



PLAYSTATION®2 ACHIEVES CUMULATIVE WORLDWIDE SHIPMENT OF 30 MILLION UNITS

Tokyo, May 10, 2002 – Sony Computer Entertainment Inc. (SCEI) announced today that cumulative worldwide shipments of its PlayStation®2 computer entertainment system reached 30 million units on May 5, 2002. Since its launch in Japan on March 4, 2000, PlayStation 2 has been steadily increasing its sales all over the world and this remarkable achievement of 30 million units comes only 7 months after the 20 million mark had been reached on October 10, 2001. PlayStation 2 is firmly positioned as the center of home entertainment and is continuously expanding throughout the world.

Shipment of 30 million units within two years and two months since launch is 2.5 times more in volume compared to that of the original PlayStation® during the same period after launch, and 12 months faster in penetration speed. Also, shipment ^(*) of PlayStation 2 software reached approximately twice the volume than that of PlayStation during the same period of time. More than 1000 software titles are expected to be released worldwide in the fiscal year 2002. Through penetration of the PlayStation 2 platform around the world, many million seller titles were born, strongly supporting the format.

In accordance with the rapid expansion of broadband environment, SCEI will provide broadband connectivity for PlayStation 2. “PlayStation BB Unit,” equipped with a 40GB HDD, will be delivered to customers coinciding with the release of “Final Fantasy

-more-

2-2-2-2 PlayStation 2 Achieves Cumulative Worldwide Shipment of 30 Million Units

XI” from Square Co., Ltd. SCEI aims to expand network applications to a wide variety of contents such as games, music, movies and services. By linking PlayStation 2's installed in 30 million living rooms around the globe to the networks, PlayStation 2 will evolve into a new networked entertainment platform connected to the TV.

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, and broadcasting.

(*1) Data regarding software title is comparison as of end of March 2002 or same length of period after launch of PlayStation

PlayStation 2 Cumulative Shipment by Territory (as of May 5, 2002)

- Japan (including Asia)*
9.99 million units (release date: March 4, 2000)
- North America
11.25 million units (release date: October 26, 2000)
- Europe/PAL
8.78 million units (release date: November 24, 2000)

Worldwide Shipment: 30.02 million units

(*) Includes shipments to Asian countries and regions as well as 310,000 unit shipments to South Korea

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.

###

PlayStation and the PlayStation logo, PS one and PS2 are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners.