

# SQUARE ENIX'S FINAL FANTASY® VII ADVENT CHILDREN™ SCREENING AT MONTREAL FESTIVAL OF NOUVEAU CINEMA RESOUNDING SUCCESS

Sold-Out Screening Prompted Encore Presentation

LOS ANGELES, CA. (October 26, 2004) — Square Enix Co., Ltd. (Square Enix), a leading developer and publisher of interactive entertainment content, announced that the October 21, 2004 screening of *FINAL FANTASY VII: ADVENT CHILDREN* Special Edition at the Montreal Festival of Nouveau Cinema was a resounding success. Tickets to the official screening sold out in two hours, prompting festival organizers and the Square Enix team to hold a special midnight encore presentation.

"We had such a great reception for this film and were pleased to be able to showcase our digital projection capability in high definition," states Claude Chamberlan, Montreal Festival of Nouveau Cinema Festival Director. "It's a beautiful, riveting film, and we enjoyed having it on our program."

The screenings were held as part of a special presentation of the festival in the Cassavetes Room of the Ex-Centris, one of the most innovative cinema and new media complexes in North America. Both the 8:00pm and 11:30pm viewings were filled to capacity with cheering fans, film industry professionals, and media.

Some audience reactions include:

"Gorgeous, impressive, overwhelming, and beautiful." Patrique Lalonde, age 32, Montreal

"Great! I've been waiting for this for like a year!" Genevieve Lapointe, 23, Montreal

"It looks like an amazing movie. It has great potential. An incredible movie in the making." Eric Ash, 18, Toronto

"Amazing and fantastic. The style was really nice, and I loved the scenery." Miriam Japelqray, 15, Montreal

This direct-to-DVD CG-animated sequel to FINAL FANTASY VII, one of the best-selling PlayStation® video games of all time, was first shown to a capacity audience at the 61st Venice International Film Festival on September 4, 2004, in Venice, Italy. *FINAL FANTASY VII ADVENT CHILDREN* was shown as part of "Venezia Digitale," the new digital image category of the film festival. As part of the festival organizer's efforts to usher in the new wave of digital entertainment, *FINAL FANTASY VII ADVENT CHILDREN* was well-received by the media and fans who attended.

## About FINAL FANTASY VII ADVENT CHILDREN

FINAL FANTASY VII ADVENT CHILDREN is a fully developed, CG sequel to FINAL FANTASY VII, the seminal 1997 PlayStation hit. Through 70 minutes of beautifully crafted DVD content, FINAL FANTASY VII ADVENT CHILDREN revisits the rich universe and memorable characters of FINAL FANTASY VII two years after its dramatic conclusion. Technological advancements bring a visually stunning new look to the city of Midgar and its residents.

FINAL FANTASY VII, originally released for the PlayStation game console on January 31, 1997 in Japan and September 7, 1997 in North America, redefined the standard for role-playing games (RPGs) and has since achieved record-shattering sales of over 9 million units worldwide. Fans have long requested a sequel, and with *FINAL FANTASY VII ADVENT CHILDREN*, their wishes are granted. The product is currently in development and scheduled for release in late 2004 in Japan.

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...

The FINAL FANTASY VII ADVENT CHILDREN development team includes:

Director - Tetsuya Nomura (FINAL FANTASY X, KINGDOM HEARTS®)

Co-Director - Takeshi Nozue (FINAL FANTASY IX, FINAL FANTASY X, KINGDOM HEARTS)

Scenario - Kazushige Nojima (STELLAVISTA LTD.) (FINAL FANTASY X, KINGDOM HEARTS)

Art Director - Yusuke Naora (FINAL FANTASY X)

Composer - Nobuo Uematsu (FINAL FANTASY series)

Producers - Yoshinori Kitase (FINAL FANTASY X, KINGDOM HEARTS) and Shinji Hashimoto (FINAL FANTASY VIII, KINGDOM HEARTS)

Mechanical/Creature Design - Takayuki Takeya (Freelance) (ZEIRAM, MECHANICAL VIOLATOR HAKAIDER)

More information on *FINAL FANTASY VII ADVENT CHILDREN* can be found on the Internet at http://www.square-enix.co.jp/dvd/ff7ac/ (currently only available in Japanese).

### About the Montreal Festival of Nouveau Cinema

The Montreal Festival of Nouveau Cinema is devoted to the dissemination and development of emerging trends in cinema and new media. It is a forum for audiences to discover original new works, particularly in cinéma d'auteur and digital creation.

The Festival's strength lies above all in the quality of its programming, which has evolved in step with trends in cinema and new media. Its international renown is also a result of the exceptional quality of its state-of-the-art venues. The 32nd edition of the Festival, in 2003, once again satisfied audiences and industry professionals; its success was unprecedented, with over one hundred internationally renowned artists, such as Peter Greenaway, Claude Miller and Robert Lepage, participating. With them came over 400 works from more than forty countries, including about one hundred Canadian productions.

#### About Square Enix Co., Ltd.

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<sup>TM</sup>, 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 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, Inc. can be found on the Internet at <a href="http://www.square-enix.com">http://www.square-enix.com</a>.

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