



**Press Information
For Immediate Release**

Just Buzz!™ for entry to the Monster Mansion at Leipzig Buzz!™ Junior: Monster Rumble to showcase at Games Convention

- **Enter the Monster Mansion in a ghoulish new title for the Buzz!™ Junior series**
- **Smash pumpkins and unravel mummies in 25 new multiplayer mini-games**
- **Fast-paced, fun social gameplay with interactive challenges of speed and skill**

Leipzig, Germany. August 22-26: The Buzz!™ Junior mayhem continues this November, deep in the heart of Monster land, with the launch of Buzz!™ Junior: Monster Rumble for PlayStation®2 (PS2®) – and there’s an exclusive preview at the Leipzig Games Convention. The hotly-anticipated follow-up to May’s Buzz!™ Junior: RoboJam, Monster Rumble comes with new games, characters, features and an utterly monstrous setting - in the dark, spooky mansion of a mad professor. The third title in the critically-acclaimed family gaming series, Monster Rumble remains true to the winning formula of using the coloured buttons on the famous Buzz! Buzzers for lightning-fast games of skill and speed – it’s another dose of non-stop fun for kids (and parents) of all ages.

Welcome to the Monster Mansion, where a slightly mad professor has been developing his own Monster servants. However, an unexpected lightning strike has sent his plans into a spin – the Monsters have developed minds of their own and won’t do what they’re told. In fact, the only thing they’re interested in is competing with each other at challenges to see which Monster is top of the pile. They’ve escaped from the professor’s lab and they’re running amok in the Mansion, outdoing one another to collect eyeballs. That’s right – eyeballs – they’re the ghoulish prizes offered to the winners of 25 mini-games including bashing pumpkins into mush, unravelling the bandages of sinister mummies and trying to dodge a smelly soaking in the Mansion’s subterranean sewers.

Up to four players can join Monster Rumble to bash the famous Buzz! controllers, buzzing their Monster through the tricky challenges of the Mansion and competing “all against all” or against PS2-controlled AI Monsters. In a new development from previous titles, Monster Rumble allows players to select from four very different Monsters and customise them using the Create Your Own Monster feature which allows thousands of combinations of characteristics – players can pick and mix eyes, type of arms, legs, horns, ears and more.

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- Compete against your friends in every-Monster-for-themselves action in the weird and spooky Monster Mansion. Tackle tasks quickly and speedily and you'll win eyeballs – collect the most to become top Monster.
- Don't have a full house of Monsters to play with? Monster Mind Control is here to help – it's advanced AI that takes control of Monsters without human users - so single players never really play alone and always have a full cast of Monsters to play against.
- It's slimy, spooky and contains eyeballs by the bucket – but Buzz!™ Junior: Monster Rumble remains firmly on the side of fun and humour with the winning Buzz!™ Junior formula for kids and parents alike.

Key Features:

- 1-4 player buzzer-bashing fun
- 25 great new multiplayer mini games - and a whole new set of characters in their own Monster Mansion
- 'Monster Mind Control' advanced AI enhances the single player experience – players will never really play alone
- Four engaging playable characters – all fully customisable for added fun and creativity
- Even more Buzz!™ Junior humour with a twist of fun-filled mischievousness
- It's the third game in the fantastic Buzz!™ Junior Range, using the fantastic Buzz!™ Buzzers for social kids play

If you loved Buzz!™ Junior: Jungle Party and Buzz!™ Junior: RoboJam, you're in for a monstrously good time when Buzz!™ Junior: Monster Rumble arrives on shelves this November. It's slimy but you'll want to get your hands on it – especially when you see it at Leipzig this August.

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For more information, please contact your local PR manager.

About Sony Computer Entertainment Europe Ltd as of 3rd July 2007

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 Europe on 23 March 2007 and the end

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of March 2007 over 1.6 million units have been shipped across the SCEE territories, over 5.5 million globally. Between its European debut on 24th November 2000 and the end of March 2007, over 44 million PlayStation 2 consoles have been shipped across the SCEE territories, over 117 million worldwide, making it one of the most successful consumer electronic products in history. Between its European debut on 1st September 2005 and the end of March 2007, over 8.8 million PSP systems have been shipped across the SCEE territories, with over 25 million shipped worldwide since its Japanese launch in December 2004.

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

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