

GRAN TURISMO® SERIES SALES EXCEED 60 MILLION UNITS WORLDWIDE

Over 5.5 Million Units of Gran Turismo®5 Sold Worldwide 12 Days After Release

Tokyo, December 10, 2010 – Sony Computer Entertainment Inc. (SCEI) announced today that the cumulative worldwide sales of the *Gran Turismo*® franchise, a genre-defining racing and car-life simulator available on PlayStation®, PlayStation®2, PlayStation®3 (PS3®) and PSP®(PlayStation®Portable), has exceeded 60 million units* as of 6 December 2010. This remarkable sales figure was achieved in just 12 years and 11 months since the Japanese launch of the first title in the franchise, *Gran Turismo*, in December 1997.

The *Gran Turismo* franchise, from the original *Gran Turismo* to the latest *Gran Turismo*®5, has continued to evolve alongside the PlayStation platforms. With its outstanding gameplay, beautiful graphics and true-to-life driving simulation, the franchise is recognized as the world's number one automotive game title on the PlayStation format, receiving high regard not just from game fans, but also from professional racing drivers and enthusiasts in the automotive industry.

The ninth installment of the world's best-selling racing franchise, *Gran Turismo 5* for the PS3 system, features a completely new physics engine for an improved feel for steering during turns and drifts, delivering a more intuitive driving experience than ever before. The game also features an impressive line-up of more than 1,000 licensed karts and cars from the world's top manufacturers. Other highly anticipated features include stereoscopic 3D support, real-time car damage, dynamic weather effects, kart racing, a Course Maker, and a deep online and community feature set where players can race online with up to 16 players through PlayStation®Network. With the widest scope and depth of gameplay options in the *Gran Turismo 5* offers users an entertainment experience that is only possible

on PS3. As of 6 December, more than 5.5 million units of *Gran Turismo 5* have been sold worldwide. *Gran Turismo 5* will further continue to contribute to the expansion of the PS3 platform.

For all *Gran Turismo* fans around the world, SCEI and the developer of the *Gran Turismo* series - Polyphony Digital Inc., will continue hereon to vigorously promote development of the *Gran Turismo* series, which can be expected to evolve even further through the PS3 platform and broadband network environment.

Cumulative Worldwide Sales of Gran Turismo Series (million units)

Title	Japan	North America*1	Europe*2	Asia	WW
Gran Turismo	2.55	3.98	4.24	0.01	10.78
Gran Turismo 2	1.71	3.96	3.65	0.02	9.34
Gran Turismo 3 A-spec	1.89	7.14	5.76	0.01	14.80
Gran Turismo Concept 2001 TOKYO*3	0.43		0.94	0.13	1.50
Gran Turismo 4 Prologue	0.79		0.39	0.16	1.34
Gran Turismo 4	1.27	3.02	6.40	0.17	10.86
Gran Turismo 5 Prologue* ⁴	0.75	1.13	3.04	0.11	5.03
Gran Tursimo (PSP) *5	0.34	0.67	1.19	0.04	2.24
Gran Turismo 5	0.55	1.25	3.56	0.16	5.52
Total				·	61.41

^{*1:} Including Latin American countries

Title Release Dates in Japan

Gran Turismo December 23, 1997 Gran Turismo 2 December 11, 1999 April 28, 2001 Gran Turismo 3 A-spec Gran Turismo Concept 2001 TOKYO January 1, 2002 Gran Turismo 4 Prologue December 4, 2003 Gran Turismo 4 December 28, 2004 Gran Turismo 5 Prologue December 13, 2007 Gran Turismo 5 Prologue SpecIII October 13, 2008 Gran Turismo (PSP) October 1, 2009 Gran Turismo 5 November 25, 2010

^{*} Sell-in number

^{*2:} Including PAL territories

^{*3:} Including series tiles

^{*&}lt;sup>4</sup>: Including Download Version and SpecⅢ

^{*5:} Including Download Version

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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