



For Immediate Release

Shadow of the Colossus Arrives and ICO Returns **-Legendary ICO Makes Much Anticipated Comeback-** **-Gamers Given Dream Ticket By PlayStation-**

London, 2 November, Sony Computer Entertainment Europe (SCEE) is pleased to announce the release of *Shadow of the Colossus*™ in February 2006, an epic new action adventure from the creators of *ICO*™, available exclusively on PlayStation®2. And, in a move that will delight gamers from all over the world, SCEE will also re-release *ICO* at the same time, allowing those who weren't lucky enough to play this epic when it was first released the opportunity to do so now.

An intense journey of exploration, problem solving and eerie battle, *Shadow of the Colossus* has at its heart a spell-binding atmosphere that builds as your adventure progresses. The distinct, highly-acclaimed graphic style that came to prominence in *ICO* makes this an absorbing voyage of discovery, featuring some of the most picturesque landscapes and formidable enemies ever to be seen on PlayStation 2 as you embark on a journey that sees you attempt to destroy awesome Colossi – the most enormous and terrifying monsters to have ever lived.

With special packaging in the same style that contributed to *ICO*'s huge success, *Shadow of the Colossus* will be a must have collectors' item for any self respecting gamer. The breathtaking scenery and stunning design of the Colossi will have those who experience *Shadow of the Colossus* immersed in a mesmerising adventure.

When asked about the re-release of *ICO* (in standard PlayStation 2 packaging), Isabelle Tomatis, Software Manager, Sony Computer Entertainment Europe commented,

"The launch of *Shadow of the Colossus* has given us a great opportunity to re-release *ICO* for all those gamers who were unable to experience this exceptional game the first time round. We are delighted to let them have the opportunity to add

to their collections and believe that Shadow of the Colossus and ICO together make a powerful combination which gamers all over Europe will enjoy.”

ICO was one of the most critically acclaimed PlayStation 2 titles, renowned for its thoughtful and involving gameplay experience and hailed by many as one of the best games ever created. Oozing atmosphere and depth, *Shadow of the Colossus* is set to challenge perceptions of gaming and push the borders of action adventure gaming even further. Beautiful, unusual and absorbing, *Shadow of the Colossus* sets subtlety within a cinematic scope and creates a new standard in mythical action adventure.

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For further information please contact your local PR Manager.

About Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution, marketing and sales of PS one®, PlayStation®2 and PlayStation® Portable software and hardware in 104 territories across Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes, markets and distributes games software for the three formats, and manages the third party licensing programs for these platforms in the PAL territories. At the end of June 2005, over 40 million PlayStation® units had been shipped across these PAL territories, over 102 million worldwide. Between its European debut on 24 November 2000 and 20th July 2005, over 33 million PlayStation®2 units have been shipped across the PAL territories, over 91 million world-wide, making it one of the most successful consumer electronic products in history. Between the launch of the PSP in Japan in December 2004 and 21 July 2005, over 5 million PSPs have been shipped worldwide.

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