



PLAYSTATION®2 REACHES CUMULATIVE WORLDWIDE SHIPMENT OF 90 MILLION UNITS

Tokyo, June 3, 2005 – Sony Computer Entertainment Inc. (SCEI) announced today that the cumulative production shipment of PlayStation®2 computer entertainment system had reached 90 million units worldwide, as of June 2nd, 2005.

Since its launch in Japan on March 4th, 2000, sales of PlayStation 2 has grown steadily, securing its place as the most favorite computer entertainment platform in homes around the world. Particularly, the new slim line PlayStation 2 (SCPH-70000 series), which went on sale in November 2004 starting from Japan, has gained strong support around the world and demand for the platform continues to grow steadily, with shipment reaching 16.17 million units in the last fiscal year (ending March 2005) alone. Shipment of 90 million units within 5 years and 3 months since launch is more than 2 years and 3 months faster in penetration speed, compared to the original PlayStation®, which has sold more than 100 million units in total.

On the software side, more than 5,000 game titles are currently available for PlayStation 2 worldwide, with cumulative shipment reaching over 800 million units. Software shipment has been outstanding, recording an all-time high of 252 million units in 2004, with many more new and attractive titles expected to be released from first and third party software developers and publishers.

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2-2-2-2 PlayStation 2 Reaches Cumulative Worldwide Shipment of 90 Million Units

With PlayStation, PlayStation 2 and PlayStation®Portable, SCEI will create and develop a new world of computer entertainment through the fusion of game, music, movies, and broadcasting.

PlayStation 2 Cumulative Shipment by Territory (as of June 2, 2005)

- Japan (including Asia ^(*1))
21.04 million units (launch date: March 4, 2000)
- North America
36.48 million units (launch date: October 26, 2000)
- Europe/PAL
32.48 million units (launch date: November 24, 2000)

Worldwide Shipment: 90.00 million units

(*1) Includes shipment 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, the PlayStation®2 computer entertainment system and the PlayStation®Portable (PSP®) 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.

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