

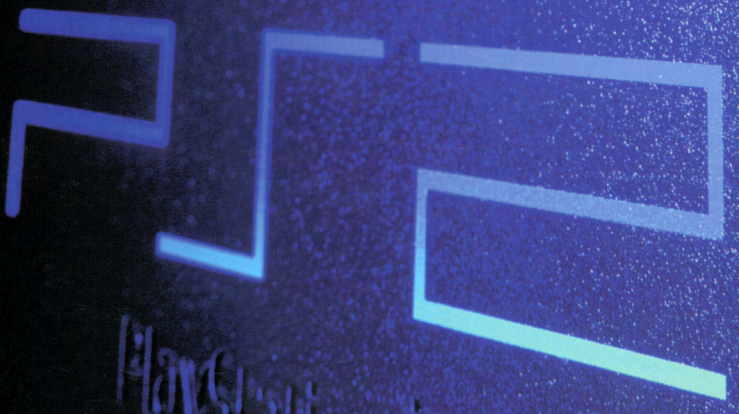


SONY

POWER
RESET

DVD
VIDEO

DVD
VIDEO



PlayStation 2



FOR IMMEDIATE RELEASE

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SONY COMPUTER ENTERTAINMENT AMERICA INTRODUCES NORTH AMERICA TO THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM AIMED AT THE BROADBAND ERA

Company Reveals Product Launch Details at Electronic Entertainment Expo (E3)

LOS ANGELES, May 10, 2000 – Gearing up for the biggest consumer product launch of the decade, Sony Computer Entertainment America Inc. announced today its plans for the North American release of the PlayStation®2 computer entertainment system. The PlayStation 2 computer entertainment system is designed to bring together games, music and movies, and will redefine the entertainment lifestyle, eventually serving as a network platform in the broadband era.

The PlayStation 2 computer entertainment system is scheduled to launch in North America on October 26, 2000 with an unprecedented initial launch shipment of one million units, followed by an additional two million units through March 31, 2001. Supporting both the audio CD and DVD-Video formats, the PlayStation 2 computer entertainment system leads the fusion of interactive entertainment with music and video. The new system supports the existing PlayStation software catalog of more than 800 titles now on the market, bridging the generation of the two systems while protecting consumers' investment in their PlayStation software libraries.

- more -

SCEA – PlayStation 2 Computer Entertainment System Launch Details Unveiled at E3
2-2-2-2

Sony Computer Entertainment America Inc. announced the following details and information pertaining to the North American release of the PlayStation 2 computer entertainment system:

Suggested Retail Price (SRP):	\$299 (U.S.)
Available:	October 26, 2000
Accessories included:	DUALSHOCK™ 2 Controller AV Multi Cable AC Power Cord
Dimensions:	301mm (W) x 182mm (H) x 78mm (D) (12" x 7" x 3")
Weight:	2.4 kg (5 lbs. 5 oz.)
Use:	Vertical or horizontal position
Media:	PlayStation 2 CD-ROM / DVD-ROM PlayStation CD-ROM
Formats supported:	Audio CD, DVD-Video, Dolby Digital® (AC-3), DTS®
Interfaces:	Controller port (2) Memory Card slot (2) AV Multi Out connector (1) Optical Digital Out connector (1) USB connector (2) i.LINK™ (IEEE1394) connector (1) *New features Drive bay (for 3.5" hard disc drive) Expansion unit (for network interface)
Peripherals (sold separately):	DUALSHOCK™ 2 Controller – \$34 SRP Memory Card (8MB) – \$34 SRP Multi Tap – \$34 SRP
Software Support:	More than 270 titles in development worldwide
Software Pricing: (SCEA Only)	PlayStation 2 software – \$49 SRP

- more -

SCEA – PlayStation 2 Computer Entertainment System Launch Details Unveiled at E3
3-3-3-3

In order to lead the broadband era, without changing the aesthetic design or basic dimensions of the console itself, the PlayStation 2 incorporates a bay for 3.5” hard disc drive and an expansion unit for interfacing with the network for future functionality upgrades. Together with the USB and i.LINK (IEEE1394) interfaces, the PlayStation 2 is ready to expand into the home network.

In addition, the PlayStation 2 features DVD-Video playback built into the hardware as standard, without the use of a Memory Card. The features and functionality of the DVD player can also be enhanced in the future via firmware upgrade, simply by loading a new program from upgrade discs. This firmware upgrade feature also enables the PlayStation 2 computer entertainment system to evolve into future digital consumer applications – another powerful feature of PlayStation 2.

“To date 1.8 million units have been sold in Japan. The overwhelming success of the product launch proves that the market is ready for PlayStation 2, as we chart a path toward the future of networked digital entertainment,” said Ken Kutaragi, president and chief executive officer, Sony Computer Entertainment Inc. “Now the time has come to introduce the new PlayStation 2 computer entertainment system to the North American market. Just as PlayStation brought interactive gaming to unprecedented mass market levels, PlayStation 2 will open the doors to a new world of computer entertainment experience in the home, bringing together games, music and movies.”

No other system has created as much excitement and support among the software development community as the PlayStation 2 computer entertainment system. Currently 208 publishers/developers have signed license agreements and more than 270 software titles are in development worldwide. The PlayStation 2 computer entertainment system will launch in North America with an unprecedented amount of software support from both first and third party companies, resulting in a software library of more than 50 titles scheduled for release by the end of 2000.

SCEA – PlayStation 2 Computer Entertainment System Launch Details Unveiled at E3
4-4-4-4

Sony Computer Entertainment America 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.

Recognized as the undisputed industry leader, Sony Computer Entertainment America Inc. markets the PlayStation game console and develops, publishes, markets and distributes software for the PlayStation game console and the upcoming PlayStation 2 computer entertainment system for the North American market. Based in Foster City, Calif., Sony Computer Entertainment America Inc. serves as headquarters for all North American operations and is a wholly-owned subsidiary of Sony Computer Entertainment Inc.

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**SONY COMPUTER ENTERTAINMENT AMERICA FURTHER
DEMONSTRATES COMMITMENT TO PLAYSTATION® BRAND WITH
MULTI-MILLION DOLLAR MARKETING CAMPAIGN**
*Company Supports Two Platforms with Innovative Mix of Both
Traditional and Unconventional Strategic Marketing Programs*

LOS ANGELES, May 11, 2000 – Solidifying its role as both a brand and industry visionary, Sony Computer Entertainment America Inc. unveiled today the strategy for its multi-million dollar marketing campaign to support the upcoming North American launch of the PlayStation®2 computer entertainment system and its best-selling PlayStation® game console. This combined program, the company's largest marketing initiative to date, is designed to build on its unique ability to attract a broad spectrum of consumers, while redefining the entertainment lifestyle.

The emphasis of the marketing efforts will both fully maximize the impact of traditional marketing avenues and leverage unconventional vehicles, continuing the company's heritage as a marketing innovator.

"The revolutionary PlayStation 2 will define computer entertainment the same way that the PlayStation business changed the face of the videogame industry," said Andrew House, vice president, marketing, Sony Computer Entertainment America Inc. "As we manage the marketing efforts for both systems this year, we will continue to broaden and expand the overall market for all of our strategic partners. This multi-million dollar marketing commitment is a testament to our confidence in being able to sustain the livelihood for PlayStation software because our new system can play these games as well – providing a huge built-in market for the publishing community."

- more -

PlayStation®2 Computer Entertainment System

Reaching above and beyond conventional marketing channels, Sony Computer Entertainment America will deploy a full-blown “new media” marketing strategy that positions PlayStation.com at the crux of its online marketing efforts, stretching the boundaries of innovative high-tech marketing to support the launch of the PlayStation 2 computer entertainment system. As a component of its online direction, this marketing program includes banner advertising, community building, online promotions, viral methods and more.

Traditional marketing efforts for the PlayStation 2 computer entertainment system will be focused on strategic television media buys, cinema, innovative print advertising, outdoor advertising, massive consumer sampling and trial opportunities and creative direct mail programs to reach a newly-identified core audience called Imaginators™. These consumers, classified through dedicated research and focus groups, are typically technology-savvy, key influencers and early-adopters.

PlayStation 2 advertising will adopt a unique two pronged approach. A PlayStation 2 computer entertainment system brand image campaign will seek out the Imaginators at every conceivable point of contact, including cinema, online, TV, print, event, and viral. The campaign will align the PlayStation 2 computer entertainment system with Imaginator values such as creativity and innovation. Concurrently, a comprehensive media blitz will provide consumers with an exclusive look at the highly-anticipated PlayStation 2 software library. Cinema will be leveraged to deliver PlayStation 2 computer entertainment system’s unprecedented graphics power in the finest possible form. To maximize exposure to the broad demographic of PlayStation 2 consumers, major media outreach will target lifestyle/consumer, gaming, business and high-tech outlets.

- more -

The company will also be able to inspire the existing loyal PlayStation fan base through the PlayStation Underground™ program, a unique one-on-one relationship marketing initiative. To date, PlayStation's market success can be attributed to the company's ability to identify and communicate with its fervent audience. By the end of 2000, this database of registered users will grow to exceed 3.5 million fans. These consumers will be exposed to more than 14 million impressions through direct mail communication relating to the PlayStation 2 computer entertainment system.

With a grassroots approach to marketing, Sony Computer Entertainment America will create massive trial and awareness through participation at key events attended by the target PlayStation 2 audience, including Rockfest, the WARPED tour, Gravity Games and Vans Triple Crown™ series. Additionally, consumers will receive additional hands-on trial with the newly remodeled "Thrills on Wheels", 68-foot touring truck, making its official debut at the MLB Fan Fest 2000 in Atlanta, GA, which runs from July 7th – 11th. "Thrills on Wheels" will be making appearances across the country at major sports and entertainment events featuring PlayStation 2 and PlayStation kiosks, offering attendees the opportunity to sample the hottest new titles for both platforms.

On the retail front, millions of dollars will be spent to enhance in-store merchandising. Consumers will also be able to sample upcoming software products for the PlayStation 2 computer entertainment system at interactive displays set-up at thousands of retail storefronts nationwide. Sony Computer Entertainment America estimates that five million consumers will have had the opportunity to clinch a hands-on experience with the PlayStation 2 computer entertainment system prior to its North American release.

“Although the introduction of PlayStation 2 later this year will prove to be the biggest consumer product launch in history, consumers continue to demonstrate the incredible mass market appeal for the current PlayStation, as a system can now be found in more than one in four U.S. households,” said House. “By continuing to anticipate trends in the marketplace, coupled with our unique understanding of this ever-expanding consumer base, we continue to utilize innovative approaches to reach this key market and will concentrate additional marketing resources to further facilitate growth from the youth audience.”

PlayStation® Game Console

Building on its previous success, the 2000 PlayStation marketing campaign furthers the company’s successful efforts to penetrate the overall entertainment market. It continues to feature extended print advertising in new, non-traditional vehicles, strategic television ad buys with an expansive children’s programming push through a \$10 million dedicated spend, and increased consumer promotions and cross promotional opportunities for all PlayStation entertainment franchises. The campaign also features ongoing partnerships with the most recognized youth-, family- and children-oriented brands. In addition, Sony Computer Entertainment America will be working in conjunction with its retail partners to strengthen the in-store presence for its popular “Greatest Hits” products.

This year’s advertising campaign includes dedicated PlayStation television ads for more than eight different game titles, providing viewers with a medley of unique glimpses of new PlayStation-exclusive titles within the established and recognizable PlayStation ad template. The media buy includes spots on network television during shows such as “The Drew Carey Show,” “Friends,” “Buffy the Vampire Slayer,” “Angel,” “Roswell,” and NBA programming, syndicated programs, as well as buys on popular national cable programs and syndication.

Comprehensive print advertisements will complement the television spots aimed at a wide range of demographics will be introduced in major gaming, consumer and vertical publications.

SCEA – 2000 Marketing Campaign
5-5-5-5

In an effort to communicate the company's commitment and passion for the sports gaming category, Sony Computer Entertainment America will back the 989 Sports brand with a multi-million dollar marketing budget to generate multi-faceted marketing programs for each franchise property, including *NFL GameDay™ 2001*, *MLB™ 2001*, *NHL FaceOff™ 2001*, *NBA ShootOut 2001*, *NCAA® GameBreaker™ 2001* and *NCAA® Final Four® 2001*. All sports titles will be supported by campaigns including television and print and radio advertising, national promotions, direct mail efforts, point of purchase support, Web site support, retailer co-op support and retail merchandising support.

As in previous years, Sony Computer Entertainment America will provide support for key third party franchise titles through exciting new promotional tie-ins, joint television advertising campaigns, and opportunities for branding across genres and additional PlayStation sampling opportunities.

Additionally, Sony Computer Entertainment America will expand its outreach through major cross-promotions by partnering with the leading brands in the packaged goods, soft drink and fast food industries. The company has already formed several strategic alliances with such top brands as Pizza Hut, General Mills, Nabisco and Pepsi.

Sony Computer Entertainment America Inc. continues to redefine the entertainment lifestyle with its PlayStation® game console and the upcoming PlayStation®2 computer entertainment system. As the best-selling home console of all time, a PlayStation can be found in more than one out of every four U.S. households. The PlayStation 2 computer entertainment system is set to revolutionize the home entertainment market, doubling as a videogame system and a DVD-Video player, while incorporating the capability to be used as a network terminal in the coming broadband era.

- more -

SCEA – 2000 Marketing Campaign
6-6-6-6

Recognized as the undisputed industry leader, Sony Computer Entertainment America Inc. markets the PlayStation game console and develops, publishes, markets and distributes software for the PlayStation game console and the upcoming PlayStation 2 computer entertainment system for the North American market. The company also manages the U.S. third party licensing program. Based in Foster City, Calif., Sony Computer Entertainment America Inc. serves as headquarters for all North American operations and is a wholly-owned subsidiary of Sony Computer Entertainment Inc.

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PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM “UNDER THE HOOD” – CHIP SET OVERVIEW

EMOTION ENGINE™

First-Of-Its-Kind:

The 128-bit CPU (“EE” or “Emotion Engine”) is a full 128-bit CPU – the first of its kind in the world – all integrated on a single chip LSI together with the state of the art 0.18 micron process technology.

The new CPU incorporates two 64-bit integer units (IU) with a 128-bit SIMD multimedia command unit, three independent floating point vector calculation units (FPU, VU0, VU1), an MPEG 2 decoder circuit (Image Processing Unit/IPU) and high performance DMA controllers onto one silicon chip.

Four Times The Memory:

The main memory supporting the high speed CPU uses the Direct Rambus® DRAM in two channels to achieve a 3.2 GB/second bus bandwidth – or -- four times the performance of the latest PCs that are built on the PC-100 architecture.

Super Computer:

With a floating point calculation performance of 6.2 GFLOPS/second, the overall calculation performance of this new CPU matches that of a super. When applied to the processing of geometric and perspective transformations normally used in the calculation of 3D computer graphics (3DCG), the peak calculation performance reaches 66 million polygons per second.

New Joint Venture:

Toshiba Corporation and Sony Computer Entertainment Inc. established a joint venture company to produce the Emotion Engine. Sony Computer Entertainment Inc. estimates an investment of 50 billion yen in equipment for the new company.

GRAPHICS SYNTHESIZER™

Pioneering Technology:

The Graphics Synthesizer incorporates a massively parallel rendering engine that contains a 2,560-bit wide data bus – 20 times the size of leading PC-based graphics accelerators. Very high pixel fill rates and drawing performance is achieved using embedded DRAM process technology pioneered by SCE for use in advanced graphics technology.

- more -

GRAPHICS SYNTHESIZER (cont.)

Unrivaled Graphics

Performance:

The current PlayStation introduced the concept of the Graphics Synthesizer via the real-time calculation and rendering of a 3D object. The new GS rendering processor is the ultimate incarnation of this concept – delivering unrivaled graphics performance and capability. The rendering function was enhanced to generate image data that supports NTSC/PAL television. The quality of the resulting screen image is comparable to movie-quality 3D graphics in real time.

Superior Memory

Access Bandwidth:

In the design of graphics systems, the rendering capability is defined by the memory bandwidth between the pixel engine and the video memory. Conventional systems use external VRAM reached via an off-chip bus that limits the total performance of the system. For the new GS, however, there is a 48-gigabyte memory access bandwidth achieved via the integration of the pixel logic and the video memory on a single high performance chip.

New Subsidiary Company: Sony Computer Entertainment Semiconductor, based in Nagasaki, Japan, is the new chip manufacturing facility responsible for mass production of the Graphic Synthesizer.

I/O PROCESSOR

Backwards Compatibility: Developed with LSI Logic Corporation, the I/O Processor supports IEEE 1394 i.Link and Universal Serial Bus (USB) which are the new standards for digital interconnectivity. The IOP also delivers backwards compatibility with the current PlayStation architecture.

Increased Performance: Based on the current PlayStation CPU with enhanced cache memory and a new, higher performance DMA architecture that permits a four-fold increase in data transfer rates, the serial interface is also upgraded to more than 20 times the performance of the current PlayStation. The USB host controller and the IEEE 1394 link and physical layers are also integrated onto this single chip LSI.

USB Interface

Compatibility:

The USB interface is compatible with OHCI (Open Host Controller Interface) and can handle data transfer rates of between 1.5 Mbps and 12 Mbps (Mega bits per second). IEEE 1394 can handle data transfer rates of between 100 Mbps and 400 Mbps.



PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM FEATURES AND SPECIFICATIONS

CPU

	128-bit Emotion Engine™
System Clock Frequency	294.912 MHz
Cache Memory	Instruction: 16KB, Data: 8KB + 16KB (ScrP)
Main Memory	Direct Rambus (Direct RDRAM)
Memory Size	32MB
Memory Bus Bandwidth	3.2GB per Second
Co-processor	FPU (Floating Point Unit) Floating Point Multiply Accumulator x 1, Floating Point Divider x 1
Vector Units	VU0 and VU1 Floating Point Multiply Accumulator x 9, Floating Point Divider x 3
Floating Point Performance	6.2 GFLOPS
3D CG Geometric Transformation	66 Million Polygons per second
Compressed Image Decoder	MPEG2

Graphics

	Graphics Synthesizer™
Clock Frequency	147.456MHz
Embedded DRAM	4MB
DRAM Bus bandwidth	48GB per Second
DRAM Bus width	2560 Bits
Pixel Configuration	RGB:Alpha:Z Buffer (24:8:32)
Polygon Drawing Rate	75 Million Polygons per Second
Screen Resolution	Variable from 256 x 224 to 1280 x 1024

Sound

	“SPU2+CPU”
Number of Voices	ADPCM: 48ch on SPU2 plus definable, software programmable voices
Sound Memory	2MB
Output Frequency	Variable up to 48 KHz (DAT quality)

- more -

SCEA – PlayStation 2 Computer Entertainment System Features and Specifications
2-2-2-2

IOP

CPU Core

Clock Frequency

IOP Memory

Sub Bus

Interface Types

I/O Processor

PlayStation (current) CPU

33.8688MHz or 36.864MHz (Selectable)

2MB

32-bit

IEEE1394 i.Link™, Universal Serial Bus (USB) x 2
Controller Port x 2, Memory Card x 2

Disc Device

Device Speed

CD-ROM and DVD-ROM

CD-ROM 24 times speed

DVD-ROM 4 times speed

New Features

(North American model)

Drive bay (for 3.5" hard disc drive)

Expansion unit (for network interface)

DVD-Video playback built into the hardware, no

Memory Card required

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PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM PRODUCT FACT SHEET

HARDWARE:

The PlayStation®2 computer entertainment system will include a DUALSHOCK™ 2 analog controller and necessary cables and cords. Memory Card, Multi Tap adaptor and Stands are sold separately. The PlayStation 2 computer entertainment system will be available in North America on October 26, 2000 for a \$299 suggested retail price (SRP).

PERIPHERALS:

- **DUALSHOCK™ 2 Analog Controller**

With the exception of the “start” and “select” buttons, all the functions of the DUALSHOCK 2 are analog, making for a wider variety of user operations and a more compelling interactive experience.

- **Memory Card (8MB)**

The new memory card has a storage capacity of 8MB of data, and a data transfer rate up to 250 times faster than the current memory card. In the interests of data security for potential future network applications, the memory card incorporates the authentication and encryption security system, “MagicGate™.”

- **Multi Tap Adaptor**

Get ready to challenge your friends with the Multi Tap adaptor for the PlayStation 2 computer entertainment system. This innovative peripherals device is an adaptor used to increase the number of controllers and memory cards that can be connected to the PlayStation 2 computer entertainment system. Plug in one multi-tap for up to four-player intense gameplay, plug in two multi-taps to allow up to eight players the ultimate interactive videogame experience.

- **Stands (for the PlayStation 2 computer entertainment system)**

Available for horizontal or vertical use, each stand offers maximum flexibility for optimum enjoyment with the PlayStation 2 computer entertainment system.

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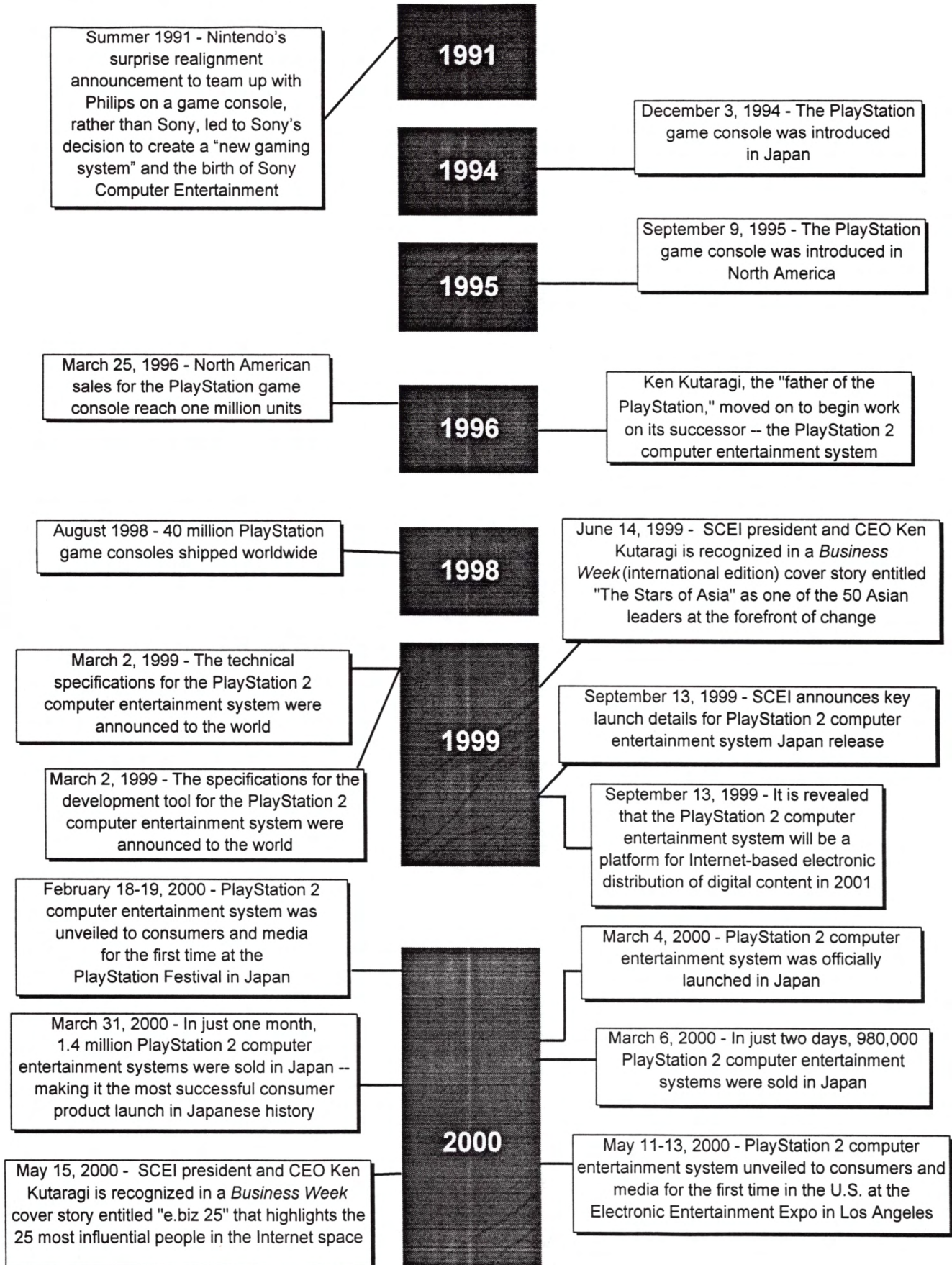
PlayStation®2

NEWS AND INFORMATION

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM TOOLS AND MIDDLEWARE LICENSEES (By Category)

<u>Art Technologies</u>	<u>Game Engines Technologies</u>
Alias Wavefront ARTDINK CORPORATION Autodesk, Ltd., Discreet New Media Business Group Avid Japan KK Softimage Business Group D-STORM, Inc. Matrix Corporation Micronet Co., Ltd Nichimen Graphics Inc. Softimage, Co. STUDIO BULLTERRIER Co., Ltd. web technology Corp.	4X Technologies AiCube Co., Ltd Angel Studios, Inc ARGONAUT SOFTWARE LTD Criterion Software Limited EGAD! Software, LLC, Epic Games Inc. Hybrid Holding, Ltd. Intrinsic Graphics, Inc. Monolith Productions, Inc. Numerical Design, Ltd
<u>Compiler Technologies</u>	<u>Physical Model Technologies</u>
Cygnus Solutions Metrowerks Inc. SN Systems (distributed by Spice Constructors)	Animation Science H.I.C.Co., Ltd. MathEngine plc Side Effects Software Inc. Telekinesys Research Ltd.
<u>Sound Technologies</u>	<u>Misc (including Network, AI, USB, and Character animation)</u>
Aural Inc. DiMAGIC Co., Ltd. Faith, Inc. SANYO Electric Co, Ltd Sony Corporation Home Audio Company Sony Corporation Personal Audio Division Company YAMAHA CORPORATION	DATAPLUS Co., Ltd. HOEI SANGYO CO., LTD. ImaginOn, Inc. Immersion Corporation, Inc. Improv Technologies, Inc. Kaydara MASA The Motion Factory, Inc. NeMo SA OMRON SOFTWARE Co., LTD. Proksim Software Inc RTIME, Inc. Sony Corporation, Home Network Lab. Sony PCL Inc Conexant

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM MILESTONES



PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

MEDIA TESTIMONIALS

“It's going to be a blow-out winner. It will be a serious force in the market.”

-- Ed Roth, analyst with market tracker NPD Group Inc.,
as quoted in *Investor's Business Daily* (March 3, 2000)

“In gaming terms, this is up there with the invention of the steam engine. The potential is unbelievable, there's just so much you can do with this system ... the U.S. launch will be unbelievable.”

-- Steven Kent, a videogame historian, as quoted in Reuters (March 4, 2000)

“The first PlayStation was the rookie. PlayStation 2 is the superstar. It's like Michael Jordan when he starts playing for a new team. Everyone's watching.”

-- Richard Mak, senior portfolio manager, Skandia Asset Management Ltd,
as quoted in Bloomberg (February 18, 2000)

“If God is in the details, the PlayStation 2 is divine. And around the world, game developers and publishers are treating it like a miracle.”

-- N'gai Croal, *Newsweek* (March 6, 2000)

“The consensus is that PlayStation 2, with its capacity to play digital video discs (DVDs) and potentially tap the Internet, will cement Sony's number one position in the industry.”

-- Yuka Obayashi, Reuters (February 21, 2000)

“The PlayStation 2 is the most powerful product ever introduced to the consumer market.”

--Richard Doherty, analyst, Envisioneering Group,
as quoted in *The New York Times* (March 9, 2000)

“The images are much closer to movie quality: racing cars spark and smoke when scraped, sliding baseball players stir up little wisps of dust, gladiators perspire and grimace.”

-- Doug Struck and Akiko Kashiwagi, *Washington Post* (March 5, 2000)

“Stock prices have surged more than 70 percent so far this year, due mainly to industry excitement over the Sony PlayStation 2.”

--*Vanity Fair* Magazine

“Technologically, the PlayStation 2 is a veritable wonder—more powerful than many garden-variety PCs and leapfrogging Sega's Dreamcast console, last year's videogame home run.”

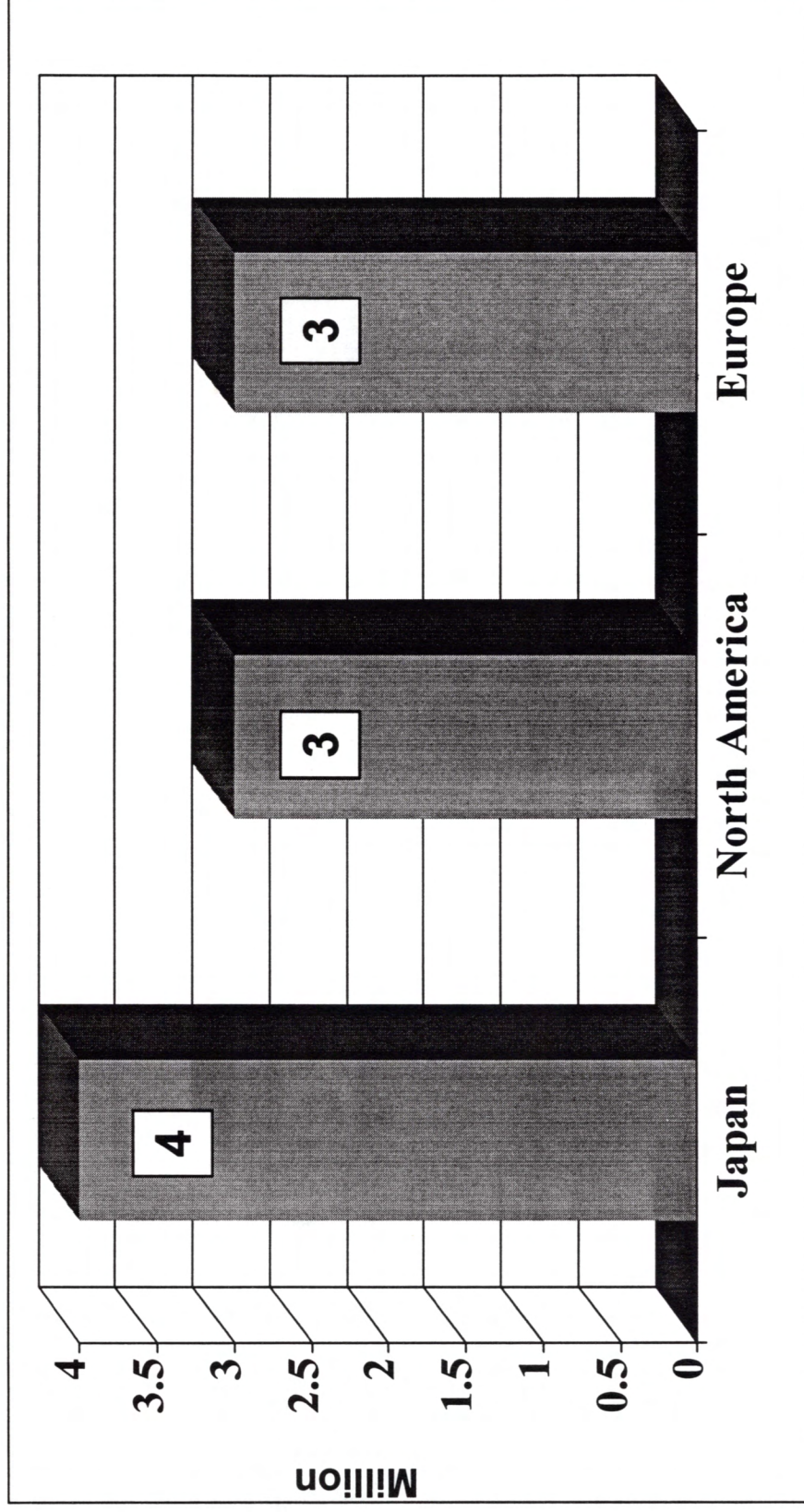
-- Om Malik, *Forbes Digital Tool* (March 6, 2000)

“We see (PlayStation 2) as a catalyst of true convergence.”

--Stewart Halpern, an analyst with Bank of America,
as quoted in *USA Today* (March 6, 2000)

FY '01 PlayStation 2 Hardware Shipments

(In Millions)



Source: Sony Computer Entertainment Inc.



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PLAYSTATION®2 SALES REACH 980,000 UNITS DURING OPENING WEEKEND IN JAPAN

New Product Debut Breaks All Industry Sales Records

TOKYO, March 6, 2000 -- Sony Computer Entertainment Inc. (SCEI) announced today that sales for its new revolutionary computer entertainment system, PlayStation®2, reached 980,000 units in Japan. This initial sales milestone eclipses the amount of PlayStation units sold during the three-day release period in 1994 by approximately 10 times.

Sony Computer Entertainment Inc. is dedicated to providing consumers with commerce choices that fit their lifestyle needs by working with traditional and online retailers. A total of 26,400 retailers in Japan, including 18,500 convenience stores and approximately 7,900 retail stores, including current PlayStation retailers, as well as PlayStation.com (Japan) Inc., began selling PlayStation 2 on March 4.

Specifically, more than 600,000 units were shipped to and sold through Japanese retailers during the three-day launch period, proving a heavy focus on traditional brick-and-mortar outlets. The total number of PlayStation 2 units sold online through PlayStation.com (Japan) reached 380,000 units, demonstrating consumer acceptance of this new sales channel.

Due to a shortage of 8MB Memory Cards that are bundled into the PlayStation 2 main hardware package, the company is experiencing about a 10-day lag in production. Work is currently under way to expand the manufacturing capacity for the 8MB Memory Cards, and total hardware shipments are scheduled to reach one million by March 15, and 1.4 million by the end of March. Because of the current lack of these Memory Cards, separate sales of these units are scheduled to resume during the later part of the month.

- more -

SCEA – PlayStation 2 Launch Sales in Japan
2-2-2-2

Boasting a library of more than 10 new titles, PlayStation 2 software shipments exceeded 1.3 million units for the weekend. In addition, DVD-video software sales increased between two-to-four times for DVD-video software retailers, and totaled 10 percent of software sales on PlayStation.com (Japan).

Sony Computer Entertainment America 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.

Recognized as the undisputed industry leader, Sony Computer Entertainment America Inc. markets the PlayStation game console and develops, publishes, markets and distributes software for the PlayStation game console and the upcoming PlayStation 2 computer entertainment system for the North American market. Based in Foster City, Calif., Sony Computer Entertainment America Inc. serves as headquarters for all North American operations and is a wholly-owned subsidiary of Sony Computer Entertainment Inc.

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PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM JAPAN LAUNCH MARCH 4, 2000

Launch Date

- March 4, 2000

Price

- 39,800 Yen

Sales Numbers

First weekend ending March 6, 2000, Sony Computer Entertainment Inc. sold 980,000 units. Consumers displayed a strong support for traditional brick and mortar retail outlets as well as growing acceptance of online sales channels.

Units sold through:

- Brick and mortar: 600,000 units
- Online sales: 380,000 units

To date 1.41 million units have been sold:

- Brick and mortar: 900,000 units
- Online sales: 500,000 units

Retailers

- Total: 26,400 retailers in Japan (as of March 6, 2000)
 - convenience stores 18,500
 - retail stores 7,900
 - plus current PlayStation® retailers

Software sales

- First weekend ending March 6, 2000, 1.3 million units were sold.
- Best selling launch title to date, *Ridge Racer V*.
- Through March 2000, 2.9 million units of software have been sold.

DVD sales trends

- DVD-Video software sales increased between two-to-four times for DVD-Video software retailers and totaled 10 percent of software sales for PlayStation.com.

