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SQUARE ENIX TO SHOWCASE ALL ENCOMPASSING LINE-UP AT E3 2006

- Entertainment Experiences to be Unveiled for All Platforms -

Los Angeles, Calif. (April 24, 2006) – Square Enix, Inc., the publisher of Square Enix™ interactive entertainment products in North America, will have on display entertainment experiences for all platforms at this year's Electronic Entertainment Expo (E3) to be held May 10-12 at the Los Angeles Convention Center in South Hall, Booth #746. Square Enix will hold a preview event and reveal special product announcements during its press briefing on Monday, May 8.

"E3 attendees will be immersed in Square Enix's most diverse line-up ever," said Daishiro Okada, President and COO, Square Enix, Inc. "We're evolving and growing, extending the Square Enix brand beyond video games to a variety of entertainment vehicles and a broader consumer base bridging the generation and gender gap. Our goal is to provide consumers with the most engaging and immersive entertainment experiences possible and we hope to give attendees at E3 a taste of what's to come."

Following is a partial list of entertainment products Square Enix will have on display:

PlayStation®2 computer entertainment system

Dawn of Mana

Dawn of Mana™, the first true Mana sequel in a decade, reveals the origins of the legend behind the Mana Tree and the Sword of Mana™. Breaking the series' 2D mold, Dawn of Mana brings the world of Mana to three-dimensional life while preserving the atmosphere that fans have come to know and love. Players can see for themselves how vividly characters and monsters move about these new yet familiar surroundings. This installment of the Mana is a true action-adventure, with sweeping plains and mountains stretching as far as the eye can see. It's a world ripe for adventure!

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A World of Sensation

“Touch” is the theme of Dawn of Mana’s world. You can virtually feel realistically rendered, lifelike objects.

The release date for Dawn of Mana will be announced at a later time. Dawn of Mana has not yet been rated by the ESRB. This title has not yet been concept approved by Sony Computer Entertainment America.

DIRGE OF CERBERUS -FINAL FANTASY VII-

Three years after the events of FINAL FANTASY® VII, an unknown group of seemingly unstoppable soldiers appears, bringing a swift and bitter end to the peace enjoyed by the people of the world. The members of this enigmatic group are the ones who were trapped under the ruins of Midgar for three long years—the Deepground soldiers. Vincent Valentine finds himself pursued by several elite members of the mysterious Deepground organization. An unrelenting chain of events leads Vincent to the truth behind his past—and forces him once again to be the key player in a battle for the planet itself and all those living on it.

Just what is the connection between Vincent's past and the recent attacks? When the world is engulfed in darkness, his gun will toll a dreadful dirge...

DIRGE of CERBERUS™ will be released Summer 2006. The ship date will be announced at a later time. This title is rated “T” for Teen by the ESRB.

FINAL FANTASY XII

As war looms on the horizon, the mighty Archadian Empire begins a campaign to subjugate its neighbors. The small kingdom of Dalmasca shares their fate, and it is here that our tale begins.

Two years after the fall of Dalmasca, the citizens are without guidance and direction. In the capital city of Rabanastre, the denizens gather and await the introduction of Archadia’s new consul. To Vaan, a young man living on the streets of Rabanastre, the Empire is a hated enemy who took the life of his brother, the only family he had left. In an effort to exact revenge, Vaan hatches a plot to break into the palace and steal from the occupying imperials. There, he gets more than he bargained for as he runs into Princess Ashe, the sole surviving heir to the Dalmascan throne. Together, the two will embark on an incredible journey through Ivalice, tracing the mysteries behind the Archadian Empire’s invasion. The choices they make will determine the very fate of the world.

Active Dimension Battle

The Active Dimension Battle (ADB) system enables players to move seamlessly between exploration and combat. Jarring random battles and their load times are a thing of the past, keeping you in the world from start to finish.

An All-New Combat System

Characters act according to an intricate “gambit” system of actions and reactions that you determine. As they fight, characters earn license points that can be spent to broaden their knowledge of magic, arms and armor.

FINAL FANTASY XII will be released Fall 2006. This title has not yet been rated by the ESRB.

VALKYRIE PROFILE 2: SILMERIA

Hundreds of years before Lenneth’s tale, another saga lies concealed by the gods. The valkyrie Silmeria once served Odin loyally, but after an incident ignited a conflict between them, Odin forcefully reincarnated her as a human. The human soul that would carry her spirit was that of Alicia, Princess of Dipan. Ordinarily, Silmeria’s consciousness would have been sealed, her spirit dormant until she was next summoned... However, the forced transmigration causes Silmeria’s spirit to awaken within Alicia, leaving two souls to inhabit a single body. The spirit that should have been sealed has awakened—a situation Odin will not ignore for long.

Photon Action System

This installment introduces the new Photon Action System to the classic side-scrolling action format found in the original. Projecting photons grants players more freedom to explore and expands the action, resulting in challenging puzzles with clever solutions. Add to that “sealstones” that affect the laws of nature in dungeons, launching strategy to new heights.

