



**SQUARE ENIX™ ANNOUNCES COMPILATION of FINAL FANTASY® VII**

*New Releases Set in Motion Realization of “Polymorphic” Vision*

**TOKYO, JAPAN (September 24, 2004)** – Square Enix Co., Ltd. announced three new projects based on FINAL FANTASY®VII, the epic role-playing game that set new standards for the industry and broadened the role-playing genre. COMPILATION of FINAL FANTASY®VII collects the new titles: BEFORE CRISIS™ - FINAL FANTASY®VII-, FINAL FANTASY®VII ADVENT CHILDREN™ and DIRGE of CERBERUS™ - FINAL FANTASY®VII.

The titles are the beginnings of the company’s “polymorphic” vision -- providing well-known properties on several platforms, allowing exposure of the products to as wide an audience as possible. FINAL FANTASY VII, first released in 1997 for the Sony PlayStation®, has sold 9 million copies worldwide and will bring a new experience to fans through mobile gaming, a videogame for the PlayStation®2 computer entertainment system and DVD entertainment.

***MOBILE: BEFORE CRISIS -FINAL FANTASY VII (BEFORE CRISIS)***

With over 1.6 million hits on the first day of beta testing (August 31), BEFORE CRISIS is poised to redefine the cellular gaming world with the September 24, 2004 launch on the NTT DoCoMo FOMA900 i Series in Japan. Releases in other territories are pending based on the regions’ cellular handset technology.

BEFORE CRISIS pushes cellular phone technology to its limits by using the phone’s digital camera for “Materia Synthesis” and harnessing the phone’s networking capabilities to connect players, allowing them to cooperate in play using the revolutionary “Materia Assistance” system.

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Six years before Cloud and his companions set off on their adventure, another drama was unfolding within the ranks of the Turks, an elite division of Shin-Ra Company. In BEFORE CRISIS you take on the role of a Turk on a top-secret mission. Will the most elusive mystery in the history of Shin-Ra be uncovered?

***DVD ENTERTAINMENT: FINAL FANTASY VII ADVENT CHILDREN (ADVENT CHILDREN)***

This original CG created work continues the emotional story in FINAL FANTASY VII on DVD movie format will be released in Japan 2004. Although still in the production phase, the amazing quality of the imagery in ADVENT CHILDREN earned the work a special invitation to the 61st Venice International Film Festival. Marco Muller, appointed director of the festival in 2004, created the new digital section "Venezia Cinema Digitale." At the press conference, Mr. Muller singled out ADVENT CHILDREN as being one of the few movies to demonstrate the impressive talent of its young creators, and praised the developers for their cutting-edge cinematic innovations.

Two years after the events of FINAL FANTASY VII, the ruins of Midgar stand as testament to the sacrifices that were made in order to bring peace. However, the world will soon face a new menace. A mysterious illness is spreading fast. Old enemies are astir. And Cloud, who walked away from the life of a hero to live in solitude, must step forward yet again...

***PLAYSTATION®2: DIRGE of CERBERUS™ -FINAL FANTASYVII - (DIRGE of CERBERUS)***

DIRGE of CERBERUS is the brand new game for the PlayStation 2 and is set three years after the original FINAL FANTASY VII continuing the award-winning story.

DIRGE of CERBERUS begins with the sudden appearance of a mysterious group raiding local towns. They are known as the Deep Ground Soldiers (DG Soldiers), a band of warriors driven to hide underground because of the disastrous Meteor. Our hero, Vincent Valentine, is somehow connected with these events, yet in what way remains unclear. And when the world is veiled in darkness, it is his revolver that will ring out the dirge... But Vincent won't be alone—he'll be joined by other characters from FINAL FANTASY VII.

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

**About Square Enix Co., Ltd.**

With its headquarters in Tokyo, Japan, Square Enix Co., Ltd. (Square Enix) develops, publishes and distributes entertainment contents 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™ (DRAGON WARRIOR™ in Europe) which has sold over 35 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. More information on Square Enix can be found on the Internet at <http://www.square-enix.co.jp>.

**About Square Enix, Inc.**

Square Enix, Inc. is a 100% 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, Inc. can be found on the Internet at <http://www.square-enix.com>.

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