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**PLAYSTATION® AND PLAYSTATION®2 ACHIEVE RECORD  
BREAKING SALES IN THE HOLIDAY SEASON 2002 WORLDWIDE**

**Tokyo, January 9, 2003** – Sony Computer Entertainment Inc. (SCEI) announced today that, during the 2002 holiday selling season, PlayStation® and PlayStation®2 achieved the highest ever sell-through breaking all records in its history for both hardware and software worldwide.

In North America, more than 4 million PlayStation 2 computer entertainment systems were sold through (\*1) to consumers during the two months of November and December 2002, which is a 42 percent growth compared to the same period previous year. During the third and the fourth weeks of December, sales exceeded 1.5 million units in only 14 days. Europe/PAL territories marked sales of over 3.4 million units, a 27% increase over the same period of the previous year. During the month of December, 2.4 million units were sold, marking a 50% increase over the same month in 2001. In Japan, 940,000 units were sold through during two months of November and December plus the first week of January 2003, a 27% decrease over the same period previous year. As a result, in 2 months, a massive total of 8.5 million units of PlayStation 2 were sold through to the customers worldwide, a 24% growth compared to the same period previous year.

A vast array of attractive and exciting new game titles were made available for PlayStation 2 all over the world during the holiday selling season, delivering numbers of million seller titles. In North America and Europe, major hit titles include *Grand Theft Auto: Vice City* from RockStar Games, *James Bond 007: Nightfire*, *FIFA Soccer 2003*, *The Lord of the Rings The Two Towers*, and *Madden NFL 2003* from Electronic Arts, *WWE Smackdown!*

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## 2-2-2-2 PS and PS2 Achieve Record Breaking Sales in the Holiday Season 2002 Worldwide

*Shut Your Mouth* from THQ, *Tony Hawk's Pro Skater 4* from Activision, *Kingdom Hearts* from Square EA, and *The Getaway*, *WRC II Extreme* and *SOCOM: U.S. Navy SEALs* from Sony Computer Entertainment. In addition to such new titles, titles from the catalog such as *Grand Theft Auto 3* from RockStar Games and *Gran Turismo 3 A-Spec* from Sony Computer Entertainment have continued to be sought after by consumers, being counted among the major hit titles for the holiday selling season 2002. In Japan, hit titles include *Tales of Destiny 2* from Namco, *World Soccer Winning Eleven 6 Final Evolution* from Konami, *UNLIMITED: SaGa* from Square and *SD Gundam GGENERATION NEO* from Bandai. With a powerful lineup of games, worldwide shipments of PlayStation 2 game titles during the two months of November and December achieved a record breaking 52 million units, a 41% increase over the same period previous year.

Numbers of customers connecting their PlayStation 2 to the networks are also making a steady increase in both Japan and North America. In North America, shipments of Network Adapter (Ethernet/modem) (for PlayStation 2) exceeded 400,000 units as of end of December, as active demand continues to grow. In Japan, shipments of PlayStation BB Unit reached 190,000 units (\*2), and among the total of 20 titles scheduled to become available in the calendar year 2003, *Nobunaga-no-Yabo Online* from Koei and *Minna-no-Golf Online* from Sony Computer Entertainment are anticipated to become available this spring. Also in Europe, PlayStation 2 will start to connect to the networks from this spring.

After three full years from launch, PlayStation 2 has firmly established its position as the standard entertainment platform in homes all over the world. As numbers of exciting game titles being continuously made available for this most favored platform, diffusion of PlayStation 2 is further accelerated, creating a virtuous cycle. Efforts devoted to further reinforcing production and sales plans throughout the year have largely contributed in winning the good results from the holiday selling season 2002.

In addition, PS one console, with worldwide shipments surpassing 92 million units in the 9th year from launch, sold approximately 2 million units worldwide during November and December 2002 and its sales are still growing.

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### 3-3-3-3 PS and PS2 Achieve Record Breaking Sales in the Holiday Season 2002 Worldwide

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.

(\*1) Sell-through figures of PlayStation 2 are estimated by SCEI.

(\*2) Figure includes Hard Disk Drive Unit for PlayStation 2 released in 2001.

#### **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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