

**SONY COMPUTER ENTERTAINMENT
AND SONY COMMUNICATION NETWORK AGREE ON
ALLIANCE FOR BROADBAND NETWORK SERVICE**
High Quality Digital Content Become More Accessible to Users

Tokyo, December 11, 2001 – Sony Computer Entertainment Inc. (SCEI) and Sony Communication Network Corporation (SCN, Service name: So-net) announced today that they had entered into an agreement to provide broadband network services on the PlayStation®2 platform.

1. Purpose of alliance

Through this alliance, SCEI and SCN aim to provide broadband network services to So-net subscribers on the PlayStation 2 platform from April 2002. Services will include a wide variety of high quality PlayStation® and PlayStation®2 games, secured by SCEI's Dynamic Network Authentication System (DNAS).

Under the agreement, SCEI will provide Broadband Unit for PlayStation 2, equipped with Hard Disk Drive (HDD) and network connectivity to SCN. SCN will provide the Broadband Unit for PlayStation 2 together with broadband internet access services such as ADSL to So-net subscribers on a subscription fee basis. SCN aims to enrich the broadband experience by integrating various resources of the Sony Group.

2. Outline of the agreement

- (1) SCEI and SCN to provide services, including high quality PlayStation and PlayStation 2 games, secured by SCEI's DNAS to So-net subscribers.
- (2) SCEI to provide proprietary authentication and copy management system, Dynamic Network Authentication System (DNAS) to SCN.
- (3) SCN to provide music and video distribution services, "Networked AV," to So-net subscribers.
- (4) SCEI to supply Broadband Unit for PlayStation 2 (40 Gigabyte HDD and 100Mbit/sec Ethernet) to So-net, which will be provided to users on a subscription fee basis.

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