



**SONY COMPUTER ENTERTAINMENT
SETS NEW PRICE FOR PLAYSTATION®2**
PlayStation®2 to become Available in Open Price Beginning May 16th, 2002

Tokyo, May 14, 2002 – Sony Computer Entertainment Inc. (SCEI) announced today that PlayStation®2 computer entertainment system (“SCPH-30000”), current suggested retail price at JPY 29,800 (excluding tax), will be available at an open price beginning May 16th, 2002.

PlayStation 2 has been widely supported by the people around the world, achieving worldwide shipment of 30 million units on May 5th, 2002, claiming an overwhelming share of the market. This is 2.5 times more in volume compared to that of the original PlayStation® during the same period after launch. Along with the expansion of the platform, a number of multi-million hit titles were born, strongly supporting the format.

On May 16th, “Final Fantasy XI” by Square Co. Ltd., an online network game for PlayStation 2, will become available. With this, PlayStation 2 will offer a new joy of gaming experience on the always-on network environment, and will also provide various services on broadband networks as they become available.

Through the new price setting, in line with the commencement of new network business, SCEI aims to further broaden the PlayStation 2 audience as well as to accelerate the expansion of both PlayStation and PlayStation 2 platforms.

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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.

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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