



SONY COMPUTER ENTERTAINMENT TO START PROVIDING PLAYSTATION®3 GAME CONTENT DEVELOPMENT TOOLS BY AGEIA, EPIC, AND HAVOK

Tokyo, September 27, 2005 – Sony Computer Entertainment Inc. (SCEI) announced today that it would start providing the evaluation versions and the final products of the programming and content development tools by AGEIA Technologies, Inc. (AGEIA), Epic Games (Epic) and Havok to the game content development community from October. They will be provided as they become available, along with the Software Development Kit for PLAYSTATION®3. Strategic licensing agreements with AGEIA, Epic and Havok were announced at the PlayStation Meeting held in July 2005.

AGEIA PhysX™ SDK physics library by AGEIA, Unreal Engine 3 complete games development framework by Epic Games and Havok Complete XS physics engines by Havok are among the most utilized of the various programming and content development tools and are highly regarded within the content development community. Through these highly specialized content development tools, SCEI will vigorously support the creation of innovative computer entertainment.

Together with the PLAYSTATION®3 tools and middleware licensing program announced separately, SCEI will continue to strengthen its support to promote content development for PLAYSTATION®3 and drive the creation of an entirely new and innovative world of computer entertainment that will leverage the breakthrough architecture and overwhelming performance of the PLAYSTATION®3 platform.

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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 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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