

GOD OF WAR™

Gaming launch release

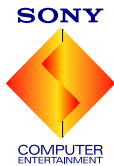
The wait is over – it's time to become a **God of War**

<Insert date> – Sony Computer Entertainment Europe is pleased to announce the June, 2005 release of *GOD OF WAR*™, available exclusively for the PlayStation®2. Developed by SCEA, Santa Monica Studios, *GOD OF WAR* delivers a single-player combat action-adventure, based on the dark world of Ancient Greek mythology. Players take on the role of the infamous warrior Kratos, caught up in an engrossing narrative of violence, madness and revenge in which brutal combat is combined with fiendish puzzle-solving.

GOD OF WAR will help drive forward the action-adventure genre, and showcase the power of PlayStation®2, with its combination of visceral melee combat, dramatic storyline and stunning visuals, including amazingly vivid and artistic environments.

The game makes powerful use of the darkly imaginative world of Ancient Greek mythology, where the realms of the mortal and the divine collide in a pervasive atmosphere of brute force and violence. Playing as Kratos, throughout the game players will wield double blades bound to his body by long chains, weapons symbolic of this vicious world to which he is bound and the fate from which he seeks to escape.

Featuring an hour of cinematic sequences and a deep combat system incorporating context-sensitive actions and an extensive range of combos, *GOD OF WAR* takes players through various environments that will have them fighting fierce enemies, swinging on ropes, scaling mountain cliffs, swimming through rivers and sliding down zip lines. The result is a unique and thrilling adventure through Greek mythology.



GOD OF WAR™

www.godofwargame.com

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<p>Developer: SCEA /Santa Monica Studios Genre: Action Adventure No. of Players: 1 Platform: PlayStation®2 Peripherals: Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2) Release Date: June, 2005</p>

Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution, marketing and sales of PS one and PlayStation 2 software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes, markets and distributes games software for the two formats, and manages the third party licensing programs for these platforms in the PAL territories. At the end of December 2004, over 39 million PlayStation units had been shipped across these PAL territories, over 101 million worldwide. Between its European debut on 24 November 2000 and the end of December 2004, over 29 million PlayStation 2 units have been shipped across the PAL territories, over 81 million world-wide, making it one of the most successful consumer electronic products in history.

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