



AWARD-WINNING GOD OF WAR® FRANCHISE SALES EXCEED 21 MILLION UNITS WORLDWIDE

Tokyo, June 4, 2012 – Sony Computer Entertainment Inc. (SCEI) announced today an epic milestone for the *God of War*® franchise – the award-winning series has now surpassed 21 million units^{*1} sold as of May 30, 2012. This outstanding sales figure was achieved in just seven years after the series made its debut on the PlayStation®2 in 2005 with the first title released in the franchise, *God of War*.

“We at Sony Santa Monica Studios thrive on delivering fantastic gaming experiences to the community and to our fans across the world,” said Shannon Studstill, Sr. Director of Product Development, Sony Santa Monica Studio. “We are extremely proud to have hit this incredible milestone, and owe a large part of it to our fans for all of their support throughout these years.”

Developed by Sony Computer Entertainment’s Sony Santa Monica Studio, the *God of War* series has continued to evolve alongside various PlayStation platforms. Since 2005, seven titles have been released across the PlayStation®2, PlayStation®3 (PS3™) and PSP® (PlayStation®Portable) systems, with the newly announced PS3 exclusive *God of War: Ascension* currently in production. Known for its stunning graphics, epic cinematic storytelling, and visceral battles, the *God of War* series has been acknowledged by the videogame industry’s key publications and influencers as one of the most critically-acclaimed franchises, as well as a series that continues to set the bar for the action-adventure genre.

Accolades for the franchise include *PlayStation: The Official Magazine* (Editor’s Choice Award), *Game Informer* (Action/Adventure Game of the Year and Handheld Game of the Month Award), *Electronic Gaming Monthly* (Best PS2 Game), *IGN.com* (Editor’s Choice Award and Game of the Year Award), and four nominations in the Annual Interactive Achievement Awards, including Overall Game of the Year and Console Game of the Year.

The franchise has also been awarded with several honors including several E3 Best of Show Awards (given by several online publications), numerous Game of the Year awards (given by several online publications), a Best Action Game Award (given at Spike TV's Video Game Awards), numerous Golden Joystick Awards, G-Phoria Awards, and more. ^{*2}

^{*1} Sell-in number

^{*2} All these awards are in the United States

Cumulative Worldwide Sell-In Numbers of the God of War Series

| | SCEA^{*3} | SCEJ^{*4} | SCEE^{*1} | WW |
|-------------------------------|--------------------------|--------------------------|--------------------------|-------------------|
| God of War | 2,881,524 | 142,990 | 1,592,833 | 4,617,347 |
| God of War II | 2,527,522 | 113,280 | 1,603,727 | 4,244,529 |
| God of War III | 2,818,033 | 417,866 | 1,961,733 | 5,197,632 |
| God of War Collection | 1,748,663 ^{*2} | 155,600 ^{*2} | 514,253 ^{*2} | 2,418,516 |
| God of War: Chains of Olympus | 1,728,407 ^{*2} | 136,478 ^{*2} | 1,399,293 ^{*2} | 3,264,178 |
| God of War: Ghost of Sparta | 530,815 ^{*2} | 60,429 ^{*2} | 605,382 ^{*2} | 1,196,626 |
| God of War: Origins | 424,464 ^{*2} | 47,336 ^{*2} | 239,937 ^{*2} | 711,737 |
| Totals | 12,659,428 | 1,073,979 | 7,917,158 | 21,650,595 |

^{*1}: Including PAL territories

^{*2}: Including Download Version

^{*3}: Including LATAM territories

^{*4}: Including SCE Asia territories

Title Release Dates in North America

| | |
|-------------------------------|--------------------|
| God of War | March 22, 2005 |
| God of War II | March 13, 2007 |
| God of War: Chains of Olympus | March 4, 2008 |
| God of War Collection | November 17, 2009 |
| God of War III | March 16, 2010 |
| God of War: Ghost of Sparta | November 2, 2010 |
| God of War: Origins | September 13, 2011 |

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 LLC., 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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