Peripherals available for the PlayStation®2 computer entertainment system

- DUALSHOCK™ 2 Analog Controller
- Memory Card (8MB)
- Vertical stand (for the PlayStation 2 computer entertainment system)
- Horizontal stand (for the PlayStation 2 computer entertainment system)
- Multi Tap Adaptor



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STRONG FIRST-PARTY SOFTWARE LINE-UP FOR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM FUELS OVERALL LAUNCH STRATEGY *New Platform Promises to Deliver the Most In-Depth Entertainment Experience*

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today an impressive line-up of software to be released this year exclusively for its revolutionary new PlayStation®2 computer entertainment system, each with its own unique gameplay elements, characters, storyline and unparalleled graphics. No matter what genre gamers prefer – from role-playing games (RPGs) to racing, action to sports, or adventure to puzzle or new hybrid genres never before realized – the PlayStation 2 computer entertainment system will offer something for everyone.

Dark Cloud™

RPG fans can create and explore their own virtual world in *Dark Cloud™*, a unique 3D role-playing adventure game that challenges players not only to strategize, battle and solve puzzles, but also to create geographical landscapes using the new Georama™ feature system. Players assume the role of a young, innocent hero named Toran on an unforgettable epic journey of rebirth, revival and renewed hope. An evil demon spirit has been released and has left destruction in its wake. He has transformed all living things and imprisoned them in a dungeon cave far beneath the reaches of the light. Toran, who has been given the extraordinary gift of life, is the only hope for those who perished. He must harness the spirits of those destroyed and rebuild the lands in preparation for a final confrontation.

- more -

SCEA – PlayStation 2 First Party Software Line-Up 2-2-2-2

True-to-life graphics will mesmerize gamers as they create a village complete with houses, hills, churches, volcanoes, streams, villagers, and even the ability to control the weather. Seamless transitions between the exploration, battle and creation modes allow for uninterrupted and instantaneous “real-time” gameplay. With its unparalleled versatility and freedom to control the character’s destiny, *Dark Cloud*, slated for fall release, encourages players to let their imaginations run wild.

Extermination™ (working title)

With the launch of *Extermination*™ later this fall, Sony Computer Entertainment America is introducing a whole new game genre referred to as “Panic Action.” From the producer of *Resident Evil*™, *Extermination* takes gamers on a Sci-fi, horror and suspense-filled adventure through the South Pole. Gamers play as an agent assigned to investigate a laboratory, housing an alien entity that consumes anything and anyone that gets in its way. With an arsenal of weapons slung on his back, the hero treads through blizzard-blinding snow, through ill-fated corridors of an abandoned laboratory and more. Players can perform actions while the scene is in motion, creating unbelievable interactive scenes. Through the combination of action, adventure and gruesome effects, *Extermination* will have gamers anxiously immersed as they wipe out creepy predators.

FantaVision™ (Japanese title)

The full graphical capabilities of the PlayStation 2 computer entertainment system are truly displayed in the newest action-puzzle game, *FantaVision*™. Scheduled for a fall release, players will be able to create fantastic fireworks displays using a combination of unique gameplay and advanced graphics, mixed with excellent lighting and explosive visual effects, to make this one of the most visually-impressive titles available. *FantaVision* puts gamers in control of massive fireworks displays in settings all over the world, including cityscapes, amusement parks and an orbiting space station.

SCEA – PlayStation 2 First Party Software Line-Up
3-3-3-3

Using an on-screen cursor, players select color combinations of fireworks as they launch onto the screen before detonating the explosion to create chains of fireworks. The better the display, the more points that are collected to move to more advanced levels and earn bonus rounds. *FantaVision* also allows players to enjoy the true splendor of their fireworks displays through the replay mode, with options to select the camera angle, change conditions such as weather, and add a variety of psychedelic special effects. A two-player mode will add even more depth and challenge to this innovative experience. The 3D-graphics and real-time lighting effects allow users to individually render totally unique fireworks sequences every time they play.

Gran Turismo™ 2000

Sony Computer Entertainment America raises the bar once again with the release of *Gran Turismo™ 2000* for the PlayStation 2 computer entertainment system, the third installment of the multi-million selling *Gran Turismo™* franchise. The most realistic interactive racing experience to date, *Gran Turismo 2000* delivers speed players can *feel*. The game takes full advantage of the DUALSHOCK™ 2 analog controller so that the harder the virtual driver pushes on the pressure-sensitive controller, the faster the car goes, simulating the gas pedal of a real car. Drivers can “feel” the speed as they maneuver through curves and shoot down straight-aways.

Gran Turismo 2000’s sophisticated car physics and meticulous environment mapping create broadcast quality graphics that blur the line between game and reality. Whether it’s the sun’s beaming rays off the windshield, or smoldering heat waves rising from the tarmac, *Gran Turismo 2000* delivers a glorious racing dynamic like no other. Using the PlayStation 2’s calculation power, the physics model is identical to that of a real car. Advanced opponent behavior and calculated physics turn mere car physics into *emotion physics* where players will sense other cars reacting to sneering passes and jarring cut-offs.

SCEA – PlayStation 2 First Party Software Line-Up

4-4-4-4

Players will also be able to choose various weather conditions that will affect their driving capabilities. Other new features include enhanced graphics (the polygon count per car model is 10 times higher than its predecessor, *Gran Turismo 2*), a two-to-four multi-player mode using the Multi-tap 2, new detailed courses, additional car models and an improved interface design. These are just a fraction of new features that will catapult *Gran Turismo 2000* onto the PlayStation 2. Building upon the winning formula that made its successors a huge hit, Polyphony Digital's *Gran Turismo 2000* is a technological breakthrough and visionary masterpiece. The flag is up and the race is on.

ICO™ (working title)

The PlayStation 2 computer entertainment system opens the doors to games that go beyond the traditional and typical gaming genres. *ICO* is a display of remarkable detail to exploration, conquest, puzzle solving and story. As a young hero, gamers find themselves in a fantastical, awe-inspiring world where they must find their way through puzzle-laden castles, dungeons, corridors, fields and more, to rescue a beautiful young girl. With incredible graphics, unique play physics and puzzles that will surely challenge even the most experienced of gamers, *ICO* puts true gamers to the test.

“We are redefining the entertainment lifestyle and changing the traditional rules of gaming with the launch of the PlayStation 2 computer entertainment system,” said Andrew House, vice president, marketing, Sony Computer Entertainment America Inc. “The software development community is enthusiastic about the types of entertainment content that can be created on this advanced system. Titles such as *Gran Turismo 2000*, *Extermination* and *Dark Cloud*, are shining examples of how far we have come with computer graphics and overall technical advancements necessary to create truly immersive interactive experiences via our real-time technology.”

SCEA – PlayStation 2 First Party Software Line-Up
5-5-5-5

Consumers can look forward to these titles and an even wider range of entertainment products encompassing all genres when the PlayStation 2 computer entertainment system launches in North America on October 26, 2000.

Sony Computer Entertainment America Inc. continues to redefine the entertainment lifestyle with its PlayStation® game console and the upcoming PlayStation®2 computer entertainment system. As the best-selling home console of all time, a PlayStation can be found in more than one out of every four U.S. households. The PlayStation 2 computer entertainment system is set to revolutionize the home entertainment market, doubling as a videogame system and a DVD-Video player, while incorporating the capability to be used as a network terminal in the coming broadband era.

Recognized as the undisputed industry leader, Sony Computer Entertainment America Inc. markets the PlayStation game console and develops, publishes, markets and distributes software for the PlayStation game console and the upcoming PlayStation 2 computer entertainment system for the North American market. The company also manages the U.S. third party licensing program. Based in Foster City, Calif., Sony Computer Entertainment America Inc. serves as headquarters for all North American operations and is a wholly-owned subsidiary of Sony Computer Entertainment Inc.

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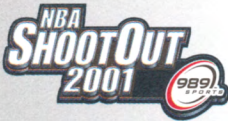


989 SPORTS™ ANNOUNCES FULL LINEUP OF SPORTS TITLES FOR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

*Leading Developer of Sports Videogames for the PlayStation® Game Console to
Continue Creating Ultra-Realistic Titles for Revolutionary Entertainment System*



LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today 989 Sports'™ impressive lineup of sports videogames launching this year, which will take advantage of the enormous computing power of the PlayStation®2 computer entertainment system to create the most advanced sports games ever released. Titles to accompany the North American debut of the PlayStation 2 include: *NFL GameDay™ 2001*, *NCAA® GameBreaker™ 2001*, *NHL FaceOff™ 2001*, *NBA ShootOut 2001* and *NCAA® Final Four® 2001*.



Building upon the success of the best-selling PlayStation® game console which has achieved hardware shipments exceeding 70 million units worldwide, the PlayStation 2 computer entertainment system debuts this fall in North America with an unparalleled combination of breathtaking digital graphics, superb sound and DVD video.

“Sports gamers will be thrilled as the 989 Sports team begins to harness the power of the PlayStation 2 computer entertainment system,” said Kelly Ryan, director of product development, Sony Computer Entertainment America Inc. “We have taken great pride in creating the most realistic sports games available on the market, and the PlayStation 2 presents a technological leap forward that allows us to develop amazingly true-to-life sports games in terms of graphics, sound and gameplay.”

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- more -



SCEA – 989 Sports' PlayStation 2 Computer Entertainment System Sports Lineup
2-2-2-2

In just two years, 989 Sports has emerged as the industry leader by delivering the best-selling, most realistic and technically advanced sports videogames available on the PlayStation game console. The new technology afforded by PlayStation 2 allows for an increase of speed, memory and pure processing power, providing consumers with the most true-to-life sports simulation available on the market.

NFL GameDay 2001

The original football franchise for the PlayStation game console raises the bar to a whole new level this fall as *NFL GameDay 2001* takes gamers to the gridiron trenches with jaw-dropping graphics, the most advanced gameplay to date and unparalleled NFL realism. Never-before seen, player-specific models are detailed so that every player looks like his real-life counterpart. Unique player detailing includes facial features with varying facemask styles, shoulder pad types, armbands and protective neck rolls. Minute graphic details include players' jerseys showing grass and mud stains that develop as the game progresses and seeing players' breath during cold weather games. New photo realistic stadium models recreate NFL stadiums in true 3D while the inclusion of stadium-specific sound effects like the "Tomahawk Chop" in Kansas City brings players even closer to NFL football.

The most advanced gameplay ever conceived for a gaming platform results in physics-based 3D collisions as well as tackles, stiff arms, jukes and spin moves that look ultra-realistic and, for the first time ever, can be felt with the DUALSHOCK™2 analog controller. Players can execute more than 1,100 position-specific moves including flip tackles, stumbles, drag downs, and sideline "tip-toe" catches that have been motion-captured from 13 NFL athletes.

Announcers Dick Enberg and Phil Simms make their PlayStation 2 debut as they call the action with an enhanced, more interactive television-style commentary. Gamers can call plays from authentic NFL playbooks designed with the help of 55 NFL players as they contend with an extremely advanced Artificial Intelligence, resulting in the smartest computer opponent ever created.

NCAA® GameBreaker 2001

No other game captures the emotion and intensity of college football like *NCAA GameBreaker 2001* for the PlayStation 2 computer entertainment system. The play-by-play call of legendary announcer Keith Jackson, all 115 Division 1-A teams and stadiums, 21 bowl games with the chase for the Heisman® Trophy and National Championship combine to make *NCAA GameBreaker 2001* the definitive college pigskin title for the PlayStation 2.

NCAA GameBreaker 2001 utilizes the powerful graphics capabilities of the PlayStation 2 to create classic campus stadiums with amazing detail including background animations and 3D animated fans in the stands. Player models will be fully scaled to height, weight and body style, while hundreds of football animations including juke moves, spins, stiff arms, dives and hurdles have been motion-captured specifically to encompass the power of the PlayStation 2 computer entertainment system.

Advanced graphics are combined with enhanced PlayStation 2 gameplay to result in the most compelling college football videogame ever. Total Control Passing™ allows players to lead or under-throw receivers to adjust to changing defensive positions. A "Max Pro" feature allows the quarterback to order running backs to stay in the backfield and block or go out for a pass. For the first time ever, gamers will feel every tackle, spin move and dive through the use of the DUALSHOCK™2 analog controller.

NHL FaceOff 2001

The sixth edition of the *NHL FaceOff* series takes videogame hockey to a new level on the PlayStation 2 computer entertainment system with incredible graphics and blazing gameplay. Each hockey player conveys the emotion of the sport with facial animations often beautifully accented by other common hockey accessories. Intricate player models use four different head and hair types and their actions are animated to amazing accuracy through the use of more than 1,500 motion-captured animations. Other details bringing PlayStation 2 hockey to life include polygonal, animated crowds who clap, drink, wave towels, bang on the glass and move in the aisles during the game, player reflections on the glass as they skate by and puck marks on the boards as the game progresses.

True NHL action is brought to the PlayStation 2 through the inclusion of all 30 NHL teams and their arenas, including the new Minnesota Wild and Columbus Blue Jackets, as well as fluid gameplay combined with an exciting TV-style presentation including announcers Mike Emrick of the New Jersey Devils® and ESPN's Darren Pang.

NBA ShootOut 2001

NBA authenticity along with the athleticism and creativity of the world's most exciting athletes are brought to life as never before in *NBA ShootOut 2001* for the PlayStation 2 computer entertainment system. Amazing game graphics include player models scaled to actual height, weight and body style and detailed with facial expressions as well as player-specific characteristics such as tattoos, wristbands and goggles. More than 450 animations have been motion-captured from top NBA players including spin moves, behind-the-back passes, cross over dribbles and a repertoire of glass shattering dunks. Incredibly accurate arenas include 3D crowds that are animated and interact with all the action on the court.

NBA ShootOut 2001 (cont.)

NBA ShootOut 2001 boasts unprecedented gameplay with a brand new game engine as well as more intuitive controls. Touch Shooting lets gamers control the accuracy of their shot, while Advanced Dribbling Control allows players to change dribbling style on the fly to elude opponents. Player senses are jolted with DUALSHOCK™2 analog controller compatibility that allows gamers to feel every dunk, shot, pass, spin, block and post up move. NBA authenticity is brought to life with an all new TV-style format coupled with play-by-play from the New Jersey Nets' Ian Eagle, team-specific playbooks designed with the help of NBA players and extensive rosters featuring veterans and rookies from all 29 teams.

NCAA® Final Four® 2001

The only college basketball game available for the PlayStation 2 computer entertainment system hits the court with unprecedented graphics, ultra-realistic gameplay and unrivaled college hoops realism. The massive computing power of the PlayStation 2 results in 60 frames per second, 3D graphics and animation. Ten player models recreate college hoopsters in amazing detail – unique player details include t-shirts under the jersey, varied sock lengths, wristbands, armbands, tattoos, kneepads and headbands. Awesome arena models recreate college arenas in true 3D with architecture and team-specific court designed from actual blueprints. Players can execute more than 1,000 motion-captured moves including drop steps, turn-around fade-aways, up and unders, layups, tomahawk jams and one-handed follow-up dunks.

For the first time ever, compatibility with the DUALSHOCK™2 analog controller allows gamers to feel every dunk, shot, pass, spin, block and post up move. Gamers must challenge the most intelligent computer opponent ever created. The inclusion of every Division I-A conference with more than 300 teams featuring team-specific playbooks allows players to cut down the nets even if their alma mater isn't in the top 100.

SCEA – 989 Sports' PlayStation 2 Computer Entertainment System Sports Lineup
6-6-6-6

989 Sports is the sports software brand of Sony Computer Entertainment America Inc. Known for its top-selling sports franchise titles such as *NFL GameDay™*, *MLB™*, *NBA ShootOut*, *NHL FaceOff™*, *NCAA® Final Four®* and *NCAA® GameBreaker™*, 989 Sports is committed to developing authentic and innovative sports games to appeal to both the professional athlete and hard-core sports videogame fan.

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SONY COMPUTER ENTERTAINMENT EUROPE UNVEILS YEAR ONE PLAYSTATION®2 TITLES

Sony Computer Entertainment Europe today announced its 'Year One' line-up of PlayStation®2 titles currently under development in Europe and Australia by its own internal development studios, Psygnosis and first party developer partners Ratbag Ltd, Surreal and Evolution Studios.

Juan Montes, Vice President of Development at Sony Computer Entertainment Europe said: "Since 1995, SCEE has operated a policy of supporting the best creative and programming talent in the industry. The studios mentioned below have demonstrated the vision and the necessary technological grounding which will allow them to exploit the massive potential of PlayStation 2.

All the teams have been extremely enthusiastic about developing on PlayStation 2, the leap in technology between the two platforms is vast and it will be incredibly exciting to see just how far the teams have been able to push the machine in what is a relatively short time."

He continued: "This line-up only represents a few of the projects currently under development. Huge efforts are being made by SCEE to ensure that all of the teams can count on a high level of development support so that over the next few years consumers will see some show-case, ground-breaking first-party PlayStation 2 product published by Sony Computer Entertainment."

This 'Year One' line up represents a mix of established franchises and original concepts across three main genres: racing, sport simulation and action adventure. SCEE hopes to build on existing expertise in these areas whilst striving to add innovative new features, immersive gameplay elements and a compelling storyline to all future releases.

For further information, please contact your local SCE representative

or visit our website:

www.playstation-europe.com/pr

PlayStation 2 – SCEE European Development First Party Line-Up Year 1

THE GETAWAY

Live on both sides of the law.

Mark is a professional bank-robber, trying in vain to leave his past behind him. But when his son is kidnapped by gangland boss, Charlie Jolson, he is unwillingly dragged back into the seedy underworld of vice and corruption in order to free his son from the clutches of the most feared man in organised crime.

THE GETAWAY is a first for video-gaming. The team has painstakingly recreated over 70 square kilometres of the heart of London. Gamers will be able to explore the city on foot or steal a car and drive through any street you care to mention; from Kensington Palace to the Tower of London, it's all there. Over 50 cars are available; all based on real-life car models. Players will be able to perform astounding car-stunts such as two-wheel races down back alleys, jumps and skids.

Players will have the sensation that they are entering a real, living city, with pedestrians and other drivers all getting on with their lives, as you try to save your own – even if it means stealing, reckless driving and widespread mayhem. The many varied characters that the player will interact with have been created through the use of REAL actors' likenesses to give them depth and personality which results in a gritty realism rarely seen in videogames.

Developed by:

Studio Soho was the first internal development studio to be set up in 1994. Its first two releases Total NBA and Total NBA '97 were both critically acclaimed. The studio then went on to produce Porsche Challenge, Rapid Racer, Spice World and more recently This Is Football which has recorded over 500,000 units sold since its launch at the end of last year.

THIS IS FOOTBALL PS2 (name TBC)

THIS IS FOOTBALL PS2 builds on the realism, atmosphere, and gameplay of its predecessors to consolidate itself as one of SCEE's flagship properties. Improving on the original, THIS IS FOOTBALL PS2 adds many new gameplay features, such as improved Artificial intelligence, new special moves and real time strategies plus faster, more responsive player movement.

The game includes many more teams and competitions including a unique school football mode and a timewarp league featuring the greatest teams of the last 50 years. Graphically the game will be light years ahead of its PlayStation predecessors featuring photographic likenesses of professional footballers, a sophisticated facial animation system, incredibly detailed 3000 polygon player models, Stadia designed by professional architects and State-of-the-art lighting and special effects. More news will be available closer to release, but for now, prepare yourself for more realism, more emotion and, more than any other game, a feeling that this really IS football.

Developed by:

Studio Soho was the first internal development studio to be set up in 1994. Its first two releases Total NBA and Total NBA '97 were both critically acclaimed. The studio then went on to produce Porsche Challenge, Rapid Racer and Spice World and more recently This Is Football which has just recorded over 500,000 units sold since its launch at the end of last year.

WIPEOUT FUSION

It's time to enter a new Century with new hardware, new techniques and a fresh approach to the tasks ahead. It is 2150AD and the Federation have unveiled the new Wipeout F9000 league. The new generation of anti-gravity race-craft, display the speed and subtlety with unprecedented levels of manoeuvrability – the original craft had just 7 parameters that defined the crafts' handling – the new craft have 48! They are also capable of true anti-gravity manoeuvres, able to race on upside down track, or at any angle the player chooses.

WIPEOUT FUSION (cont.)

To make the sport more appealing to fans, the Federation has selected a wide range of racing venues, each with its own new interactive features, some with freeform areas that don't limit pilots to just following the track. It is no longer a simple race on a track. Pilots have more decisions to make in a race, more things to interact with, and more enhanced weapon systems.

WIPEOUT FUSION - takes the game a massive step forward, not only with the new greater power of the PlayStation 2, but with the addition of completely new gameplay features, tracks, ships, weapons and game modes. Additionally, taking note of the feedback the team has received from the earlier WIPEOUT games, the game has been specifically designed to make it more accessible to the occasional gamer, whilst keeping the elements that appealed to the traditional 'hardcore' player.

Developed by:

Studio Liverpool, a team renowned for creating perhaps one of *the* benchmark products for PlayStation – wipEout, a critical and commercial success in almost every major territory. The team went to develop other hits such as Colony Wars, Psybadek, Krazy Ivan and Wipeout 2097. The studio also produced two other ground-breaking franchises on PlayStation, Formula One and Destruction Derby.

FORMULA ONE 2000

Developed in-house at Psygnosis's Liverpool Studios, FORMULA ONE 2000 displays a strong fusion between technology and playability that has been the number one aim since work began on this PlayStation 2 project.

FORMULA ONE 2000 (cont.)

As well as incorporating all the tracks, teams and drivers Formula One 2000 will distinguish itself from rival products through unique game features. For example, players will be able to store their race-data to Memory Card and compare their relative standings in FORMULA ONE 2000 through race wins etc. These can then be correlated to give the player a rank i.e. Rookie. The Manipulative Replay System allows players to choose different cameras, zoom in, and replay large chunks of the race, as well as save it out to Memory Card, then compare two replays at once.

These and many other features come in addition to the spatial stereo sound, increased graphics potential and overall feeling of total immersion in the most realistic Formula One simulation ever.

Developed by:

Studio Liverpool, a team renowned for creating perhaps one of *the* benchmark products for PlayStation – Wipeout, a critical and commercial success in almost every major territory.

The team went to develop other hits such as Colony Wars, Psybadek, Krazy Ivan and Wipeout 2097. The studio also produced two other ground-breaking franchises on PlayStation, Formula One and Destruction Derby.

DROPSHIP

Dropship will be an exhilarating, accessible and highly atmospheric action game, combining air-to-air and air-to-ground combat elements with real-time strategy influences. Players take the role of a rookie pilot who will be flying different types of advanced Dropships, each heavily armed and capable of different flight modes, in a variety of hazardous military operations.

DROPSHIP (cont.)

Incorporating three different game styles – Space-To-Ground, Real-Time strategy and Flight Sim Combat, Dropship presents the player with a completely immersive battle experience: Players can drop through the stratosphere, delivering their troops safely to the planet's surface; Dispatch artillery and vehicles to key strategic positions; and interact with the troops directly in the battles that unfold.

Players will take part in an epic war that escalates and unfolds during the course of the game. If gamers make the right moves at the right times they will see the results of their labours altering the course of the conflict.

Developed by:

Studio Camden, set up in 1995 this studio created Kingsley, Blast Radius and the forthcoming Team Buddies the rudest, most addictive inflatables on PlayStation!

EVO RALLY (name TBC)

Using over 48 stages from around the world modeled in breath-taking detail, and combining the most exciting WRC tracks with rally cross circuits and the extreme hill climbs from around the world. EVO RALLY takes the sport where it was destined to be – fully-rendered and roaring away in the comfort of your own home.

Like no other game before it, EVO RALLY brings the realism of travelling at incredible speeds through narrow rally stages in hugely powerful and sophisticated rally cars. The cars and tracks are modeled in incredible detail, from fully destructible car bodies, to the photo-realistic virtual cabins, with tracks covering all types of rally stages from short road races to the epic desert and snow stages.

Developed by:

Evolution Studios, based in Frodsham Cheshire, this studio was founded by Martin Kenwright, the creative force behind Digital Image Design and Ian Hethrington, co-founder and Managing Director of Psygnosis Ltd.

SPIN - SPRINT CAR RACING (name TBC)

Sprint car racing is among the most popular motor sports in the United States. Sprint cars travel around an oval dirt track at speeds of up to 170mph. These 800 horsepower vehicles typically weigh less than 1,200lb with a power to weight ratio comparable only to that of a Formula One car. The two most exciting and dangerous aspects of the sport are the immense levels of acceleration unleashed by the vehicles, and the spectacular and frequent collisions that can occur as a result.

SPIN heralds the arrival of the World's first console sprint car racing game, realistically simulating both the exhilaration of the sport and the physics of the unique machines themselves, with their distinctive angled wings and breakneck acceleration. Players will see astounding particle animation techniques used to create exhaust smoke, splattered tracks and shattered cars. Players will have facilities to repair their vehicles - and they'll NEED them, as the vehicles are subject to random failures that reflect the player's driving ability, such as tyre blow-outs and engine stalling, elements that also enhance the excitement for the game's multi-player games.

Developed by:

Ratbag Pty Ltd is one of the best-known games developers in Australia, responsible for creating Powerslide on PC, Leadfoot and Dirt Track Racing (DTR.) DTR was extremely well received being awarded the prestigious "Powersims 1999 Sim Game of the year Award" by Computer Games On-line.

DRAKAN (name TBC)

DRAKAN takes players to a new realm of fantasy; an astounding 3D action-adventure that blends aerial and terrestrial action. Brave heroine, Rynn, progresses through a mystical adventure, aided by the noble dragon, Arokh. They share a soul, and work together to fight the forces of darkness. Players can explore fully-realised environments and take on the enemy in hand-to-hand combat, or let Arokh carry them through the air and experience the excitement of full 3D flight across the skies of 8 colossal lands.

DRAKAN (name TBC) (cont.)

DRAKAN is a game that takes the player's imagination further than ever before as they witness fully-rounded, interactive characters with individual personalities and emotional facial animations; real-time animations and cut-sequences that progress the storyline. This game will also possess an awesome combination of ground and air-based combat utilising weapons, sorcery and the power of a dragon; a unique trading system that allows the player to boost their abilities; all in an original, non-linear, dramatic storyline.

Developed by:

Surreal Software, based in Seattle, USA, developers of Drakan have signed up with SCEE to bring the second installment of Drakan to PlayStation 2.

N.B. Please be aware that this list refers only to software created by development studios managed by SCEE.

At this stage it is too early to unveil details about PlayStation 2 titles currently under development by Studio Cambridge, Studio Leeds and Revolution Software.

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ACCLAIM ENTERTAINMENT ANNOUNCES THREE NEW TITLES FOR THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

Glen Cove, New York, (March 21, 2000) -- Acclaim Entertainment, (NASDAQ:AKLM), a leading worldwide interactive entertainment company, today announced its first of several video game releases for the PlayStation®2 computer entertainment system. Acclaim will release its gold-standard sports title All-Star Baseball 2002 as well new games based on the Ferrari Formula 1 and 360 Challenge series on the PlayStation 2 computer entertainment system. Acclaim's upcoming games promise to take full advantage of the new hardware system's powerful technology by featuring breath-taking graphics, immersive gameplay, and incredible digital sound.

Acclaim is currently developing several new games for the PlayStation 2 computer entertainment system to be released during the Company's fiscal year 2001 (Sept. 1, 2000 – Aug. 31, 2001).

As part of the Acclaim's PlayStation 2 strategy, Acclaim will develop new and unique character-based games that will be platform exclusive. "We are dedicated to working closely with Sony Computer Entertainment to develop unique titles that take full advantage of this groundbreaking next generation system," said Greg Fischbach, co-chairman and CEO of Acclaim Entertainment

"We will vigorously support the PlayStation 2 computer entertainment system with the introduction of new, exciting and high-quality titles during the launch period and ongoing. We will launch several new strong brands, such as Ferrari, and introduce Acclaim Sports titles leading with All Star Baseball 2002."

Officially licensed by Major League Baseball and the Major League Baseball Players Association, Acclaim's All-Star Baseball features award-winning gameplay and stunningly realistic graphics, and All-Star Baseball 2002 (Spring '01) for the PlayStation 2 computer entertainment system will be no exception. All-Star Baseball 2002 will

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feature a realistic physics-based engine and stunning graphics. For example, there are more polygons in each player's head than the number used to create an entire stadium in Acclaim's previous Nintendo®64 games.

Acclaim will also develop and publish the most intensive, thrilling game to hit the racing sector, based on the Ferrari 360 Challenge, a car that was totally developed and conceived for racing. The Ferrari 360 Challenge was unveiled at the 1999 International Frankfurt Motor Show and has been described as one of the most significant sports cars ever to be built at Maranello.

Also as part of Acclaim's agreement with Ferrari, a Ferrari Grand Prix game is also under development for the PlayStation 2. The game will feature all the thrills and innovations of the Ferrari Formula 1 racing team. With its spectacular cars and its world-beating drivers, Ferrari, eight-time winner of the Formula 1 drivers' championship and nine times constructors' champions, is the most evocative name in Grand Prix racing.

Acclaim will announce more specific details on the upcoming games and provide a release schedule over the next several months.

About Acclaim Entertainment

Acclaim Entertainment, Inc., is a leading worldwide developer, publisher and mass marketer of software for use with interactive entertainment platforms including Nintendo, Sony Computer Entertainment and Sega hardware systems, and PCs. Acclaim owns and operates six studios located in the United States and the United Kingdom, and publishes and distributes its software directly in North America, the United Kingdom, Germany, France, Spain and Australia. Acclaim also distributes entertainment software for other publishers worldwide and publishes comic books and software strategy guides. Acclaim's headquarters are in Glen Cove, New York, and Acclaim's common stock is publicly traded on NASDAQ under the symbol AKLM. For more information, please visit our website at <http://www.acclaim.com>.

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Acclaim Entertainment Announces New Titles for the PlayStation® 2 Computer Entertainment System

Shadow Man: 2econd Coming and "Big Wave Surfing" Join Ferrari and Baseball Video Games on Next-Generation System

Glen Cove, N.Y., May 02, 2000 -- Acclaim Entertainment, (NASDAQ:AKLM), a leading worldwide interactive entertainment company, today announced development of two new games for the PlayStation 2 computer entertainment system. The games, *Shadow Man: 2econd Coming* and "Big Wave Surfing" (working title) are due to be released in early 2001. Acclaim previously announced development of *All-Star Baseball 2002* as well a new games based on the Ferrari Formula 1 and 360 Challenge series on the PlayStation 2 computer entertainment system.

"The five titles we've announced to date for PlayStation 2 are just a taste of what gamers can expect from Acclaim," said Mark Bilger, Executive Vice-President, Worldwide Product Development, Acclaim Entertainment. "We are fully committed to developing for PlayStation 2, and are working closely with Sony Computer Entertainment America to ensure that our games take full advantage of the system's unique capabilities, and bring a new level of excitement to the marketplace."

"This is a very exciting time for the video game industry -- with new console systems poised to hit the market this fall -- fueling a true renaissance in software development," said Greg Fischbach, co-chairman and CEO of Acclaim Entertainment. "Acclaim is dedicated to developing quality games that help push the envelope and propel our future growth."

Shadow Man: 2econd Coming

The sequel to 1999's premier horror game Shadow Man, Shadow Man: 2econd Coming follows Mike LeRoi/the Shadow Man into another adventure battling evils in this world and the world of the dead - Deadside. In this second chapter of the Shadow Man story, our hero finds himself going up against the Grigori - a group of demons who have been masquerading as humans for the past 2000 years and who are now attempting to bring back their evil leader Asmodeus from the Pit to bring about the end of the world as prophesied in the Book of Revelation. The familiar characters introduced in the original Shadow Man video game are back - Nettie, the 400-year old voodoo priestess who occupies the body of a 20-year old, Jaunty, the skull-headed gatekeeper of Deadside and a new character - Thomas Deacon - a wheelchair-bound private investigator and self-proclaimed Demon Hunter who has a score to settle with the Grigori.

(More)

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“Big Wave Surfing”

Acclaim is also developing a new surfing game for the PlayStation 2 computer entertainment system, tentatively titled Big Wave Surfing, to be released in Spring 2001. The game will make big-wave riding and professional surf competition accessible and thrilling to anyone in the world with any level of game-playing experience. In addition, “Big Wave Surfing” will capture the speed, intensity and thrill of surfing while staying true to the purity of the sport. Acclaim has signed an exclusive deal with surfing champion Sunny Garcia to appear in the game, and will secure similar deals with other surfers in the near future. “Big Wave Surfing” is being developed by Osiris Studios.

Acclaim will announce more specific details on these and other upcoming games and provide a release schedule over the next several months. Shadow Man: 2econd Coming, All-Star Baseball 2002, and Acclaim’s Ferrari games will be shown publicly for the first time at this year’s Electronic Entertainment Expo (E3) in Los Angeles from May 11th-13th.

About Acclaim Entertainment

Acclaim Entertainment, Inc., is a leading worldwide developer, publisher and mass marketer of software for use with interactive entertainment platforms including Nintendo, Sony Computer Entertainment America and Sega hardware systems, and PCs. Acclaim owns and operates six studios located in the United States and the United Kingdom, and publishes and distributes its software directly in North America, the United Kingdom, Germany, France, Spain and Australia. Acclaim also distributes entertainment software for other publishers worldwide and publishes comic books and software strategy guides. Acclaim’s headquarters are in Glen Cove, New York, and Acclaim’s common stock is publicly traded on NASDAQ under the symbol AKLM. For more information, please visit our website at <http://www.acclaim.com>.

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(STRICTLY EMBARGOED UNTIL MAY 8, 2000)

ACTIVISION UNVEILS TWO GAMES FOR THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM AT E3

Santa Monica, CA - May 8, 2000 -- Demonstrating its commitment to the PlayStation®2 computer entertainment system, Activision, Inc. (Nasdaq: ATVI) today announced that the company will unveil two titles for Sony Computer Entertainment's next-generation gaming system at this year's E3. The games, *Street Lethal* and *Gunslinger*, are the first titles to be announced in Activision's PlayStation 2 computer entertainment system slate. The company currently has more than a dozen games in various stages of development. *Street Lethal* and *Gunslinger* are expected to be available in stores beginning next spring.

"Activision is firmly committed to maintaining its leadership position on the PlayStation platform by offering an exciting lineup of games for the PlayStation 2," states Ron Doornink, president, Activision, Inc. "Our titles will take full advantage of the console's graphics processing power to deliver unparalleled innovative and immersive game play experiences. From the high-speed adrenaline rush of *Street Lethal* to the realistic action, sights and sounds of *Gunslinger*, Activision will bring gaming to life on the PlayStation 2."

Buckle Up for the Ride of Your Life

A supercharged racing game, *Street Lethal* seats gamers behind the wheel of next-generation concept cars. Players compete in numerous no-holds barred races through the streets of 10 fully interactive city environments including London and Paris. An exhilarating street-racing experience, the game challenges players to unlock secret cars, tracks and other hidden bonuses as they progress through the racing circuit. Additionally, players can create their own custom concept cars to use in the races. Designed to ensure the most accurate modeling

Activision Unveils Two PlayStation 2 Computer Entertainment System Titles

of concept car racing and driven by a state-of-the-art racing game engine, *Street Lethal* features realistically modeled street racing performance with real-time car damage and deformation that affects handling.

The Old West Is Wilder Than Ever Before

Gunslinger is a third-person, action/role-playing game that allows players to build their character into a hero or an outlaw in the Wild West. Assuming the role of a gunslinger that has been wronged by an evil land baron, players hone their shooting skills and gamble to earn money as they seek revenge. Gamers choose behaviors that establish their reputation as either a hero or an outlaw. Offering distinct mission styles, *Gunslinger* challenges players to hijack stagecoaches, face down other gunfighters, play in high-stakes card games and rescue prisoners from town jails as they build their skills and acquire new attack options. Gamers must master such skills as quick draw, two-handed pistol fighting, horseback riding and gambling in order to survive.

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted revenues of \$436 million for the fiscal year ended March 31, 1999.

Activision maintains operations in the US, Canada, the United Kingdom, France, Germany, Japan, Australia, The Netherlands and Belgium. More information about Activision and its products can be found on the company's World Wide Web site, which is located at <http://www.activision.com>.

