About Eidos-Montréal

Founded in 2007, Eidos-Montréal is a leading video game development studio in Montreal. Embracing the philosophy to always pursue excellence in the development of games and create immersive, captivating experiences for players, Eidos-Montréal made its mark on the video game world with the release of its first video game, Deus Ex: Human Revolution. Eidos-Montréal is part of Square Enix Europe.

About Square Enix Montréal

Square Enix Montréal is an exciting new studio opening in 2012 that will be led by Lee Singleton, who has over 20 years of 'hands-on' development experience. For the past 3 years, Singleton has been leading Square Enix London Studios, a UK-based team which focuses on shaping and bringing to market great games from some of the world's most talented independent development teams. Recent games include Just Cause 2 with Avalanche Studios and Batman: Arkham Asylum with Rocksteady Studios.

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