



PLAYSTATION®2 BREAKS RECORD AS THE FASTEST COMPUTER ENTERTAINMENT PLATFORM TO REACH CUMULATIVE SHIPMENT OF 100 MILLION UNITS

Tokyo, November 30, 2005 – Sony Computer Entertainment Inc. (SCEI) announced today that cumulative worldwide shipment of PlayStation®2 had reached 100 million units as of November 29th, 2005, breaking the record as the fastest computer entertainment platform to reach this remarkable figure. This achievement comes within 5 years and 9 months since its launch in Japan in March 2000, 3 years and 9 months faster in penetration speed compared to its predecessor, PlayStation®. PlayStation was the first computer entertainment platform ever to reach the 100 million mark, achieved in 9 years and 6 months since launch.

PlayStation 2 is strongly supported by a wide range of users as well as from third party developers and publishers, and by maintaining backward compatibility of software titles for its predecessor system for the first time in the history of computer entertainment, PlayStation 2 has become the standard home entertainment system with over 14,000 PlayStation and PlayStation 2 titles playable, of which 6,200 titles are for PlayStation 2 alone. Cumulative software shipment has reached a total of over 1.869 billion units as of September 2005. PlayStation 2 still continues to enjoy great popularity in only the 5th year of its lifecycle, and with steady demand for the slim-line model introduced in November 2004, PlayStation 2 is sure to surpass the shipment of PlayStation, the best selling computer entertainment platform to date.

With an overwhelming shipment of 100 million units worldwide and an exciting line-up of new and attractive titles scheduled for release in the coming year-end/New Year peak selling season, the PlayStation 2 platform is expected to grow even further.

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2-2-2-2 PS2 Breaks Record as the Fastest Platform to Reach 100M Units

SCEI will continue to expand PlayStation, PlayStation 2 and PSP® (PlayStation®Portable) platforms and 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 Shipment by Territory (as of November 29, 2005)

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

Worldwide Shipment: 100.01 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 PSP® (PlayStation®Portable) handheld entertainment player. 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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