

**SQUARE ENIX®**

**Reference Materials  
Three-Month Period**  
Ended June 30, 2013

**Aug 6, 2013**

**SQUARE ENIX HOLDINGS CO., LTD.**

Statements made in this document with respect to SQUARE ENIX HOLDINGS CO., LTD. and its consolidated subsidiaries' (together, "SQUARE ENIX GROUP") plans, estimates, strategies and beliefs are forward-looking statements about the future performance of SQUARE ENIX GROUP.

These statements are based on management's assumptions and beliefs in light of information available to it at the time these material were drafted and, therefore, the reader should not place undue reliance on them. Also, the reader should not assume that statements made in this document will remain accurate or operative at a later time.

A number of factors could cause actual results to be materially different from and worse than those discussed in forward-looking statements. Such factors include, but not limited to:

1. changes in economic conditions affecting our operations;
2. fluctuations in currency exchange rates, particularly with respect to the value of the Japanese yen, the U.S. dollar and the Euro;
3. SQUARE ENIX GROUP's ability to continue to win acceptance of our products and services, which are offered in highly competitive markets characterized by the continuous introduction of new products and services, rapid developments in technology, and subjective and changing consumer preferences;
4. SQUARE ENIX GROUP's ability to expand international success with a focus on our businesses; and
5. regulatory developments and changes and our ability to respond and adapt to those changes.

The forward-looking statements regarding earnings contained in these materials were valid at the time these materials were drafted. SQUARE ENIX GROUP assumes no obligation to update or revise any forward-looking statements, including forecasts or projections, whether as a result of new information, subsequent events or otherwise.

The financial information presented in this document is prepared according to generally accepted accounting principles in Japan.

# Results for the Three-Month Period Ended June 30, 2013

Billions of Yen

	April - June, 2012		April - June, 2013		Change
		%		%	
<b>Net Sales</b>	<b>24.9</b>	<b>100%</b>	<b>24.1</b>	<b>100%</b>	<b>(0.8)</b>
<b>Operating Income</b>	<b>(1.2)</b>	<b>—</b>	<b>0.7</b>	<b>3%</b>	<b>1.9</b>
<b>Recurring Income</b>	<b>(2.0)</b>	<b>—</b>	<b>1.5</b>	<b>6%</b>	<b>3.5</b>
<b>Net Income</b>	<b>(2.1)</b>	<b>—</b>	<b>(0.5)</b>	<b>—</b>	<b>1.6</b>

## (Ref.) Full-Year Forecasts (Consolidated)

Billions of Yen

	Fiscal Year Ended 3/13	Fiscal Year Ending 3/14	Change
<b>Net Sales</b>	<b>148.0</b>	<b>140.0~150.0</b>	<b>(8.0)~2.0</b>
<b>Operating Income</b>	<b>(6.1)</b>	<b>5.0~9.0</b>	<b>11.1~15.1</b>
<b>Recurring Income</b>	<b>(4.4)</b>	<b>5.0~9.0</b>	<b>9.4~13.4</b>
<b>Net Income</b>	<b>(13.7)</b>	<b>3.5~6.0</b>	<b>17.2~19.7</b>

# Results for the Three-Month Period ended June 30, 2013 by Business Segment

Results for the Three-Month Period ended June 30, 2013

Billions of Yen

	Digital Entertainment	Amusement	Publication	Merchandising	Eliminations or unallocated	Total
Net Sales	11.6	9.7	2.2	0.6	(0.0)	24.1
Operating Income	1.3	0.9	0.5	0.1	(2.0)	0.7
Operating Margin	11.4%	8.8%	21.9%	13.3%	—	2.9%

(Ref.) Projections for the Fiscal Year ending March 31, 2014

Billions of Yen

	Digital Entertainment	Amusement	Publication	Merchandising	Eliminations or unallocated	Total
Net Sales	88.0	44.0	10.0	3.0	(0.0)	145.0
Operating Income	10.5	3.0	1.5	0.5	(8.5)	7.0
Operating Margin	11.9%	6.8%	15.0%	16.7%	—	4.8%

※Each business segment's forecast numbers (net sales, operating income) correspond to the intermediate scenarios in the forecast ranges.