The statements contained in this release that are not historical facts are "forward-looking statements." The company cautions readers of this press release that a number of important factors could cause Activision's actual future results to differ materially from those expressed in any such forward-looking statements. These important factors, and other factors that could affect Activision, are described in the Company's Annual Report on Form 10-K for the fiscal year ended March 31, 1999, which was filed with the United States Securities and Exchange Commission. Readers of this press release are referred to such filings.

Activision Unveils Two PlayStation 2 Computer Entertainment System Titles

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These titles have not yet been officially approved by Sony Computer Entertainment America.

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Agetec Announces Awesome PlayStation®2 Computer Entertainment System Launch Line-up

Armored Core 2, Eternal Ring, and Evergrace Shine on New Platform

Sunnyvale, CA – (May 11, 2000) - Agetec today announced three upcoming Sony PlayStation®2 computer entertainment system titles to be ready for system's launch. Agetec's trio of games span from mercenary mechanical fighting to medieval fantasy battles, highlighted by *Armored Core 2*, the fourth installment of the ever-popular Armored Core series, and two new action-RPG titles, *Eternal Ring* and *Evergrace*.

"We are poised to deliver an unprecedented launch line-up for one of the most anticipated systems in the history of gaming entertainment," said Hide Irie, president of Agetec. "We have always had a strong commitment to the gaming community, and our initial PlayStation 2 line-up demonstrates it with titles that will appeal to a whole spectrum of gamers."

Armored Core 2

Developer: From Software

The ultimate "combat machine simulator," Armored Core 2 will be reborn on the PlayStation®2 computer entertainment system with more parts and more customization. As with all Armored Core games, the player will be able to create and assemble a unique AC machine from a range of patterns numbering more than 10 billion, including color customization. The player can then use it to accomplish various missions ranging from destroying opposing ACs to rescuing artifacts. By fully utilizing the graphic capabilities of PlayStation 2, Armored Core 2 recreates a realistic dimension in gaming, sparing nothing in terms of action features, adding to the thrill of upgrading and exchanging parts that will improve the player's AC machine. As players advance through the ranks of the Raven organization vying for the riches and fame associated with only the most elite AC pilots, they will be able to choose between multiple story lines which will affect the availability of parts that may be purchased and scenarios available to them. The game also offers various modes besides the normal missions, such as the arena mode where the player can enjoy a one-on-one battle with a CPU-controlled AC, a fighting mode using the link cable, and a two-player split battle mode.

Evergrace

Developer: From Software

A real-time action RPG, Evergrace features two storylines that follow the paths of two unique characters. Yuterald is a young, top-class swordsman from Stolta and the other is a brave little girl named Sharamy. When Yuterald and Sharamy begin their journey, each carries a unique destiny. The game features the “Dress-Up System,” which allows the player to incorporate ANYTHING they acquire within the game to become part of their ensemble. Since the player can equip Yuterald and Sharamy to wear everything from potted plants to pumpkins, an appraiser evaluates their fashion know-how with a “taste rating,” which will in turn affect the cost of repairs. Spells and equipment level-ups will be important in working through the world as well.

Eternal Ring

Developer: From Software

Unlock the powers of the past in Eternal Ring, a 3-D real-time RPG. Set on a remote island where dragons and a host of nightmarish enemies are free to roam, the home of the legendary “Eternal Ring” is a mystical place shrouded in mystery. Origins of the island are still unknown to the inhabitants, yet myths and fables point to signs of a hidden civilization. The player experiences not only battles but also a world of virtual 3-D space, which incorporates changes in time, geography and weather. The character’s abilities will change substantially by the types of rings the player carries.

About Agatec

Agatec, formerly known as ASCII Entertainment Software (AES), is a world-class publisher of software and hardware accessories for the videogame market. Agatec’s well-known brand titles include Bass Landing, Fighter Maker, and the King’s Field and Armored Core series of games.

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**BANDAI AMERICA INC. SHOWCASES FIVE NEW VIDEO GAME
TITLES FOR SONY PLAYSTATION PLATFORMS AT E3 2000*****Bandai Suited-Up for Playstation 2 with New Gundam Action Video Game***

LOS ANGELES (May 11, 2000) – Bandai America Inc. introduced today four new video games that will be released for Sony Playstation, including *Digimon World*, *Digimon World 2*, *Gundam Wing: The Battle Master* and *Countdown Vampires*. Bandai also offered a sneak peek of the untitled *Mobile Suit Gundam* video game that is being developed for Sony Playstation 2.

“Bandai America is pleased to be aligned with Sony Computer Entertainment to propel our state-of-the-art video game titles to new heights in the year 2001,” said Shin Ueno, vice president, marketing, Bandai America Inc. “We look forward to developing our game line-up through entertainment-driven properties, such as Digimon and Gundam Wing, as we continue to work together.”

Bandai highlights for the Sony Playstation platforms include:

DIGIMON WORLD

Digimon enters the realm of video games with *Digimon World* for Sony Playstation. *Digimon World* is a mysterious city that is a fusion of a natural world and digital fantasy. Many different kinds of Digimon used to live together on File Island, but at a certain point in their history, some Digimon lost their ability to speak and left the city. The object of the Digimon trainer in this role-playing game is to teach his Digimon

- more -

battling techniques so together they can find and battle the escaped Digimon to bring them home to rebuild File City, the main city of File Island. Throughout the game, the trainer's personalized Digimon digivolves and becomes stronger. With the use of a memory card, players have the option of utilizing a two-player battle mode that allows them to compete one-on-one with their friends. With over 80 different kinds of Digimon in the game, players experience the digital excitement of the hit Fox Kids animated series, *Digimon: Digital Monsters*, and save their favorite characters such as Agumon, Koromon and Birdramon from evil. The release date is May 2000 with a suggested retail price of \$39.99. Rating: Teen.

DIGIMON WORLD 2

Digimon World 2 for Sony Playstation, a role-playing sequel to *Digimon World*, brings a new evolution of play to the original video game. Featuring more than double the number of Digimon to raise and battle than *Digimon World*, players can combine two of their Digimon to create new digital monsters with unique characteristics. Engaging in battle with a three-member Digimon team, players defeat evil Digimon in battle and can turn them into allies to aid in future Digi-battles. As in *Digimon World*, players can use a memory card and a two-player battle mode in *Digimon World 2*. More Digimon=More Exciting Battles=More Fun! The release date is November 2000 with a suggested retail price of \$39.99. Rating: Pending.

Celebrating its 20th anniversary, the Gundam Wing franchise is based on the story of five teenage boys who are selected to pilot Gundam mobile suits and fight to save the universe and restore peace. Gundam Wing is now the top-rated animated television series in the Toonami time block on the Cartoon Network. The excitement of Gundam Wing has been brought to Bandai's video game line-up through the following titles:



Bandai America Inc.
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GUNDAM WING: THE BATTLE MASTER

Highlighting the appeal of Mobile Suit battles in the New War Chronicles of Gundam Wing, Bandai has created a pure fighting action game in *Gundam Wing: The Battle Master*. Players can take on the roles of their favorite characters from the hit television series *Gundam Wing* in this two-player fighting game and engage in combat. Players must choose to be one of five main characters with different signature moves and try to take down enemy Mobile Suits that appear. Utilizing the "motion parts system," this title captures the mechanized sound and nature of Gundam Mobile Suits along with fast moving animation action. The release date is February 2001 with a suggested retail price of \$39.99. Rating: Pending.

UNTITLED MOBILE SUIT GUNDAM FOR PLAYSTATION 2

The new high speed processing and display capabilities of Sony Playstation 2 make it possible for Bandai to take the Gundam saga to new heights to realize Gundam fans' dreams of operating Gundam. As mobile suits and battlefield scenes are rendered into real life with video quality on par with CG movies, the player can give tactical instructions to his Mobile Suits in the untitled *Mobile Suit Gundam* for Playstation 2, such as the characters "Gun Cannon," "Gun Tank," and "G Armor," that will be reflected and synchronized into the game. With the improved hardware specifications for Playstation 2, it is now possible to have an increased number of opponents for a "simultaneous multiple battle" in the untitled *Mobile Suit Gundam*. The tide of the conflict hinges on the instructions a player gives his allied Mobile Suits as they go to battle. The process of the crew's learning and development through each battle is reflected in the game, allowing for highly strategic battles.

COUNTDOWN VAMPIRES

Bandai's adventure *Countdown Vampires* video game for Sony Playstation invites players to rescue the human race from evil vampires at a millennium celebration in Las Vegas. After a fire activates the sprinkler system, it begins to furiously spew out murky black water, morphing the partygoers into vampires. The mission of the game is to uncover the mystery of the black water and change the vampires back into innocent humans while avoiding an attack. The title features eight levels of constant combat plus two bonus stages, over 40 different cast members, including human players as well as evil monster vampires, and health and weapon replenishments that are concealed inside various rooms and objects to help the player complete his mission. To add constant variation to the game, there are four different scenarios that are affected by several of *Countdown Vampires* unique features, including a personal data input system, the moon phase system and the real time system. The release date is June 2000 with a suggested retail price of \$39.99. Rating: Teen.

Bandai America Inc. is a subsidiary of Bandai Co. Ltd., the third largest toy company in the world. It has 53 subsidiaries in 18 countries worldwide. Global interests include toys and children's entertainment, video game software, multimedia, music, full-length feature films, vending machines, trading cards, candies and licensed apparel. Bandai America's Web site is www.bandai.com.

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**CAPCOM PRESENTS ONIMUSHA: WARLORDS FOR PLAYSTATION 2,
EPIC SAGA OF FEUDAL JAPAN REVEALED IN
MAJOR MOTION PICTURE QUALITY PRODUCTION**

E³, LOS ANGELES — May 11, 2000 — Capcom® Entertainment today announced plans to release **Onimusha: Warlords™**, the most anticipated, technically advanced, video game ever conceived for the upcoming PlayStation® 2 computer entertainment system. Featuring motion picture quality production values, **Onimusha: Warlords** is an epic saga of 16th century Japan when warlords launch attacks against one another and fight battles in the name of power. **Onimusha: Warlords** features a script is written by Flagship, the company who penned the story lines for the *Resident Evil* series; a 200-piece orchestra who performs the original musical score; and famed Japanese actor Takeshi Kaneshiro as the lead character.

Taking advantage of the power of the PlayStation 2, **Onimusha: Warlords** comes alive with finely detailed character graphics created at 10,000 polygons per character delivering realistic emotion and character animation. An innovative special effects background technology allows players to see details of animated environment like never before. **Onimusha: Warlords'** brilliance will captivate video gamers when it makes its worldwide debut here at the Electronic Entertainment Expo. **Onimusha: Warlords** is certain to revolutionize the video game world when it releases this year in Japan and North America. **Onimusha: Warlords** is expected to carry a mature rating from the Entertainment Software Rating Board (ESRB).

***Onimusha: Warlords** includes the following ground-breaking features:*

- Finely detailed character graphics rendered at an average of 10,000 polygons per character
- Realistic emotion and character animation – Special emphasis on facial animation brings characters to life.
- Story written by Flagship – Subsidiary of Capcom responsible for script writing, famous for their work in *Resident Evil 2*.
- Motion picture quality, five minute opening movie sequence
- Dramatic storyline – Blends actual Japanese history with fictional and non-fictional characters
- Famous Japanese actor Takeshi Kaneshiro joins the project – He is the face and the Japanese voice of the main character. Kaneshiro also lent his talents in designing a few boss characters.
- Introduces a unique weapon system – Players obtain gems that add various effects such as fire, thunder and wind to the selected weapon.
- Background Animation Technology – Innovative special effects that allows players will see the wind rippling through tree branches and the character's clothing. True to life light-sourcing and shadow design add an eerie realism to overall game design.
- Highly detailed 3D rendered backgrounds with dynamic camera angles – Beginning at sunset, players will be enveloped in stunningly detailed lighting effects that is part of the intricate background design.

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“**Onimusha: Warlords** has all the ground breaking qualities that ensure success,” said Todd Thorson, director marketing, Capcom Entertainment. “ The power of the PlayStation 2 will bring **Onimusha** to life. The video game industry is about to witness gaming like never before.”

Onimusha: Warlords is set in the year 1560 in Feudal Japan as the feared and powerful warlord, Nobunaga Oda begins his takeover to rule Japan. Nobunaga has just defeated Yoshimoto Imagawa, another famous warlord, in a surprise attack and now sets out to attack Yoshitatsu Saito’s famous castle in the Mino Prefecture. During a confrontational chaos, a young princess, sister to the mighty Yoshitatsu has been kidnapped. Out of honor, a samurai warrior and remarkable swordsman, Samanosuke boldly volunteers to rescue the princess. But, these are the days of darkness and magic. Samanosuke does not realize that a legion of demon warriors stand between him and the princess. Based on both actual Japanese historical accounts and Capcom’s engrossing fictional storylines, **Onimusha: Warlords** will delight all that dare to take the challenge.

Onimusha: Warlords invents a unique weapons system. As players progress through the game, they will obtain three different gems that will fit into Samanosuke’s gauntlet. The three types of gems are wind, fire or thunder and cause an elemental effect on the player’s weapon. The player can use these various effects to inflict heightened damage on an opponent or to solve an action based puzzle. Players must use strategy when it comes to choosing the appropriate gemstone and some areas in the game are unobtainable unless the player uses the right gem at the right place. These gems will cause visually stunning special effects to each of Samonsuke’s weapons.

Capcom Coin-op of Sunnyvale, California, is a wholly owned subsidiary of Capcom, Co., Ltd. of Japan. A leading force in the multi-billion dollar interactive entertainment industry, Capcom’s legacy spans nearly 20 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the PlayStation, Dreamcast, Nintendo 64 and Nintendo Game Boy game consoles and coin-operated arcade games. Worldwide recognizable product lines include the *Street Fighter*, *Mega Man*, *Breath of Fire*, and the *Resident Evil* series.

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THE MOTHER OF ALL FIGHTING GAMES LAUNCHES WITH THE PLAYSTATION 2 IN CAPCOM'S *STREET FIGHTER EX3*

E³, LOS ANGELES — May 11, 2000 — Capcom® Entertainment today announced that **Street Fighter EX 3™** will be their first title for the massively anticipated PlayStation® 2 computer entertainment system. Heralded as the mother of all fighting games, this is the third of the series that introduced Capcom's multi-million unit selling *Street Fighter* franchise into the world of 3-D. **Street Fighter EX 3** takes full advantage of the PlayStation 2 hardware with the US product being an enhanced version of the Japan release. **Street Fighter EX 3** will introduce a number of new features, including momentary combo, critical parade and character change while delivering Capcom's signature gameplay and incredible control that millions of fans worldwide have loved for more than a decade. The amazingly lifelike **Street Fighter EX 3** characters possess their own unique character design and stunning animations. **Street Fighter EX 3** is scheduled to release this fall. It is expected to carry a "T" rating by the Entertainment Software Rating Board (ESRB).

"**Street Fighter EX3** was the number one fighting game at launch when the PlayStation 2 released in Japan," said Todd Thorson, director of marketing, Capcom Entertainment. "With the US release of the PlayStation 2 months after the Japan release, the development team has continued work on the game to take full advantage of the PlayStation 2. Time is the crucial factor when working with a new hardware platform. Capcom Japan is using this extra time to deliver the most breathtaking Street Fighter game ever. We are confident consumers will be pleased with the results."

Street Fighter EX 3 hosts the following new features:

- Tremendous graphics utilizing the power of the PlayStation2
- Momentary Combo – Additional attacks are achieved by pressing an attack button at the exact moment a special move hits the opponent or is blocked by the opponent.
- Critical Parade – Two characters can simultaneously attack
- Character Change - Character change doesn't simply mean changing characters. In **SFEX3**, players can perform a combo that delivers devastating attacks while changing characters.
- Emotional Flow – When one of the player's characters is knocked out, the remaining character becomes enraged and takes over the Super Combo Gauge of the knocked out character. The remaining character becomes invincible for a short period of time.
- Introduces the new character, Ace

-more-

The Mother of all Fighting Games Launches with the PlayStation 2 in Capcom's Street Fighter EX3

Page 2

Leveraging the awesome power of the PlayStation 2, **Street Fighter EX 3** combines stunning graphics and dazzling special effects never before possible. Players will be immersed in the world of *Street Fighter* through beautifully detailed scrolling backgrounds and fluid character animations. Players will also experience new innovations in lighting and background effects. Each combo and super combo possesses awe-inspiring graphics that will keep players screaming for more.

Street Fighter EX 3 features several modes of play, each adding to the overall gameplay experience. *Original Mode* is a one player only mode that allows players to choose a fighter and complete various stages to defeat the final boss. This stage includes 1-on-3 or 2-on-1 matches and tag team battle. *Arena Mode* lets players choose between computer or human opponents and adjust various match rules. *Character Edit Mode* challenges players to complete missions and gain experience as they take the role of a new character named Ace. Once enough experience is gained, players can buy new moves and build the overall strength of their character. *Training Mode* allows players to practice various moves and combos.

Street Fighter EX 3 boasts 16 playable characters, the most ever in the *Street Fighter EX* series. Players can choose from the perennial favorites *Ryu*, *Ken* or *Chun Li* or they can select: *Guile*, a military expert from the United States; *Zangief*, the massive Russian wrestler; *Blanka*, the shocking beast from South America; *Dhalsim*, the Yoga master from India; *Doctine Dark*, an emotionally scarred ex-military specialist; *Vega*, a mysterious ninja from Spain who believes beauty is absolution; *Jack*, a thug-like guard from the evil Shadowloo organization; *Hokuto*, a martial arts expert seeking the whereabouts of her brother; *Skull-o-mania*, a misguided salesman who believes that it is his fate to become a super hero; *Sharon*, a top notch assassin who's work is focused on espionage; *Nanase*, Hokuto's younger sister who uses the ancient art of stick fighting to defeat her opponents; *Sakura*, a student who has become a Street Fighter to prove that a woman can have both strength and beauty; and introducing *Ace*, a brand new character who players can select during edit mode to build their skills and then save the data for use in other game modes.

Capcom Entertainment of Sunnyvale, California, is a wholly owned subsidiary of Capcom, Co., Ltd. of Japan. A leading force in the multi-billion dollar interactive entertainment industry, Capcom's legacy spans 20 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the PlayStation, Sega Dreamcast and Nintendo 64 game machines, Game Boy Color System, personal computers and coin-operated games. Worldwide recognizable product lines include the *Street Fighter*, *Mega Man*, *Breath of Fire*, and *Resident Evil* series.

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**Electronic Arts Announces its Lineup for the
Electronic Entertainment Expo**

***World Leading Interactive Entertainment Publisher to Debut
Seven PlayStation 2 Titles on the Show Floor***

REDWOOD CITY, Calif., May 8, 2000, -- Electronic Arts (Nasdaq: ERTS), the world's largest interactive entertainment software company, today announced its Electronic Entertainment Expo (E3) lineup of 16 titles that appeal to a wide array of new and seasoned gamers. Leading Electronic Arts' (EA) new crop of titles are seven PlayStation®2 computer entertainment system games that are expected to dazzle consumers. The titles will be marketed under EA's new unified branding strategy that aids consumers and retailers by grouping EA SPORTS™ and EA GAMES™ with a common and easy to recognize logo treatment.

"Our lineup of PlayStation 2 titles on the show floor will underscore EA's position as the world's premiere developer of interactive entertainment industry," said John Riccitiello, president and chief operating officer at Electronic Arts. "Consumers are going to stop dead in their tracks when they see what the new technology does for their favorite games like *Madden NFL*, *FIFA Soccer* and *James Bond – The World is Not Enough*. Games like *NASCAR* racing and *Knockout Kings Boxing* are so real you have to blink to make sure you're not watching a televised event."

"EA's PlayStation 2 titles will deliver top-notch gameplay combined with intoxicating graphics," said Don Mattrick, president of worldwide studios at Electronic Arts. "Our development teams spent thousands of hours creating the coolest content that consumers will see this year. *Madden NFL* allows gamers to zoom

in for incredible detail like the hair and veins on the arms of their favorite players. In *The World is Not Enough*, James Bond fans will get fast, fluid gameplay and real emotion on the faces of cyber Bond and Christmas Jones.”

In addition to EA’s powerful line-up on the PlayStation 2, the company will extend its successes on the PC with a number of new titles. EA will launch new properties including American McGee’s Alice™ and Clive Barker’s: Undying™ and will take the popular Command & Conquer and “Sim” franchises into new directions with Command & Conquer Renegade™ and SimsVille™.

EA Takes the Lead in Developing Games for PlayStation 2

PlayStation 2 console titles to be shown include:

Madden NFL™2001 - The Madden franchise is back with incredible elements that add a new dimension to this classic title. New additions include: player models that offer a deeper level of detail, an exclusive NFL Coaches Club license where coaches offer strategies for a game, fresh defensive controls, enhanced audio and play-by-play, player specific touchdown victory dances, and a new interface making the game easier to navigate. At E3, the game will also be shown on the PlayStation® and PC. *Madden NFL 2001* is slated for release on the above platforms and Nintendo®64 in fall 2000.

The World Is Not Enough – based on MGM’s blockbuster film of the same name, this will be the first James Bond title for the platform. Players take the role of the world’s most famous secret agent progressing through the game’s more than 10 movie-based missions equipped with an arsenal of more than 40 Q-lab gadgets and weapons. In addition to the PlayStation 2 console, *The World Is Not Enough* will also be shown on the PlayStation, Nintendo 64 and PC. The game is scheduled for release in late 2000.

SSX – based on the new extreme sport called Boardercross, *SSX* combines high-speed snowboard racing with insane big air tricks on what is best described as an exaggerated snow covered motocross track, resplendent with jumps, steep turns, tunnels, and hidden short cuts. Six racers are pitted against each other, but only one dominates. The title is scheduled for release in fall 2000.

FIFA Soccer World Championship – the first EA SPORTS title to ship for the PlayStation 2 console, *FIFA Soccer World Championship* features startling graphics that are designed specifically for the PlayStation 2 console to bring to life the on-field experience, through highly detailed facial animations, high-resolution player models and dynamic player and stadium lighting. Players run in and out of the shadows as they move up the field while the animated crowd waves flags and chants wildly. Taking full advantage of the advanced capabilities of the PlayStation 2 console will be an intuitive and responsive Artificial Intelligence (AI). Fully rendered characters, a plethora of new animations, improved motion blending and more frames per second than ever before bring the game to life. The title will be released in Japan in spring 2000.

NASCAR 2001 – a great racing game with tough competitors and exciting NASCAR action. *NASCAR 2001* is designed for next generation technology with stunning graphics and visual effects, thundering sound, and ultra-competitive AI. The game features more than 30 drivers and cars and 14 official NASCAR tracks. *NASCAR 2001* game is scheduled for release on the PlayStation 2 and PlayStation consoles in spring 2001.

Knockout Kings™ 2001 - the industry's best-selling boxing game will defend its title this year by featuring the best men and women in boxing, all with motion captured movements and unique fighting styles. Among the game's other features are new ways to throw and control punches, an enhanced career mode, better footwork and quicker punching and boxing moves. *Knockout Kings 2001* is slated for release on the PlayStation 2 and the PlayStation consoles in early 2001.

X Squad™ - one of the first 3D action adventure games for the new platform, the game is set in 2037. The player leads a team of skilled soldiers on a quest to conquer a radical bio-terrorist threat that has spread a plague on a major metropolitan area. Armed with futuristic weapons, players fight their way through a stellar array of cityscapes, underground subways and dark sewers to restore justice. *X Squad* is slated for release in fall 2000.

More EA titles in the Pipeline for The PlayStation 2 Console

Additional PlayStation 2 titles under development, but not being showcased on the floor at E3 include:

Tiger Woods PGA TOUR® 2001 - delivers a realistic golf simulation for cyber golfers and an emotion filled 18 holes. In addition to playing as or against Tiger Woods, game players can compete as or against top PGA TOUR pros including Mark O'Meara, Justin Leonard, Brad Faxon, Lee Janzen, Mark Calcavecchia, Stewart Cink, Robert Damron, Stuart Appleby and Steve Stricker. *Tiger Woods PGA Tour 2001* is slated for release on the PlayStation 2 console, the PlayStation console and PC in fall 2000.

NHL® 2001 -- a real hockey experience where competitors can play with or against all 30 National Hockey League® teams, plus 20 international teams. The game features real player physics and new motion capture moves. It also delivers new checks, shots, and skate cycles for an authentic NHL experience. *NHL 2001* is scheduled for release on the PlayStation 2 console, the PlayStation console and PC in fall 2000.

SimTheme Park™ - using the power of the PlayStation 2 console, SimTheme Park takes a massive stride beyond the PlayStation. Players can wander through the theme park they create, entertain themselves with the sideshows and actually ride the bloodcurdling five-loop roller coaster they've built. Or they can take a stroll through the park and explore their creation from the visitor's perspective. SimTheme Park for the PlayStation 2 console is slated for fall 2000.

EA Posts Strong PlayStation Lineup

PlayStation titles to be shown include:

Medal of Honor Underground™ - the next chapter of the popular WWII game puts players in the role of a young member of the French Resistance who is on a mission to liberate her countrymen and free her nation from the enemy. The game gives players a sense of the courage it took to survive in occupied France with D-Day four long years away. Players are armed with an arsenal of weapons to battle tanks, half-tracks and Gestapo thugs across Europe and North Africa. The title is slated for release in fall 2000.

NCAA® Football 2001 - the road to the NCAA National Championship leads to FedEx® Orange Bowl in Miami and *NCAA Football 2001* is the only way gamers can get there. New Advanced Player Control allows players to perform the same All-American moves as the actual collegiate stars. Players can also see where they rank in the Bowl Championship Series poll and add junior college transfers to beef up their roster. In addition to the Orange Bowl, NCAA Football is the only college football game to feature the Nokia Sugar Bowl and the Tostitos Fiesta Bowl. *NCAA* is scheduled for release in fall 2000.

EA Delivers Sports, Action and Adventure to the Personal Computer

PC titles to be shown include:

American McGee's Alice™— a thrilling and distinctive rendition of the classic Alice's Adventures in Wonderland. The game puts the player in the role of a resourceful Alice, reborn to handle the challenges of a sinister Wonderland. The game blends familiar fiction, cutting-edge 3D technology stunning graphics and sound and highly interactive levels that feature fierce action and creative puzzles. The title is slated for release in late 2000.

Black & White™— an adventure game of sorts where players take the role of a deity in a world where the surroundings are his to shape and its people are his to lord over. Players can raise a creature to gigantic proportions and teach it to do their bidding, the player decides whether he grows into an evil being or a gentle giant. Players progress through the storyline using powerful spells and battle other deities to reign supreme. The title is slated for release in winter 2000.

Clive Barker's: Undying™— a first person action horror game that draws the player in and never lets him go. The player battles with a family who is degenerating and threatening the fabric of reality. The player uses a deadly mix of forgotten magic and devastating weapons to counter the forces of chaos. The game is slated for release in fall 2000.

Command & Conquer Red Alert™ 2 — a sequel to the three million selling, award-winning multiplayer, real-time strategy game Red Alert. This game brings players back to the alternate universe of Red Alert with an onslaught of new units, tactics and strategies. As in the original, gamers can choose to lead Soviet or Allied forces. Both sides are well-armed with conventional weapons and experimental technology, including Tesla weapons, Chrono weapons, weather control devices and psychic warriors. The game is scheduled for release in fall 2000.

Command & Conquer Renegade™— the world of Command & Conquer is brought to life in a 3D action game. Players will take on the role of the commando Havoc, the one-man army made famous in the original Command & Conquer strategy game. Players will wage war against the diabolical Brotherhood of Nod using not only a vast array of weapons but also more than a dozen vehicles from the Command & Conquer universe. Players can zip around on a rocket bike, fry enemies with a flame tank or throw down death from above in an Orca Fighter. The game is slated for release in winter 2000.

SimsVille™— an all new Sims game experience that gives players the power to create and control a hometown for their Sims. Players build a living community where they can explore and influence the lives of the Sims who make it their home. Players can create a town by constructing individual homes, shops and other businesses and populate the town with families, following them through their daily lives as they work, shop, play and make friends. The title is slated for release in 2001.

The Sims™ - Livin' Large — the official expansion pack for 2000's most talked about PC game. With 200 new game elements--from a misfit Genie in a bottle to the Grim Reaper--five new career tracks and three new architectural and décor styles, the game gives players the power to see what happens when they put their Sims into all new outrageous settings and situations. The title is expected to ship in fall 2000.

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Electronic Arts (NASDAQ:ERTS), headquartered in Redwood City, California, is the world's leading interactive entertainment software company. Founded in 1982, Electronic Arts posted revenues of more than \$1.2 billion for fiscal 1999. The company develops, publishes and distributes software worldwide for personal computers and video game systems. Electronic Arts markets its products under eight brand names: Electronic Arts, EA SPORTS, Maxis™, ORIGIN™, Bullfrog Productions™, Gonzo Games™, Westwood Studios™ and Jane's® Combat Simulations. More information about EA's products and full text of press releases can be found on the Internet at <http://www.ea.com>.

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**Electronic Entertainment Expo
Booth #1100**

INFOGRAMES, INC. SHOWCASES OVER 14 TITLES FOR THE PLAYSTATION® GAME CONSOLE AND PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

Los Angeles, CA., May 11, 2000 – As the entertainment software industry descends upon Electronic Entertainment Expo 2000 (E3), Infogrames, Inc. plans to showcase its largest E3 lineup in the company's history. More than 60 titles will be shown, with 12 titles dedicated to the PlayStation game console, including two featured on the PlayStation2 computer entertainment system.

Following is an overview of Infogrames' PlayStation family of titles shown at this year's E3:

Alone In The Dark™: The New Nightmare™: The original survival-horror franchise continues with a pure blend of intense action and suspenseful adventure. *Alone In The Dark: The New Nightmare* immerses the player into a dark and strange atmosphere where conventional rules do not apply. The player must overcome his natural fear of the dark unknown and control Edward Carnby through a deep and highly detailed storyline. Armed with a flashlight and a pistol, Carnby must find the necessary items to survive as well as the clues to help him escape his ultimate nightmare.

Animorphs™: Shattered Reality: The Animorphs are locked in a battle in a Yeerk pool cave with Visser 3 over the Continuum Crystals. However, the crystal becomes scattered across the universe, shattering reality and the space/time continuum. With 10 massive levels and 19 unique environments, *Animorphs* features 11 total morphs via a proprietary morphing technology.

Driver 2: The sequel to the best-selling PSX game in '99, *Driver 2* has Tanner once again undercover as The Wheelman against two of the most ruthless crime lords. *Driver 2* features 40 new missions throughout four new cities: Chicago, Las Vegas, Havana and Rio de Janeiro. Other new features include greater interactivity – get out on foot to open doors, set timers, etc – as well as “commandeer” any vehicle on the road. With new driving games, realistic street modeling and life-like pedestrians, *Driver 2* is sure to have players clamoring to get behind the wheel.

Duke Nukem: Planet of the Babes: Gaming's own ‘John Wayne,’ Duke Nukem, is on the job again—this time saving the Planet of Babes from alien enslavement. With 20 new enemies, the debut of Duke's official new sidearm, the Desert Eagle, and 14 single player and six multi-player levels, *Planet of the Babes* is a frag-fest just begging to be played.

Golden Tee Golf™: *Golden Tee Golf* captures the fun, feel and flow of the real game of golf with an intuitive and user-friendly interface. The game's advanced 3D engine and true ball physics combine to provide a compelling sense of realism for players. *Golden Tee Golf* features

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INFOGRAMES, INC.

12 beautifully landscaped and custom designed 18-hole courses, including six original and six mirrored courses that can be unlocked after beating the computer-generated player in the tournament mode.

Hogs of War™: Hog world is at war! Six mighty nations are struggling to overpower each other in the pursuit of territorial and technological gains. Players are thrown into a massive 3D battlefield with an army of three to six maniacal oinkers armed with an arsenal of debilitating weapons. Limited by time, players must quickly use their keen wits and cunning abilities to pummel their opponent before the game automatically switches to the next team, leaving them at the mercy of their adversary.

Koudelka™: A Gothic horror RPG set in the late 19th century. An epic tale of murder, mystery and mayhem, featuring Koudelka, a troubled yet determined medium, who embarks on a mission to unravel the evil doings at an ominous monastery. Control a group of 3 characters and explore the dark, mysterious Nemeton monastery and become enmeshed in a twisted plot of witchcraft and evil sorcery.

Looney Tunes™: Bugs Bunny™ & Taz™ Time Busters: While on duty as the top pest controller for “Jet Age Pest Control,” Daffy Duck™ accidentally breaks Granny™’s time regulator and is thrown back in time with the core of the machine, a precious gem. It’s up to our heroes, Bugs Bunny and the Tasmanian Devil™ to bring back this gem and restore the time order. To do so, this unlikely pair will have to travel through five different eras and outsmart some of the toughest Looney Tunes adversaries around, like Yosemite Sam™, Elmer Fudd™, Nasty Canasta™, Babba Chop™, and Count Bloodcount™.

Looney Tunes™ Racing: Looney Tunes™ Racing is the looney-est cartoon racing action on wheels! Up to two players get to take control of the looniest bunch of cartoon racers competing with licensed Warner Bros. characters and outrageous power-ups in an all out race to the finish.

Looney Tunes™ Sheep, Dog ‘n Wolf: Help Ralph The Coyote™ in his battle against Sam the Sheep Dog™ for control of the flock. With an arsenal of outrageous ACME™ equipment, you’ll help Ralph put together the perfect plan to steal Sam’s sheep and keep his stomach filled.

***Motor Mayhem (*Coming for PlayStation2!):** Earth 2166AD: The most powerful and gruesome contestants from the galaxy have arrived to claim the World Vehicle Combat League’s greatest title at the event of the century, Motor Mayhem! Do you have what it takes to step in and kick some serious butt? Will you crush your opponents, or will you just be their practice target? Get behind the wheel, ready your weapons, and become the master of vehicle combat... Don’t miss your opponents ‘cause they won’t have any mercy for you!

Ngen Racing™: It is 2012. In a world of global peace, military jets have been modified to become ultra sophisticated racing machines. NGEN Racing the ultimate power sport has been born. Players will be thrown into the cockpits of up to 40 genuine high-speed fighter jets to compete on gigantic racing circuits built in real world places as exotic as desert canyons and arctic mountains. The more races you win, the more customizing options you get to make your plane into the ultimate racing machine.

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***Oddworld™: Munch's Oddysee** (*Coming for PlayStation2!): How would you feel if you broke your leg in a bear trap, were abducted by soulless scientists, had an alien device implanted in your skull, and found out your race had been hunted to extinction? Meet Munch™, hero of the most magnificent yet Oddest Oddysee of all. His luck is about to change - for the worse. Oddworld is back with its second chapter in the Oddworld Quintology -- Munch's Oddysee. As the guardian angel over Munch and his sometimes best friend Abe, its up to you to help or hurt their self-sustaining biosphere and all their friends that live within it. You'll laugh, you'll cry, you'll meet Fuzzles about to fry. A neurotic world in desperate need of therapy, you are either going to set things straight or push them right over the edge. May Odd help you!

Power Spike Pro Beach Volleyball™: Deliver a wicked serve or set up your partner for a power spike. Infogrames' new Volleyball game is a highly realistic beach volleyball game with more than 50 licensed male and female volleyball players. Gamers can choose from famous players such as Karch Kiraly and other Federation of International Volleyball Players (FIVP) players from 16 different countries.

Infogrames Entertainment, S.A. (Paris Bourse: SICOVAM 5257) is a worldwide leader in the interactive entertainment software industry. Headquartered in France, the company develops and publishes award-winning computer and video games for the PlayStation® game console, PlayStation® 2 game console, Nintendo® 64, Nintendo® Game Boy® Color, Sega® Dreamcast™, and personal computer platforms. Founded in 1983 by chairman and CEO Bruno Bonnell, Infogrames' 17-year history has produced many award-winning franchises, such as Test Drive®, V-Rally™, Driver™, Independence War™, Unreal™, Hardball®, Oddworld™, and Alone In The Dark™. The company is also known for its long list of well-known licenses including Warner Bros. Looney Tunes™, Mission: Impossible™, Le Mans 24 Hours®, AM General Hummer®, Harley-Davidson®, and Dodge® Viper.

