



Sony Computer Entertainment Acquires Guerrilla Games
- leading developer of Killzone franchise
Guerrilla To Operate As Part of SCE Worldwide Studios network

London, 8th December 2005 – Sony Computer Entertainment today announced that it has acquired leading developer Guerrilla Games to further expand its development capability as part of Worldwide Studios (SCE WWS). In a strategic move to secure long term excellence in game development for current and future PlayStation® platforms, the acquisition of Guerrilla has formalised the already close working relationship between Sony Computer Entertainment and the studio.

Guerrilla B.V. (<http://www.guerrilla-games.com>), based in Amsterdam, Netherlands is the award winning developer of the Killzone game for PlayStation 2, which has shipped close to 2 Million units worldwide. The studio is currently working on a new Killzone title for PLAYSTATION 3, early scenes of which were shown to wide acclaim when revealed at E3 earlier this year. The studio is also developing a further game within the Killzone universe for PlayStation Portable (PSP). Guerrilla signed an exclusive development agreement with Sony Computer Entertainment Europe in March 2004 and the acquisition will help the team grow as a key creative element of the SCE Worldwide Studios network.

Commenting on the acquisition, Phil Harrison, President of SCE WWS, said, "Guerrilla have a great combination of creative, technical and production talent in their team and we have enjoyed a close working relationship with their management and staff for a number of years. I am delighted that they will

now become a member of the SCE Worldwide Studios network of developers. As we prepare for the launch of PLAYSTATION 3 next year, this acquisition strengthens our development portfolio to take full advantage of the exciting entertainment opportunities provided by PSP, PLAYSTATION 3 and beyond.”

Hermen Hulst, Managing Director of Guerrilla said, "Sony Computer Entertainment - with its truly global presence, leading platforms and commitment to innovation – is an ideal partner for Guerrilla and we are delighted to take our existing relationship to the next level."

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About SCE Worldwide Studios (SCE WWS)

SCE World Wide Studios was formed on 1 September 2005 in order to secure, strengthen and further develop game development and publishing activities for the PlayStation range of game and entertainment consoles. SCE WWS will be responsible for the global creative, technical and strategic direction setting of development and production of computer entertainment software for the PlayStation family.

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, the PlayStation®2 computer entertainment system and the PSP® (PlayStation®Portable) handheld 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. PSP is a new portable entertainment system that allows users to enjoy 3D games, with high-quality full-motion video, and high-fidelity stereo audio. 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 platforms in the respective markets worldwide. Headquartered in Tokyo, Japan, Sony Computer Entertainment Inc. is an independent business unit of the Sony Group.

About Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution, marketing and sales of PS one®, PlayStation®2 and PlayStation Portable® software and hardware in 104 territories across Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes, markets and distributes games software for the three formats, and manages the third party licensing programs for these platforms in the PAL territories. Guerrilla B.V. has been acquired by SCE Benelux.

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