



**DYNAMIC NETWORK AUTHENTICATION SYSTEM FOR
PLAYSTATION®2 TO BEGIN COMMERCIAL SERVICE**
Entertainment and Communication Services on Broadband Become More Accessible

Tokyo, December 11, 2001 – Sony Computer Entertainment Inc. (SCEI) announced today that it would commence commercial services of Dynamic Network Authentication System (DNAS) for copyright protection and security for broadband business applications on the PlayStation®2 platform. These services are offered to game software developers, publishers and network business providers.

Through combination of IDs unique to individual PlayStation 2 units and IDs unique to each PlayStation 2 disk, DNAS authenticates user IDs and manages copy protection for digital content on the network. In July 2001, SCEI started test runs for DNAS to bring into operation the authentication system using these IDs. At the same time, the company has provided DNAS client modules to game developers and publishers who have been developing network services and have jointly conducted field tests. From this fall, the company has extended DNAS trial operations to Square Co. Ltd.'s *PlayOnline* beta test for authentication and coding of content. In addition to user ID authentication and content copy management, DNAS also provides many other functions such as parental lock function and time-based access control.

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2-2-2-2 DNAS for PlayStation®2 Begin Commercial Service

With PlayStation and PlayStation 2, Sony Computer Entertainment will create and develop a new world of computer entertainment for the broadband era through the fusion of game, music, movies, publishing and broadcasting.

About Sony Computer Entertainment Inc.

Recognized as the global leader and company responsible for the progression of consumer-based computer entertainment, Sony Computer Entertainment Inc. (SCEI) manufactures, distributes and markets the PlayStation® game console and PlayStation®2 computer entertainment system. SCEI, along with its subsidiary divisions Sony Computer Entertainment America Inc. and Sony Computer Entertainment Europe Ltd., develops, publishes, markets and distributes software, and manages the third party licensing programs for these two platforms in the respective markets worldwide. Headquartered in Tokyo, Japan, Sony Computer Entertainment Inc. is an independent business unit of the Sony Group.

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