Based in New York, Infogrames, Inc. is a majority owned subsidiary of Infogrames Entertainment and serves as the headquarters for the company's operations in North America. For more information, visit Infogrames' web site at www.us.infogrames.com.

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KOEI announces 3 titles for the PlayStation®2 computer entertainment system

Los Angeles, CA (May 11, 2000) – After the successful launch of **KESSEN** in Japan, KOEI Corporation today announced plans to release three games for the PlayStation®2 computer entertainment system in the United States. The first title, **KESSEN**, is a real-time simulation game set in the Warring States period of Japan, and has already sold over 350,000 units in its home market.

KESSEN combines amazing graphics with unmatched player interaction. Guided by the tactics and strategy of the player, hundreds of individual horses and horsemen battle in real-time on vast terrain. An exciting old period has been brought to new and vibrant life!

Three years from the first Dynasty Warriors, comes Koei's sequel to this immensely popular fighting game – **DYNASTY WARRIORS II**. Dubbed a Tactical Action game, DW2 brings to life "1 vs. many" battle and thrusts players into the center of a battlefield. With 360-degree movement, jumping, special attacks, and battle on horseback, players relive first-hand the chaos and volatility of the famous Three Kingdoms era in China. Over a thousand officers and men, enemies and allies, can be found carrying out orders to attack you. Hear the earth shake, the whistle of a weapon slicing through the air, the cries for help, and the pound of hooves racing towards you. Experience the thrill and frustration of being a hero!

Nominated for 1999 Action Game of the Year by *Electronic Gaming Monthly*, **WINBACK: Covert Operations** is also being developed for the PlayStation®2 computer entertainment system. As a member of the elite commando group S.C.A.T. (Strategic Covert Actions Team), players race against the clock to stop a group of terrorists who have gained control of the GULF Strategic Satellite System.

"We have never had so many AAA titles so close to a system's launch," said Amos Ip, VP of Sales & Marketing. "I've been waiting for this for a very long time. For us to have even one of these titles is exciting – to have three is amazing."

About Koei Corporation:

Headquartered in the San Francisco Bay Area, Koei Corporation is the subsidiary of Koei Company Ltd., a leading manufacturer of educational and entertainment software throughout Asia. Known best for its encompassing strategy and role-playing games, Koei Corp. has recently diversified its line-up to include titles from the fighting, shooting, and action game genres.



KOEI CORPORATION

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***STAR WARS®: EPISODE I STARFIGHTER™* BRINGS LUCASARTS' CELEBRATED AIR AND SPACE COMBAT LEGACY TO PLAYSTATION 2**

Spectacular Flight Battles, Stunning 3D Craft and Environments Highlight First *Star Wars* Title for Next Generation PlayStation 2



SAN RAFAEL, Calif. -- May 10, 2000 -- Inspired by its unparalleled *Star Wars* flight-game heritage, LucasArts Entertainment Company LLC brings all the intensity of its classic air and space combat games to PlayStation 2 with *Star Wars: Episode I Starfighter*. The fast-paced flight action/adventure immerses players in a series of dramatic missions to help save Naboo from the powerful and menacing Trade Federation. *Star Wars: Starfighter* is expected for release in fall 2000.

Star Wars: Starfighter takes full advantage of the robust graphic capabilities of PlayStation 2 by presenting more than 20 realistic and beautifully rendered 3D starships amidst a variety of 14 incredible environments set in air and space. The game sets players on an epic journey that begins on Naboo and continues through the climactic assault on the Droid Control Ship inspired by the motion picture *Star Wars: Episode I The Phantom Menace*.

"*Star Wars: Episode I Starfighter* follows in the long tradition of LucasArts' highly acclaimed flight combat titles, offering rich game play and a deeply engaging story," says Tom Byron, director of product marketing for LucasArts. "It is a true next generation game for a next generation system that will provide one of the most realistic and visually rewarding interactive entertainment experiences to date."

-- more --

Star Wars: Starfighter presents an exhilarating story-driven collection of missions, and places players in the roles of one of three mismatched starfighter pilots: Rhys (pronounced Rees) Dallows, Vana Sage and Nym. The game's compelling narrative is entirely original though it draws inspiration from key points within *Star Wars* Episode I *The Phantom Menace*. As the game progresses, players are presented with a series of challenges that will require the acquisition of new skills. Players who master starfighter combat will be rewarded with new story elements, characters and locations.

Players are introduced to the three main fighter pilots and their craft through a series of intense flight exercises from each character's point of view. Rhys is a cocky Naboo pilot-in-training. His Naboo N-1 starfighter is quick, agile, adept at dogfighting and armed with proton torpedoes, laser cannons, and deflector shields. Vana is a stealthy Naboo expatriate who roams the galaxy contracting her services as a gun for hire. Her ship, the *Guardian*, is ultra-fast and equipped with sensors, tracking devices and a variety of weaponry. Nym, an alien pirate who lives a Robin Hood existence in the shadows of the Naboo system, pilots the Havoc, a starship outfitted with powerful bombs, lasers, a rotating turret gun, and heavy shielding.

Players in *Star Wars: Starfighter* will be able to test their battle skills against more than 50 vehicles, including Trade Federation drop ships, battle tanks, droid starfighters and never before seen craft such as the deadly *Protector*, *Scarab* and *Dagger*.

-- more --

About LucasArts

LucasArts Entertainment Company LLC is a leading international developer and publisher of interactive entertainment software for a variety of computer and console platforms. Based in San Rafael, Calif., as well as on the Internet at www.lucasarts.com, LucasArts is one of five companies in the Lucas group which include Lucasfilm Ltd., Lucas Digital Ltd. LLC, Lucas Licensing Ltd., and Lucas Learning Ltd. Lucasfilm is one of the leading film and entertainment companies in the world. Lucasfilm's businesses include George Lucas' film and television production and distribution activities as well as the business activities of the THX Group. Lucas Digital, which consists of Industrial Light & Magic (ILM) and Skywalker Sound, provides visual effects and audio post-production services to the entertainment industry. Lucas Licensing is responsible for the merchandising of all Lucasfilm's film and television properties. Lucas Learning creates engaging interactive entertainment products that provide learning opportunities through exploration and discovery.

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**JEDI, START YOUR ENGINES! LUCASARTS AND LUCAS LEARNING
WAVE THE GREEN FLAG ON KART RACING IN THAT GALAXY FAR,
FAR AWAY WITH *STAR WARS® SUPER BOMBAD RACING™***

**Wacky Anime-Style Characters, Wild Vehicles, and Gravity-Defying
Action Add Up to Kart Racing the *Star Wars* Way**



SAN RAFAEL, Calif. -- May 10, 2000 -- The madcap, break-neck action of big-headed kart racing comes to the *Star Wars* universe in *Star Wars Super Bombad Racing* from LucasArts Entertainment Company LLC and Lucas Learning Ltd. Expected for release in first quarter 2001 for PlayStation 2, Sega Dreamcast, PC and Macintosh, *Super Bombad Racing* is a whimsical title that lets players race on various tracks throughout the *Star Wars* galaxy as way out versions of their favorite characters.

Super Bombad Racing provides all the high-speed thrills, daring jumps and cool weapons of kart racing and mixes them into the gravity defying, hyperspace world of *Star Wars*. Players compete as one of eight anime-style *Star Wars* characters including Darth Maul, Yoda and Jar Jar Binks. Each super-speedy racer has a unique personality, vehicle, racing physics, and animation. The game features more than 25 gadgets and power-ups, including boosts, shields, frontal assault weapons, backward attack and special items that perform differently for each racer.

"*Super Bombad Racing* is a fun and light-hearted take on *Star Wars*," says Dave Dresden, director of marketing for Lucas Learning. "The game's stylized look is a departure from traditional *Star Wars* games and aims at a broader audience."

-- more --

Star Wars Super Bombad Racing / 2

Star Wars Super Bombad Racing features nine tracks in single or four-player mode, including the swamps of Naboo, the deserts of Tatooine, and the city streets of Coruscant. There are four different racing modes including Versus, Co-op, Challenge and Arena. Players also can compete in free-form mode in four arenas including a grassy plains battlefield, the Great Pit of Carkoon, and on a giant asteroid.

Super Bombad Racing will be developed by Lucas Learning and co-published and distributed by LucasArts.

About LucasArts

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-- more --

Star Wars Super Bombad Racing / 3

About Lucas Learning

Lucas Learning Ltd. develops and publishes engaging interactive entertainment and educational software that provides learning opportunities through exploration and discovery. Based in San Rafael, California, as well as on the Internet at www.lucaslearning.com.

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*Electronic Entertainment Expo (E3)
Los Angeles Convention Center
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MATTTEL INTERACTIVE ANNOUNCES NEW TITLE FOR THE PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM AT E3

****Eternal Blade to Broaden Mattel's Product Roster
and to Lead the Way toward Next-generation Gaming***

LOS ANGELES — May 11, 2000 — Mattel Interactive, leading publisher and developer of home entertainment software, today announced *Eternal Blade* (working title), one of the first Role-Playing Games (RPG) to be released for the PlayStation®2 computer entertainment system. The new title will deliver spectacular, completely original gameplay, designed to take full advantage of the console's advanced animated-movie quality graphics with detailed environments, processing capacity and Dolby-quality sound.

"We're proud to be one of the first publishers out of the gate with such a strong RPG title for Sony's next-generation console," said Bernard Stolar, president, Mattel Interactive. "This title marks a significant milestone for us in offering our high-quality interactive entertainment across all major gaming platforms and audiences."

Eternal Blade

Set in an original fantasy world, *Eternal Blade* will be among the first completely original role-playing games (RPG) for PlayStation 2. The product will be created from the ground up to be a high-action, console-style RPG that allows players to control up to four characters in combat and will provide users with an easy-to-use, intuitive interface. The characters in *Eternal Blade* will possess unlimited character growth and flexible development -- fighters will be able to develop spellcasting abilities and rogues and thieves will be able to improve their fighting skills and use of various weapons. Unlike other RPGs, combat in *Eternal Blade* will take place in real-time and will not "break-away" to separate cut scenes. A dynamic and interactive camera will enable players to see the action from multiple perspectives and they will never miss a moment of their adventure.

- more -

Taking full advantage of the advanced graphics and processing ability of PlayStation 2, *Eternal Blade* will boast top-notch graphical effects. The artwork is superbly rendered in real-time 3D, so gamers can expect to see and experience immersive, realistic environments and incredible special effects including full radiosity, an advanced character animation system and procedural effects for grass and animated plants. The title will also utilize a 3D particle system for spells and other special effects. Taking inspiration from popular RPG franchises, *Eternal Blade*'s characters, monsters, spells and weapons are all larger than life, while keeping their roots firmly planted in a traditional "Swords & Sorcery" style. *Eternal Blade* will also offer single player and multiplayer support for two to four players.

Eternal Blade is scheduled for release in Summer 2001.

About Mattel Interactive

Mattel Interactive is a leading entertainment company with strong brands on all major platforms. Our mission is to develop and publish innovative, interactive technology tools worldwide for the home and classroom. Mattel Interactive products are distributed using a multi-channel approach that includes retail, direct marketing, OEM, the Internet and schools. Products are also sold throughout international markets in Germany, France, the United Kingdom, Ireland, Holland, Latin America and the Pacific Rim. Mattel Interactive was established in 2000. Under the Mattel Interactive umbrella are three divisions; Entertainment, Productivity and Learning.

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*This title has not yet been officially approved by Sony Computer Entertainment America.



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MATTEL INTERACTIVE ANNOUNCES SONY PLAYSTATION® 2 TITLE AT E3

*Eternal Blade to Broaden Mattel's Product Roster,
Leading the Way toward Next-generation Gaming*

LOS ANGELES — May 11, 2000 — Mattel Interactive, leading publisher and developer of home entertainment software, today announced plans to publish *Eternal Blade* (working title), one of the first Role-Playing Games (RPG) to be released for Sony's PlayStation® 2 game console. The new title will deliver spectacular, completely original gameplay, designed to take full advantage of the console's advanced animated-movie quality graphics with detailed environments, processing capacity and Dolby-quality sound.

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- more -

Mattel Interactive • 500 Redwood Blvd. • Novato, CA 94947 • Tel: (415) 382-4400 • www.mattel.com

Taking full advantage of the advanced graphics and processing ability of PlayStation 2, *Eternal Blade* will boast top-notch graphical effects. The artwork is superbly rendered in real-time 3D, so gamers can expect to see and experience immersive, realistic environments and incredible special effects including full radiosity, an advanced character animation system and procedural effects for grass and animated plants. The title will also utilize a 3D particle system for spells and other special effects. Taking inspiration from other popular RPG franchises, *Eternal Blade*'s characters, monsters, spells and weapons are all larger than life, while keeping their roots firmly planted in a traditional "Swords & Sorcery" style. *Eternal Blade* will also offer single player and multiplayer support for two to four players.

Eternal Blade is scheduled for release in Q3 2001.

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NAMCO RELEASES FOR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM DELIVER A DOUBLE-PUNCH AT THE E-3 SHOW

**Tekken Tag Tournament™ and Ridge Racer® V demonstrate the power of
PlayStation 2**

SAN JOSE, Ca, April 14, 2000 – After a stunning launch in Japan, Namco is bringing to the US its two best-selling titles for the PlayStation®2 computer entertainment system.

Ridge Racer V has been the best-selling title since the release of the PlayStation 2 in Japan on March 4. Featuring stunning graphic detail and exceptionally smooth high-speed racing action, *Ridge Racer V* re-establishes Namco's leadership in the racing genre. Comments product manager Jim Atkiss, "No detail has been overlooked – watch the game carefully and you can even see flourishes like brake pads heating up behind tires and instrument panels that glow through the windshield in night races."

Tekken Tag Tournament, the latest in Namco's blockbuster fighting franchise, is another showcase of Namco's state-of-the-art design and technology. Already featured on the covers of Newsweek and USA Today, the Tekken Tag Tournament is considered by many to be the flagship title of the PlayStation®2 computer entertainment system. Tekken Tag Tournament includes 34 characters from throughout the Tekken series and

features a special tag-team mode that creates new combinations of attacking moves never before possible. With hidden extra modes including “Tekken Bowling” Namco once again has taken an arcade hit to the next level on a home console system. Namco marketing director Mike Fischer comments, “Fighting games are considered to be the ultimate platform for demonstrating the technical capabilities of any video game system. I think Tekken Tag Tournament really shows the potential of PlayStation 2.”

Namco Hometek Inc. is the U.S. consumer division of Namco Limited, a Tokyo-based world leader in the high-tech entertainment industry. Committed to providing the ultimate entertainment experience, Namco uses cutting-edge technology and advanced electronics to take their theme parks, arcades, and home video games far beyond traditional entertainment.

Ridge Racer ® V & © 1999 Namco Ltd. Tekken Tag Tournament ™ & © 1994, 1995, 1996, 1999, Namco Ltd. All Rights Reserved. These titles have not been officially approved by Sony Computer Entertainment America.

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SQUARE ANNOUNCES PRODUCT LINEUP FOR ELECTRONIC ENTERTAINMENT EXPO

*PlayStation®2 computer entertainment system Titles
and Highly Anticipated FINAL FANTASY® IX to be Unveiled at Show*

COSTA MESA, Calif., May 2, 2000 – Square Electronic ArtsSM L.L.C. (Square Electronic Arts), the exclusive publisher of all SQUARESOFT® products in North America, today announced the titles it will debut at the Electronic Entertainment Expo (E3) to be held May 11-13, 2000 in Los Angeles, California. Square's product lineup consists of two titles for the PlayStation 2 computer entertainment system, including The BouncerTM, an action fighting game and Driving Emotion Type-STM, a driving simulation game. Square will also unveil a preview of FINAL FANTASY IX for the PlayStation® game console. FINAL FANTASY IX is the latest title in the popular FINAL FANTASY series, which has sold more than 26 million units to date.

In addition to FINAL FANTASY IX, Square will present a variety of role-playing games (RPGs) for the PlayStation game console that range from the traditional RPG style that Square has become famous for to more action-oriented games that will appeal to casual gamers. Among these are two sequels to past hits, Chrono CrossTM and Parasite EveTM 2, and a new medieval action/adventure title, Vagrant StoryTM.

The following PlayStation 2 titles will be showcased:

THE BOUNCER – A “Seamless Action Battle” where fighting elements combine with life-like action allowing multiple players and multiple enemies to fight simultaneously – a feature never before seen in a video game. New and dynamic developmental features allow interactivity with the environment like tables, chairs, and debris where action battles take place involving as many as 10 characters at once. Character designs by famed FINAL FANTASY and Parasite Eve artist Tetsuya Nomura bring an amazingly life-like look and feel to characters in this “Playing Action Movie.” The Bouncer is scheduled to ship in late 2000.

DRIVING EMOTION TYPE-S – A driving simulation game implementing a number of innovative features not found in typical racing games. Featuring a superior engine that accurately simulates the physics of driving, every detail such as air, weight, gravity and resistance is systematically calculated to give gamers a true feel of driving at high speeds. To add even more realism to the game, Driving Emotion Type-S features a new driving perspective that allows gamers to experience driving from inside the car. Ultimately, this translates to having an up close look at every minute detail of a car’s interior, and a driving experience like no other. The title will ship in 2001.

The following PlayStation titles will also be on display:

VAGRANT STORY – an action/role-playing game set in a medieval world where the player takes the role of a knight who has been wrongly accused of murder and must flee into hiding to uncover the truth. The game features a unique weapon system in which players can create their own armaments from various pieces of weapons they find throughout the game. Vagrant Story offers breathtaking cinematic sequences accompanied by movie-style gameplay features such as innovative lighting and editing effects. Vagrant Story is scheduled to ship on May 16, 2000 packaged with a demo disc – 2000 collector’s CD Vol. 3 – including interactive and non-interactive demos of other Square titles including Chocobo Racing™, Chocobo’s Dungeon™ 2, SaGa Frontier™ 2, Front Mission 3™, Legend of Mana™, Chrono Cross™ and Threads of Fate™.

LEGEND OF MANA – a role-playing game set in a magical, fairy-tale world and depicted in brilliant 2D watercolor graphics. Players assume the role of one of two playable characters and embark on a quest to restore the world of Fa’Diel. They do so by using the “Land Creation System” that employs artifacts received throughout the game to create the individual lands. As players expand the world, they must also face a variety of monsters and level bosses. Legend of Mana is slated to ship June 13, 2000.

THREADS OF FATE – a role-playing game with a deep storyline and thrilling action and puzzle elements. Players can choose between two characters who are both trying to obtain the Dew Prism, an artifact that has the power to reshape reality. In the search for this artifact, players travel through the game's eight levels and use their character's special powers to battle powerful enemies. Players can kick and punch during attacks providing non-stop action and a reliance on quick reflexes. *Threads of Fate* is scheduled to ship July 18, 2000.

CHRONO CROSS – a role-playing game and follow up to the popular *Chrono Trigger* in which the two main characters face a strange evil presence that threatens the universe. Their only hope in eliminating it lies in a secret and powerful artifact which they set out to find. Players utilize a battle system that offers real-time fighting sequences for uninterrupted battle and flexible fighting options. The game also features high-quality full motion video sequences created by the same team that created the sequences for *FINAL FANTASY VIII*. *Chrono Cross* is scheduled to ship in August 2000.

PARASITE EVE 2 – a sequel to the best-selling role-playing adventure game, *Parasite Eve 2* again places the player in the role of Aya Brea, a policewoman from New York. A new breed of monsters has emerged and Aya must fight the spread of the creatures. Players collect and customize a wide variety of weapons and armor as they progress through the game. Realistic computer generated cinematic sequences transition fluidly in and out of the gameplay. *Parasite Eve 2* is slated to ship in September 2000.

FINAL FANTASY IX – the latest in Square's world-renowned *FINAL FANTASY* franchise, *FINAL FANTASY IX* allows gamers to return to roots of the franchise's success. The title plays out in a classic *FINAL FANTASY* medieval setting with the return of staple characters largely enhanced by beautifully animated computer generated graphics. Famed artist, Yoshitaka Amano, works on *FINAL FANTASY IX* as character designer and the image illustrator. With vast artistic, creative and developmental talents involved in the project, the last *FINAL FANTASY* game on the PlayStation game console is sure to inspire more audiences than even previous versions. *FINAL FANTASY IX* is set to ship in late 2000.

Square Electronic Arts L.L.C. and Square Co., Ltd.

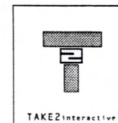
Square Co., Ltd. is the leading third-party developer and publisher of home video game console software in Japan with annual sales of more than US \$560 million consolidated base (based on average annual exchange rate of 128.04 Japanese Yen per US Dollar during fiscal year 1999) and 1,200 employees worldwide. Square Co., Ltd. became famous for its role-playing games, including its world-renowned

FINAL FANTASY series, which has sold more than 26 million units to date, and now publishes other titles under the SQUARESOFT brand spanning all genres. Square Co., Ltd. is based in Tokyo, Japan, and maintains a branch office in Osaka. More information about Square Co., Ltd., can be found on the Internet at <http://www.square.co.jp>.

In North America, Square Co., Ltd. publishes its SQUARESOFT titles through Square Electronic Arts L.L.C., located in Costa Mesa, CA. Square Electronic Arts L.L.C. is a Limited Liability Company established on May 1, 1998 by Square Soft, Inc. and Electronic Arts to manage the marketing and distribution of SQUARESOFT products in North America. More information about SQUARESOFT products can be found on the Internet at <http://www.squaresoft.com>.

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The Bouncer, Driving Emotion Type-S, FINAL FANTASY, Chrono Cross, Parasite Eve, Vagrant Story, Chocobo Racing, Chocobo's Dungeon, SaGa Frontier, Front Mission 3, Legend of Mana, Threads of Fate are trademarks or registered trademarks of Square Co., Ltd. The Bouncer, Driving Emotion Type-S and FINAL FANTASY IX have not yet been officially proposed to Sony Computer Entertainment America. Square Electronics Arts is a service mark of Square Electronic Arts L.L.C. SQUARESOFT is a registered trademark of Square Co., Ltd. Electronic Arts is a trademark or registered trademark of Electronic Arts. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.



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**TAKE-TWO INTERACTIVE SOFTWARE'S ROCKSTAR GAMES
SET TO UNVEIL *ONI* FOR THE PLAYSTATION®2 AT E3**

**ROCKSTAR AND BUNGIE SOFTWARE TO REVOLUTIONIZE
ACTION GENRE FOR YEAR 2000**

NEW YORK, NY – May 11, 2000 – Rockstar Games, Take Two Interactive Software, Inc.'s (NASDAQ:TTWO) high end video game publishing division, is pleased to announce it is developing Bungie Software's critically-acclaimed, *ONI* for the PlayStation®2 computer entertainment system. Rockstar is developing the title internally in conjunction with award-winning Bungie Software who are developing the title for release on PC and Mac formats. All formats of this highly anticipated game will be released simultaneously and will benefit from a high impact marketing campaign that effectively combines the budgetary and creative resources of both companies. To see *ONI* at this year's E3, please go to the Take-Two Interactive booth at the L.A. Convention Center in the South Hall, Booth 400.

Oni takes place in a multi-elevation 3D urban jungle designed by architects for maximum realism and consistency. With art drawn by anime specialists and code written by some of the brightest talents in 3D graphics, *Oni* will undoubtedly challenge players' conceptions of what is possible in a videogame.

Complex technologies bring *Oni*'s world to stunning life. Radiosity effects paint the setting with natural light. *Oni* uses interpolation in its character animations, which means that Konoko can sprint forward, tuck into a dive roll, and then pop up into a flying kick, all in one smooth, continuous movement, reacting instantaneously to the controls.

Oni tells the story of Konoko, an elite cop and one-woman SWAT team whose approach to fighting crime is a devastating combination of rational calculation and fighting fury. She is also a woman divided and haunted by shadows in her past, by oni ("ghosts" or "demons" in Japanese). *Oni* seamlessly blends hand-to-hand martial arts combat and gunplay into a single, new third-person 3D action hybrid, "full contact action." When your gun runs out of ammo, drop it and take out your opponents with flying kicks and neck-snapping throws. If you knock an opponent's gun out of his hand, you can grab it and finish off a roomful of them in a blaze of fire. If the action gets too intense, kill the lights, prime a concussion grenade and dive through a window while the room explodes above you!!

Bungie CEO Alexander Seropian said "*Oni* and the PlayStation 2 were made for each other. The remarkable speed and power of the PlayStation 2 is the perfect complement to the vast environments, cutting-edge technology and wide-ranging action of *Oni*. *Oni*'s blend of martial arts and gunplay is unique, and its anime setting makes it perhaps the most stylish game we've done yet, so bringing it to console involves many challenges. Fortunately, Rockstar has it all. We're as impressed with their sense of style as we are with their talent for game design, and can't wait to see the result of our mutual effort to bring together this excellent game and excellent platform."

Sam Houser, president of Rockstar Games, added, "We are extremely excited to bring the groundbreaking action of *Oni* to the PlayStation 2 in conjunction with Bungie Software. The development teams at Bungie are some of the most respected in the industry and they have successfully challenged the accepted limits of traditional game development. They understand what it takes to make great games and we at Rockstar's internal development teams have the talent and experience to maximize the PlayStation 2 development hardware. *Oni* will challenge and change the face of traditional action games on PlayStation 2."

About Bungie Software Corporation

Based in Chicago, Bungie Software is a rarity in the electronic entertainment industry, a private corporation dedicated to both developing and publishing outstanding, immersive electronic games that surpass conventional technology and provide compelling and repeatable play. Makers of the smash "Myth" and "Marathon" series, Bungie is currently developing the highly anticipated action games "Oni" and "Halo" For more information, surf to www.bungie.com.

About Take 2 Interactive, Broadband Studios and Rockstar Games

Headquarter in London, Broadband Studios, focuses on the creation of broadband interactive entertainment software and technology. BBS intends to market Jive, a proprietary technology platform designed to give high-speed, high-capacity digital broadband network operators the ability to offer "real-time" interactive games on-demand. BBS develops and publishes original content for next-generation video game consoles under its Rockstar Games brand, and is engaged in the ongoing development of tools and technologies for the delivery of its own games and third-party games to consumers who have, or will have, broadband access. BBS maintains development offices in Tel-Aviv, Toronto, and Edinburgh, U.K., and production, marketing and business development offices in New York City, San Francisco and London.

Headquartered in New York City, Take-Two Interactive Software, Inc. is an integrated global developer, marketer, distributor, and publisher of interactive entertainment software games and accessories for the PC, Sony PlayStation, Nintendo 64, Nintendo Game Boy Color and the Sega Dreamcast. The Company publishes and develops products through various wholly owned subsidiaries including: Rockstar Games, TalonSoft, Joytech and DMA Design. The Company maintains a publishing and distribution partnership with, and 19.9% equity interest in, both Gathering of Developers and Bungie Software. The Company's Jack of All Games value added distribution arm maintains sales and marketing offices in Cincinnati, New York, Toronto, London, Paris, Munich, Oslo, Stockholm, Copenhagen, Milan and Sydney. The Company recently formed Broadband Studios, Inc. to independently pursue technology and content opportunities within the emerging world of broadband game delivery.

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Safe Harbor Statement under the Private Securities Reform Act of 1995: The statements contained herein which are not historical facts are forward-looking statements that involve risks and uncertainties including, but not limited to, risks associated with the Company's future growth and operating results, credit risks, inventory obsolescence, technological change, competitive factors, product returns, failure of retailers to sell-through the Company's products, and unfavorable general economic conditions. The Company's actual operating results may vary significantly from such forward-looking statements. Take-Two undertakes no obligation to update forward-looking statements contained within this press release.

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TAKE-TWO INTERACTIVE'S ROCKSTAR GAMES UNVEILS *MIDNIGHT CLUB* AND *SMUGGLER'S RUN* FOR PLAYSTATION®2 AT E3

ROCKSTAR GAMES AND AWARD-WINNING ANGEL STUDIOS SET TO UNLEASH TWO PLAYSTATION 2 TITLES THIS FALL

NEW YORK, NY – May 11, 2000 -- Rockstar Games, Take Two Interactive Software, Inc.'s (NASDAQ:TTWO) high end video game publishing division, is pleased to announce it is developing two games for Sony's (NYSE:SNE) PlayStation®2 gaming system in conjunction with the award-winning Angel Studios, Inc., developer of Microsoft's *Midtown Madness* and Nintendo's *Ken Griffey's Sluggfest* series of Major League Baseball games. *Midnight Club: Street Racing* and *Smuggler's Run* are being developed for Sony's next generation console system and will be on display at the Take-Two Interactive booth at the L.A. Convention Center in the South Hall, Booth 400.

Midnight Club: Street Racing is a game based around illegal street racing. Players drive performance enhanced cars around busy city streets until they are challenged by another member of the illusive Midnight Club, and race at breakneck speeds through the city. Set in realistic, incredibly detailed, three-dimensional models of the world's greatest cities, *Midnight Club: Street Racing* will feature single and multiplayer modes, many different vehicles and some of the greatest car tuning shops in the world.

Smuggler's Run is an open plan racing game in which players have to deliver contraband across borders while being chased by the police and other smuggling operations. Set in a variety of rural environments, with an incredible new panoramic perspective, the game has a phenomenal physics engine to faithfully recreate the speed and sensations of tearing across the country, through farms, fences and forests while trying to outrun a variety of enemies. *Smuggler's Run* also introduces to driving titles fully interactive supporting non-player characters, which the player can use to distract and attack his pursuers.

Diego Angel, president of Angel Studios, commented "Rockstar's edgy, informed style blends beautifully with our artistic slant and unique technology. The opportunity to be involved with PlayStation 2 development early on in the system's life cycle remains a tremendous thrill for Angel Studios."

Sam Houser, president of Rockstar Games, said, "We are very pleased to be making two complimentary driving titles with Angel Studios for the PlayStation 2. The development teams at Angel are one of the acknowledged masters of creating great driving physics models and groundbreaking games. *Midnight Club: Street Racing* is a title we have always wanted to make, while *Smuggler's Run* represents a new

dynamic in driving games. Angel Studios is an official middle ware developer for PlayStation 2, so they fully understand how to get the most out of this incredible machine."

About Take 2 Interactive, Broadband Studios and Rockstar Games

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About Angel Studios

Angel Studios creates 3D real-time interactive entertainment that fuses technology, creativity, and gameplay. Angel's cutting edge technology brings physics simulations, special effects, 3D graphics, artificial intelligence, and organic animations to consoles, PCs, arcades, high-end attractions, and OEM technology demos. In balance with Angel's creative art and intense gameplay, this technology makes possible original video games that are totally immersive and simply fun.

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THQ's *Summoner* Marks First Third Party North American PlayStation®2 Computer Entertainment System Press Event

Los Angeles, Calif.,- May 11, 2000 – Game publisher THQ has established itself as a serious contender for the fall 2000 PlayStation®2 computer entertainment system (PlayStation 2) launch. At a gathering targeting interactive entertainment journalists, THQ kicked-off the *Summoner*™ marketing campaign for PlayStation 2 with the first third party PlayStation 2 press event in North America. Developed by Volition (Champaign, IL), *Summoner* is a fantasy role-playing game boasting gorgeous graphics, an innovative combat system and a complex storyline.

“This is a particularly exciting year for our industry,” stated Brian Farrell, president and CEO, THQ. “The capabilities of the next generation of console systems enable us to create the most immersive interactive entertainment experiences to date. We are delighted with the initial response to *Summoner* and to be the first publisher to host a PlayStation 2 game press event previewing our product.”

Game Pro's Senior Associate Editor Justin Lambros had this to say about *Summoner* at the event. "*Summoner* looks to use the power of the PlayStation 2 to create an enormous and engrossing world, and to hopefully make a console RPG developed in the U.S. that goes toe-to-toe with the big boys from Japan."

A graphically brilliant entry into the RPG genre, *Summoner* crafts a unique look and complex story set in an original fantasy setting. In the role of the Summoner, players will travel through striking gamescapes and call forth a frightening array of original creatures to do battle in their quest to save their kingdom from annihilation. *Summoner* introduces several firsts for the role-playing category including the player's ability to add Summoned creatures to their party.

"Our goal for *Summoner* is to create a truly unique fantasy role-playing game experience with striking environments, distinctive characters and exciting gameplay; each of these elements integrated in a truly compelling story line," stated Mike Kulas, president, Volition, Inc. "The capabilities of the PlayStation 2 system allow us to develop the kind of rich game play experience that was previously reserved for PC enthusiasts. This event further strengthens our confidence in THQ as a publishing partner."

Summoner PlayStation 2 Features

- Full 3D engine with a 3rd person view and a graphic quality that rivals top action games
- Dynamic camera system offers cinematic views, including zooming, rotating, and panning controls
- Control up to five characters or summoned creatures in your party
- Jaw-dropping magical and summoning effects
- Complex story with unique characters inspired by literature, folklore, and mythology
- Amazing in-game cinematics
- Incredible variety of weapons, spells, monsters, and characters

Visit Summoner on the Web

For more information on *Summoner* for PlayStation 2, PC and Mac, including development team bios, screen shots, videos, and links to current gaming editorial previews, visit www.summoner.com.

About Volition

Volition, Inc. was formed in November, 1996. It is solely owned by Mike Kulas, one of the founders of Parallax Software. At its inception, Volition undertook development of *Descent Freespace: The Great War*, which had previously been in development at Parallax. At its founding, the thirteen employees of the Champaign office of Parallax Software were offered, and accepted, positions with Volition. These founders of Volition include approximately half of the development team of *Descent* and *Descent 2*. Volition has recently completed *Freespace 2*.

About THQ

THQ Inc. develops, publishes and distributes interactive entertainment software worldwide for a variety of hardware platforms including PC CD-ROM, and those manufactured by Sega, Nintendo and Sony Computer Entertainment America. The THQ site is located at www.thq.com.

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The statements contained in this release which are not historical facts may be deemed to constitute forward-looking statements. Actual results may differ materially from those projected in such statements due to a number of risks and uncertainties, including, without limitation, demand and competition for the Company's products and other risks and uncertainties detailed in the Company's filings with the Securities and Exchange Commission, and as more specifically set forth in our report on form 8-K, filed on March 21, 2000.



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PLAYSTATION® BUSINESS CONTINUES TO EXCEED EXPECTATIONS THROUGH STRONG SALES DURING FIRST QUARTER 2000 *PlayStation Momentum Perseveres as Consumer Demand Intensifies*

LOS ANGELES, May 11, 2000 – Building on the momentum of its best-selling home console of all time, Sony Computer Entertainment America Inc. announced today that burgeoning sales of PlayStation® game consoles, software and peripherals demonstrate that the company is the dominant player in the gaming industry.

For the first quarter of 2000, sales of PlayStation game consoles were more than 1.1 million units – positioning PlayStation with more than 54.79 percent of the hardware market life to date. PlayStation's software sales accounted for more than 64 percent of the next-generation console market, more than twice that of its closest competitor. Additionally, its overall software-to-hardware tie ratio of 7.9 to 1 is higher than any console system in the history of videogames.

Sony Computer Entertainment America continues to set the standard for computer entertainment among consumers across North America. As evidence of its continued leadership, more than 26 million PlayStation game consoles have been sold in North America since launch. With continued strong sales in North America, the PlayStation game console remains the fastest-selling product in Sony's 50-year history and can be found in one out of every four U.S. households.

PlayStation's success continues to propel industry-wide growth in the gaming industry. For the first quarter of 2000, the industry accounted for more than \$1.4 billion in sales, an increase of more than seven percent over the same period in 1999.

