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E3 Expo Notes: Square Enix U.S.A. CEO Jun Iwasaki said the company's game lineup at E3 Expo in L.A. next week would offer "some surprises." He said the company was "exploring different types of RPGs" (role-playing games) and was "also looking to build upon some of our original content [and] our most popular franchises and applying them into other forms of media."

Console games the company plans to show next week include Front Mission 4 for PS2 (shipping June 15), Star Ocean: Till the End of Time for PS2 (Aug.), Fullmetal Alchemist and the Broken Angel developed by Racjin for PS2 (spring 2005), Final Fantasy XII with Dolby Pro Logic II support (2005) and Kingdom Hearts II (date to be announced). The publisher said it also planned to show Kingdom Hearts: Chain of Memories for Game Boy Advance (fall) and the Final Fantasy XI: Chains of Promathia online expansion pack (fall).

Also on tap: Final Fantasy VII: Advent Children, a sequel to the company's 1997 PlayStation game Final Fantasy VII that sold more than 9 million units worldwide, it said. Square said the sequel will feature about one hour of DVD content but didn't indicate what platforms it will be for or when it will ship. Mobile entertainment content will also be spotlighted by the company, including Before Crisis -- Final Fantasy VII.

The company said a trailer for the latter title will be shown at E3... SL-Interphase said it will spotlight a prototype of its Rogue mobile Pentium IV tablet-like gaming computer at the show... Atrua Technologies said it will demonstrate the Atrua Wings fingerprint recognition gaming device, featuring its HaptorXD processing technology.

It said the fingerprint recognition solution is embedded in a mousepad-like joystick that can be placed on a mobile phone or PDA so gamers can more easily navigate on those devices. Pricing and ship date weren't announced... The Serious Games Initiative and MIT's Education Arcade are collaborating on a 2-day conference during the show, May 11-12.

They said other guests will include developers making games for non-entertainment uses... The U.S. Army said it will showcase new capabilities and technologies that players will find in upcoming versions of its game America's Army.