



PLAYSTATION® ACHIEVES CUMULATIVE WORLDWIDE SHIPMENTS OF MORE THAN 100 MILLION UNITS *Reaching a Significant Milestone in the History of Game Consoles*

Tokyo, May 19, 2004 – Sony Computer Entertainment Inc. (SCEI) announced today that for the first time ever in the game console history, PlayStation® and PS one® hardware achieved a remarkable cumulative worldwide shipments of more than 100 million units as of May 18th, 2004.

Since its launch in Japan on December 3rd, 1994, PlayStation is now being sold in more than 120 countries and regions around the world, including North America, Europe, Africa, Middle East, Oceania, South-east Asia, South Korea and Central and South Americas. Along with the rich and attractive software title lineup, it has become widely popular to a broad range of users as the standard gaming platform in homes. With the introduction of the compact and lightweight model PS one in 2000, the platform continues to spread further throughout the global market and this important milestone came within 9 years and 6 months after the release of the product.

On the software front, PlayStation title lineup boasts over 7300 titles as of end of March 2004, with cumulative software shipments reaching over 949 million units around the world.

Recent figures show yet strong PS one sales with more than 3.31 million hardware and 32 million software shipments during the fiscal year 2003. PlayStation has broken all records of conventional game consoles in homes, not only with the first 100 million hardware shipment record, but also with a long platform lifecycle and broad expansion within the worldwide market.

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2-2-2-2 PS Achieves Cumulative Worldwide Shipments of More than 100 Million Units

PlayStation®2 has achieved cumulative shipments of more than 70 million units in hardware and 572 million units in software as of end of March 2004. Combining PlayStation and PlayStation 2 together, more than 170 million hardware units and 1.5 billion software units have been shipped to users all over the world.

SCEI has been putting its efforts to drive the worldwide gaming market through the PlayStation and PlayStation 2 business and will continue to further expand the gaming market and create a broad entertainment market with PlayStation®Portable (PSP), scheduled for launch in Japan by the end of 2004, and with the powerful lineup of exciting software titles.

PlayStation^(*1) Cumulative Shipments by Territory (as of May 18, 2004)

- Japan (including Asia^(*2))
20.72 million units (launch date: December 3, 1994)
- North America
39.67 million units (launch date: September 9, 1995)
- Europe/PAL
39.61 million units (launch date: September 29, 1995)

Worldwide Shipment: 100 million units

(*1) Includes the original PlayStation and PS one

(*2) Includes shipments 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 and PlayStation®2 computer 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. 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 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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