- more -



Sony Computer Entertainment America
919 East Hillsdale Boulevard
Foster City, California 94404-2175
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SCEA – PlayStation Sales Remain Strong For First Quarter 2000
2-2-2-2

The results, announced today at the Electronic Entertainment Exposition (E3), came on the heels of a strong fourth quarter holiday sales season. According to the TRSTS reports from The NPD Group, a leading market research firm that tracks and reports on the gaming industry, PlayStation continues to maintain market leadership in all sales categories – hardware, software, and peripherals.

“This continued growth is an incredible testament to the power of the PlayStation brand and consumers’ ongoing desire to embrace this entertainment platform,” said Kazuo (Kaz) Hirai, president and chief operating officer, Sony Computer Entertainment America Inc. “We have made considerable strides towards achieving our vision for PlayStation by delivering the broadest gaming audience in history and making it a viable entertainment choice enjoyed by millions of consumers around the world. This unbelievable demand for PlayStation continues as we struggle to meet the necessary production forecasts to satisfy the market needs.”

In January, the company reported that holiday sales had exceeded expectations, selling more than 3 million PlayStation game consoles and outselling its competitors by an average margin of more than 2 to 1. PlayStation software also flourished with sales of more than 15.1 million games in December 1999, more than double that of Nintendo® 64, and more than 10 times that of Sega Dreamcast™.

And as the company enjoys a strong lead in North American sales, its performance in other regions makes PlayStation the undisputed worldwide leader in the home console market. Life to date worldwide hardware shipments (as of March 31, 2000) of the PlayStation game console totals 72.92 million units, with the following territorial breakdown:

- Japan: 17.4 million units
- North America: 27.11 million units
- Europe(PAL): 28.41 million units

- more -

SCEA – PlayStation Sales Remain Strong For First Quarter 2000
3-3-3-3

Life to date worldwide software shipments (as of March 31, 2000) totals 630 million units (or more than half a billion units) with the following territorial breakdown:

- Japan: 224 million units
- North America: 234 million units
- Europe (PAL): 172 million units

Strong sales of breakthrough titles such as *Syphon Filter*™ 2, *Gran Turismo*™ 2, *WWF*® *Smackdown!* from THQ, along with incredible demand for games in the “Greatest Hits” series, which includes such titles as *Spyro the Dragon*™, *A Bug’s Life*™ and *Crash Bandicoot: WARPED*™, contributed to the staggering software sales numbers.

Sony Computer Entertainment America Inc. continues to redefine the entertainment lifestyle with its PlayStation® game console and the upcoming PlayStation®2 computer entertainment system. As the best-selling home console of all time, a PlayStation can be found in more than one out of every four U.S. households. The PlayStation 2 computer entertainment system is set to revolutionize the home entertainment market, doubling as a videogame system and a DVD-Video player, while incorporating the capability to be used as a network terminal in the coming broadband era.

Recognized as the undisputed industry leader, Sony Computer Entertainment America Inc. markets the PlayStation game console and develops, publishes, markets and distributes software for the PlayStation game console and the upcoming PlayStation 2 computer entertainment system for the North American market. The company also manages the U.S. third party licensing program. Based in Foster City, Calif., Sony Computer Entertainment America Inc. serves as headquarters for all North American operations and is a wholly-owned subsidiary of Sony Computer Entertainment Inc.

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**SONY COMPUTER ENTERTAINMENT AMERICA FURTHER
DEMONSTRATES COMMITMENT TO PLAYSTATION® BRAND WITH
MULTI-MILLION DOLLAR MARKETING CAMPAIGN**
*Company Supports Two Platforms with Innovative Mix of Both
Traditional and Unconventional Strategic Marketing Programs*

LOS ANGELES, May 11, 2000 – Solidifying its role as both a brand and industry visionary, Sony Computer Entertainment America Inc. unveiled today the strategy for its multi-million dollar marketing campaign to support the upcoming North American launch of the PlayStation®2 computer entertainment system and its best-selling PlayStation® game console. This combined program, the company's largest marketing initiative to date, is designed to build on its unique ability to attract a broad spectrum of consumers, while redefining the entertainment lifestyle.

The emphasis of the marketing efforts will both fully maximize the impact of traditional marketing avenues and leverage unconventional vehicles, continuing the company's heritage as a marketing innovator.

"The revolutionary PlayStation 2 will define computer entertainment the same way that the PlayStation business changed the face of the videogame industry," said Andrew House, vice president, marketing, Sony Computer Entertainment America Inc. "As we manage the marketing efforts for both systems this year, we will continue to broaden and expand the overall market for all of our strategic partners. This multi-million dollar marketing commitment is a testament to our confidence in being able to sustain the livelihood for PlayStation software because our new system can play these games as well – providing a huge built-in market for the publishing community."

- more -



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PlayStation®2 Computer Entertainment System

Reaching above and beyond conventional marketing channels, Sony Computer Entertainment America will deploy a full-blown “new media” marketing strategy that positions PlayStation.com at the crux of its online marketing efforts, stretching the boundaries of innovative high-tech marketing to support the launch of the PlayStation 2 computer entertainment system. As a component of its online direction, this marketing program includes banner advertising, community building, online promotions, viral methods and more.

Traditional marketing efforts for the PlayStation 2 computer entertainment system will be focused on strategic television media buys, cinema, innovative print advertising, outdoor advertising, massive consumer sampling and trial opportunities and creative direct mail programs to reach a newly-identified core audience called Imaginators™. These consumers, classified through dedicated research and focus groups, are typically technology-savvy, key influencers and early-adopters.

PlayStation 2 advertising will adopt a unique two pronged approach. A PlayStation 2 computer entertainment system brand image campaign will seek out the Imaginators at every conceivable point of contact, including cinema, online, TV, print, event, and viral. The campaign will align the PlayStation 2 computer entertainment system with Imaginator values such as creativity and innovation. Concurrently, a comprehensive media blitz will provide consumers with an exclusive look at the highly-anticipated PlayStation 2 software library. Cinema will be leveraged to deliver PlayStation 2 computer entertainment system’s unprecedented graphics power in the finest possible form. To maximize exposure to the broad demographic of PlayStation 2 consumers, major media outreach will target lifestyle/consumer, gaming, business and high-tech outlets.

- more -

The company will also be able to inspire the existing loyal PlayStation fan base through the PlayStation Underground™ program, a unique one-on-one relationship marketing initiative. To date, PlayStation's market success can be attributed to the company's ability to identify and communicate with its fervent audience. By the end of 2000, this database of registered users will grow to exceed 3.5 million fans. These consumers will be exposed to more than 14 million impressions through direct mail communication relating to the PlayStation 2 computer entertainment system.

With a grassroots approach to marketing, Sony Computer Entertainment America will create massive trial and awareness through participation at key events attended by the target PlayStation 2 audience, including Rockfest, the WARPED tour, Gravity Games and Vans Triple Crown™ series. Additionally, consumers will receive additional hands-on trial with the newly remodeled "Thrills on Wheels", 68-foot touring truck, making its official debut at the MLB Fan Fest 2000 in Atlanta, GA, which runs from July 7th – 11th. "Thrills on Wheels" will be making appearances across the country at major sports and entertainment events featuring PlayStation 2 and PlayStation kiosks, offering attendees the opportunity to sample the hottest new titles for both platforms.

On the retail front, millions of dollars will be spent to enhance in-store merchandising. Consumers will also be able to sample upcoming software products for the PlayStation 2 computer entertainment system at interactive displays set-up at thousands of retail storefronts nationwide. Sony Computer Entertainment America estimates that five million consumers will have had the opportunity to clinch a hands-on experience with the PlayStation 2 computer entertainment system prior to its North American release.

“Although the introduction of PlayStation 2 later this year will prove to be the biggest consumer product launch in history, consumers continue to demonstrate the incredible mass market appeal for the current PlayStation, as a system can now be found in more than one in four U.S. households,” said House. “By continuing to anticipate trends in the marketplace, coupled with our unique understanding of this ever-expanding consumer base, we continue to utilize innovative approaches to reach this key market and will concentrate additional marketing resources to further facilitate growth from the youth audience.”

PlayStation® Game Console

Building on its previous success, the 2000 PlayStation marketing campaign furthers the company’s successful efforts to penetrate the overall entertainment market. It continues to feature extended print advertising in new, non-traditional vehicles, strategic television ad buys with an expansive children’s programming push through a \$10 million dedicated spend, and increased consumer promotions and cross promotional opportunities for all PlayStation entertainment franchises. The campaign also features ongoing partnerships with the most recognized youth-, family- and children-oriented brands. In addition, Sony Computer Entertainment America will be working in conjunction with its retail partners to strengthen the in-store presence for its popular “Greatest Hits” products.

This year’s advertising campaign includes dedicated PlayStation television ads for more than eight different game titles, providing viewers with a medley of unique glimpses of new PlayStation-exclusive titles within the established and recognizable PlayStation ad template. The media buy includes spots on network television during shows such as “The Drew Carey Show,” “Friends,” “Buffy the Vampire Slayer,” “Angel,” “Roswell,” and NBA programming, syndicated programs, as well as buys on popular national cable programs and syndication.

Comprehensive print advertisements will complement the television spots aimed at a wide range of demographics will be introduced in major gaming, consumer and vertical publications.

- more -

In an effort to communicate the company's commitment and passion for the sports gaming category, Sony Computer Entertainment America will back the 989 Sports brand with a multi-million dollar marketing budget to generate multi-faceted marketing programs for each franchise property, including *NFL GameDay™ 2001*, *MLB™ 2001*, *NHL FaceOff™ 2001*, *NBA ShootOut 2001*, *NCAA® GameBreaker™ 2001* and *NCAA® Final Four® 2001*. All sports titles will be supported by campaigns including television and print and radio advertising, national promotions, direct mail efforts, point of purchase support, Web site support, retailer co-op support and retail merchandising support.

As in previous years, Sony Computer Entertainment America will provide support for key third party franchise titles through exciting new promotional tie-ins, joint television advertising campaigns, and opportunities for branding across genres and additional PlayStation sampling opportunities.

Additionally, Sony Computer Entertainment America will expand its outreach through major cross-promotions by partnering with the leading brands in the packaged goods, soft drink and fast food industries. The company has already formed several strategic alliances with such top brands as Pizza Hut, General Mills, Nabisco and Pepsi.

Sony Computer Entertainment America Inc. continues to redefine the entertainment lifestyle with its PlayStation® game console and the upcoming PlayStation®2 computer entertainment system. As the best-selling home console of all time, a PlayStation can be found in more than one out of every four U.S. households. The PlayStation 2 computer entertainment system is set to revolutionize the home entertainment market, doubling as a videogame system and a DVD-Video player, while incorporating the capability to be used as a network terminal in the coming broadband era.

- more -

SCEA – 2000 Marketing Campaign
6-6-6-6

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**989 SPORTS™ BOOSTS SPORTS VIDEOGAME LINEUP
BY FLEXING STRENGTHENED MARKETING MUSCLE**
*Leading Developer of Sports Videogames for the PlayStation® Game Console and
PlayStation®2 Computer Entertainment System to Benefit from
Sony Computer Entertainment America's Corporate Restructuring*

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced details today of an unprecedented marketing program for 989 Sports™, the leading sports software brand, that will support all sports videogame titles released for the PlayStation® game console, as well as the highly anticipated PlayStation®2 computer entertainment system. Titles to be released this year for PlayStation and PlayStation 2 that will benefit from individual, wide-reaching and multi-targeted marketing campaigns include: *NFL GameDay™ 2001*, *MLB™ 2001*, *NHL FaceOff™ 2001*, *NBA ShootOut 2001*, *NCAA® GameBreaker™ 2001* and *NCAA® Final Four® 2001*.

The 989 Sports brand was created in May 1998, as 989 Studios became independent from Sony Computer Entertainment America to publish software for the PlayStation and PC markets. The success of the 989 Sports brand was a driving force behind 989 Studios' rise as the number three publisher of software for the PlayStation game console.

- more -

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In February 2000, Sony Computer Entertainment America Inc. announced a consolidation of 989 Studios with Sony Computer Entertainment America which would continue to develop and market the 989 Sports brand – a recognized industry leader. Behind top franchises *NFL GameDay*, *MLB*, *NBA ShootOut*, *NHL FaceOff*, *NCAA GameBreaker* and *NCAA Final Four*, the 989 Sports brand strives to push the envelope of interactive entertainment quality, innovation and delivery to maintain a leading position on the cutting edge of technology.

“989 Sports is already a household name among PlayStation gamers, sports fans and professional athletes,” said Andrew House, vice president, marketing, Sony Computer Entertainment America Inc. “Consumers can expect to see and hear much more about 989 Sports’ cutting-edge games in campaigns that speak to our passion and commitment to sports. The goal is to continue to communicate our dominance in the sports category for the current PlayStation, and at the onset of the PlayStation 2 lifecycle.”

Sony Computer Entertainment America will back the 989 Sports brand with a multi-million dollar marketing budget enabling the brand to generate multi-faceted marketing programs for each franchise. All sports titles will be supported by campaigns including television and print advertising, national promotions, direct mail efforts, point of purchase support, Web site support, retailer co-op support and retail merchandising support.

National multi-million dollar advertising campaigns will include comprehensive television and print support. Targeted broadcast advertising schedules including dedicated thirty-second spots will air on national network, cable and syndication programming with additional branding contributions for network and cable television. Major print advertising support in the form of four color spread and full page advertisements will appear in major sports, consumer and enthusiast publications.

Sony Computer Entertainment America's marketing might will further enhance individual marketing campaigns through innovative national retail and online promotions, product contests and sweepstakes, as well as narrowly-targeted direct mail efforts featuring teaser, demo disc and coupon mailings. Online promotions will come in the form of preview and launch Web pages as well as consumer promotions on the heavily visited www.playstation.com Web site.

Retailers will benefit from strong support for each individual game title through point of purchase displays including life-sized standees, posters, oversized dummy boxes, tent cards and "coming soon" signage. Retailers will also have the opportunity to participate in extensive co-op programs including advertising, direct mail and promotions.

989 Sports is the sports software brand of Sony Computer Entertainment America Inc. Known for its top-selling sports franchise titles such as *NFL GameDay*™, *MLB*™, *NBA ShootOut*, *NHL FaceOff*™, *NCAA® Final Four®* and *NCAA® GameBreaker*™, 989 Sports is committed to developing authentic and innovative sports games to appeal to both the professional athlete and hard-core sports videogame fan.

Sony Computer Entertainment America 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.

Recognized as the undisputed industry leader, Sony Computer Entertainment America Inc. markets the PlayStation game console and develops, publishes, markets and distributes software for the PlayStation game console and the upcoming PlayStation 2 computer entertainment system for the North American market. Based in Foster City, Calif., Sony Computer Entertainment America Inc. serves as headquarters for all North American operations and is a wholly-owned subsidiary of Sony Computer Entertainment Inc.

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

PLAYSTATION® GAME CONSOLE

PRICING FACT SHEET

HARDWARE:

The best-selling PlayStation® game console hardware, which includes the DUALSHOCK™ analog controller as the standard pack-in peripheral, is currently retailing with a SRP of \$99.

SOFTWARE:

PlayStation offers consumers the best value in videogame entertainment with more than 700 reasonably-priced software titles available for the system.

Game titles usually sell between \$35 and \$50, varying among the individual retailers.

“Greatest Hits” Series titles include a distinctive roster of PlayStation titles that have already proven to be all-time favorites among consumers and carry a SRP of \$24.99, with many retailers advertising titles as low as \$19.99. Among the 83 titles in the series are: *Gran Turismo*™, *Spyro the Dragon*™, *Crash Bandicoot: WARPED*™, *Twisted Metal*® 3, *Tomb Raider*™ 3, *Tekken 3*™, and others.

PERIPHERALS:

Standard Controller - SRP: \$15

Designed for better control, providing for more aggressive and comfortable gameplay, the extra controller allows two players to play against one another in head-to-head action.

Memory Card - SRP: \$15

Allows players to save their game at anytime, even when it's not being played. Especially useful for storing high scores, a player's place in the game, or for saving character or team attributes.

Color Memory Card - SRP: \$15

Standard memory cards are now available in a rainbow of colors: Island Blue, Lemon Yellow, Candy Orange, Crystal (clear), Cherry Red and Emerald. The vibrant color memory cards allow players to store high scores, save settings, transport levels and copy game positions.

RFU Adaptor - SRP: \$15

Allows users to run the PlayStation game console on TVs, mostly older sets, that do not have a video input terminal. Includes RF converter, automatic TV/game switch and cable.

- more -

Mouse with Pad - SRP: \$35

This two-button mouse allows players to control the action with the use of a specially-designed mouse – especially useful for puzzle/strategy games and role-playing games.

S Video Cable - SRP: \$30

Enhance your video experience with the S video cable made exclusively for the PlayStation videogame console! Excellent for viewing high resolution graphics. Will work on TVs and VCRs with S video input.

Link Cable - SRP: \$20

Link your PlayStation and TV monitor to a friend's. Brace yourself for the most competitive gameplay in town.

Multi Tap Adaptor - SRP: \$30

Get ready to challenge your friends with the Multi Tap adaptor for the PlayStation game console. This innovative peripherals device is an adaptor used to increase the number of controllers and memory cards that can be connected to the PlayStation game console. Plug in one Multi Tap for up to four-player intense gameplay, plug in two Multi Tap peripherals to allow up to eight players the ultimate interactive videogame experience.

DUALSHOCK™ Analog Controller - SRP: \$25

The DUALSHOCK analog controller, an advanced dual-vibrating controller, brings you highly accurate analog control as well as well-designed vibrations. Houses two force-feedback solenoids that rumble independently. The DUALSHOCK analog controller's appearance differs only slightly from the analog controller currently available, but the DUALSHOCK analog controller's convex analog thumb-pads are slightly more responsive.

Color DUALSHOCK™ Analog Controller - SRP: \$29.95

The DUALSHOCK analog controller is now available in five vibrant colors: Island Blue, Emerald, Crystal (clear), Diamond Black and traditional Gray. The color DUALSHOCK analog controller offers the same features as the original.

**Please note: Not all software titles take advantage of the above peripherals. Please read the specific software specifications to determine applicable use of each peripheral.*

PLAYSTATION® GAME CONSOLE

GREATEST HITS TITLES

PlayStation's "Greatest Hits" Series features a distinctive roster of titles that have proven to be all-time favorites among consumers and generally carry a SRP of \$24.99, with many retailers advertising titles for as low as \$19.99.*

1. *1Extreme™*, formerly ESPN® Extreme Games (SCEA)
2. *2Extreme™* (SCEA)
3. *A Bug's Life™* (SCEA)
4. *Air Combat™* (Namco)
5. *Alien Trilogy™* (Acclaim)
6. *Andretti Racing™* (Electronic Arts)
7. *Asteroids™* (Activision)
8. *Battle Arena Toshinden™* (SCEA)
9. *Casper™* (Interplay)
10. *Castlevania® Symphony of the Night* (Konami)
11. *Cool Boarders™ 2* (SCEA)
12. *Cool Boarders®3* (989 Studios)
13. *Crash Bandicoot™* (SCEA)
14. *Crash Bandicoot 2: Cortex Strikes Back™* (SCEA)
15. *Crash Bandicoot: WARPED™* (SCEA)
16. *Croc™ Legend of the Gobbos* (Fox Interactive)
17. *Destruction Derby™* (Psygnosis)
18. *Destruction Derby 2™* (Psygnosis)
19. *Die Hard Trilogy™* (Fox Interactive)
20. *Doom™* (Williams Entertainment)
21. *Fighting Force™* (Eidos)
22. *Final Fantasy® VII* (Squaresoft)
23. *Formula One* (Psygnosis)
24. *Frogger™* (Hasbro)
25. *Gran Turismo™* (SCEA)
26. *Jeremy McGrath SuperCross '98™* (Acclaim)
27. *Jet Moto™* (SCEA)
28. *Jet Moto™ 2* (SCEA)
29. *Loaded™* (Interplay)
30. *Madden NFL™ '98* (Electronic Arts)
31. *Metal Gear® Solid* (Konami)
32. *Monopoly™* (Hasbro)
33. *Mortal Kombat® 4* (Midway)
34. *Mortal Kombat® Trilogy™* (Midway)
35. *Museum Vol. 1™* (Namco)
36. *Museum Vol. 3™* (Namco)
37. *Nascar® '98* (Electronic Arts)
38. *Nascar® '99* (Electronic Arts)
39. *Road & Track presents The Need for Speed™* (Electronic Arts)
40. *Need for Speed II™* (Electronic Arts)
41. *Need for Speed III™* (Electronic Arts)
42. *NFL Blitz™* (Midway)
43. *NFL GameDay™* (SCEA)
44. *NFL GameDay™ '97* (SCEA)
45. *NHL FaceOff™* (SCEA)
46. *NHL FaceOff™ '97* (SCEA)
47. *NHL® '98* (Electronic Arts)
48. *Oddworld: Abe's Odyssey™* (GT Interactive)
49. *Rayman™* (UbiSoft)
50. *Reel Fishing™* (Natsume)
51. *Resident Evil DC™* (Capcom)
52. *Resident Evil 2™* (Capcom)
53. *Ridge Racer™* (Namco Hometek)
54. *Road Rash™* (Electronic Arts)
55. *Road Rash 3D™* (Electronic Arts)
56. *Rugrats™* (THQ)
57. *Soul Blade™* (Namco)
58. *Soviet Strike™* (Electronic Arts)
59. *Spyro the Dragon™* (SCEA)
60. *Tekken™* (Namco)
61. *Tekken 2™* (Namco)
62. *Tekken 3™* (Namco)
63. *Tenchu™* (Activision)
64. *Test Drive® 4* (Accolade)
65. *Test Drive® 5* (Accolade)
66. *Test Drive®: Off Road* (Accolade)
67. *Tetris Plus™* (Jaleco)
68. *The Lost World: Jurassic Park™ Special Edition* (Electronic Arts)
69. *TNN Motor Sports™ Hardcore 4x4™* (ASC)
70. *Tomb Raider™* (EIDOS Interactive)
71. *Tomb Raider™ 2* (EIDOS Interactive)
72. *Tomb Raider™ 3* (EIDOS Interactive)
73. *Triple Play '98* (Electronic Arts)
74. *Twisted Metal®* (SCEA)
75. *Twisted Metal® 2* (SCEA)
76. *Twisted Metal® 3* (989 Studios)
77. *Vigilante 8™* (Activision)
78. *WarHawk™* (SCEA)
79. *WCW Nitro™* (THQ)
80. *WCW™ vs. the World* (THQ)
81. *WipEout™* (Psygnosis)
82. *WWF Wrestlemania® The Arcade Game* (Acclaim)
83. *WWF™ Warzone™* (Acclaim)

*Please note the following for Third Party title inclusion:

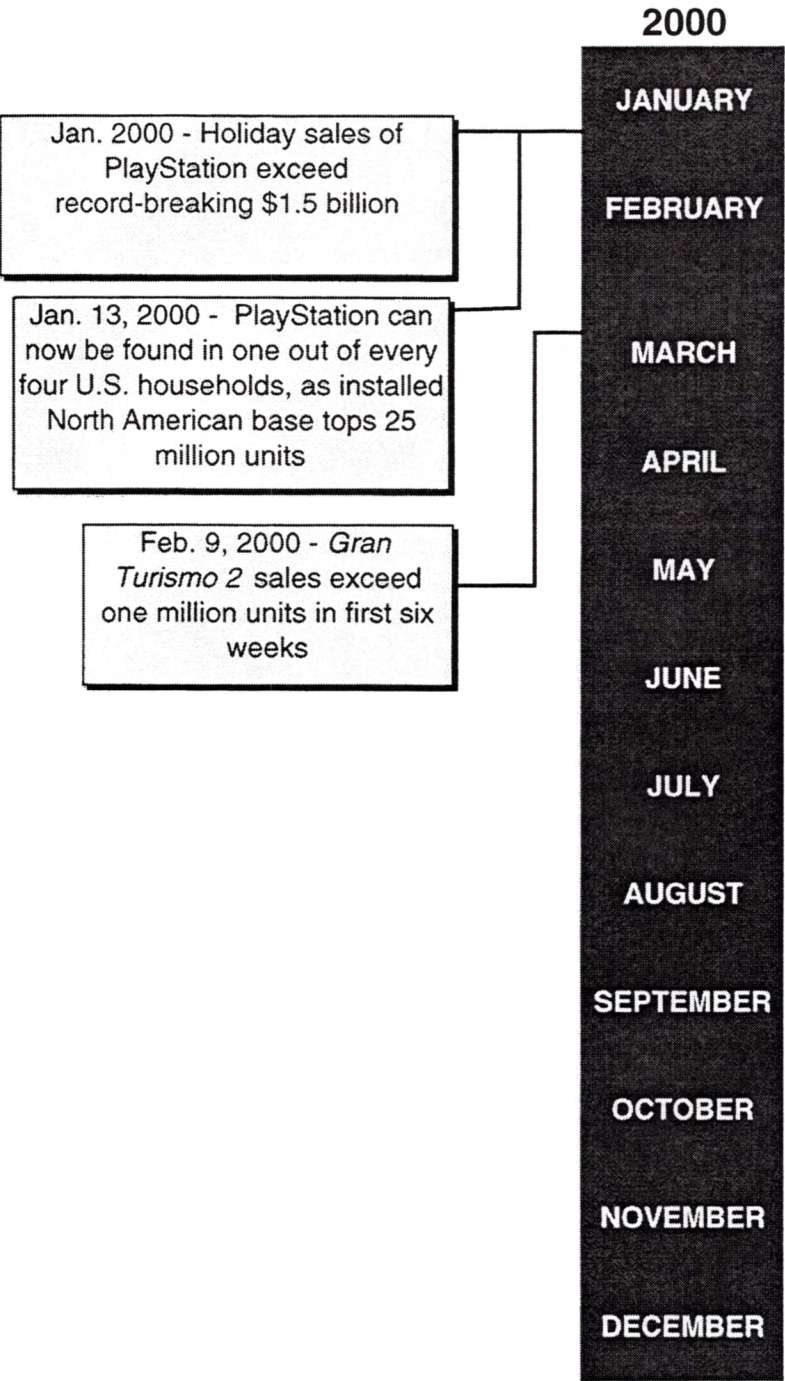
- 1) Titles must meet certain criteria prior to selection for the "Greatest Hits" program. Third Party publishers are not obligated to participate in the "Greatest Hits" program once a title qualifies.
- 2) "Greatest Hits" retail pricing may vary for Third Party titles. SCEA does not set pricing for Third Party titles.

PLAYSTATION® GAME CONSOLE

VITAL STATISTICS

- The **PlayStation** game console was introduced on Sept. 9, 1995. Since then more than 25 million consoles have been sold in North America, with more than 70 million sold worldwide (and counting).
- A **PlayStation** game console can be found in one out of every four U.S. households.
- **PlayStation** owners can choose from a library of more than 700 game titles. The quality, selection and low price of games available for the **PlayStation** game console is unparalleled.
- The **PlayStation** is a CD-based, 32-bit system that creates true 3D environments and provides extended memory. The use of CD delivery provides larger, deeper and broader gameplay.
- The **PlayStation** game console comes equipped with the DUALSHOCK™ analog controller, and is offered at the low SRP of \$99. Games are available for between \$30 and \$50, with many advertised at a much lower price. The “Greatest Hits” series, currently featuring more than 80 of the best selling **PlayStation** games ever, is offered at an SRP of \$24.99, with many retailers advertising the games as low as \$19.99.
- Sales reports indicate that **PlayStation** is outselling its nearest competitor almost 2:1.
- The entertainment industry has embraced **PlayStation**. Famous fans include Leonardo DiCaprio, Freddie Prinze, Jr., Robin Williams, Missy “Misdemeanor” Elliott, Rosie O’ Donnell, Ryan Philippe, Matthew Perry, Kid Rock, and members of Smashing Pumpkins, No Doubt, Foo Fighters, Green Day and Dave Matthews Band, just to name a few.
- **PlayStation** can be found on the sets of many of the most popular television shows. Recent television “appearances” include *Felicity*, *Friends*, *ER*, *The Drew Carey Show*, *Just Shoot Me*, *Chicago Hope*, *OPRAH*, *Party of Five*, *Law & Order*, *3rd Rock From the Sun*, *MTV* and more.
- **PlayStation** enthusiasts cover a wide demographic range. In fact, the average age of a **PlayStation** owner is 23, and 33 percent of **PlayStation** owners are over the age of 24.
- The **PlayStation** Web site located at <http://www.playstation.com>, receives approximately 80,000 visitors on an average day.
- The **PlayStation** game console is the fastest selling product in Sony’s 50-year history.
- According to the NPD Group, the videogame industry generated \$6.9 billion in 1999, closing in on total U.S. movie box office receipts of \$7.5 billion for that year. This year, the videogame industry is expected to exceed \$7 billion.
- Sony Computer Entertainment Inc. announced the details of its revolutionary computer entertainment system, **PlayStation®2**, which launched on March 4, 2000 in Japan and will launch in Fall 2000 in North America. The new system is backwards compatible with the original **PlayStation**, and supports both audio CD and DVD-Video formats, offering consumers a wide range of music and video entertainment options.

PLAYSTATION MILESTONES



PLAYSTATION MILESTONES

1999

Sales Milestones

Feb. 3, 1999 - Phenomenal holiday sales for PlayStation business exceeds \$1 billion; PlayStation outselling its competition in hardware by an almost 2-to-1 margin

Feb. 25, 1999 - *Crash Bandicoot* franchise exceeds 11.5 million units worldwide

April 1999 - PlayStation can be found in more than one out of every six homes as installed base tops 19 million units

May 10, 1999 - Console sales for first quarter 1999 top 1.3 million units; PlayStation achieves 66% market share in hardware and 70% market share in software

July 12, 1999 - *Gran Turismo* sales exceed two million units

Aug. 16, 1999 - PlayStation hardware price point is reduced to \$99

Nov. 1, 1999 - One million PlayStation units sold in first two months at \$99 price point, bringing North American installed base to 21 million units

Dec. 1999 - Three million PlayStation units sold in November and December alone, with 15.1 million PlayStation software titles sold in December alone

JANUARY

FEBRUARY

MARCH

APRIL

MAY

JUNE

JULY

AUGUST

SEPTEMBER

OCTOBER

NOVEMBER

DECEMBER

Other Milestones

Titles added to Greatest Hits for 1999 - *Abe's Odyssey*, *Casper*, *Castlevania*, *Fighting Force*, *Frogger*, *TNN Motor Sports Hardcore 4x4*, *Museum Vol. 1*, *Museum Vol. 3*, *Nascar '98*, *Test Drive 4*, *Tomb Raider 2*, *WCW Nitro*

Apr. 14, 1999 - DUALSHOCK™ analog controller available in multiple colors

Apr. 23, 1999 - SCEA announces first dedicated PlayStation store in the Metreon Center in San Francisco

Dec. 6, 1999 - More than 70 million PlayStation units are shipped worldwide

Dec. 16, 1999 - *Gran Turismo 2*, sequel to best-selling racing game of all time, launches exclusively for PlayStation

PLAYSTATION MILESTONES

1998

Sales Milestones

Jan. 28, 1998 - \$2.4 billion year end sales for 1997 announced; sales success secures PlayStation's industry leadership

Feb. 9, 1998 - PlayStation worldwide shipments exceed 30 million units; in North America 10.75 million units with 59 million games

Mar. 3, 1998 - *Crash Bandicoot 2: Cortex Strikes Back* reaches one million in sales; *Crash Bandicoot* franchise exceeds five million units worldwide

Apr. 2, 1998 - PlayStation sells its 10 millionth game console in North America; SCEA institutes a national consumer sweepstakes

Aug. 1998 - 40 million PlayStation units shipped worldwide

Dec. 1998 - More than 50 million PlayStation units shipped worldwide, more than four million PlayStation units sold in November and December alone

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NOVEMBER

DECEMBER

Other Milestones

Jan. 24, 1998 - Third Annual *Game Before the Game* event at the Super Bowl

Mar. 1998 - PlayStation becomes a household name; one out of every 10 U.S. households owns a PlayStation

Apr. 1998 - *Tomb Raider* added to Greatest Hits

May 1998 - *Gran Turismo*, best-selling racing game of all time, debuts on PlayStation

June 14, 1998 - SCEA introduces new PlayStation hardware package including DUALSHOCK™ analog controller

Aug. 30, 1998 - PlayStation hardware price point is reduced to \$129

Sept. 9, 1998 - PlayStation celebrates third anniversary in North America; PlayStation is the dominant brand in videogame entertainment

PLAYSTATION MILESTONES

1997

Sales Milestones

Other Milestones

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JULY

AUGUST

SEPTEMBER

OCTOBER

NOVEMBER

DECEMBER

Jan. 29, 1997 - U.S. installed base grows to 3.2 million

During Holiday season (Sept. 29 - Dec. 31, 1996):

- * 1.46 million PlayStation game consoles sold

- * 6.36 million pieces of PlayStation software sold

- * North American sales for PlayStation exceed \$650 million

Feb. 13, 1997 - *Crash Bandicoot* sells more than one million units worldwide since September launch

June 11, 1997 - PlayStation worldwide shipments reach 16 million consoles and 114 million games; in North America, 4.8 million PlayStation units shipped with 30 million games

Nov. 1997 -

- * PlayStation installed base reaches 6.38 million, with a cumulative of more than 300 PlayStation titles available

- * PlayStation game console sells more than one million units throughout North America

- * More than 5.14 million first and third party PlayStation games sold -- outselling its competitors by a margin of 1.3:1

Dec. 6, 1997 - *Final Fantasy VII* sells more than one million units in November, making it the fastest-selling PlayStation title in North America

Dec. 22, 1997 - Fast approaching the million unit mark, *NFL GameDay '98* sold more than 800,000 units, making it the top-selling PlayStation football game of all time

Jan. 6, 1997 - Consolidation of SCEA under Tokyo HQ of SCEI

Mar. 3, 1997 - PlayStation hardware price point is reduced to \$149

- * PlayStation titles priced at a SRP of \$49.99

- * Greatest Hits series introduced with SRP of \$24.99

- * In North America, PlayStation installed base reaches 3.4 million with more than 18 million PlayStation games sold

June 11, 1997- PlayStation truck introduced

August 25, 1997 - PlayStation worldwide shipments reach 20 million consoles and more than 135 million games; In North America, 6.4 million PlayStation units shipped with 35 million games

Sept. 7, 1997 - The most anticipated game of 1997, *Final Fantasy VII*, debuts exclusively on PlayStation

Sept. 16, 1997 - PlayStation announces a "Power Price" line-up for PlayStation software titles with games carrying a MSRP of no more than \$39.95, with many titles for as low as \$34.95

Nov. 4, 1997 - America's favorite Bandicoot returns

Nov. 17, 1997 - SCEA launches its first rhythm-music videogame, *Parappa the Rapper* in North America; 870,000 units already sold in Japan

PLAYSTATION MILESTONES

1996

Sales Milestones

Jan. 8, 1996 - Worldwide sales of PlayStation grows to more than three million units

Mar. 25, 1996 - PlayStation North American sales reach one million units in first six months

Apr. 8, 1996 - *NFL GameDay* is top selling game for PlayStation at 300,000 games in four months

Sept. 9, 1996 - PlayStation game console celebrates its one-year anniversary; approximately two million units shipped and more than nine million software titles shipped to date

Oct. 31, 1996 - PlayStation sales reach nine million units worldwide (2.8 million - North America; 4 million - Japan; 2.2 million - Europe)

Dec. 17, 1996 - North American hardware and software revenues exceed \$1 billion

Dec. 1996 - Holiday PlayStation sales topple 1.46 million units

JANUARY

FEBRUARY

MARCH

APRIL

MAY

JUNE

JULY

AUGUST

SEPTEMBER

OCTOBER

NOVEMBER

DECEMBER

Other Milestones

May 16, 1996 - SCEA emerges as industry leader by reducing PlayStation to \$199

May 16, 1996 - PlayStation becomes dominant system for sports games

Summer 1996 - Multi-tiered promotions campaign expands nationwide

Sept. 9, 1996 - SCEA launches signature character-based game, *Crash Bandicoot*

Nov. 1996 - *Tomb Raider* introduced

Dec. 23, 1996 - After only six weeks, *Twisted Metal 2* ships more than 300,000 units

PLAYSTATION MILESTONES

1995

Sales Milestones

May 11, 1995 - SCEA announces \$299 price point for the PlayStation game console at E3

Sept. 12, 1995 - PlayStation sales exceed 100,000 units in first weekend

Oct. 30, 1995 - PlayStation sales reach 300,000 units

Other Milestones

May 10, 1995 - Pre-introduction of PlayStation at E3

June - Aug. 1995 - Millions of consumers nationwide enjoy hands-on trial of PlayStation

Sept. 6, 1995 - PlayStation Web site records one million hits

Sept. 9, 1995 - PlayStation is launched in North America

MAY

JUNE

JULY

AUGUST

SEPTEMBER

OCTOBER

NOVEMBER

DECEMBER

PLAYSTATION® GAME CONSOLE

SONY COMPUTER ENTERTAINMENT AMERICA

GAME SUMMARIES

The following is a list of titles that Sony Computer Entertainment America Inc will be showing at the Electronic Entertainment Expo 2000, for the PlayStation® game console. All information contained below is subject to change and represents the best information on the titles that we have to date.