# Transition of achievements by Business Segment

## Net Sales(consolidated)

(Billions of yen)

	FY 2014/3	(Ref.) FY 2013/3				
	Apr-Jun	Apr-Jun	Jul-Sep	Oct-Dec	Jan-Mar	Full-year
Digital Entertainment	11.6	11.3	19.4	27.1	31.7	89.5
Amusement	9.7	10.0	13.1	10.7	10.5	44.3
Publication	2.2	3.0	2.5	3.2	2.3	11.1
Merchandising	0.6	0.6	1.1	0.8	0.8	3.3
Eliminations or unallocated	(0.0)	(0.0)	(0.0)	(0.0)	(0.1)	(0.1)
<b>Total</b>	<b>24.1</b>	<b>24.9</b>	<b>36.1</b>	<b>41.7</b>	<b>45.2</b>	<b>148.0</b>

## Operating Income(consolidated)

(Billions of yen)

	FY 2014/3	(Ref.) FY 2013/3				
	Apr-Jun	Apr-Jun	Jul-Sep	Oct-Dec	Jan-Mar	Full-year
Digital Entertainment	1.3	(0.1)	(2.0)	1.7	0.4	0.0
Amusement	0.9	(0.1)	(0.2)	(0.1)	(0.0)	(0.4)
Publication	0.5	0.7	0.5	0.8	0.4	2.5
Merchandising	0.1	0.1	0.3	0.0	0.3	0.7
Eliminations or unallocated	(2.0)	(1.8)	(2.7)	(2.0)	(2.4)	(8.9)
<b>Total</b>	<b>0.7</b>	<b>(1.2)</b>	<b>(4.1)</b>	<b>0.4</b>	<b>(1.2)</b>	<b>(6.1)</b>

# Appendix: Digital Entertainment — HD Games, MMO

## Key Titles Lineup (only previously announced titles)

Title	Region	Platform	Release Date (Scheduled)
Saints Row IV	NA	PS3/Xbox360	Aug 20
FINAL FANTASY XIV: A REALM REBORN	JP, NA, EU	PS3/PC/PS4	Aug 27 2014 (PS4)
Kingdom Hearts HD 1.5 Remix	NA, EU	PS3	Sep 10 (NA) Sep 13 (EU)
DRAGON QUEST X Mezameshi Itsutsu No Shuzoku Online for Windows	JP	PC	Sep 26
DRAG ON DRAGOON 3	JP	PS3	Oct 31
LIGHTNING RETURNS: FINAL FANTASY XIII	JP, NA, EU	PS3/Xbox360	Nov 21 (JP) , Feb 11, 2014 (NA) Feb 14, 2014 (EU)
FINAL FANTASY X/X-2 HD Remaster	JP, NA, EU	PS3/PS Vita	2013
Thief	NA, EU	PS3/Xbox360/ PS4/Xbox One/PC	2014

# Appendix: Digital Entertainment— Social Gaming and Others

## Key Titles already released

Title	Platform	Release Date
STAR GALAXY	Yahoo! Game	May 22
FINAL FANTASY TACTICS S	Mobage	May 28
SANGOKUSHI-RUMBLE	iOS	Jun 20
Sennenjusya	Yahoo! Game	Jul 5
Deus Ex: The Fall	iOS	Jul 11
Kaku-San-Sei Million Arthur Chinese Version (※)	iOS・Android	Jul 18
KINGDOM HEARTS X [chi]	Yahoo! Game	Jul 18
BLOODMASQUE	iOS	Jul 25

※Operated by Shanda Games Limited, a Chinese game company, under license by Square Enix.

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