



**SQUARE ENIX ANNOUNCES FINAL FANTASY® XII RELEASE DATE FOR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM**

And Showcases The Look of FINAL FANTASY on PLAYSTATION®3

LOS ANGELES, California –May 16, 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 that FINAL FANTASY XII will be released on the PlayStation®2 computer entertainment system in fiscal year 2005 in Japan and fiscal year 2006 in North America. In addition, plans to bring a FINAL FANTASY title to the PLAYSTATION®3 , Sony Computer Entertainment’s next generation computer entertainment system that is currently in development, are just beyond the horizon.

FINAL FANTASY XII is the latest title in the best-selling series. Dynamic rendered movies and high-quality real-time graphics that push the PlayStation 2’s performance to the limit create the spectacular world of Ivalice, the setting for this epic story. Deep characters with distinct personalities convey their emotions through gestures and expressions as well as words. All this and a revolutionary battle system that allows seamless transitions between battle and exploration are just some of the many brand new elements and challenges that are packed into this title.

“We are extremely pleased to be able to finally announce the release timing for FINAL FANTASY XII and hope that our fans can wait just a little longer, as the development team is working very hard to complete our latest installment,” said Yoichi Wada, president of Square Enix. “We were also very happy to showcase a technical demonstration of FINAL FANTASY VII in collaboration with Sony Computer Entertainment. Thanks to the PLAYSTATION 3’s powerful Cell processor our acclaimed classic has never looked better.”

For technological development purposes and in preparation for the development of next generation software, a state-of-the-art technology demonstration video was created and shown at the Sony Computer Entertainment press conference on May 16, 2005, in Los Angeles, California. The video

recreated a scene from the opening sequence of FINAL FANTASY VII, the seminal 1997 hit on the PlayStation® game console, by utilizing the next-generation, high-performance processor Cell. The scene was recreated with the PLAYSTATION 3's ultra high-speed data transferring and calculation capabilities. With this technology, a real-time scene with high-end, game-movie quality was successfully created. This means that the movie can be generated in conjunction with the player's movements, as opposed to a pre-rendered movie that plays during a game.

FINAL FANTASY XII Story

The story of FINAL FANTASY XII takes place in a world called "Ivalice," in an age when magic was commonplace and airships plied the skies, crowding out the heavens. A world of many races, the humes, bangaa, viera and, of course, moogles, all call Ivalice home.

War was on the horizon. Seeking to strengthen its base of power, the great Archadian Empire had been invading and subjugating its neighboring kingdoms one by one. The small Kingdom of Dalmasca was one such kingdom.

When the occupying Archadian forces established a new consul in Dalmasca's Royal City of Rabanastre, it caught the attention of Vaan, an urchin living on the streets. To Vaan, the Empire was a hated enemy who had taken the life of his brother—his last surviving family member. Vaan hatched a plan to sneak into the castle housing the new consul and unburden him of one or two of his treasures. But before he would have the chance, Vaan got far more than he bargained for; a resistance movement of former Dalmascan soldiers rising up against the Archadian Empire was launching an assault! Amid the ensuing confusion that engulfed the castle, Vaan saw something he could scarcely believe. There, among the members of the resistance, was the figure of the sole remaining heir to the Dalmascan throne, the Princess Ashe, who'd been given up for missing...

Our story follows Vaan, Ashe, Vaan's friend Penelo, the sky pirate Balthier, his partner Fran and many more on an adventure through Ivalice that traces the mysteries behind the Archadian Empire's invasion.

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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