Cool Boarders® 2001

Cool Boarders 2001 takes the #1 selling snowboarding videogame franchise to new heights with 10 world-class professional boarders, all-new mountains and courses, awesome tricks, challenging obstacles, and phenomenal gameplay for the most realistic snowboarding experience available. Gamers can ride as and challenge three-time North American Champion Todd Richards and other world-renowned professionals including Michele Taggart, Barrett Christy, Tara Dakides and Kevin Jones. Customization features allow players to ride custom snowboards and wear authentic gear from companies such as Morrow®, Sims®, Vans® and Dragon Optical®.

Cool Boarders 2001 includes more than 20 authentic events from downhill races to big air competitions. An all new Pro Challenge allows players to take on the pros at a specific event for the chance to unlock secret items like other pros, attributes, boards, new courses and special moves. New course layouts include wide open, branching routes that allow gamers to perfect their tricks while exploring new terrain. With awe-inspiring graphics including beautiful mountain settings and motion captured moves from Todd Richards, *Cool Boarders 2001* provides gamers with the closest experience to actually carving up the slopes themselves.

Release: November 2000
Category: Extreme Sports
of Players: 1 - 4 players
Rating: RP (Rating Pending)
Developer: Idol Minds
Peripherals: DUALSHOCK™ analog controller

***Crash Bash™ (*working title)**

Crash and his friends (and foes) are back and they're ready to ride, race, jump and battle it out to the finish. It's a "win at all costs" competition that will test gamers' skills, agility and perseverance. *Crash Bash* is an arena-based battle game consisting of nine, four-player competitive events. Select from eight different characters including Crash, Coco, Dingodile, Tiny, N. Cortex, N. Brio and more. Take on the challenge in either Adventure Mode (playable with one or two players and similar in structure to the classic, signature platform style Crash Bandicoot games) or Battle Mode (playable with one to four players and played head-to-head in an arena) Enjoy signature Crash-style gameplay with animated characters, humorous antics, animated actions, brilliant and vivid worlds, frantic battles, heart pumping chases, exploration, adventure and puzzles.

Release: November 2000
Category: 3D Arena-based Battle
of Players: 1 - 4 players
Rating: RP (Rating Pending)
Developer: Eurocom
Licensor: Universal Interactive Studios
Peripherals: Multi Tap

Disney's Aladdin in Nasira's Revenge

Enjoy the popular animated series as it comes to life on the PlayStation game console. The game features the original cast of characters, including Aladdin, Abu, Jasmine, Iago, The Magic Carpet and Jafar. *Disney's Aladdin in Nasira's Revenge* delivers colorful and lively worlds, battles between good and evil, exciting chases, exploration, adventure, humor and puzzles – a game that's fun for the entire family!

Release: August 29, 2000
Category: Action-platform
of Players: 1 player
Rating: RP (Rating Pending)
Developer: Eurocom
Licensor: Disney Interactive

Disney's The Emperor's New Groove

Disney's The Emperor's New Groove is a 3D action/puzzle/platform game based on The Walt Disney Company's feature animated film, scheduled for release in December 2000. Set in a fictional Inca kingdom, the game allows players to control Kuzco, an Incan Ruler who has been transformed into a llama. Gamers will be challenged to learn how to navigate as a llama and get back to the Kingdom in order to find the magic potion that will turn Kuzco back into the Emperor. *Disney's The Emperor's New Groove* is composed of eight unique locations with a total of more than 30 levels. Gameplay varies from action adventure to puzzles, races and other bonus activities. As Kuzco, players can run, jump, and carry various items on their back, as well as sniper-spit, kick and head-butt. The game features cinematic cut scenes, characters and the voices from the feature film.

Release:	November 2000
Category:	Action-platform
# of Players:	1 player
Rating:	RP (Rating Pending)
Developer:	Argonaut Software
Licenser:	Disney Interactive

***Grind Session*TM**

Grind Session brings the heart and soul of skateboarding to the PlayStation game console. Combining the spirit and arcade-style action of extreme sports with the thrill of hardcore skateboarding, *Grind Session* features eight insane locations including tough Vans Triple Crown of Skateboarding® events. Own the concrete as you pull off incredible trick combinations. Play chicken with subway trains and crash through windows. Dominate sick verts that'll challenge even the toughest skaters. Then pull off your best trick in high-pressure Tech matches. Skate as a pro – Ed Templeton, John Cardiel, Cara-Beth Burnside, Pigpen, Willy Santos or Daewon Song – or show 'em what you're made of with a rider you create. Try out Multi-player Mode, with up to 6 players weighing in for tournaments, technical battles and C.H.U.M.P. showdowns trying to match and better each other's tricks. If you want to pass on the fame and just thrash, Open Skate gives you pure skateboarding without clock hassles or scores. Whether you're thirsty for intense competition and fame or just want to scare a few pigeons, your ride is here. See how sick you can get!

Grind Session also features a stimulating soundtrack featuring some of the hottest alternative bands, including Black Flag, Dr. Octogon, GZA, KRS-One, Man Or Astroman, NOFX, Sonic Youth, Zen Guerrilla and more!

Release:	May 23, 2000
Category:	Action/Extreme Sports
# of Players:	1 - 4 players
Rating:	E (Everyone)
Developer:	Shaba Games

The Legend of Dragoon™

After three years in the making with a development team of more than 100 members, *The Legend of Dragoon* unfolds as one of the biggest, most unforgettable epic role-playing adventures ever. *The Legend of Dragoon* takes players on an unbelievable adventure full of astounding animations and graphics, innovative game design and a strong character-driven story that portrays a world of lush beauty, intense magical combat and unknown destinies. Featuring more than 40 minutes of cinematic graphics sequences, more than 650 beautifully pre-rendered backgrounds utilizing the latest graphics technologies and providing more than 80 hours of immersive gameplay, *The Legend of Dragoon* completely maximizes and showcases the power of the PlayStation game console

Release: June 13, 2000
Category: Role-Playing Game
of Players: 1 player
Rating: T (Teen)
Developer: Sony Computer Entertainment Inc

MediEvil®II

The sequel to the gothic 1998 hit, *MediEvil II* finds the undead anti-hero Sir Daniel Fortesque awakened once again from his peaceful eternal slumber to fight foul demons and evil villains in a twisted gothic version of Victorian London. Zarok's spell book has now fallen into the hands of the evil occultist Lord Palethorn, who has unleashed a spell upon the land, creating ghoulish chaos, making the dead walk the earth and creating untold evil. Key features in *MediEvil II* include: more playable characters, a new arsenal of weapons, new character moves, more sub-quests and mini-games, larger and more detailed worlds, involved puzzle-solving, and more

Release: May 9, 2000
Category: 3D Action/Adventure
of Players: 1 player
Rating: T (Teen)
Developer: Sony Computer Entertainment Europe

****Spyro: Year of the Dragon*™ (*working title)**

Spyro: Year of the Dragon combines the best aspects of the popular *Spyro the Dragon*™ and *Spyro (2): Ripto's Rage!*™ games with new gameplay elements to create the best platform game yet! Spyro and Sparx are back in a whole new adventure – bigger and better than ever before. Spyro is presented with the challenge of defeating the evil Sorceress who has kidnapped all the dragon eggs from the Dragon World. Spyro needs to rescue as many dragon eggs as possible, then watch the baby dragons hatch and wing their way back to the Dragon World. *Spyro: Year of the Dragon* offers a deeper and more complex dynamic that will keep players enthralled as they explore more than 30 completely new worlds, and experience boxing, skateboarding, sharp shooting and more. Gamers will go deep underwater in a submarine, drive a tank, ride a speedboat and launch to new heights with a cannon. All new critter challenges offer the gamer a whole new level of gameplay, featuring four brand new critters that the player can control with their own worlds and their own special abilities to help accomplish new tasks.

Release: November 2000
Category: Platform Adventure
of Players: 1 player
Rating: RP (Rating Pending)
Developer: Insomniac Games
Licensor: Universal Interactive Studios

Who Wants To Be A Millionaire 2nd Edition

Enjoy everyone's favorite television game show *LIVE* in your very own home on the PlayStation game console with *Who Wants to be a Millionaire 2nd Edition*. Are you ready to prove just how smart you really are? Is that your final answer? Based on the hottest TV show currently on the air, *Who Wants to be a Millionaire 2nd Edition* features host Regis Philbin, complete with his trademark wit and attitude, duplicating the pressure and "hot seat" feeling the contestants experience on the television show. Offering 600 mind-bending questions covering a huge variety of topics (including science, sports, religion, medicine, entertainment, history and pop culture), the game even offers all three Lifelines: "Ask the Audience," "Phone-A-Friend" and "50/50" – just like the real thing.

Release: June 20, 2000
Category: Puzzle/Quiz Show game
of Players: 1 – 2 players
Rating: "E" (Everyone)
Developer: Jellyvision
Licensor: Buena Vista Interactive

989 Sports Titles

MLB™ 2001

MLB 2001 returns to the ballpark this spring with all the MLB teams and players, an exciting new Franchise Mode and consultation from the biggest names in baseball. Hall of Fame™ broadcaster Vin Scully and ESPN's Dave Campbell return to call the action, while the San Diego Padres' Tony Gwynn and Trevor Hoffman and the Los Angeles Dodgers' Davey Johnson consulted with the 989 Sports™ team to create the most sophisticated baseball artificial intelligence ever.

MLB 2001 looks and feels like real baseball with more than 250 personalized moves and stances of MLB pitchers and batters motion-captured from many of baseball's biggest stars. New player models are scaled to actual height, weight and body style and feature actual faces. All stadiums including new ballparks Safeco Field in Seattle, Pacific Bell Park in San Francisco, Enron Field in Houston and Detroit's Comerica Park have been sculpted to perfection. Recreating the feel and mental aspect of baseball, Total Control Batting™ returns with even more advanced bat control to battle the fiercest pitchers in the league. An all new Franchise Mode lets gamers use their playing skills and scouting ability to sign big name players and build a powerhouse pennant contender.

Release: March 2000
Category: Sports
of Players: 1 or 2 players
Rating: "E" (Everyone)
Peripherals: DUALSHOCK™ analog controller

NBA ShootOut 2001

NBA ShootOut 2001 returns to the PlayStation game console with newly redesigned gameplay including more intuitive controls and a tweaked game engine. Touch Shooting™ lets gamers control the accuracy of the shot, while Advanced Dribbling Control™ allows players to change dribbling style on the fly to dazzle opponents with between-the-leg dribbles and behind-the-back moves. Advanced Artificial Intelligence (AI) has been enhanced with “Read and React AI” that lets the offense run plays that expose defensive weaknesses, while “Matchup and Deny AI” lets the defense read and run the offense into disarray.

NBA ShootOut 2001 brings the essence of NBA basketball to the PlayStation game console with extensive rosters featuring every veteran and rookie player from all 29 NBA teams and authentic NBA playbooks bursting with more than 450 plays, designed with the help of the NBA’s top athletes. All-new player models scale each to their actual height and weight with detailed faces, while true-to-life arenas include animated crowds and authentic arena music. More than 400 animations include fake around-the-back passes, reverse lay-ups, finger rolls, no-look passes, spins and more than 50 signature dunks. A revolutionary “Create Dunk” option lets gamers customize their own dunking style, while veteran NBA play-by-play man Ian Eagle of the New Jersey Nets returns to call the action

Release	November 2000
Category	Sports
# of Players	1-8 players
Rating	RP (Rating Pending)
Peripherals:	DUALSHOCK™ analog controller, Multi Tap

NCAA® Final Four® 2001

The best college basketball game for the PlayStation game console is back with all new artificial intelligence, eye-popping graphics, enhanced gameplay and unprecedented college hoops realism. Never-before-seen player models scale each player to actual height, weight and body style, while new arena models recreate the home court advantage that can only be found in college hoops. Execute more than 50 new motion-captured animations including more than 20 dunks, post-up plays, no look passes, fade away shots and many more offensive weapons incorporating jaw-dropping moves from former college standouts.

NCAA Final Four 2001 takes fans through the rigors of a full college season with more than 300 Division I-A schools representing 31 different conferences. Fight for league titles and follow the “Bubble Watch,” as players track their team’s progress towards a berth in the 64-team NCAA Tournament. Each team runs its offense and defense similarly to its corresponding college’s real style of play, while additional touches such as increased team momentum from the “6th Man Meter,” and real college fight songs and chants recreate the intensity of college hoops. ESPN analyst Quinn Buckner returns to call the action with brand new commentary paired with a TV-style presentation complete with multiple camera angles and pop-up statistics.

Release	November 2000
Category	Sports
# of Players.	1-8 players
Rating:	RP (Rating Pending)
Peripherals:	DUALSHOCK™ analog controller, Multi Tap

NCAA® GameBreaker™ 2001

NCAA GameBreaker 2001 is the definitive college football game for the PlayStation game console. The spirit and pageantry of college football is captured with all 115 Division I-A teams and 64 classic teams, stadiums, 21 bowl games, the race for the Heisman® Trophy, and many famous college fight songs, while legendary college football announcer Keith Jackson calls all the intense football action. Just like in real college football, “GameBreakers” can change the outcome of a game every time they touch the ball.

More than 250 new motion capture animations including new tackles, jukes and other special moves help to create authentic, hard-hitting pigskin action. Ultra-realistic players scaled to actual height, weight and body style and intricately detailed stadiums add to the game’s realism. Advanced graphics are paired with superior gameplay loaded with features including Total Control Passing™ which allows players to lead or under-throw receivers to adjust to changing defenses. A “Max Pro” feature allows the quarterback to order running backs to stay in and block or go out for a pass.

Only *NCAA GameBreaker 2001* allows gamers to take their best players to the next level, as they can save senior players and draft them into the NFL by downloading them into *NFL GameDay 2001*. A “Career Mode” allows a player to assume the duties of a head coach, coordinator or assistant in leading a run at the National Championship, while progressing up the coaching ladder from season to season.

Release: August 2000
Category: Sports
of Players: 1-8 players
Rating: RP (Rating Pending)
Peripherals: DUALSHOCK™ analog controller, Multi Tap

NFL GameDay™ 2001

The original football videogame franchise for the PlayStation game console returns with all new graphics, enhanced gameplay and unmatched realism. *NFL GameDay 2001* features all 31 NFL teams with more than 1,500 players scaled to actual height, weight and body style. New, photo-realistic stadium models recreate NFL stadiums with richly detailed stadium interiors enhanced by animated backgrounds and historic landmarks. Players will even experience stadium grass wear and tear as the game progresses.

Award-winning gameplay is improved, allowing players to execute more than 200 new motion captured moves by 13 NFL players including drag downs, shoves, gang tackles, upending tackles, across-the-body “shoestring” catches and sideline “tip-toe” catches. Players can break ankle tackles and drag pursuers on second and third efforts. The new “Play as Any Skill Player” feature lets the gamer become the quarterback, running back, wide receiver or tight end with the press of a button.

Gamers can call plays from authentic NFL playbooks designed with the help of 55 NFL players. Seventeen NFL players helped create the most advanced computer opponent for the ultimate challenge. Announcers Dick Enberg and Phil Simms return to call the action with an enhanced, more interactive play-by-play commentary.

Release:	August 2000
Category:	Sports
# of Players:	1-8 players
Rating:	RP (Rating Pending)
Peripherals:	DUALSHOCK™ analog controller, Multi Tap

NHL FaceOff™ 2001

NHL FaceOff 2001, the best hockey game for the PlayStation game console, returns with all 30 NHL® teams, including the new Minnesota Wild and Columbus Blue Jackets, and four new play modes. Tournament Mode allows players to take the reigns of an elite international team to vie for the title of the world's best hockey team with features including national anthems, classic uniforms and the game's best players. Shootout Mode challenges players to an electrifying one-on-one battle versus a tenacious goalie, while Practice Mode lets players sharpen their passing, shooting, checking and skating. With the new Draft Mode, players can assume the responsibilities of a general manager by drafting and trading players.

As the first hockey game to incorporate motion capture animation from real NHL stars performed on ice, *NHL FaceOff 2001* has perfected more than 150 hockey moves in minute detail from thunderous checks into the boards to blistering slap shots. The march to the Stanley Cup® Finals takes place in intricately detailed NHL arenas with 3D player models scaled to players' actual height, weight and body style. A new Line Manager feature combined with fast, fluid gameplay combines with a dramatic TV-style presentation featuring New Jersey Devils play-by-play announcer Mike Emrick and ESPN's Darren Pang to create the most comprehensive hockey simulation available on the PlayStation game console.

Release: September 2000
Category: Sports
of Players: 1-8 players
Rating: RP (Rating Pending)
Peripherals: DUALSHOCK™ analog controller, Multi Tap

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NEWS AND INFORMATION

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***COOL BOARDERS® 2001 TAKES THE #1 SELLING
SNOWBOARDING VIDEOGAME FRANCHISE TO NEW HEIGHTS
Best-Selling Snowboarding Franchise for the PlayStation® Game Console Carves Up the
Competition with All-New Pros, Courses, Tricks, Features and Gameplay***

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc., makers of the best-selling *Cool Boarders®* snowboarding videogame series, announced today that *Cool Boarders® 2001* will be available for the PlayStation® game console this November. With the involvement of 10 world-famous professional snowboarders, more than 300 new motion captured animations, the addition of dozens of real taunts, more than 20 new challenging courses, fluid gameplay, and all new events such as the “Pro Challenge,” *Cool Boarders 2001* is raising the bar for real snowboarding action in a videogame.

In *Cool Boarders 2001*, gamers can ride and challenge 10 different world-renowned professional snowboarders, including Morrow®’s three-time North American Champion Todd Richards, Salomon®’s six-time Women’s World Champion Michele Taggart, Gnu®’s U.S. Olympic Team Member Barrett Christy, Sims®’ two-time Female Freestyle Rider of the Year Tara Dakides and Lamar®’s Big Air World Champion Kevin Jones. To further increase the realism of the game, Todd Richards performed motion-capture animations, plus numerous pro riders were recorded to provide authentic sounds and taunts.

- more -



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SCEA – *Cool Boarders 2001* for PlayStation Game Console
2-2-2-2

“With *Cool Boarders 2001*, the development team has again dramatically improved upon the previous installment and delivered the most realistic snowboarding experience available,” said Ami Blaire, director of product marketing, Sony Computer Entertainment America Inc. “The inclusion of all new world-class riders, realistic animations through motion capture, new course layouts and immersive graphics is sure to impress game players and snowboarding enthusiasts alike.”

In addition to the Downhill Points Run, CBX, Downhill Gates Run, Board Park, Half Pipe and Big Air events, *Cool Boarders 2001* offers new “Pro Challenges,” during which each of the pros have a one-on-one challenge event of their own. Players will take on the pros at a specific event and winning these events will unlock items such as other pros, attributes, boards, new courses and special moves.

Cool Boarders 2001 adds many new features that let the player experience the true feeling of snowboarding. The new course layouts include wide open, branching routes, which gives riders the opportunity to perfect their tricks or explore other terrain. Popular features from past *Cool Boarders* games are present as well, such as the “Trickmaster Mode” and “Multiplayer Tournament Mode,” which lets gamers challenge their friends on any event to see who can nail the best tricks and make it downhill first.

Riders can choose from dozens of authentic snowboard manufacturers such as: MLY®, M3®, Morrow and Sims. Each board is based on its actual performance ratings. Players can create custom snowboards as well as customize riders by changing body style and dressing them up in name-brand clothing – Vans® and Dragon Optical® are among those included.

Cool Boarders 2001 features Morrow’s three-time North American Snowboarding Champion and U.S. Olympic Team member Todd Richards on the package front.

- more -

SCEA – *Cool Boarders 2001* for PlayStation Game Console
3-3-3-3

Cool Boarders 2001 Key Features:

- More than 20 challenging courses within 6 thrilling events: Half Pipe, Board Park, Big Air, CBX, Downhill Points Run and Downhill Gates Race
- Immersive graphics will prove to be the most visually stunning ever, including snow falling, powder, snow debris on boards and more
- Choose from numerous professional snowboarders such as: Morrow's Todd Richards, Salomon's Michele Taggart, Lamar's Kevin Jones, Gnu's Barrett Christy, Forum®'s Jeremy Jones, Sims' Tara Dakides, Burton®'s Jussi Oksanen, K2®'s Travis Parker, MLY's Nate Cole and M3's Scotty Witlake
- More than 300 new character animations performed by top snowboarders including three-time North American Champion Todd Richards
- Upgraded Character Customization lets gamers create their own character and outfit them in top sponsors' gear such as Vans and Dragon Optical
- New "Pro Challenge Mode" lets the gamer take on the professional riders in a one-on-one series of events – winning these events will unlock items such as other pros, attributes, boards, new courses and special moves
- New Course Layouts offer wide-open, branching courses for maximum downhill success and a high degree of exploration
- Select from dozens of authentic snowboards from many different major snowboard manufacturers such as MLY, M3, Morrow and Sims
- "Trickmaster Mode" teaches the gamer how to perfect his/her tricks and ride like the pros
- Numerous professional snowboarders were recorded to provide authentic taunts and sounds
- All-new tricks, grabs, grinds and special moves
- Enhanced fighting feature, created through motion capture, allows for fierce competition
- "Multiplayer Tournament Mode" lets the gamer challenge his friends to see who can nail the best tricks and get down the hill first
- Play as one player or compete head-to-head in two-player mode

989 Sports is the sports software brand of Sony Computer Entertainment America Inc. Known for its top-selling sports franchise titles such as *NFL GameDay™*, *MLB™*, *NBA ShootOut*, *NHL FaceOff™*, *NCAA® Final Four®* and *NCAA® GameBreaker™*, 989 Sports is committed to developing authentic and innovative sports games to appeal to both the professional athlete and hard-core sports videogame fan.

- more -

SCEA – *Cool Boarders 2001* for PlayStation Game Console
4-4-4-4

Sony Computer Entertainment America 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.

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CRASH BASH™ BRINGS PURE ADRENALINE EXCITEMENT TO THE PLAYSTATION® GAME CONSOLE

Crash Bandicoot™ Returns with His Friends and Foes in This Arena-Based Battle Game

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today the November release of *Crash Bash™*, a 3D arena-based battle game created exclusively for the PlayStation® game console. Crash Bandicoot and his friends (and those nasty foes) are back, and they're ready to ride, race, jump and battle it out to the finish.

Crash Bash features signature Crash-style gameplay with animated characters, humorous antics, boisterous actions, brilliant and vivid worlds, frantic battles, heart-pumping chases, adventure and puzzles. With seven, four-player competitive events and gameplay that varies between fast-paced, intense, head-to-head battles and adrenaline-rushing races for points, players will be tested on their skills, agility and perseverance.

"The *Crash Bandicoot™* series has been one of the most successful franchises to date for PlayStation with over 16 million units sold worldwide," said Ami Blaire, director, product marketing, Sony Computer Entertainment America Inc. "Delivering signature Crash-style gameplay with a thrilling, whole new action-packed twist, *Crash Bash* is sure to be another favorite among consumers this year."

The storyline revolves around the rivalry between Aku Aku and Uka Uka, who call a contest to determine whether the forces of light or dark are more powerful. Once again, Crash Bandicoot must save the planet, as the fate of the world depends on the outcome of the game.

- more -



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SCEA – *Crash Bash* for the PlayStation Game Console
2-2-2-2

Players can battle as one of eight different characters including Crash Bandicoot, Coco, Dingodile, Tiny, Neo Cortex, N. Brio and more, in either Adventure Mode or Battle Mode. Offering 28 competitive “events” in which gamers battle computer opponents and four bosses, Adventure Mode is playable with one or two players and is similar in structure to the signature platform style Crash Bandicoot games.

Battle Mode is playable with up to four players going head-to-head in an arena setting. In the short version of Battle Mode, the game is played until one player wins three times in a single arena. The tournament version of Battle Mode is a succession of short battles where players accumulate rank points based on their performance in short battles.

Competitive events in *Crash Bash* include:

- Last Man Standing – Events where the surviving player wins a round of play, although some events keep score rather than eliminating players
- Team Play – Allows four players to divide into two teams of two players; one team wins when the other team is entirely eliminated, or when the opposing team’s summed score is higher than the other team’s summed score when time runs out
- Points Play – Player with either the highest or the lowest score at the end of the competition wins, depending on the object of that particular battle
- Pick Up Play – Player who collects the required number of objects first wins
- Ride ‘Em Play – Players ride polar bears, hop on pogo sticks, fly saucers and drive tanks in a smackdown, beat ‘em up, push ‘em out battle

All competitions and events will require players to negotiate obstacles, hazards, pitfalls and puzzles using their arsenal of moves, including walking, running, kicks, spins, pick and throw, jumping, shooting, and riding vehicles or animals. Power-ups offer speed, strength, stamina and weapons, while hidden bonus levels add another whole new dimension to the game.

The independent Entertainment Software Rating Board (ESRB) rates *Crash Bash* “RP” for “Rating Pending.” For more information about the ESRB visit www.esrb.org.

SCEA – *Crash Bash* for the PlayStation Game Console
3-3-3-3

The Crash Bandicoot franchise started with the original *Crash Bandicoot* game almost four years ago and, with three additional hit sequels, has sold nearly 10 million total units nationwide as of March 2000. The highly acclaimed and best-selling character-based franchise was produced by Universal Interactive Studios in partnership with Sony Computer Entertainment America exclusively for the PlayStation game console.

A complete array of *Crash Bandicoot* consumer products is available at a variety of mass-market retailers, specialty outlets, on-line channels and the Universal Studios theme parks.

Crash Bash is developed by UK based Eurocom in association with Cerny Games. Eurocom Developments Ltd. develops action-based entertainment software for console and PC platforms. Eurocom is an independent company, founded in 1988, and has developed more than 40 titles on console and PC platforms. The company employs a creative team of 100 development staff based in Derby, England. For more information visit Eurocom at www.eurodltd.co.uk

Cerny Games is a consulting company providing production, game design and programming services to the videogame development community.

The Crash Bandicoot characters and likenesses thereof are licensed from Universal Interactive Studios, Inc. Universal Interactive Studios, Inc., (UIS), develops, produces and licenses original and existing Universal Studios movie and television brands across multiple gaming platforms. UIS is most noted for producing the best-selling Crash Bandicoot and Spyro the Dragon(TM) for the PlayStation game console. Universal Interactive Studios is a division of Universal Studios (www.universalstudios.com), a diversified entertainment company and a worldwide leader in motion pictures, television, home and location based entertainment. Universal Studios is a unit of The Seagram Company Ltd., a global entertainment and beverage company.

-more-

SCEA – *Crash Bash* for the PlayStation Game Console
4-4-4-4

Sony Computer Entertainment America 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.

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DISNEY'S ALADDIN IN NASIRA'S REVENGE TAKES PLAYERS ON A MAGICAL ADVENTURE Disney's Animated Series Comes to Life on PlayStation® Game Console

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today the August 29 release of *Disney's Aladdin in Nasira's Revenge* available exclusively for the PlayStation® game console. *Disney's Aladdin in Nasira's Revenge* offers true, signature Disney-style gameplay with animated characters, humorous antics, cartoon-style actions and an amusing storyline.

Featuring the original cast of characters, gamers can take on the role of Aladdin, Abu and Jasmine at different points of the adventure while journeying across nine vibrant, lively environments including: Agrabah, The Sultan's Palace, The Dungeon, The Oasis, The Cave of Wonders, The Pyramids, The Crumbled Palace, The Ancient City and Nasira's Lair. Throughout their adventure, players will encounter colorful and exuberant worlds, intense battles between good and evil, heart-pumping chases, and a combination of exploration, humor and puzzles.

"We are always excited about the opportunity to bring Disney's stories and characters to life on the PlayStation game console," said Ami Blaire, director, product marketing, Sony Computer Entertainment America Inc. "Software titles such as *Disney's Aladdin in Nasira's Revenge* allow us to offer PlayStation fans true entertainment that's fun for the entire family."

- more -



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Filled with action-packed gameplay, *Disney's Aladdin in Nasira's Revenge* delivers frantic battle scenes against a slew of diverse enemies, white-knuckle chases through city streets and ancient pyramids, methodical puzzle solving and rip-roaring adventure, all complemented with brilliant cinematic scenes and voices from the original Disney animated series to advance the story.

Disney's Aladdin in Nasira's Revenge takes place in the fabled city of Agrabah where the Sultan's Palace has been taken over by Jafar's evil sister, Nasira. She has come to avenge her brother's death by banishing the Sultan and his daughter, Jasmine, to the outskirts of Agrabah. Nasira then places a spell on the entire city and commands that Aladdin be brought to her immediately.

Along with characters Aladdin, Abu, Jasmine, Iago, the Sultan, Genie, Jafar and The Magic Carpet, players can utilize tons of acrobatic moves such as jumping, bouncing, running, sliding, throwing, swinging on ropes, climbing, sneaking past enemies and surfing on a genie-board. As players find hidden gems, they will enter into Genie's bonus world filled with unique sub-games and collectible bonuses. When they have collected enough tokens, players can use Genie's wishes to be granted additional lives and other bonuses.

The independent Entertainment Software Rating Board (ESRB) rates *Disney's Aladdin in Nasira's Revenge* "RP" for "Rating Pending." For more information about the ESRB visit www.esrb.org.

Disney Interactive, part of the Disney Consumer Products division of The Walt Disney Company, develops, markets and globally distributes a wide variety of interactive family-oriented entertainment and educational CD-ROMs and video games. For more information on Disney Interactive's products, visit www.disneyinteractive.com.

SCEA – *Disney's Aladdin in Nasira's Revenge* for the PlayStation Game Console
3-3-3-3

Sony Computer Entertainment America 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.

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***DISNEY'S THE EMPEROR'S NEW GROOVE BRINGS
FEATURE FILM EXPERIENCE TO THE PLAYSTATION® GAME CONSOLE
New Family-Friendly Title Expected to be Blockbuster Hit This Holiday Season***

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today the November release of *Disney's The Emperor's New Groove* for the PlayStation® game console. Coinciding with the release of The Walt Disney Company's animated feature film of the same name, this 3D action/platform game is guaranteed to be a blockbuster hit this holiday season.

Disney's The Emperor's New Groove will captivate kids and adults alike with its witty and offbeat humor as players explore eight unique worlds and more than 30 levels of gameplay, each filled with action, adventure, puzzles, races and other bonus activities. Adding to the feature film experience, all levels in this epic adventure are based upon locations and time frames from the film, incorporating movie clips and scenes narrated by the main character, Kuzco.

"We are very excited to add *Disney's The Emperor's New Groove* to our growing library of family-friendly titles," said Ami Blaire, director, product marketing, Sony Computer Entertainment America Inc. "By combining the inventive storyline from the feature film with fun and challenging interactive gameplay, we expect this title to appeal to gamers of all ages, further strengthening PlayStation's position as a viable entertainment option for the entire family."

- more -



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SCEA – *Disney's The Emperor's New Groove* for the PlayStation Game Console
2-2-2-2

In *Disney's The Emperor's New Groove*, players take on the role of Kuzco, Emperor of a fictional Incan Kingdom. Kuzco is young, selfish and has only one care in the entire world – himself! Unfortunately, Kuzco is the victim in this story, a victim of circumstances. The Emperor's advisor, Yzma, wants to take his place as ruler and dreams up a plan to do away with Kuzco. However, the plan goes awry and Kuzco is accidentally transformed into a llama and sent out of the city on a villager's cart.

With the help of Pacha, a villager from a neighboring village, Kuzco embarks on an adventure back to his kingdom to reclaim his role as Emperor. Gamers are challenged as they learn to navigate as a llama, searching for the magic potion that will turn Kuzco back into the Incan Ruler. Along the way, Kuzco will interact with wild animals that inhabit the landscape and find other magical potions that will transform him from a llama into other creatures that will aid in his quest. Players will have the opportunity to race to the finish as a turtle, hop through perilous catacombs as a rabbit, swing and jump as a frog and even swim across treacherous waters as a fish.

Guaranteed to provide hours of family entertainment, *Disney's The Emperor's New Groove* delivers unique, exciting and addictive gameplay with a balanced mixture of movie-like graphics, puzzles, fighting, platform and transformation.

The independent Entertainment Software Rating Board (ESRB) rates *Disney's The Emperor's New Groove* "RP" for "Rating Pending." For more information about the ESRB visit www.esrb.org.

Disney Interactive, part of the Disney Consumer Products division of The Walt Disney Company, develops, markets and globally distributes a wide variety of interactive family-oriented entertainment and educational CD-ROMs and video games. For more information on Disney Interactive's products, visit www.disneyinteractive.com.

-more-

SCEA – *Disney's The Emperor's New Groove* for the PlayStation Game Console
3-3-3-3

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GRIND SESSION™ BRINGS THE HEART AND SOUL OF SKATEBOARDING TO THE PLAYSTATION® GAME CONSOLE

***Action/Extreme Sports Title Kicks Off Summer Season with Hundreds of Tricks,
Six World-Class Pro Skateboarders and Vans Triple Crown of Skateboarding® Events***

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today the May 23 release of *Grind Session™*, available exclusively for the PlayStation® game console. Combining the spirit and arcade-style action of extreme sports with the thrill of hardcore skateboarding, *Grind Session* features eight insane locales including challenging Vans Triple Crown of Skateboarding® events, six world-class professional skateboarders and four fully customizable amateur skaters, and a stimulating soundtrack featuring some of the hottest alternative bands around.

Delivering hundreds of trick combinations and true animations for each professional skater along with customizable gear and realistic aerial physics, players can choose to ride as skateboarding pros Ed Templeton, John Cardiel, Cara-Beth Burnside, Pigpen, Willy Santos or Daewon Song. But the authenticity in *Grind Session* extends beyond the skaters – from the pigeons at Burnside to the rails in San Francisco, each level/skate park is fully replicated with the true look and feel of the real environments.

- more -



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“We have assembled some of the hottest skateboarders today and created a fun yet challenging skateboarding game which will appeal to true fans of this lifestyle,” said Ami Blaire, director, product marketing, Sony Computer Entertainment America Inc. “*Grind Session* will appeal to hardcore gamers and novices alike, as it brings the true excitement and spirit of skateboarding to life through the PlayStation game console.”

