



## **PLAYSTATION®2 ACHIEVES CUMULATIVE WORLDWIDE SHIPMENT OF 40 MILLION UNITS**

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**Tokyo, September 19, 2002** – Sony Computer Entertainment Inc. (SCEI) announced today that cumulative worldwide shipments of its PlayStation®2 computer entertainment system reached 40 million units on September 17, 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 40 million units comes only 4 months and a half after the 30 millionth mark reached on May 5, 2002. Towards the peak-selling season, shipment of PlayStation 2 is on track for each market in Japan, North America, Europe and Asia.

Shipment of 40 million units within 2 years and 6 months since launch is 2.3 times more in volume compared to that of the original PlayStation® during the same period after launch, and 14 months faster in penetration speed. To meet the active worldwide demand of year-end and new year peak-selling season, SCEI plans to increase monthly production and shipment in September to over 3 million units. According to market demands, SCEI will control the production and shipment of PlayStation 2 and allocate appropriate quantity to each territory.

Cumulative shipment of PlayStation 2 software titles has now reached over 200 million units and more than 1000 attractive software titles are expected to be released worldwide by the end of fiscal year 2002.

With the introduction of “PlayStation BB”, a new platform connecting PlayStation 2 to the networks, in May 2002 in Japan and the launch of Network Adapter for PlayStation 2 in North America on August 27, 2002 together with 5 online titles, new joy and experience have now become available on PlayStation 2. Following “Final Fantasy XI” by Square Co.,

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Ltd. which already is in service, new game channels by the game developers and publishers are about to begin from this October. In addition to the existing packaged media, SCEI aims to enrich new on-line gaming services and information through the networks.

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.

### **PlayStation 2 Cumulative Shipments by Territory (as of September 17, 2002)**

- Japan (including Asia )\*  
10.97 million units (launch date: March 4, 2000)
- North America  
17.01 million units (launch date: October 26, 2000)
- Europe/PAL  
12.06 million units (launch date: November 24, 2000)

**Worldwide Shipment: 40.04 million units**

(\*) Includes shipments to Asian countries and regions including 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. PlayStation has revolutionized home entertainment by introducing advanced 3D graphic processing, and PlayStation 2 further enhances the PlayStation legacy as the core of home networked entertainment. SCEI, along with its subsidiary divisions Sony Computer Entertainment America Inc., Sony Computer Entertainment Europe Ltd., and Sony Computer Entertainment Korea Inc. 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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