Advanced Tactical Combination

The unique, highly acclaimed battle system of the previous game has evolved into the Advanced Tactical Combination Battle System. Feel the exhilaration of accelerated battles raging across 3D environments for more spectacular and more strategic combat than ever before!

VALKYRIE PROFILE® 2: SILMERIA will be released 2006. This title has not yet been rated by the ESRB. This title has not yet been concept approved by Sony Computer Entertainment America

Online

FINAL FANTASY XI: Treasures of Aht Urhgan

The once sleepy port town of Mhaura has become the center of unprecedented commotion. The cause of this disturbance can be attributed to the arrival of mercenary recruiters from the Aht Urhgan Empire, a land far to the east of Windurst. Starting in the city of the Tarutaru, they have been touting the benefits of their Empire-sanctioned business throughout Vana'diel® in an effort to garner the interest of prospective candidates, and also seek to organize a ferry route from Mhaura to the Imperial capital of Al Zahbi. The majority of the conservative townspeople frowns upon the insistence of their foreign visitors. However, the large number of action-starved Mithran mercenaries is putting pressure on the governor, who is gradually losing her resolve to refuse entry to the Empire's ships.

Why is the Empress so desperate to recruit mercenaries? What trouble is brewing in the Near Eastern land of Aht Urhgan? The road to epic new adventures will soon be revealed...

FINAL FANTASY XI and the brand new third expansion, Treasures of Aht Urhgan™ are available now on PlayStation 2, Windows® and Xbox 360™ video game and entertainment system from Microsoft. This title is rated "T" for Teen. For more information on FINAL FANTASY XI and all of its expansions please visit:

<http://www.playonline.com/ff11us>

Handheld

Game Boy® Advance

FINAL FANTASY V ADVANCE & FINAL FANTASY VI ADVANCE

The classic FINAL FANTASY games that premiered on the Super Nintendo® Entertainment System are now making their way to the Game Boy Advance! Hot on the heels of FINAL FANTASY IV ADVANCE (now

available in stores), FINAL FANTASY V ADVANCE and FINAL FANTASY VI ADVANCE will soon be available to handheld gamers. However, these titles are more than simple ports—every aspect of the games has been reviewed and enhanced. Additionally, a host of brand-new elements have been seamlessly merged with the original games, providing unexpected surprises for longtime fans. With new dungeons, new job classes, and other exciting features, both old-school players and newcomers can enjoy these genre-defining FINAL FANTASY titles in a portable format!

The magic of the FINAL FANTASY classics is returning to gamers' hands—and soon the wait will be over.

FINAL FANTASY V ADVANCE & FINAL FANTASY VI ADVANCE will both be released 2006. These titles have not yet been rated by the ESRB.

Nintendo DS™ System

Children of Mana

In ages past, an island called Illusia floated at the center of the world. At the heart of the island towered an ancient, enormous tree that stretched up to the very heavens. For ages past, chaos and sorrow had engulfed the world until at last its salvation appeared in the form of a boy, a girl, and a holy sword.

Time flowed on and peace returned. The sword and the tree remained, and they soon came to be known as the Sword of Mana and the Mana Tree. Followers of the Mana Tree returned to Illusia as the world started slowly but surely down the path to recovery.

More Magic with the Eight Spirits

The eight elemental spirits are a staple of the Mana series. These powerful allies aid you with healing and special status effects. They can also unleash fearsome magic upon your foes.

Cooperative or Competitive Gameplay for Up to Four Players

The greatest innovation of this installment of the Mana series is allowing four players to advance the story and solve quests together while maintaining the feel of an action RPG. Players' actions affect each other in a gameplay experience completely unlike previous action RPGS!

Children of Mana™ will be released 2006. This title has not yet been rated by the ESRB.

DRAGON QUEST HEROES: ROCKET SLIME

The latest game from the creative minds behind the 2005 RPG classic, Dragon Quest™ VIII: Journey of the Cursed King™, has arrived on the Nintendo DS. The hero of this brand-new action-adventure is a slime—one of the most popular monsters from the Dragon Quest series. The game is set in the kingdom of Slimenia, a peaceful land that is suddenly invaded by a mysterious cartel called “the Plob,” who then proceed to kidnap all the slimes in the capital city of Boingburg. Our protagonist, Rocket, is the only slime left behind, and must embark on a journey throughout Slimenia to save his friends and uncover the Plob's nefarious plot!

Bounce, Stretch, and Carry

The adventure stages consist of our hero bouncing and stretching, as well as carrying various objects on his head, while solving the mysteries behind each area, and rescuing his captured slime friends along the way. Simple, streamlined controls allow players of all ages and skill levels to take part in the action with ease.

Fierce Tank Battles

Each adventure stage culminates in Rocket hopping aboard a colossal slime-shaped war machine called the Schleiman Tank and battling it out with the enemy's Monster Tanks. Customize tanks by collecting a vast array of weapons and items. Call upon allies, each with their own individual personality and abilities, to aid in the heated tank battles. Even shoot your fellow slimes so they can infiltrate and sabotage the enemy's Monster Tank! Pit tanks against a friend's in exciting player-vs.-player action, using the Nintendo DS wireless multiplayer game feature!

