



PLAYSTATION®2 SALES REACH 150 MILLION UNITS WORLDWIDE

*PlayStation®2 Continues to Deliver Great Value To Users
as a Home Computer Entertainment System with Games for the Whole Family*

Tokyo, February 14, 2011 – Sony Computer Entertainment Inc. (SCE) today announced that the cumulative sales of PlayStation®2 computer entertainment system reached 150 million units^{*1} worldwide, as of January 31, 2011. This incredible milestone was reached in 10 years and 11 months since PlayStation 2's release in Japan on March 2000.

With strong support from 3rd party developers and publishers worldwide and a slew of blockbuster franchises from first party studios including *Gran Turismo*, *God of War*, *SingStar*^{*2} and *Ratchet & Clank*, PlayStation 2 features a vast library of more than 10,828 software titles, representing a broad range of game genres that appeal to everyone in the family. More than 1.52 billion units of PlayStation 2 software have been sold worldwide^{*3}.

PlayStation 2 was also successful in delivering intuitive game play through the highly popular DUALSHOCK 2 controller as well as through Eye Toy USB Camera, released back in 2003^{*4}. Using EyeToy Camera, players can physically interact within the game with their own image being projected to the TV monitor in real-time. It also tracks the users' hands or body movement through the camera. This new style of gameplay expanded PlayStation 2's users to a wider audience, including families and casual players.

Furthermore, PlayStation 2 was the first home computer entertainment system to integrate DVD technology, and the rapid growth of the install base helped establish DVD as the standard optical disc media format worldwide. Despite almost entering its 12th year since launch, PlayStation 2 system continues to serve as the entertainment centerpiece in many living rooms and is strongly supported in countries and regions, particularly in Eastern Europe, the Middle East, Southeast Asia and South America.

SCE will continue to further expand the PlayStation platform and create a new world of computer entertainment.

*1 sell-in number

*2 This title is not released in Japan.

*3 As of the end of Dec, 2011

*4 Release year differs by each country or region.

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, the PSP® (PlayStation®Portable) handheld entertainment system and the PlayStation®3 (PS3®) 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 handheld entertainment system that allows users to enjoy 3D games, with high-quality full-motion video, and high-fidelity stereo audio. PS3 is an advanced computer system, incorporating the state-of-the-art Cell processor with super computer like power. 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, SCEI is an independent business unit of the Sony Group.

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