

SQUARE ENIX ANNOUNCES FINAL FANTASY® CRYSTAL CHRONICLES SERIES FOR THE NINTENDO REVOLUTION

LOS ANGELES, California –May 17, 2005– Square Enix Co., Ltd. (Tokyo, Japan, "Square Enix") a leading developer and publisher of interactive entertainment software including two of the world's most popular franchises FINAL FANTASY® and DRAGON QUEST™, today announced plans for the FINAL FANTASY Crystal Chronicles series to be developed for the Revolution, Nintendo's next-generation console currently in development.

The Revolution's promise of seamless interactive entertainment provided by the built in Wi-Fi system caught Square Enix's attention. The company decided to join the Revolution with FINAL FANTASY Crystal Chronicles, which was originally released on Nintendo's GameCube by Game Designers Studio, Inc., an affiliate of Square Enix.

"We would like to strongly support Nintendo's next-generation networking plans," said Yoichi Wada, president of Square Enix. "The Revolution may embody a new platform beyond a portable or console, which makes possible a new structure in the network gaming system, changing the ways communities are built and supported. This is the kind of direction we've envisioned, and we will challenge ourselves to provide immersive interactive content in response to what Nintendo offers."

More details regarding the new FINAL FANTASY® Crystal Chronicles series are not yet determined and will be announced in the near future.

About Square Enix Co., Ltd. and Square Enix, Inc.

Headquartered in Tokyo, Japan, Square Enix Co., Ltd. (Square Enix) develops, publishes and distributes entertainment content including interactive entertainment software and publications in Japan, North America, Europe and Asia. Square Enix brings two of Japan's best-selling franchises – FINAL FANTASY, which has sold over 60 million units worldwide, and DRAGON QUEST, which has sold over 40 million units worldwide—under one roof. Square Enix is one of the most influential providers of digital entertainment content in the world and continues to push the boundaries of creativity and innovation. Square Enix, Inc. is a wholly owned subsidiary of Square Enix Co., Ltd. with offices in Los Angeles, CA and Seattle, WA. It handles operations in North America, including development, localization, marketing and publishing of Square Enix titles. More information on Square Enix can be found on the Internet at http://www.square-enix.com.

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