DRAGON QUEST HEROES: ROCKET SLIME™ will be released 2006. This title has not yet been rated by the ESRB.

FINAL FANTASY III

The only FINAL FANTASY that was never localized—the third installment of the original series—will finally reach North American shores! Lauded as “legendary” by the Japanese fan base, FINAL FANTASY III has been reborn, incorporating the latest in portable gaming technology. Using the features of the Nintendo DS to their fullest, FINAL FANTASY III features graphics that have been reworked and remodeled in 3D, while maintaining the mythical FINAL FANTASY look and feel.

This is the fans' chance to complete the circle. The legend of FINAL FANTASY III is reborn.

FINAL FANTASY III will be released 2006. This title has not yet been rated by the ESRB.

PSP™ (PlayStation®Portable) system

VALKYRIE PROFILE: LENNETH

Asgard, the realm of the gods, remains locked in an eternal struggle between the benevolent Aesir and the demonic Vanir. With the end of the world approaching, Odin, Lord of Asgard, summons Lenneth Valkyrie to his side. Possessing the ability to hear the thoughts and feelings of men and women in their dying

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moments, he charges Valkyrie to search Midgard, the world of mortals, to recruit and train the souls of worthy warriors to join the ranks of the Aesir in the Sacred War. VALKYRIE PROFILE®: LENNETH brings the classic PlayStation® game console title, originally released in 2000, to the PSP system with completely new CG cut scenes. tri-Ace, the developers behind the acclaimed Star Ocean® series and Radiata Stories™, introduce new fans to the spectacular combo attacks, unique side-scrolling environment, and gripping storyline that first captivated players six years ago.

Additional CG Cutscenes

To give players a deeper understanding of the plot and to complement the game's dramatic storyline, additional CG cutscenes have been incorporated. Some of these new scenes contain links to the story of VALKYRIE PROFILE 2: SILMERIA.

VALKYRIE PROFILE: LENNETH will be released 2006. This title has been rated "T" for Teen by the ESRB.

Mobile - Square Enix

BEFORE CRISIS -FINAL FANTASY VII-

The Shinra Company achieved the pinnacle of success by monopolizing Mako energy and gaining unstoppable political power. It came at a price though. Many had fallen victim during Shinra's rise to the top, and those with great hatred for the company were far from few. The rebel group Avalanche was formed with the intent of eradicating the Shinra Company and all those within its greedy corporate circles. With its very existence in danger, Shinra was forced to take secret measures. The company entrusted everything to its elite unit: the Turks.

BEFORE CRISIS™ -FINAL FANTASY VII- allows players to take on the role of a new recruit in Shinra's elite Turks unit and conduct various missions and operations. Utilizing the mobile network, multiple players are able to simultaneously participate in real-time combat. Several other features possible only on mobile phones are also included, creating an exciting new experience.

BEFORE CRISIS -FINAL FANTASY VII- will launch 2006. North American compatible handsets TBA.

FINAL FANTASY I

Since ages long past, the legend of the Light has been handed down from generation to generation. The legend tells that the world would remain safe so long as the Crystals maintain their brilliance. Should they

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lose their light, the skies will blacken, the land wither, and the seas rage. In this hour, four warriors would appear--they are the Warriors of Light. Originally released in 1987, FINAL FANTASY's enthralling story and extraordinary graphics spawned a series now numbering twelve core titles. FINAL FANTASY retains its original charm while making the evolution to convenient play on mobile phones.

FINAL FANTASY I will launch 2006. North American compatible handsets TBA.

Mobile - Taito

3D Space Invaders

Space Invaders are back--now in 3D! Reborn using 3D polygon functions, that timeless classic can now be experienced from new camera perspectives with the press of a button. Set the perspective to first-person and get ready for an exciting, realistic invasion!

Availability and North American compatible handsets TBA.

Chase H.Q. 3D

Chase H.Q. 3D is the latest version of that legendary, realistic car chase action classic. Originally developed for the arcades in 1988, Chase HQ was ported to various consoles such as the Amiga, the Atari ST, the Commodore 64, the Genesis, the Sega Master System, and the TurboGrafx-16. Today, you can enjoy Chase HQ on your mobile phone. Go undercover and pursue criminal suspects with the help of your operator, Nancy!

Availability and North American compatible handsets TBA.

Elevator Action 3D

Originally developed for the arcades in 1983, *Elevator Action*, has been ported to several consoles, such as the Commodore 64, the Game Boy, the Game Boy Color, the NES, the Saturn, and the ZX Spectrum, where it has since enjoyed a large and loyal following. Fans of the original and fans of the FPS genre will be pleased to find that classic *Elevator Action* has now been realized in 3D with crisp graphics, special tactical elements, and fast-paced, FPS action.

Availability and North American compatible handsets TBA.

For updates on Square Enix at E3 2006 please visit <http://na.square-enix.com/e306/>.

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

With headquarters 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 68 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, California and Seattle, Washington. 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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