Key Features in *Grind Session* include:

- Partnership with Vans Triple Crown and associated partners including *Rolling Stone Magazine*, G-Shock, Mountain Dew and Ford Motors
- Cool alternative soundtracks from some of the hottest alternative bands. Featuring Black Flag, Dr. Octogon, GZA, KRS-One, Man Or Astroman, NOFX, Sonic Youth, Zen Guerrilla and more
- Hundreds of trick combinations
- Eight unique, fully interactive locations including true Vans Triple Crown of Skateboarding® events. Locations include Burnside, NYC, San Francisco Mission District, Vancouver’s Slam City Jam, Huntington Beach, Atlanta, Detroit, and PlayStation Park, London
- Four different one-player modes: Tournament, Endurance, Open Skate and Training
- Multi-player modes: Competition, vs., Teamplay, Tech Challenge and C-H-U-M-P
- Three different objectives: (1) rack up the most “trick” points by progressing through realistic, fully interactive environments, passing through timed checkpoints and landing as many tricks as possible; (2) collect the required number of Items; (3) execute the required number of technical bonus tricks
- Technical bonus tricks which the player can master to earn “respect” in each level
- Skater’s Eye camera which allows the player to see the Technical bonuses in each level
- Smart camera which rolls with the player, creating dynamic views for tricks and moves
- Sponsored and upgradeable gear including boards, wheels and secret items
- “Replay” mode which uses various camera positions for up-close and wide angle views
- “Possessed to Skate” mode where a player receives a bonus “possessed” power-up increasing speed, height and rotation (trick rotation) ability, depending on the size of the trick
- “Build your own Dream House” mode where a player receives a key that unlocks a hidden room to the dream house, after successfully achieving the maximum number of points, collectibles or technical bonuses in that level

SCEA – *Grind Session* for the PlayStation Game Console
3-3-3-3

As an added bonus, players also have the opportunity to be photographed by performing a 1,000 point trick in under 10 seconds. If done successfully, the player receives a real-life photo. After each level, a player can continue to collect all eight photos in order to receive a real-life video.

The following sweepstakes will take place surrounding the release of *Grind Session*:
Grind Session's "Pure Crazy" Sweepstakes

Contestants may enter to win a Ford Ranger XLT 4x4, 4-door equipped with a 3.0L engine, custom PlayStation branded skateboards and *Grind Session* T-shirts through designated point-of-purchase (POP) stands at participating Electronics Boutique and KB Toys stores nationwide. The grand-prize winner will receive a Ford Ranger, while first prize winners will receive custom PlayStation branded skateboards and *Grind Session* T-shirts. The Sweepstakes will take place from the end of May through early July.

Grind Session "Trip to PlayStation/Vans Triple Crown of Skateboarding" Sweepstakes

Contestants may enter to win a trip to the PlayStation/Vans Triple Crown of Skateboarding event, custom PlayStation branded skateboards and *Grind Session* T-shirts. Two grand-prize winners will receive a trip to the PlayStation/Vans Triple Crown of Skateboarding, 25 first prize winners will receive PlayStation branded skateboards, and 50 second prize winners will receive *Grind Session* t-shirts. Participants may submit entries through designated POP stands at participating retail outlets or register online at <http://www.playstation.com>. Sweepstakes will take place from the end of June through the end of July.

Grind Session/Mountain Dew Gift with Purchase at Best Buy

Contestants will receive a free Pro-tec Ace Skate helmet with the purchase of *Grind Session* and a 20-ounce Mountain Dew at participating Best Buy stores nationwide. Giveaway will take place beginning May 25, good while supplies last.

SCEA – *Grind Session* for the PlayStation Game Console
4-4-4-4

The independent Entertainment Software Rating Board (ESRB) rates *Grind Session* “E” for “Everyone.” For more information about the ESRB, visit www.esrb.org.

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THE LEGEND OF DRAGOON™ BRINGS THE ULTIMATE EPIC ROLE-PLAYING ADVENTURE TO THE PLAYSTATION® GAME CONSOLE Unveil a Fantasy of Magnificence, Deception, Magical Combat and Retribution

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today the June 13 nationwide release of *The Legend of Dragoon™*, exclusively for the PlayStation® game console. After three years in the making with a development team of more than 100 members, this enormous new fantasy world unfolds as one of the biggest, most unforgettable epic role-playing adventures ever.

Spanning four CDs, *The Legend of Dragoon* takes players on an unbelievable adventure full of astounding animations and graphics, innovative game design and a strong character-driven story that portrays a world of lush beauty, intense magical combat and unknown destinies. Featuring more than 40 minutes of cinematic graphics, more than 650 beautifully pre-rendered backgrounds utilizing the latest graphics technologies and providing more than 80 hours of immersive gameplay, *The Legend of Dragoon* completely maximizes and showcases the power of the PlayStation game console.

“*The Legend of Dragoon* is one of the most magnificent and extraordinary role-playing adventure games to be released for the PlayStation game console,” said Ami Blaire, director, product marketing, Sony Computer Entertainment America Inc. “With its stunning cinematic graphics and deeply, involving gameplay, *The Legend of Dragoon* will captivate both hardcore and novice gamers alike.”

- more -



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The legend begins with all living things being born from the “Divine Tree,” with Dragons, Humans and the Winged Ones being among them. The Humans won their freedom from the Winged Ones when they learned to harness the spiritual forces of the Dragons, transforming themselves into Dragoons. For 10,000 years thereafter, there is tranquil co-existence among all races ... until now. Beneath the tranquility, lurks a mysterious prophecy – the emergence of a new race. Worshipped, yet feared, no one knows what its presence will bring. Eternal peace and happiness for all? Or the darkest evil imaginable? And so the story begins.

The Legend of Dragoon follows the adventures of Dart, a young hero who sets out on a journey to find the "Black Demon" to avenge the death of his parents. Along the way, he must rescue his childhood friend, Shana, and interact and fight with different races, all while harnessing the powers of the Dragoon.

Key Features in *The Legend of Dragoon* include:

- Innovative and unique tactical combat system known as the “Additional” system, which allows players to strike consecutive attacks together in one sequence
- Transform into Dragoons and experience a new level of depth and complexity in gameplay
- Nine playable characters, each with their own specialty, “Additional” skills and Dragoon magic
- More than 40 minutes of incredible, stunning CG graphics to enhance gameplay experience
- Intense storyline that unfolds through more than 80 hours of immersive gameplay
- Dazzling magical powers and special effects
- More than 200 items to acquire and utilize
- More than 650 beautifully pre-rendered backgrounds maximizing the latest graphic technologies
- Completely interactive adventure elements

The independent Entertainment Software Rating Board (ESRB) rates *The Legend of Dragoon* “T” for “Teen.” For more information about the ESRB visit www.esrb.org.

SCEA – *The Legend of Dragoon* for the PlayStation Game Console
3-3-3-3

Sony Computer Entertainment America 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.

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**EVERYONE'S FAVORITE UNDEAD HERO RESURRECTS TO THE
PLAYSTATION® GAME CONSOLE IN *MEDIEVIL® II*
*Sir Daniel Fortesque Takes PlayStation Gamers on a Gothic Journey to Die For***

FOSTER CITY, Calif., May 9, 2000 – Sony Computer Entertainment America Inc. announced today the nationwide release of *MediEvil® II*, available exclusively for the PlayStation® game console. Utilizing the fundamental game structures found in the original *MediEvil®*, *MediEvil II* delivers a great balance of exploration, puzzle-solving, battle and platform elements, interspersed with a healthy dose of offbeat humor.

Sir Daniel Fortesque is back as the undead hero, and he is as valiant as ever. In *MediEvil II*, players must dare to take an eerie romp on the dark side, as they venture through the streets of Victorian London, 500 years after the triumph in Gallomere. Zarok's spell book has fallen into the hands of the evil occultist Lord Palethorn, and once again the spell is unleashed upon the land making the dead walk the earth, magnifying evil, and creating an untold number of foul demons.

"*MediEvil II* offers a gothic mix of originality, humor and puzzles, which will appeal to gamers both new and familiar with the *MediEvil* franchise," said Ami Blaire, director, product marketing, Sony Computer Entertainment America Inc. "This long-awaited sequel is exceptional in detail and gameplay, creating a true cinematic experience for all PlayStation gamers."

- more -



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Developed and created by Sony Computer Entertainment Europe's Cambridge Studios, *MediEvil II* features all-new challenges and amazing gameplay with new moves, more playable characters and technological advancements. Players will experience more subquests and mini-games which involve battling massive prehistoric demons, helping Sir Daniel Fortesque ("Sir Dan") stay attached to his limbs in a bizarre boxing match, and much more. With a numerous arsenal of weapons including a Gatling gun, bomb, blunderbuss, pistol, torch and more, and playable characters including DanHand, HeadlessDan and Dan-kenstein modes, players will be fully armed to defeat Lord Palethorn and his henchmen.

MediEvil II will transport players into a spooky, imaginative world with unmatched moods, atmosphere, visual appeal and compelling music. As players take on the role of Sir Dan and set out to stop Lord Palethorn, they will encounter evil characters such as Jack the Ripper, a star-struck Count and a brutish Frankenstein, clumsy zombies, fat bearded women, sneaky imps and other bizarre monsters.

Other new characters include a mad professor who advises Sir Dan on his various missions; a sexy Egyptian mummified princess who becomes Sir Dan's love interest and distracts him from his cause; Winston, a fast-talking, all-knowing help ghost; and The Spiv, a wheeling-dealing salesman who rewards Sir Dan with new weapons.

The independent Entertainment Software Rating Board (ESRB) rates *MediEvil II* "T" for "Teen." For more information about the ESRB, visit www.esrb.org.

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SCEA – *MediEvil II* for the PlayStation Game Console
3-3-3-3

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SPYRO: YEAR OF THE DRAGON™ HEATS UP THE HOLIDAY SEASON ON THE PLAYSTATION® GAME CONSOLE

***One of the Best-Selling Franchises Celebrates the Year of the Dragon
with Fresh Creativity and Imagination***

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today the November release of *Spyro: Year of the Dragon™*, available exclusively for the PlayStation® game console. As the newest installment in the popular *Spyro the Dragon™* franchise, *Spyro: Year of the Dragon* combines the best features of the original and the popular hit sequel, *Spyro (2): Ripto's Rage!™*, with new characters and new gameplay elements, delivering the most exhilarating adventure in the series, yet.

Spyro: Year of the Dragon features all-new characters-and critter challenges, offering players a unique and innovative level of gameplay. Players can control four brand new critters each with their own worlds and their own special abilities to help accomplish different tasks. Other new features in the game include challenges with mini-bosses and restructured Speed Rounds, containing all new power-ups for the Adventure Mode including rockets and turbos to supercharge your flame and speed extra lives and bonus treats, and all-new challenges in the Race Mode where players race against the critters.

“Millions of gamers continue to enjoy the amusing, creative and challenging play of both the original *Spyro the Dragon* and it's sequel, *Spyro (2): Ripto's Rage!*” said Ami Blaire, director, product marketing, Sony Computer Entertainment America Inc. “By maintaining the momentum in the first two games and adding fresh, new characters and gameplay features, *Spyro: Year of the Dragon* is sure to be one of the most anticipated family-friendly titles for PlayStation this holiday season.”

- more -



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SCEA – *Spyro: Year of the Dragon* for the PlayStation Game Console
2-2-2-2

In *Spyro: Year of the Dragon*, Spyro must defeat the evil Sorceress who has kidnapped all of the dragon eggs from the Dragon World. With the help of his best friend Sparx, Spyro must rescue as many dragon eggs as possible, then watch the baby dragons hatch and wing their way back to the Dragon World.

Players will experience the signature gameplay of the classic and popular *Spyro the Dragon* series with animated characters, humor, challenging puzzles, tons of hidden areas, mini-games, Speed Rounds, bonus levels, and more. Deeper and more complex dynamics will keep gamers enthralled as they explore more than 30 completely new worlds and experience mini-games including boxing, skateboarding, sharp shooting and much more. Spyro's newest journey will also take players deep underwater in a submarine, allow them to drive a tank, ride a speedboat and launch to new heights from a cannon.

The independent Entertainment Software Rating Board (ESRB) rates *Spyro: Year of the Dragon* "RP" for "Rating Pending." For more information about the ESRB visit www.esrb.org.

Spyro: Year of the Dragon is being developed by Insomniac Games, Inc. and produced by Universal Interactive Studios in partnership with Sony Computer Entertainment America and Cerny Games™. The original *Spyro the Dragon* videogame was released in September 1998, and has sold more than two million units to date in North America. The game has been added to the PlayStation "Greatest Hits" series.

Founded in 1994, Insomniac Games, Inc. is a multimedia software developer with an exclusive multi-title contract with Universal Interactive Studios, Inc. Insomniac specializes in creating cutting-edge games that break the boundaries of available technology, using real-time 3D technology, graphics and gameplay. The company is based in Universal City, Calif.

- more -

SCEA – *Spyro: Year of the Dragon* for the PlayStation Game Console
3-3-3-3

Cerny Games is a consulting company providing production, game design and programming services to the videogame development community.

The Spyro the Dragon characters and likenesses thereof are licensed from Universal Interactive Studios, Inc. Universal Interactive Studios, Inc., (UIS), develops, produces and licenses original and existing Universal Studios movie and television brands across multiple gaming platforms. UIS is most noted for producing the best-selling Crash Bandicoot and Spyro the Dragon(TM) for the PlayStation game console. Universal Interactive Studios is a division of Universal Studios (www.universalstudios.com), a diversified entertainment company and a worldwide leader in motion pictures, television, home and location based entertainment. Universal Studios is a unit of The Seagram Company Ltd., a global entertainment and beverage company.

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WHO WANTS TO BE A MILLIONAIRE 2ND EDITION CHALLENGES PLAYERS TO TAKE THE “HOT SEAT” ON THE PLAYSTATION® GAME CONSOLE Popular Television Game Show Offers PlayStation Gamers Interactive Family Fun

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today the June 20 release of *Who Wants To Be A Millionaire 2nd Edition* for the PlayStation® game console. Following the style of ABC's most popular television phenomenon, *Who Wants To Be A Millionaire 2nd Edition* incorporates all the drama and immersive fun of the TV game show, plus scores of mind-bending questions and new *Lifelines* – *Phone-A-Friend*, *Ask the Audience* and *50/50* – all hosted by a virtual Regis Philbin.

Video, audio and interactivity bring “virtual Regis” to life. *Who Wants To Be A Millionaire 2nd Edition* utilizes audio and video of Regis Philbin, including instructions on how to play the game; questions; right/wrong answers; phone-in banter; and of course, “...is that your FINAL answer?” Through a winning combination of clever writing, design and high production values, a virtual Regis Philbin comes alive to host the game right in players' homes.

“We are thrilled to bring *Who Wants To Be A Millionaire 2nd Edition* to the PlayStation game console,” said Ami Blaire, director, product marketing, Sony Computer Entertainment America Inc. “With the popularity of the television game show and Regis Philbin as the host, *Who Wants To Be A Millionaire 2nd Edition* is sure to become a favorite among PlayStation gamers.”

-more-



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SCEA – *Who Wants To Be A Millionaire 2nd Edition* for the PlayStation Game Console
2-2-2-2

Who Wants To Be A Millionaire 2nd Edition captures the spirit of the game show, beginning with the two-player *Fastest Finger* round. Four items are displayed out of sequence on the screen, and the first contestant to put these items in the right order in the shortest time advances to the *Hot Seat*. Just like the television program, participants must answer 15 progressively challenging questions correctly.

Also as on TV, players can rely on three different *Lifelines* for assistance: *Ask the Audience*, *Phone-A-Friend* and *50/50*. Instead of polling a live studio audience for *Ask the Audience*, *Who Wants To Be A Millionaire 2nd Edition* uses an Internet poll conducted prior to the release of the game. When *Phone-A-Friend* is selected, the game “calls” one of Regis’ virtual friends. Sometimes the answers they give will be correct, sometimes incorrect. Players must use clues in the answers to figure out whether to rely on the advice or disregard it. The third *Lifeline* is *50/50*, which narrows down the correct answers to two choices.

Unlike the television version, should players lose the game, they can always try again. With hundreds of questions available, the game provides hours of nail-biting fun. The TV-like timing, tense music and right dose of unique banter from Regis build non-stop excitement for the chance to become a virtual millionaire.

This second edition title is based on the original PC-CDROM, *Who Wants To Be A Millionaire*, which launched in November 1999 and became the fastest selling PC game of all time.

The independent Entertainment Software Rating Board (ESRB) rates *Who Wants To Be A Millionaire 2nd Edition* “E” for “Everyone.” For more information about the ESRB visit www.esrb.org.

- more -

SCEA – *Who Wants To Be A Millionaire 2nd Edition* for the PlayStation Game Console
3-3-3-3

Buena Vista Interactive is a publishing label formed by Disney Interactive, which is part of the Disney Consumer Products division of The Walt Disney Company. Buena Vista Interactive develops, markets and globally distributes interactive entertainment products based on the broad range of creative content produced by The Walt Disney Company through business units such as ABC, Touchstone, Hollywood Pictures and Buena Vista Television, among others. For more information on Buena Vista Interactive's products, visit www.bvinteractive.com.

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989 SPORTS'™ *MLB*™ 2001 REDEFINES BASEBALL VIDEOGAME CATEGORY

*This Year's All-New MLB 2001 Includes New Franchise Mode,
Enhanced 3D Graphics and Input from MLB Pros*

FOSTER CITY, Calif., March 27, 2000 – Sony Computer Entertainment America Inc. announced today that *MLB*™ 2001, the next installment in 989 Sports' popular *MLB* baseball videogame series, will be available in stores on Tuesday, March 28 for the PlayStation® game console. With all the MLB teams and players, brand-new features such as a Franchise Mode and consultation from the biggest names in baseball, *MLB 2001* sets the standard for PlayStation baseball videogames.

“The *MLB* development team has continually pushed the envelope to deliver the most realistic baseball experience in a videogame,” said Troy Mack, product manager, 989 Sports. “By involving numerous baseball professionals in the development process of this year's game, *MLB 2001* will be the most incredible baseball simulation ever to hit the PlayStation. Gamers and baseball enthusiasts will be impressed with its new features and ultra-realistic graphics.”

During the development of *MLB 2001*, 989 Sports consulted with Los Angeles Dodgers Manager Davey Johnson, San Diego Padres hitting legend Tony Gwynn and the Padres feared reliever Trevor Hoffman, to create the most strategic Artificial Intelligence (AI) ever developed for a baseball videogame. Tony Gwynn and Trevor Hoffman were also “motion captured” to provide new player animations for *MLB 2001*.

- more -

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MLB 2001 looks and feels like real baseball, with more than 250 personalized moves and stances of MLB pitchers and batters. New player models are scaled to actual height, weight and body style and feature actual player faces. Even the stadiums are sculpted to perfection with every realistic detail incorporated. This includes the new stadiums like Safeco Field in Seattle, Pacific Bell Park in San Francisco and Comerica Park in Detroit.

To further increase the realism of *MLB 2001*, an all-new Franchise Mode was added where gamers will have to use their gaming skills and scouting ability to win games and earn points in order to sign big name players and build their team into a powerhouse.

MLB 2001 also has all the features gamers have grown to love. Hall of Fame™ broadcaster Vin Scully and ESPN analyst Dave Campbell are reunited to bring *MLB 2001* to life like no other baseball videogame before it. The GM Mode returns as a key feature, enabling gamers to create, draft, trade, call up, waive, release and sign players as free agents. The Manager Mode is back to let gamers call all the shots and utilize the in-game scouting reports to set up hitters and make lineup changes. And the popular Spring Training™ Mode returns with new Spring Training stadiums.

MLB 2001 features All-Star and National League MVP Chipper Jones of the Atlanta Braves on the package.

MLB 2001 – Key Features

- All MLB teams and players with the latest signings and trades
- All-new Franchise Mode allows gamers to build a powerhouse team from the ground up
- New managerial AI consultation from Los Angeles Dodgers Manager Davey Johnson
- New batting AI consultation from San Diego Padres Outfielder Tony Gwynn
- New pitching AI consultation from San Diego Padres Reliever Trevor Hoffman
- Two-man booth with Hall of Famer Vin Scully and ESPN analyst Dave Campbell
- Authentic TV style presentation

MLB 2001 – Key Features (cont'd)

- All the MLB stadiums, including the new Safeco Field in Seattle, Pacific Bell Park in San Francisco and Comerica Park in Detroit
- New motion capture animations from San Diego Padres Tony Gwynn and Trevor Hoffman
- New detailed player model shows wrinkles and folds in player's uniform as well as actual player faces and body styles
- Total Control Batting™ returns with even more advanced control to battle the fiercest pitchers in the league
- Total Control Fielding™ is back. Fielders dive, throw from their knees, crow-hop, twirl throw, throw on the run, and make barehanded grabs
- More than 250 personalized batting stances and pitching motions
- Realistic player performance including the signature batting stances of Chipper Jones, Mo Vaughn and Jeff Bagwell; the double-play artistry of Nomar Garciaparra and Robbie Alomar; and the unmistakable pitching motions of Kevin Brown, The Rocket and Curt Schilling
- Play Modes: Franchise, Spring Training™, Home Run Derby™, Exhibition, full season with multiple season lengths and All-Star™
- Play as a GM. Draft, trade, sign, release or re-assign players to your Farm System
- Manager Mode returns to let gamers utilize the in-game scouting reports prepared by former Major League scouts for on-the-fly stats and lineup changes. Watch as the CPU makes trades between teams. Also be sure to keep an eye on the trading deadline
- More than 90 statistical categories for each player
- While playing in Season Mode be prepared for the injury bug. Players can go on the D.L.
- End-of-season awards: AL and NL MVP, Batting and saves titles, Rookie of the Year and Cy Young
- Three difficulty levels (rookie, veteran and all-star)

989 Sports is the sports software brand of Sony Computer Entertainment America Inc. Known for its top-selling sports franchise titles such as *NFL GameDay*™, *MLB*™, *NBA ShootOut*, *NHL FaceOff*™, *NCAA® Final Four®* and *NCAA® GameBreaker*™, 989 Sports is committed to developing authentic and innovative sports games to appeal to both the professional athlete and hard-core sports videogame fan.

SCEA – 989 Sports' *MLB 2001* for the PlayStation Game Console
4-4-4-4

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**989 SPORTS™ NBA SHOOTOUT 2001 TAKES VIDEOGAME HOOPS TO
THE HOLE WITH THE BEST BASKETBALL ACTION**
*Newest Installment in Basketball Videogame Franchise for the
PlayStation® Game Console is a Slam Dunk with Redesigned Gameplay*



LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today that *NBA ShootOut 2001* from 989 Sports™ returns to the PlayStation® game console this November with newly redesigned gameplay, amazingly realistic player and arena models, more than 400 motion-captured animations and a revised TV-style presentation that features new camera angles and expanded commentary by New Jersey Nets broadcaster Ian Eagle. *NBA ShootOut 2001* brings the essence of NBA basketball to the PlayStation game console with extensive rosters featuring veteran and rookie players from all 29 NBA teams, authentic NBA playbooks, real NBA arenas and the ability to play for the NBA All-Star Game, Playoffs and NBA Finals.



NBA ShootOut 2001 joins a basketball videogame franchise that has always been graphically impressive, but now the gameplay is world-class as well. Controls have been made more intuitive and the game engine has been tweaked, resulting in the best playing hoops game around. Improved Touch Shooting™ lets gamers control the accuracy of the shot and with Advanced Dribbling Control™, players can change dribbling style on the fly to dazzle opponents with between-the-leg dribbles and behind-the-back moves.

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“We’ve made a concerted effort to produce the best gameplay in *NBA ShootOut* franchise history,” said Kelly Ryan, director of product development, Sony Computer Entertainment America Inc. “By redesigning the game engine, coupled with peerless graphics and NBA-inspired details, *NBA Shoot Out 2001* will be an instant favorite with both fans of the franchise and new PlayStation gamers.”

NBA fans appreciate the many fine points that make *NBA ShootOut 2001* sparkle. Real NBA stars including the Phoenix Suns’ three-time all-star Jason Kidd, the Boston Celtics’ Paul Pierce, and the the Los Angeles Lakers’ Robert Horry have been motion captured to deliver the NBA’s real moves – more than 400 animations in all, including more than 50 signature dunks of NBA standouts. Team-specific playbooks with more than 450 plays designed with the help of top NBA players allow for teams to play the style that they do in real life – allowing players to set the offense to utilize a dominant center or sharp-shooting swingman. Veteran NBA play-by-play man Ian Eagle of the New Jersey Nets calls all the action.

NBA ShootOut 2001 Key Features:

- All-new, redesigned game engine delivers new level of gameplay to accompany award-winning graphics
- More than 400 animations include fake around-the-back passes, reverse lay-ups, finger rolls, no-look passes, spins and more than 50 signature dunks
- NBA style playbooks, designed specifically for each team’s specific style of play; all-in-all, more than 450 plays designed with help by the NBA’s top athletes
- Revolutionary “Create Dunk” option lets gamers customize their own dunking style
- All 29 NBA teams and updated player rosters
- All-new large 3D polygonal players scaled to actual height and weight with exact player faces
- Touch Shooting lets gamers control the accuracy of the shot
- Advanced Dribbling Control allows the player to change dribbling styles including between-the-leg dribbles and behind-the-back moves
- Customize players with the “Create Player” feature, including physical attributes and playing ability

SCEA – 989 Sports' *NBA ShootOut 2001* for the PlayStation Game Console
3-3-3-3

NBA ShootOut 2001 Key Features, continued:

- Motion capture animations from real NBA players, including the Phoenix Suns' three-time all-star Jason Kidd, the Cleveland Cavaliers' Brevin Knight and Trajan Langdon, the Orlando Magic's Charles "Bo" Outlaw, the Boston Celtics' Paul Pierce and the Los Angeles Lakers' Robert Horry
- Updated TV-style presentation includes new camera angles with more than 100 hours of play-by-play commentary from New Jersey Nets broadcaster Ian Eagle
- True-to-life arenas with animated crowds and authentic arena music
- "Read and React AI" lets the offense run plays that expose defensive weaknesses
- "Matchup and Deny AI" lets the defense read and run the offense into disarray
- Updated Icon Cutting, Icon Passing and Icon Switching
- Complete roster management: create, trade, release, sign and draft players
- Gameplay modes: Exhibition, Tournament, NBA All-Star Game, Playoffs and the NBA Finals
- Full season and game statistics
- Real NBA awards: MVP, scoring, rebounding, Defensive Player of the Year and Rookie of the Year
- Up to eight players with Multi Tap

989 Sports is the sports software brand of Sony Computer Entertainment America Inc. Known for its top-selling sports franchise titles such as *NFL GameDay*™, *MLB*™, *NBA ShootOut*, *NHL FaceOff*™, *NCAA® Final Four®* and *NCAA® GameBreaker*™, 989 Sports is committed to developing authentic and innovative sports games to appeal to both the professional athlete and hard-core sports videogame fan.

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- more -

SCEA – 989 Sports' *NBA ShootOut 2001* for the PlayStation Game Console
4-4-4-4

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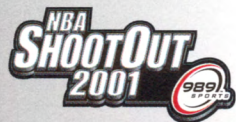
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989 SPORTS™ NCAA® FINAL FOUR® 2001 STAYS ATOP THE POLLS WITH TRUE COLLEGE HOOPS ACTION

*College Basketball Videogame Returns with More than 300 Teams, Increasingly
Realistic 3D Graphics and Unrivaled Gameplay*

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today that *NCAA® Final Four® 2001* from 989 Sports™, the next installment in the highly-successful college basketball videogame series, will be available this November on the PlayStation® game console. *NCAA Final Four 2001* sets the standard for college hoops realism with all-new player models and arena graphics, more than 300 Division I-A schools from 31 conferences and new gameplay features that capture the spirit of collegiate roundball.

NCAA Final Four 2001 looks the part of big man on campus with all-new player models that are scaled to actual player height, weight and body style. Intricate college arenas appear just as their true storied counterparts, while additional touches such as increased team momentum from a sixth Man Meter, real college fight songs and crowd chants re-create the spirit and intensity of the college hoops environment.

“*NCAA Final Four 2001* excites gamers with the details that make college basketball lovers so fanatical,” said Kelly Ryan, director of product development, Sony Computer Entertainment America Inc. “We have truly captured the spirit of college hoops through the intricacies of the arenas, the gargantuan selection of NCAA teams and the authenticity of gameplay.”

- more -

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To further increase the realism of the game, more than 50 motion capture animations incorporating movements of former college basketball stars such as California's Jason Kidd, Duke's Trajan Langdon, Kansas' Paul Pierce, North Carolina's Jerry Stackhouse and Stanford's Brevin Knight have been added. More than 20 dunks, post-up plays, no look passes, fade-away shots and many more exciting moves are part of each player's arsenal.

NCAA Final Four 2001 takes fans through the rigors of a full college season with more than 300 Division I-A schools representing 31 different conferences, from the powerhouses to the Cinderella-producers. Fight for the league title and follow the "Bubble Watch" feature as players track their team's progress towards a berth in the 64-team NCAA Tournament. Each team in *NCAA Final Four 2001* runs its offense and defense similar to each college's style of play. Team-specific playbooks allow players to execute trademark strategies including Florida's full court press, Arizona's three-point offense and Temple's stifling match-up zone.

Further complementing the features college basketball fans expect, ESPN announcer and former Indiana star Quinn Buckner returns to call the action with brand new commentary paired with a TV-style presentation complete with multiple camera angles and pop-up statistics. Adding to the fun is comprehensive stat tracking for teams and individual players in 32 different categories plus awards including first and second team All-American, National Player of the Year and Conference Player of the Year. All new Artificial Intelligence results in the most advanced computer opponents ever implemented into a college basketball game, while an improved Touch Shooting Meter™ gives players more control of shot accuracy.

NCAA Final Four 2001 Key Features:

- More than 300 Division I-A teams from 31 different conferences
- All-new 3D player models scaled to actual height, weight and body style
- College arenas designed to mirror their real-life counterparts
- Play-by-play commentary by ESPN college basketball announcer Quinn Buckner
- More than 50 new animations with players congratulating each other, coaches yelling orders from the sidelines, the ability to pass after starting to shoot, put-back slam dunks and the ability to run the baseline when inbounding the ball (when legal)

NCAA Final Four 2001 Key Features (cont'd):

- Authentic college-specific playbooks
- “Bubble Watch” feature gives the gamer updates on team performance during the season-long run to the NCAA Tournament
- Real college atmosphere with animated crowds, cheerleaders, chants and fight songs
- Icon Passing™, Icon Cutting™ and Icon Switching™ returns to give the gamer ultimate control of his players on both offense and defense
- The “Touch Shooting Meter” provides the gamer complete control over player shooting abilities
- The “6th Man Meter” returns to fire up the home crowd and help the home team make shots
- More than 50 new motion-captured animations by former college standouts (and current NBA pros) including California’s Jason Kidd, Duke’s Trajan Langdon, Kansas’ Paul Pierce, North Carolina’s Jerry Stackhouse and Stanford’s Brevin Knight
- Features all Division I-A conferences including such favorites as the Pac-10, Atlantic 10, Big 12, Big East, SEC, Big Ten, Big Sky, Big West, Ivy League, Conference USA, Missouri Valley, MAAC, Northeast, Southern, Sun Belt, TransAmerica, WAC, West Coast, Mid Continent and Mid-American
- Awards – first and second team All-Americans, National Player of the Year and Conference Player of the Year
- Four game modes: Tournament, Exhibition, Season and Arcade
- Four gameplay settings – Freshman through Senior
- Up to eight players can play with Multi Tap

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SCEA – 989 Sports' *NCAA Final Four 2001* for the PlayStation Game Console
4-4-4-4

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**989 SPORTS™ NCAA® GAMEBREAKER™ 2001 DRIVES TOWARDS
GRIDIRON GLORY BY DELIVERING UNRIVALED COLLEGE ACTION**
*Best-Selling College Football Videogame Franchise Captures the Essence of
College Football with Play-by-Play by the Legendary Keith Jackson*



LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc.

announced today that *NCAA® GameBreaker™ 2001* from 989 Sports™, the next in a series of successful college football videogames for the PlayStation® game console, returns in November. Delivering a balanced attack of unrivaled graphics, great gameplay and a multitude of features, *NCAA GameBreaker 2001* includes all 115 Division I-A programs, plus 64 historical teams, 21 bowl titles, new player models and more than 250 motion captured animations. The game features 1,800 plays designed by legendary All-Americans and coaches, new gameplay modes and the call by all-time great announcer Keith Jackson.

NCAA GameBreaker 2001 re-creates the spirit and pageantry of college football Saturdays with all 115 Division I-A football stadiums from Michigan's "Big House" to the Rose Bowl, rendered in amazing detail, as well as the race for the Heisman Trophy, conference championships and the National Championship. Adding to the game's realism are many authentic fight songs and hundreds of motion captured animations including new tackles, special moves and jukes. Players can utilize special weapon "GameBreakers" who can change a game's complexion whenever they touch the ball.

- more -

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SCEA – 989 Sports' *NCAA GameBreaker 2001* for the PlayStation Game Console
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“*NCAA GameBreaker 2001* exudes all the subtle nuances that make college football special,” said Kelly Ryan, director of product development, Sony Computer Entertainment America Inc. “With Keith Jackson, real fight songs and authentic team-specific playbooks, this game *is* college football.”

NCAA GameBreaker 2001 features superior gameplay to accompany the amazing graphics and college football realism. With Total Control Passing, players adjust to changing defenses by leading or under-throwing receivers so the ball is placed just where the receiver can catch it. Special moves allow “GameBreakers” to juke overmatched defenders, while a well-timed leap can tip the ball away from the outstretched hands of the intended receiver. A “Career Mode” allows a player to assume the duties of a head coach, coordinator or assistant in leading a run at the National Championship. Players can then progress up the coaching ladder, landing jobs at higher profile schools depending on the success of their squad.

Only *NCAA GameBreaker 2001* allows gamers to take their best players to the next level. Gamers are able to save senior players from *NCAA GameBreaker 2001* and draft them into the NFL by downloading them into *NFL GameDay™ 2001*, 989 Sports' best-selling pro football game for the PlayStation game console.

NCAA GameBreaker 2001 features former University of Wisconsin Running Back and Heisman Trophy Winner Ron Dayne on the package.

NCAA GameBreaker 2001 Key Features:

- All 115 NCAA Division I-A teams and stadiums, plus 64 classic teams from the past
- Five all-new gameplay modes including Scrimmage, Fantasy, Tournament, Bowl Season and Career
- “Career Mode” enables the user to assume the duties of a head coach, coordinator or assistant in leading a run at the National Championship
- TV-style presentation with extended analysis from legendary college football announcer Keith Jackson
- *NFL GameDay 2001* compatible – users will be able to save senior players from an *NCAA GameBreaker 2001* season and import them into *NFL GameDay 2001*

- more -

NCAA GameBreaker 2001 Key Features (cont'd):

- All-new gameplay animations include new tackles, special moves and jukes
- All 3D polygonal players scaled to actual height and weight
- Authentic college fight songs and drums provide the most realistic college football environment, while real audio enhances every juke, grunt and bone-crunching hit
- “Blue Chip Recruiting” feature allows gamers to sign top recruits and build powerhouse teams
- Play for 21 different bowl games, including the Rose Bowl™, and individual players can compete for the Heisman Trophy, Sears National Championship Trophy, All American Team and Freshman of the Year Award
- Utilizes more than 250 motion capture animations of former college standouts and current NFL Pros, including Akili Smith, Charles Woodson, Tim Brown, Chad Brown, Mike Alstott, Jason Sehorn, Hardy Nickerson, Ryan Leaf, Christian Fauria, Jimmy Smith and Lamont Warren
- “Max Pro” feature allows the user to order running backs to stay in and block, or go out for a pass
- Authentic college play formations and playbooks featuring more than 1,800 plays designed by college coaches, such as UCLA Bruins coach Bob Toledo
- Gamers can control celebration and show-off animations, but must watch out for excessive celebration penalties
- True-to-life “GameBreakers” can change the outcome of a game every time they touch the ball
- Practice field “Play Editor” feature enables users to create and customize their own playbook
- Supports the DUALSHOCK™ analog controller for the ultra-realistic experience
- Total Control Passing allows players to lead or under-throw receivers so the ball is placed out of the reach of greedy defenders
- Wind, snow and rain all affect gameplay, while uniforms show mud and grass stains depending on field conditions
- Tracking of game and full season statistics in every major category
- Up to 8 players with Multi Tap

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SCEA – 989 Sports' *NCAA GameBreaker 2001* for the PlayStation Game Console
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NFL GAMEDAY™ 2001: THE PLAYSTATION® GAME CONSOLE'S ORIGINAL FOOTBALL FRANCHISE RETURNS WITH A VENGEANCE
989 Sports™ NFL GameDay 2001 Includes Most Realistic 3D Graphics, Uncanny Artificial Intelligence and Input from More than 55 NFL Players



LOS ANGELES, May 11, 2000 – Continuing to deliver breakthrough sports gameplay and impressive graphics, Sony Computer Entertainment America Inc. announced today that *NFL GameDay™ 2001* from 989 Sports™ will be available this August for the PlayStation® game console. *NFL GameDay 2001* features all 31 NFL teams, more than 1,500 players, the latest plays created by real NFL players, amazingly realistic 3D player and stadium models, more than 200 new motion captured moves from 13 NFL players and the return of announcers Dick Enberg and Phil Simms to call all the NFL excitement.



