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**DISNEY INTERACTIVE, SONY COMPUTER ENTERTAINMENT
AMERICA AND SONY COMPUTER ENTERTAINMENT EUROPE
ANNOUNCE MULTI-YEAR, MULTI-PROPERTY DEAL**

**COMPANIES ALIGN TO PRODUCE GAMES FOR PLAYSTATION 2 AND PS ONE
CONSOLES BASED ON DISNEY FEATURE ANIMATED CONTENT**

LOS ANGELES -- (May 16th, 2001) -- Disney Interactive, Sony Computer Entertainment America (SCEA) and Sony Computer Entertainment Europe (SCEE) today announced an exclusive, multi-title agreement through which the companies will develop and publish video games for PlayStation®2, PlayStation® and PS one™ platforms, based on five upcoming and highly anticipated film properties from The Walt Disney Company: *Disney's Atlantis: The Lost Empire*, *Disney/Pixar's Monsters, Inc.*, *Disney's Lilo and Stitch*, *Disney's Treasure Planet*, and *Disney's Peter Pan: Return to Neverland*.

Disney's Atlantis: The Lost Empire for PS one and PlayStation launches June 2001 in North America, in conjunction with the US release of the feature animated film, and October 2001 in Europe. Games for PlayStation 2 and PS one formats based on *Disney/Pixar's Monsters, Inc.*, will release around the time of the US film debut, and in Europe in early 2002.

“Disney Interactive is delighted to align with Sony Computer Entertainment to bring the creative content of these highly anticipated feature animation properties to the millions of Disney and PlayStation fans around the world,” said Jan Smith, president, Disney Interactive. “This agreement reflects Disney Interactive’s commitment to PlayStation 2 and PS one, now and in the future, as well as Sony Computer Entertainment’s acknowledgement of the value of the Disney brand. We are proud to offer consumers the rich, enduring content of these great Disney films on the PlayStation gaming systems.”

“We are proud to be able to continue our long-standing relationship with Disney and are excited to be involved with such anticipated animated film releases as *Disney’s Atlantis: The Lost Empire* and *Disney/Pixar’s Monsters, Inc.*,” said Kaz Hirai, president and chief operating officer, Sony Computer Entertainment America Inc. “It is a natural that the global family entertainment leader align itself with the leading brand in videogames for the marketing and distribution of their interactive entertainment products. Through our continued efforts to provide a wide range of entertainment choices for PlayStation consumers, and our history of partnering with the top brands, the inclusion of the Disney titles to our product mix complements our corporate strategy beautifully.”

Commenting on the agreement, Chris Deering, President of SCEE said:

“We have worked now with Disney Interactive since 1995, introducing their first PlayStation title, *Disney’s Mickey’s Wild Adventure*, and since then 10 other PlayStation titles and very soon *Disney’s Atlantis: The Lost Empire* on PS one, which is due to release come out in Autumn of this year. The strength of Disney Interactive’s development team, and their ability to deliver first-rate entertainment products on time and in many languages, has played a major role in ensuring that PlayStation and now PS One has extended its reach to a very wide audience across age groups, gender and country.” He continued, “2We are very happy to renew and strengthen the agreement by not only introducing more new PS One games, but also software titles based on these very important new Disney theatrical-film releases for PlayStation[®]2.”

These are massive properties from one of the world’s biggest entertainment companies and they are all going to be incredibly exciting to work on, and our whole team will be proud to market and sell them in 2002.”

Thierry Braille, Vice President/Managing Director of Disney Interactive added:

“The synergy working relationship between our companies has always been excellent and we are convinced that SCEE have the best sales and marketing teams to take on these major Disney Interactive releases. We believe ~~T~~the 31 million PlayStations installed in the SCEE PAL territories and, the continued impressive sales growth of PS One, coupled with the

enormous success of PlayStation 2 ~~and plus~~ the magnitude of these Disney properties, is without doubt, a winning formula.

~~SCEE and Disney Interactive (EMEA) have developed, marketed and sold 11 titles together since 1995, amounting to 6 million copies sold to date: Mickey's Wild Adventure, Hercules Action Game, A Bug's Life Action Game, Mulan's Story Studio, Tarzan Action Game, Magical Tetris Challenge, A Bug's Life Activity Centre, Little Mermaid: Return to the Sea, Jungle Book Groove Party, Aladdin in Nasira's Revenge and The Emperor's New Groove.~~

About Disney Interactive

Disney Interactive, part of the Disney Consumer Products division of The Walt Disney Company, develops, markets and globally distributes a wide variety of interactive entertainment, educational and sports CD-ROMs and video games. For more information on Disney Interactive's products, visit www.disneyinteractive.com.

About Sony Computer Entertainment America

Sony Computer Entertainment America Inc. continues to redefine the entertainment lifestyle with its PlayStation® and PS one™ console and the PlayStation®2 computer entertainment system. The PlayStation 2 computer entertainment system is set to revolutionize the home entertainment market, offering the most compelling interactive content and the capability to be used as a network terminal in the coming broadband era.

Recognized as the undisputed industry leader, Sony Computer Entertainment America Inc. markets the PS one game console and PlayStation 2 computer entertainment system and develops, publishes, markets and distributes software for the PS one game console and the PlayStation 2 computer entertainment system for the North American market. Based in Foster City, Calif., Sony Computer Entertainment America Inc. serves as headquarters for all North American operations and is a wholly owned subsidiary of Sony Computer Entertainment Inc.

About Sony Computer Entertainment Europe

Sony Computer Entertainment Europe is responsible for the distribution, marketing and sales of PlayStation, PS one and PlayStation®2 software and hardware in 88 territories across Europe, the Middle East, Africa and Oceania. To date, over 31 million PlayStation units have been shipped across these PAL territories, over 81 million worldwide. Between its Japanese debut, on March 4th 2000 and March 23rd 2001, 10.0 million PlayStation®2 units have been shipped world-wide, making it one of the most successful consumer electronic product launches in history.

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More information about PlayStation products in Europe can be found at <http://www.scee.com>

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