



PLAYSTATION®2 ACHIEVES RECORD SALES OF 5 MILLION UNITS WORLDWIDE IN THE HOLIDAY SEASON

Tokyo, January 9, 2002 – Sony Computer Entertainment Inc. (SCEI) announced today that PlayStation®2 marked an outstanding sales record, achieving sell-through of 5 million units worldwide during the holiday season in 2001.

Since its launch, PlayStation 2 has been widely supported by users around the world as the core of home entertainment. Not to repeat the first holiday season for PlayStation 2 in December 2000, when products were short all over the world due to overwhelming demand, SCEI has largely increased production and shipment to prepare for the peak-selling season, during which nearly half of the annual sales are made.

In Japan, since the price reduction on November 29th, sales have surged rapidly, marking weekly sales of over 200,000 units from the third week of December. Sell-through between the last week of November (starting from November 26, 2001) and the first week of January (ending January 6, 2002) reached 1.1 million units, which is 2.6 times higher than in the same period of the previous year. (*)

In North America, sell-through between the Thanksgiving week and the end of December reached approximately 2.5 million units. Sales peaked in the week before Christmas (starting from December 18, 2001), when approximately 640,000 customers selected PlayStation 2 as their favorite home entertainment.

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2-2-2-2 PS 2 Achieves Record Sales of 5 Million Units Worldwide in The Holiday Season

In Europe, monthly sell-through in December reached 1.68 million units. Sales of the third week of December marked approximately 500,000 units, which is 3.9 times more than in the same period of the previous year.

Sales of software titles in December were also very high, shipments in the world being 3 times more than in the same period of the previous year. A wide variety of attractive software titles for PlayStation was continuously released, making the sales of titles for both PlayStation 2 and PlayStation, 1.4 times higher than in December of 2000. Cumulative numbers of both PlayStation 2 and PlayStation titles are over 4200 in Japan, over 1400 in North America and over 1500 in Europe.

With PlayStation and PlayStation 2, Sony Computer Entertainment will create and develop a new world of computer entertainment for the broadband era through the fusion of game, music, movies, and broadcasting.

(*) Sell-through figures of PlayStation 2 are estimated by SCEI.

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 and PlayStation®2 computer entertainment system. SCEI, along with its subsidiary divisions Sony Computer Entertainment America Inc. and Sony Computer Entertainment Europe Ltd., develops, publishes, markets and distributes software, and manages the third party licensing programs for these two 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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