



**For Immediate Release
Press Information**

Start your engines for Gran Turismo™5 Prologue New prequel an early taste of Gran Turismo 5 for PLAYSTATION®3

- **Up to 16-player online racing on PLAYSTATION®Network - a Gran Turismo first!**
- **Over 60 dream cars, High Definition graphics, new physics engine... and a TV channel**

The real driving simulator that's sold 50 million units is back: Sony Computer Entertainment Australia (SCE Aust) and Polyphony Digital are pleased to announce Gran Turismo™5 Prologue, a prequel title showcasing the forthcoming Gran Turismo™5 for PLAYSTATION®3 (PS3™). GT5 Prologue will be available both on Blu-ray disc and as a download from PLAYSTATION®Network (PSN) at the end of March. Gran Turismo on PlayStation is one of the most successful global gaming franchises of the last ten years – renowned for its realism, quality of design and in-car physics technology – now, with the power of PS3™, it's going to be unstoppable.

Gran Turismo 5 Prologue features over 60 stunning cars – including vehicles by Lotus, BMW, Mitsubishi, Nissan and Ferrari for you to race on seriously realistic, real-life tracks: including the Eiger Nordwand, the London City Track and Suzuka – all rendered in incredible High Definition graphics. There's also all-new driving physics for the most lifelike driving experience ever and new, improved opponent artificial intelligence for the toughest race challenge yet.

But that's not all – for the first time ever in the history of Gran Turismo, you'll now be able to race online. Up to 16 players will be able to go head-to-head on some of the world's best racetracks on PLAYSTATION®Network™ – all you need to get racing is a broadband connection and PS3™. Once you're up and revving, Global Online Rankings and the My Garage homepage feature will leave the world in no doubt as to just who is the best at Gran Turismo.

And then there's the Online Dealership, providing a wealth of information on cars and manufacturers and also Gran Turismo™ TV – a dedicated online channel available exclusively from PSN and packed with some of the greatest content that Motorsport, car manufacturers and TV has to offer.

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Key Features:

- The first ever Gran Turismo title with online racing: drive online against up to 16 other Gran Turismo aces
- Choose from over 60 stunning, high-performance cars
- Race on seriously realistic, real life tracks including the Eiger Nordwand, the London City Track and Suzuka – then race them in reverse and with alternative routes
- All-new physics engine means true next-generation vehicle handling
- All-new and improved opponent AI for a nail-biting race experience
- Access to Gran Turismo TV : a world of great motoring TV programming online
- Online Dealership: Access to car manufacturers online
- My Garage - a personalised homepage feature with friends, chat and personal game records
- Quick Tune facility allows you to adjust power, tyres, suspension and more
- All in stunning High Definition at 1080p (race: 1080p-60fps, replay: 1080p-30fps)

ENDS

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About Gran Turismo™

With more than 47 million units sold worldwide, the award-winning Gran Turismo™ franchise for the PlayStation®, PlayStation®2 and PLAYSTATION®3 is regarded as the best and most authentic driving simulation ever created due to its true-to-life graphics, physics and real-life cars and tracks. Since the inception of the Gran Turismo franchise, famed creator Kazunori Yamauchi and Polyphony Digital Inc. in Japan have revolutionized the racing category as we know it today. His offerings provide the gamer with the most true-to-life driving simulation within the industry and a unique medium for motor manufacturers to showcase their products.

About Sony Computer Entertainment Europe Ltd

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution, marketing and sales of PLAYSTATION®3, PlayStation®2 and PSP™ (PlayStation®Portable) software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes, markets and distributes entertainment software for these formats, and manages the third party licensing programs for the formats in these territories. Since the launch of PLAYSTATION 3 in November 2006 and the end of January

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2008, over 10 million units have been sold globally and continue to be sold at a record level. Between the beginning of April 2006 and the end of January 2008, over 26 million PlayStation 2 consoles have been sold worldwide, continuing its position as one of the most successful consumer electronic products in history. Between the beginning of April 2006 and the end of January 2008, over 20 million PSP systems have been sold worldwide.

About Sony Computer Entertainment Australia

Sony Computer Entertainment Australia (SCE Aust.) is responsible for the distribution, marketing, sales and network support of PLAYSTATION®3, PlayStation®2 and PSP® (PlayStation®Portable) software and hardware in Australia and New Zealand. SCE Aust. commenced trading in 1995.

More information about PlayStation products can be found at www.playstation.com.au or visit the Virtual Press Office at www.scee.presscentre.com/au

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