



SONY COMPUTER ENTERTAINMENT INC.

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Introducing the New-Styled PS one (SCPH-100)

Offering a Lifestyle Choice for the New Mobile Network Era

Tokyo, June 8, 2000 - Sony Computer Entertainment Inc. (SCEI) today announced a new-styled PlayStation® console positioned for the mobile network age, “PS One” (SCPH-100) for the Japanese market.

Since its debut in December of 1994, PlayStation has achieved cumulative shipments of 73 million units by May 31, 2000 - making it the most popular game console in the world. By inheriting the same functions and continuing the success of the current console, “PS one” will lead the PlayStation format into the new mobile network era.

A special adapter cable, available this winter, enables the entire PlayStation platform family (PlayStation, “PS one” and the PlayStation 2 computer entertainment system) to be connected to mobile phones - creating a massive new audience for network digital services, offering new forms of entertainment beyond traditional packaged content. This will bring about a new era of networked entertainment. With this mobile phone network connection, the user can download information, entertainment content and software programs in addition to exchanging data with other users, in a variety of ways.

The design of “PS one” is the result of radical size-reduction of the original PlayStation to position it for the mobile network era. While containing the same functions as the PlayStation game console, “PS one” has been condensed to approximately 1/3rd its size, making it easy to carry it anywhere. When connected to the specially designed “PS one” LCD monitor that is planned to be available next spring, it is possible to take the world of PlayStation entertainment with; from room to room, house to house and out and about in a car*.

SCEI plans to deploy servers to handle the large scale of this new network-based PlayStation audience (with over 17 million in Japan alone), as well as aggressively promoting the business opportunities and technology to 3rd Party software developers to create applications – helping to bring about a new entertainment lifestyle for the network-era.

*Requires appropriate AC Adapter



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Outline:

Product Name: PlayStation (PSone™) SCPH- 100

Logo Type: PSone™

Suggested Retail Price: 15,000 JPY (tax not included)

Dimensions: 193 mm (W) X 38 mm (H) X 144 mm (D)

Weight: 550 g

Formats Supported: "PlayStation" CD-ROM, Audio CD

Available: July 7th, 2000

Interfaces: Controller port (2)
Memory Card slot (2)
AV Multicable output (1)

Power Supply: AC 100V, 50/60 Hz
 DC IN 7.5V

Accessories included: "DualShock" analog controller (1)
AV Multi cable (1)
AC Adapter (1)

Basic Specifications and Features

CPU: 32 bit RISC (R3000 custom)

Clock speed: 33.8688 MHz

Main Memory: 2MB

Graphics: PlayStation GPU

Graphics Memory: 8Mbit

Sound: SPU 24 ch

Sound Memory: 4Mbit

Disc Drive: CD-ROM 2 times speed

Available Accessories:
"DualShock" analog controller SCPH-110 SRP 3,000 JPY

*** Specifications and certain peripherals may differ for the PAL version



8 June 2000

Chris Deering, President of Sony Computer Entertainment Europe, today confirmed that PS one will be phased in across PAL territories from the autumn of 2000 before the introduction of PlayStation 2 and that it will support the existing PlayStation PAL software catalogue of nearly 900 existing titles and more than 200 additional titles due for release before the end of this year.

“This is an incredibly exciting time for PlayStation – the new PS one model with extended portability and mobile phone connectivity will allow us to explore new opportunities for PlayStation in this network era and offer a completely new computer entertainment system through the PlayStation 2 which will be released from October 26, 2000.

It is our intention to exploit the networking and portability opportunities presented through the adapter cable and LCD screen across PAL territories. Although we are unable to comment on specific launch dates at this time, we would like to confirm that these features will be incorporated over time in the PAL market.”

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Sony Computer Entertainment Inc. continues to redefine the entertainment lifestyle with its PlayStation® game console and the upcoming 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.

Sony Computer Entertainment Europe is responsible for the sales, marketing and distribution of PlayStation in over 74 territories across Europe, the Middle East and Oceania. To date, over 28 million PlayStation units have been shipped across PAL territories.

Visit us on the Web at <http://www.playstation-europe.com>

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