

**SQUARE ENIX to Publish Activision Blizzard's
James Bond 007: Quantum of Solace for Japanese Market in March 2009**

The Company Market and Distribute the title throughout the nation

Tokyo, Japan, (Feb. 2, 2009) – Square Enix Co., Ltd. (Square Enix) today announced that Square Enix has signed with Activision Blizzard Pty Limited (Activision Blizzard), an Australian subsidiary of Activision Blizzard, Inc. to publish Activision Blizzard's *James Bond 007: Quantum of Solace*[™] video game in Japan, and that it will be released for PLAYSTATION®3, PlayStation 2, Xbox 360® and Wii[™] on March 26, 2009.

In the increasingly consolidating video game industry, Square Enix has been implementing strategic initiatives to expand its product lineup and strengthen its presence as a global game publisher.

James Bond 007: Quantum of Solace is the first Activision Blizzard title Square Enix will be releasing in Japan. It is based on the popular James Bond movie series in which actor Daniel Craig (*James Bond 007: Quantum of Solace*, *James Bond: Casino Royale*) plays Bond, an agent working for the British Secret Intelligence Service. In the game, players control Bond as he appears in *Quantum of Solace* and *Casino Royale*; completing various objectives including covert operations, sniping, and heated gunfights, while exploring stages based on actual scenes from the films.

For more information about the *James Bond 007: Quantum of Solace* video game, Activision Blizzard and Square Enix, Please see the following page.

About *James Bond 007: Quantum of Solace* (video game)

Title	: James Bond 007: Quantum of Solace
Platform	: PLAYSTATION 3, PlayStation 2, Xbox 360, Wii
Genre	: First-person / third-person shooter
Release Date	: March 26, 2009
Suggested Retail Price	: PlayStation 2/Wii : 6,800 yen (w/tax : 7,140 yen) PlayStation 3/Xbox 360 : 7,800 yen (w/tax : 8,190 yen)
Player	: 1 player Online mode: 1 to 12 (PlayStation 3/Xbox 360), 1 to 4 (Wii)
Rating (CERO)	: C (Age 15 or above)
Copyright	Quantum Of Solace © 2008 Danjaq, LLC, United Artists Corporation, Columbia Pictures Industries, Inc. 007 TM and related James Bond Trademarks © 1962-2008 Danjaq, LLC and United Artists Corporation. All Rights Reserved. 007 TM and related James Bond Trademarks are trademarks of Danjaq, LLC licensed by EON Productions Limited. Game Code © 2008 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All Rights Reserved.
Official Website	: http://www.square-enix.co.jp/007qos/

Gameplay

James Bond 007: Quantum of Solace was developed using a modified version of the game engine used in *Call of Duty*®4, a game renowned for its high-quality graphics and stellar controls.

To immerse players into the world of James Bond, several types of exciting gameplay have been implemented. In addition to stealth-based action and tense sniping missions, *Quantum of Solace* also introduces exciting new features such as “cover action,” which allows players to attack enemies from the shadows while staying out of the line of fire; and “takedown,” which makes it easier to neutralize enemies in close quarters.

007 慰めの報酬™



About Activision Blizzard

Headquartered in Santa Monica, California, Activision Blizzard, Inc. is a worldwide pure-play online, PC and console game publisher with leading market positions across every major category of the rapidly growing interactive entertainment software industry.

Activision Blizzard maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Ireland, Italy, Sweden, Spain, Norway, Denmark, the Netherlands, Romania, Australia, Chile, India, Japan, China, South Korea and the region of Taiwan. (www.activisionblizzard.com)

About Square Enix Co., Ltd.

Square Enix Co., Ltd. (Square Enix), a wholly-owned subsidiary of Square Enix Holdings Co., Ltd., with headquarters in Tokyo, Japan, develops, publishes and distributes entertainment content including interactive entertainment software and publications in Asia, North America and Europe. Square Enix brings two of Japan's best-selling franchises – FINAL FANTASY®, which has sold over 85 million units worldwide, and DRAGON QUEST® which has sold over 47 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 at <http://www.square-enix.com/jp/>.



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