“The *NFL GameDay* series has made a name for itself by being the football videogame of choice among the athletes themselves,” said Kelly Ryan, director of product development, Sony Computer Entertainment America Inc. “*NFL GameDay 2001* utilizes input from NFL players to create the most realistic game possible, bringing the true NFL experience to the common fan.”



NFL GameDay 2001 sports the most realistic graphics to date with each NFL player depicted in amazing detail. All players are scaled to their actual size, weight and body style. Stadium interiors are richly detailed and enhanced by animated backgrounds and historic landmarks. Players will experience actual wear and tear on the playing field grass as the game progresses.



- more -

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For the first time, animations including drag downs, shoves, gang tackles, low and high-wrap tackles, upending tackles, across-the-body “shoestring” catches and sideline “tip-toe” catches capture the intensity of real NFL action. Players can break ankle tackles and drag would-be tacklers on second and third efforts.

The award winning gameplay has been enhanced with Artificial Intelligence (AI) that has computer-controlled opponents learning players tendencies on offense and defense to shut down the attack. The new “Play As Any Skill Player” feature lets the gamer become the quarterback, running back, wide receiver or tight end with the press of a button. Gamers can throw cut blocks as a tight end for a running back, or as a receiver, signal the quarterback to throw the ball. New Total Control Passing™ allows players to lead or underthrow receivers in any direction by simply pressing the directional pad.

NFL GameDay 2001 reflects the latest NFL trends through actual NFL player input – from motion capture animations to plays designed with the help of real NFL players. Players motion captured for the *NFL GameDay 2001* series are among the game's top names, including Buccaneers FB Mike Alstott, Steelers RB Jerome Bettis, Bengals QB Akili Smith, Jaguars WR Jimmy Smith and LB Hardy Nickerson, Vikings DT John Randle, Raiders WR Tim Brown and CB Charles Woodson, Giants CB Jason Sehorn. Among the 55 NFL stars creating the authentic playbooks for *NFL GameDay 2001* were Rams RB Marshall Faulk, Buccaneers DL Warren Sapp, Vikings QB Dante Culpepper, Bengals RB Corey Dillon and Dolphins LB Zach Thomas.

An improved “GM Mode” lets the videogamer play in multiple seasons as a coach, player or general manager. A new “Draft War Room” feature provides the gamer with a report of team weaknesses allowing players to determine needs on draft day. Gamers can control the everyday activities of a team over several seasons while drafting, trading and signing free agent players. State-of-the-art “Training Camp Mode” lets the gamer sharpen skills and increase knowledge of various offensive and defensive playbooks. The revolutionary “Play Editor” lets the gamer design custom plays and save them to a playbook.

Players can also direct how and where each player will move by assigning individual routes, blocking schemes and defensive alignments and assignments. *NFL GameDay 2001* has also refined the "Create Player" feature, allowing gamers to customize a player's physical appearance, salary and mental makeup. Graduating seniors from *NCAA® GameBreaker™ 2001* can even be imported to the draft.

NFL GameDay 2001 Key Features:

- Award-winning gameplay
- Hundreds of new plays designed with the help of more than 55 NFL players containing the latest trends, formations and plays
- All-new 3D player and stadium models and 200 new motion capture animations from 13 different NFL players, including Charles Woodson, Akili Smith, Jimmy Smith and Mike Alstott
- Play as a quarterback, running back, wide receiver or tight end with the new "Play As Any Skill Player" feature
- All 31 NFL teams and more than 1,500 NFL players scaled to actual height, weight and body style
- Actual NFL stadiums feature historic landmarks and grass that experiences wear and tear as the game progresses
- Play-by-play legend Dick Enberg and color commentator Phil Simms return with broader and more conversational commentary and insight
- In-game Telestrator provides TV-style instant replays with insight and analysis from Phil Simms
- In-depth NFL player ratings and updated 2000 team rosters, including rookies, free agent signings and trades
- Gamers have the ability to import senior college players from 989 Sports' college football videogame *NCAA GameBreaker 2001* to play with the pros in *NFL GameDay 2001*
- An upgraded "Training Camp Mode" lets the gamer sharpen his skills and increase his knowledge of various offensive and defensive playbooks. Players actually wear practice jerseys and shorts
- "GM Mode" lets the gamer be the coach, player or general manager over multiple seasons, operating with a salary cap. The new "Draft War Room" feature alerts player to team weaknesses. Create, draft, sign, trade and release players and free agents – just like a real GM
- In-game help menus assist new users who are unfamiliar with the in-game controls

NFL GameDay 2001 Key Features (cont'd):

- Team match-ups that detail offensive and defensive strengths and weaknesses
- Design plays and save them to a custom playbook with the revolutionary “Play Editor,” direct how and where players move by assigning pass routes, blocking schemes and defensive maneuvers
- Create a player with the updated “Create Player” feature – customize a player’s physical appearance, salary and mental makeup
- Players perform as in real life as Marshall Faulk jukes to elude flailing arms, Eddie George punishes would-be tacklers, Randy Moss elevates over shorter defenders to grab the deep ball and Brett Favre sports a rifle for an arm
- 150 personalized touchdown dances including Green Bay’s traditional “Lambeau Leap,” Ken Norton’s end zone “Punching Bag,” Cris Carter’s “Point to the Sky” and more
- Multiple weather conditions including wind, snow and rain as well as player injuries affect gameplay
- “Throwback” uniforms let gamers relive the past with a favorite team
- Comprehensive season statistical tracking in 163 categories – for either a team or a player
- Gameplay modes include preseason, 2000-2001 NFL season play, playoffs, Super Bowl™ and Pro Bowl™
- Pro Bowl selections are based upon the current season with weekly voting updates
- Includes every past Super Bowl team such as the '75 Steelers, '85 Bears and '94 49ers
- Genuine NFL stadium, game and crowd sounds
- Four playing perspectives and a free-floating 3D TV-style presentation
- Four levels of difficulty – Rookie, Veteran, All-Pro and Hall of Fame
- Complete substitution capability
- Up to 8 players with Multi Tap
- Officially licensed by the NFL and PLAYERS INC

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SCEA – 989 Sports' *NFL GameDay 2001* for the PlayStation Game Console
5-5-5-5

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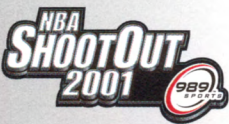
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989 SPORTS™ *NHL FACEOFF™ 2001* DELIVERS INTENSE HOCKEY ACTION

*Top-Selling Hockey Videogame Franchise for the PlayStation® Game Console
Returns with All-New Play Modes, Intricate AI and Exclusive New Features*

LOS ANGELES, May 11, 2000 – Sony Computer Entertainment America Inc. announced today that the sixth edition of the highly successful hockey videogame series, *NHL FaceOff™ 2001*, will be available this September for the PlayStation® game console. *NHL FaceOff 2001*, from 989 Sports™, is packed with all the NHL® teams and players, international teams, all-new play modes, and intricate Artificial Intelligence mirroring real NHL player tendencies. An authentic two-man broadcast team featuring New Jersey Devils® play-by-play announcer Mike Emrick and ESPN's Darren Pang is coupled with a dramatic TV-style presentation to create the most comprehensive hockey simulation available on the PlayStation game console.

NHL FaceOff 2001 thrills hockey fans with four all-new play modes – Tournament, Shootout, Practice and Draft. Tournament Mode allows players to take the reigns of an elite international team and vie for the title of the “world’s best hockey team.” National anthems, classic uniforms and the world’s top players are combined to create the raw emotions of international hockey. Shootout Mode challenges puck marksmen to shoot top-shelf, glove side or through the five hole in an electrifying one-on-one mode versus the goalie. The new Practice Mode allows players to sharpen their passing, shooting, checking and skating skills. With Draft Mode, gamers can assume the responsibilities of a general manager by drafting and trading players to take on the best that *NHL FaceOff 2001* has to offer.

- more -

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“Serious gamers have always known that the *FaceOff* series captures the hard-hitting intensity of NHL hockey,” said Kelly Ryan, director of product development, Sony Computer Entertainment America Inc. “We continue to challenge ourselves to deliver a better hockey gaming experience to players, which we have accomplished this year with *NHL FaceOff 2001* by incorporating exclusive new features, an intricate Artificial Intelligence and challenging play modes unseen on any other hockey title.”

As the first hockey videogame franchise to use motion capture animation performed on ice, *NHL FaceOff 2001* has perfected every subtle hockey move in minute detail, from thunderous checks into the boards to blistering slap shots. *NHL FaceOff 2001* continues the tradition of *NHL FaceOff*™ realism to include motion capture animations from Chicago Blackhawks® winger Tony Amonte, St. Louis Blues® winger Scott Young and former San Jose Sharks® goaltender Kelly Hradek – totaling 150 player animations.

A new Line Manager feature allows players the flexibility to use their roster to the fullest while utilizing more than 12 different offensive and defensive strategies designed by real NHL coaches. Players benefit from special tactics such as having the defensive squad to dump the puck to the far end while changing offensive lines. With the new Shot Aim Option, gamers can control the puck during the back swing and launch a bullet past the goalie.

With proprietary feature I.C.E. AI™ (Intelligence Comprehension Execution Artificial Intelligence), developed with marquee NHL all-star players and coaches, computer-controlled players prowl the ice just as they do in the NHL providing additional hockey realism to the game. Icon Passing™ and Icon Switching™ brings unprecedented control of players as they battle for the puck in offensive and defensive zones. *NHL FaceOff*'s “Puck Halo” makes the puck easier to see and play within the corners and in front of the goal.

NHL FaceOff 2001 incorporates all 30 NHL teams for the 2000–2001 season (including the Columbus Blue Jackets and Minnesota Wild) with updated rosters and the ability to play through an entire season. Gamers can track more than 30 individual and team statistics and compete for any of 15 NHL awards, including the Hart Memorial, Art Ross, Vezina, Conn Smythe, Presidents' trophies and the highly coveted Stanley Cup.

Each arena's unique characteristics are re-created in amazing detail with the use of actual blueprints. The 3D player models are scaled to actual player height, weight and body style with real texture-mapped detailing true to the facial features of NHL stars. Multiple camera angles, pop-up stats and in-game panels combined with authentic play-by-play by announcer Mike Emrick and color commentator Darren Pang create the best TV-style presentation available in a hockey videogame.

NHL FaceOff 2001 Key Features:

- Every player and team for the 2000-2001 season is included – even the Columbus Blue Jackets and Minnesota Wild, plus eight international teams
- Four all-new play modes:
 - Tournament Mode – a competition pitting the world's best international teams
 - Shootout Mode – puts gamer in a one-on-one battle versus a goalie who is determined to stop your best shot
 - Practice Mode – lets gamers perfect passing, shooting, skating and checking skills
 - Draft Mode – assume the responsibilities of a general manager by drafting and trading players to build a championship-caliber team
- New Line Manager Feature allows players to choose from more than 12 different offensive and defensive strategies while utilizing the roster to create strategic lines
- New Shot Aim Option allows you to control the direction of your shot during your back swing as you prepare to launch a rocket past the goalie
- I.C.E. AI (Intelligence Comprehension Execution Artificial Intelligence) allows computer-controlled players to play and react just as they do in the NHL. NHL all-star players and coaches consulted on the development of I.C.E. AI, providing insight into offensive and defensive strategies
- Realistic 3D player models based on player size, weight and facial appearance
- Unrivaled 3D game engine

SCEA – 989 Sports' *NHL FaceOff 2001* for the PlayStation Game Console
4-4-4-4

NHL FaceOff 2001 Key Features, continued:

- TV-style presentation features two-man commentary, including New Jersey Devils' acclaimed announcer Mike Emrick and ESPN's analyst Darren Pang
- Seven different gameplay camera angle option settings and countless cut-aways, zoom-ins, pop-up stats and in-game panels provide impressive TV-style telecast
- Realistic skating physics lets players and the puck glide naturally across the ice. Players utilize cross-over steps when turning and skating backwards – just as in the NHL
- More than 150 motion captured animations performed on ice provide the most realistic hockey action available. Players motion captured include Chicago Blackhawks winger Tony Amonte, St. Louis Blues winger Scott Young and former San Jose Sharks goalie Kelly Hrudey
- Gamers can track more than 30 individual and team statistics and compete for any of 15 NHL awards, including the Hart Memorial, Art Ross, Vezina, Conn Smythe, Presidents' trophies and the highly coveted Stanley Cup
- "Puck Halo" makes the puck easier to see and play when in the corners and in front of the net
- Interactive crowds draw players into the game through team chants, yells and special animations such as hats being thrown onto the ice after a hat trick
- NHL arenas are presented in lifelike detail – each arena's characteristics are included, even the championship banners and Jumbotron®
- Music from top recording artists
- Refined Icon Switching™ on defense and Icon Passing™ on offense translate into the most realistic hockey control available
- On-the-fly strategy control allows the gamer change his attack with the touch of a button
- Full season and game statistics are available in every offensive and defensive category
- Create and manage teams with complete rosters -- draft, trade, release and sign free agents
- Up to eight players with Multi Tap

989 Sports is the sports software brand of Sony Computer Entertainment America Inc. Known for its top-selling sports franchise titles such as *NFL GameDay™*, *MLB™*, *NBA ShootOut*, *NHL FaceOff™*, *NCAA® Final Four®* and *NCAA® GameBreaker™*, 989 Sports is committed to developing authentic and innovative sports games to appeal to both the professional athlete and hard-core sports videogame fan.

- more -

SCEA – 989 Sports' *NHL FaceOff 2001* for the PlayStation Game Console
5-5-5-5

Sony Computer Entertainment America 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.

Recognized as the undisputed industry leader, Sony Computer Entertainment America Inc. markets the PlayStation game console and develops, publishes, markets and distributes software for the PlayStation game console and the upcoming PlayStation 2 computer entertainment system for the North American market. Based in Foster City, Calif., Sony Computer Entertainment America Inc. serves as headquarters for all North American operations and is a wholly-owned subsidiary of Sony Computer Entertainment Inc.

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Club Acclaim And Dualstar Interactive Announces First Mary-Kate and Ashley Title For The PlayStation® Game Console

Acclaim and Dualstar Interactive announce online casting call through May

Glen Cove, NY (May 1, 2000) – Club Acclaim, a division of Acclaim Entertainment (NASDAQ:AKLM), a worldwide interactive entertainment company, and Dualstar Interactive, a division of Mary-Kate and Ashley's Dualstar Entertainment Group, today announced the first PlayStation game console title for the popular Mary-Kate and Ashley brand, *Mary-Kate and Ashley's Magical Mystery Mall* is being developed by N-Space, Inc., a leading developer of youth oriented video game software. The game will be released this fall.

Acclaim also announced that the company and Dualstar Interactive, will host an online casting call on marykateandashley.com to cast two boys, ages 14-17, to appear in the game with Mary-Kate and Ashley.

"With the successful release of two Mary-Kate and Ashley games, Acclaim has done a great job of launching a popular new brand for girl gamers," said Pete Roithmayr, Vice President of Merchandising-videogames for Electronic Boutique. "Mary-Kate and Ashley's Magical Mystery Mall for PlayStation is the perfect game for the emerging girls software market."

Mary-Kate and Ashley's Magical Mystery Mall sends Mary-Kate and Ashley on a magical journey as they venture through a mysterious mall filled with fun and surprises. Each store in the magical mall represents a new game play level packed with fun and adventurous activities, including a clothing store which allows players to choose from hundreds of styles of clothing, shoes and accessories to create looks to walk the runway in their very own fashion show. Other levels include a surf shop, foodcourt, ski shop and a music store, where players create their own music video by selecting different moves and choreograph their own dance routine. Players can also add special effects and unique camera angles that look to create the feel of a real music video.

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To achieve maximum realism for the dance level of *Magical Mystery Mall*, Acclaim brought in well known music industry choreographer, Darrin Henson, who has worked on music videos with well known artists such as Brittany Spears, NSync, and Christina Aguilera. Acclaim incorporated Henson's signature dance moves using motion capture technique.

Mary-Kate and Ashley's Magical Mystery Mall will be supported with a multi-faceted marketing campaign, which includes a national TV and print campaign in addition to cross-promotional advertisements in Mary-Kate & Ashley books, videos and music CDs. Acclaim will kick-off the marketing campaign with an appearance by Mary-Kate and Ashley at this year's annual Electronic Entertainment Expo (E3) May 11 – 13, 2000 in Los Angeles.

Dualstar Entertainment Group

The Mary-Kate and Ashley brand has unprecedented media longevity and success. As a leader in family entertainment, Mary-Kate and Ashley's Dualstar Entertainment Group, owner of the billion dollar entertainment and media brand franchise, produces feature films; television series, movies and specials; home video series; book series; fashion dolls and accessories; interactive video games; and most recently the hugely popular Internet website marykateandashley.com. The Mary-Kate and Ashley brand -- called "as pervasive as Pokemon" by the Los Angeles Times -- delivers a wholesome, fresh, aspirational, exciting lifestyle to its audience of loyal young girls and tweens.

Club Acclaim

Established in 1999, Club Acclaim, a division of Acclaim Entertainment, focuses on licensed youth and family oriented product. Club Acclaim establishes a presence for Acclaim in the emerging youth software market and complements Acclaim's corporate portfolio. Additional titles published under the Club Acclaim brand include *Bust-A-Move 4*, *The New Adventures of Mary-Kate and Ashley*, and *Mary-Kate and Ashley's Get A Clue!*.

Acclaim Entertainment Background Information

Acclaim Entertainment, Inc. is a leading worldwide developer, publisher and mass marketer of software for use with interactive entertainment platforms including Nintendo, Sony Computer Entertainment America and Sega hardware systems, and PCs. Acclaim owns and operates six studios located in the United States and the United Kingdom, and publishes and distributes its software directly in North America, the United Kingdom, Germany, France, Spain and Australia. Acclaim also distributes entertainment software for other publishers worldwide, and publishes comic books and software strategy guides. Acclaim's headquarters are in Glen Cove, New York and Acclaim's common stock is publicly traded on NASDAQ under the symbol AKLM. For more information please visit our website at www.acclaim.com.

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ACCLAIM SPORTS AND HBO PROPERTIES TEAM UP TO KNOCK OUT BOXING COMPETITION

HBO SPORTS BOXING GAME SLATED FOR FALL RELEASE ON PLAYSTATION® GAME CONSOLE

GLEN COVE, N.Y., April 11, 2000 - Acclaim Entertainment, Inc. (NASDAQ:AKLM), a leading worldwide interactive entertainment company, today announced it has entered into a multi-year agreement with HBO Properties, the licensing and merchandising arm of Home Box Office, to produce licensed HBO Sports boxing video games. The debut title, **HBO Boxing**, is scheduled for release this Fall on the PlayStation game console.

"We are excited about teaming up with the biggest name in televised boxing -- HBO Sports", said Michael Jerchow, director of licensing for Acclaim Sports. "We're taking boxing video games to a new championship level by incorporating the full lineup of HBO Sports' boxing series, while featuring more than 30 past and present champions, intuitive gameplay controls, and award-winning HBO Sports broadcast team members."

"HBO Properties is very happy to be working with Acclaim Sports for the release of our first-ever video game," said Pam Lester, COO of HBO Properties. "We are confident that Acclaim will create video games that fully reflect the quality and integrity of HBO's boxing series and we think that they'll be a great success."

HBO Boxing will incorporate the distinct look and feel of HBO Sports boxing telecasts, featuring authentic HBO Sports graphics and theme music, along with real-life boxing venues. Renowned HBO Sports broadcast team members Jim Lampley, Larry Merchant, and Harold Lederman will provide in-game commentary. Fighters will start in gyms and work their way up the ladder of HBO Sports' boxing series: *KO Nation*, *HBO Boxing After Dark*, *HBO World Championship Boxing*, and the pinnacle of professional prize fighting -- *TVKO Pay-Per-View from HBO*.

HBO Boxing will feature over 30 boxers, including former legends, current champions and future stars. Acclaim Sports will release a list of the game's featured boxers and additional game features before the industry's largest trade show, Electronic Entertainment Exposition, (E3), May 11-13.

HBO Boxing is being developed by Osiris Software Design Studios, Inc.

Acclaim Entertainment Background Information:

Acclaim Entertainment, Inc., is a leading worldwide developer, publisher and mass marketer of software for use with interactive entertainment platforms including Nintendo, Sony Computer

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Entertainment and Sega hardware systems, and PCs. Acclaim owns and operates six studios located in the United States and the United Kingdom, and publishes and distributes its software directly in North America, the United Kingdom, Germany, France, Spain and Australia. Acclaim also distributes entertainment software for other publishers worldwide and publishes comic books and software strategy guides. Acclaim's headquarters are in Glen Cove, New York, and Acclaim's common stock is publicly traded on NASDAQ under the symbol AKLM. For more information, please visit our website at <http://www.acclaim.com>.

HBO Background Information:

HBO Properties, a subdivision of Time Warner Entertainment Company, L.P., oversees the licensing and merchandising of all of Home Box Office's properties.

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Editors Note: For HBO Sports, HBO Boxing and Acclaim Sports logos, please visit Acclaim's FTP Site at <ftp://38.240.105.53>.

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Gamers Start Your Engines: Acclaim Announces VANISHING POINT For The PlayStation® Game Console

Road Hogs Get Virtual Keys to Over 30 of the Hottest Road Cars this Spring

Glen Cove, New York, (February 3, 1999) – Acclaim Entertainment, Inc. (NASDAQ: AKLM), a leading worldwide interactive entertainment company, today announced development of **Vanishing Point**, a new arcade-style, “every man for himself” racing game for the PlayStation® game console set for release in Spring 2000. Developed by Clockwork Games, **Vanishing Point** is the only racing game that lets aspiring speed freaks combine stunt-based and realistic driving action in over 30 licensed road cars. A Sega Dreamcast™ version will follow this Fall.

“**Vanishing Point** is poised to set the new benchmark in arcade-style racing games,” said Tom Bass, marketing manager at Acclaim Entertainment. “**Vanishing Point** boasts highly advanced vehicle dynamics, 3D graphics, opponent AI and an unprecedented game engine developed in collaboration with engineers from the today’s top automakers. Gamers will be amazed at the in-depth racing experience and no self-respecting driver can resist taking their favorite road car for a test drive on the game’s intense stunt courses!”

Once buckled into **Vanishing Point**, gamers will have a choice of cars from two showrooms loaded with high-end vehicles including models by BMW and Lotus as well as everyday driving cars such as a Ford Explorer, and even an oil tanker! Speed demons then hit the streets competing for the best racing time in eight single player tracks and eight two-player tracks. While racing for the best time, gamers will combat an extensive real-time traffic system featuring a highly-competitive opponent AI. **Vanishing Point**’s ingenious engine boasts absolutely no scenery pop-up and no fogging to impede racing action. Finally, in addition to the single and two-player racing modes, **Vanishing Point** includes a Stunt Driver mode that features stunt courses specifically designed to test the limits of players’ driving abilities as well as a league-play multiplayer mode for up to eight people.

Along with its incredible graphics and race courses, **Vanishing Point** features unprecedented vehicle physics, which accurately model everything from gearbox ratios, to roll-bars, to shock damping and more for each individual car. With one quick trip to the in-game Tune-Up Shop and advice from the online help system, gamers can adjust each vehicle’s physics as preferred then head off to race or tear-up the stunt courses.

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Vanishing Point will be supported with a comprehensive marketing campaign including targeted TV, print advertisements in video game, lifestyle, and trade publications, an online advertising campaign, and a dedicated web site at Acclaim.com.

Clockwork Games Background Information

Clockwork Games, Ltd. is an independent software development studio specializing in cutting-edge technology for both current and next-generation gaming platforms. Clockwork is based in Nottingham, England.

Acclaim Entertainment Background Information

Acclaim Entertainment, Inc. is a leading worldwide developer, publisher and mass marketer of software for use with interactive entertainment platforms including Nintendo, Sony Computer Entertainment and Sega hardware systems, and PCs. Acclaim owns and operates six studios located in the United States and the United Kingdom, and publishes and distributes its software directly in North America, the United Kingdom, Germany, France and Australia. Acclaim also distributes entertainment software for other publishers worldwide, and publishes comic books and software strategy guides. Acclaim's headquarters are in Glen Cove, New York and Acclaim's common stock is publicly traded on NASDAQ under the symbol AKLM. For more information please visit our website at www.acclaim.com.

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(STRICTLY EMBARGOED UNTIL MAY 8, 2000)

**ACTIVISION SHOWCASES FOUR GAMES
BASED ON MARVEL COMIC'S POPULAR SUPERHEROES AT E3**

Santa Monica, CA - May 8, 2000 -- Marvel Comic's most popular superheroes will wield their own brand of justice at this year's Electronic Entertainment Expo when Activision, Inc. (Nasdaq: ATVI) showcases four highly anticipated console games - *Spider-Man*, *Blade*, *X-MEN Mutant Academy* and *X-MEN Mutant Wars*. Building on Marvel Comic's 66-year legacy, these games mark the first time that these legendary superheroes will appear in 3D.

"We are building on the success of these popular brands by creating innovative new games," states Ron Doornink, president, Activision, Inc. "Spider-Man and X-MEN have been entertaining generations of people throughout the world and we are thrilled to bring these characters to life in a new and exciting way."

One of the world's most recognizable and celebrated superheroes, *Spider-Man*, will swing valiantly onto the PlayStation® and Nintendo® 64 game consoles to fight injustice and restore peace to the world. As the web-slinging, wall-crawling superhero, gamers battle deadly enemies culled from the annals of Spider-Man's history, in an original story from Neversoft Entertainment. Players will move with Spider-Man's signature fluidity and acrobatic skill as they explore the most familiar Spider-Man comic book locales including the Daily Bugle and Times Square. *Spider-Man* is being developed for Activision by Neversoft Entertainment (the developer of *Tony Hawk's Pro Skater*) and *Edge of Reality* (Nintendo 64 version) and is expected to be available this summer.

Gamers will enter the dark, mysterious realm of a modern urban vampire in Activision's 3D action-adventure game, *Blade*. An original story based on the hit motion picture and Marvel Comic's popular character, *Blade* thrusts players into

the role of a vampire hunter who must save humanity from the threat of eternal darkness. Using Blade's signature martial arts moves and unique projectile weapons, gamers explore 21 cinematic levels, from dank sewers to the heart of the Vampire tribes - the House of Erebus. Players slay 34 blood-thirsty creatures, including the ultimate Vampire - the Night Beast, as they attempt to rescue Whistler from the grips of the Vampire Overlords. *Blade* is being developed for Activision by HammerHead Ltd. and is expected to be released this fall.

For the first time ever, X-MEN - the most successful comic book property of all time - goes 3D on the PlayStation game console. Slated to coincide with the release of Twentieth Century Fox's X-MEN movie this summer, *X-MEN Mutant Academy* lets players train as one of their favorite mutants to become a full-fledged member of the X-MEN. The game lets players face off in arena-based fighting mayhem with 10 playable X-MEN characters in all their 3D glory, including Wolverine, Cyclops, Gambit, Storm, Beast, Phoenix, Magneto and Sabretooth, Mystique and Toad. Each character has unique, signature mutant powers, abilities and moves, enhanced by hard-hitting recoils, aerial combat and special effects. *X-MEN Mutant Academy* features true-to-the-comic character costumes and mutant powers, as well as costumes from the film. Immersive fighting arenas are set in classic comic book locales. Players enjoy multiple modes of play, including: Academy Training, Arcade and Versus (classic two-player fighting mode). *X-Men Mutant Academy* is being developed for Activision by Paradox Development and is expected to be available this summer.

X-MEN Mutant Wars is the first 3D action/adventure game to feature the X-Men. Gamers play as Wolverine leading a team of other X-Men superheroes on a journey to save humanity from the evil mutants. Along the way, players can switch between different X-Men heroes to master a variety of supercharged

moves and attacks as they advance through 12 unique environments in an attempt to rescue their fellow X-Men from a sinister plot. With superhero style fighting action, players test their stealth strategy and hone their fighting skills as they battle such evil nemeses as Magneto, Sabretooth and Mystique. Featuring secret areas, hidden characters and three difficulty levels, *X-MEN Mutant Wars* is being developed for Activision by Matrix and is expected to be released this fall.

Marvel Enterprises, Inc. is one of the world's most prominent character-based entertainment companies with operations in licensing, toys - via its Toy Biz division, comic book publishing, entertainment and the Internet. Through its ownership of over 3,500 proprietary characters, the Company licenses the right to use its characters in a wide range of products and services such as apparel, snack foods, video games and collectibles, as well as for television series and feature films. Additionally, Marvel has published comic books for over 60 years in the United States and numerous foreign countries. For additional company information, visit the Company's corporate Web site at <http://www.marvel.com>.

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted revenues of \$436 million for the fiscal year ended March 31, 1999.

Activision maintains operations in the US, Canada, the United Kingdom, France, Germany, Japan, Australia, The Netherlands and Belgium. More information about Activision and its products can be found on the company's World Wide Web site, which is located at <http://www.activision.com>.

The statements contained in this release that are not historical facts are "forward-looking statements." The company cautions readers of this press release that a number of important factors could cause Activision's actual future results to differ materially from those expressed in any such forward-looking statements. These important factors, and other factors that could affect Activision, are described in the Company's Annual Report on Form 10-K for the fiscal year ended March 31, 1999, which was filed with the United States Securities and Exchange Commission. Readers of this press release are referred to such filings.

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(STRICTLY EMBARGOED UNTIL MAY 8, 2000)

**ACTIVISION SHOWCASES STRONG LINEUP OF KEY
CONSOLE BRANDS AND NEW TITLES AT E3**

Santa Monica, CA - May 8, 2000 -- Activision, Inc. (Nasdaq: ATVI) will demonstrate its position as a global entertainment leader by showcasing seven new console games for the PlayStation® game console, Nintendo® 64 and Sega Dreamcast™ at the 2000 Electronic Entertainment Expo in Los Angeles. The console slate leads Activision's 25-game lineup at the show and underscores the company's commitment to providing audiences around the world with high-quality entertainment experiences.

Tony Hawk's Pro Skater 2, Tenchu 2, Star Trek® Invasion, Mat Hoffman's Pro BMX, Disney/Pixar's Buzz Lightyear of Star Command, Covert Ops: Nuclear Dawn and Virtual On: Oratorio Tangram are among the new games being showcased. Starting with the highly anticipated release of *Tenchu 2* this summer, the new titles are expected to be available in stores this summer and fall.

"Our emphasis on high-quality branded product and targeted marketing campaigns are shoring up our position as a global leader," states Ron Doornink, president and COO, Activision, Inc. "With such highly anticipated games as *Disney/Pixar's Buzz Lightyear of Star Command, Tenchu 2* and *Tony Hawk's Pro Skater 2*, we are offering exciting products that will be on everyone's must-have lists."

The titles being demonstrated at Activision's booth #646 in the South Hall during E3 include:

Activision Showcases Strong Console Lineup at E3 2000

Tony Hawk's Pro Skater 2

The highly anticipated sequel to the skateboarding hit, *Tony Hawk's Pro Skater*, ***Tony Hawk's Pro Skater 2*** delivers the next level of exhilarating skateboard action. Introducing such new features as a skatepark editor, a skater customization option, additional skate moves, expanded multi-player modes and new pro-skaters, the game delivers an authentic no-holds-barred skateboard experience. Choosing to skate as Tony Hawk or 12 of today's most popular pro skaters, players can perform hundreds of trick combinations with an intuitive and solid control scheme in a variety of realistic, obstacle-filled locations. ***Tony Hawk's Pro Skater 2*** is being developed for Activision by Neversoft Entertainment and is expected to be released for the PlayStation, Sega Dreamcast, and the PC this summer and the Game Boy Color this fall.

Tenchu 2

The prequel to the popular game *Tenchu*, ***Tenchu 2*** is a third-person stealth ninja game set during the Warring States period in feudal Japan. The game expands on groundbreaking features from the original with 21 tools and weapons, and 34 missions. Players must operate in the shadows of the day and the darkness of the night. New weapons and abilities strike terror into the heart of the strongest opponent. In your Ninja arsenal find exploding arrows, an underwater breathing reed, a blow gun and, of course, the classic throwing stars and grappling hook. The Ninja can now swim, hide bodies, take items from dead enemies and perform a host of new stealth kills. ***Tenchu 2*** features a multi-level training mode and a story mode. A mission editor lets players create their own levels. ***Tenchu 2*** is being developed for Activision by Acquire and is expected to be released for the PlayStation this summer.

Star Trek® Invasion

Star Trek Invasion is the first *Star Trek* game made for the PlayStation and features the most cinematic space battles to date. The player assumes the role of a member of *Star Trek's* Red Squad, a group of elite Starfleet fighter pilots assigned to the command of Lieutenant Commander Worf. When a Federation Captain mysteriously defects and steals the U.S.S. Sentinel, it is the responsibility of the Red Squad to investigate. Gamers must battle numerous foes and new races, revealing a plot to strike quickly and rid the universe of the Federation forever. Through a variety of missions that will place the player in different classes of fighter ships as well as turret missions (gunner on a large ship), the player must continue to complete mission objectives in order to gain information about the imminent threat to destroy the Federation. The game features an immersive storyline, true squad AI and an all new advanced graphics engine. ***Star Trek Invasion*** is being developed for Activision by Warthog and is expected to be released this summer.

Mat Hoffman's Pro BMX

Featuring 9-time world champion vert BMX rider, Mat Hoffman, ***Mat Hoffman's Pro BMX*** delivers a cutting-edge, authentic freestyle BMX biking experience. Choosing from Hoffman and seven other top-ranked pro riders, players can perform hundreds of tricks, combinations and signature moves in numerous "real world" vert, street and dirt-jumping levels. Filled with secret areas, the game also features a track level editor, a two-player split-screen mode, a replay mode, bicycle upgrades, and an easy-to-use combo system. ***Mat Hoffman's Pro BMX*** is being developed using an enhanced *Tony Hawk's Pro Skater* game engine for Activision by Runecraft, and is expected to be released for the PlayStation, Sega Dreamcast and Nintendo Game Boy Color this fall.

Disney/Pixar's Buzz Lightyear of Star Command

Based on Disney/Pixar's upcoming animated television series, ***Buzz Lightyear of Star Command*** will let players relive the fun and excitement of the television series. Gamers take on the role of the gung-ho, galactic space hero Buzz Lightyear as they explore real-time 3-D environments and interact with a multitude of characters from the series. The game challenges players to navigate dynamic environments and plush levels as they venture across the galaxy and fight the evil Emperor Zurg and his minions. Disney/Pixar's ***Buzz Lightyear of Star Command*** is being developed for Activision by Traveller's Tales and is expected to be released for the PlayStation, Sega Dreamcast and Nintendo Game Boy Color this fall.

Covert Ops: Nuclear Dawn

Released in Japan under the name *Chase the Express*, ***Covert Ops: Nuclear Dawn*** is an authentic military-based, real-time action-adventure game that allows players to assume the role of a NATO soldier traveling on a new high-speed military train from Russia to Paris. As the lone survivor of a terrorist attack, players must rescue an ambassador and his family from a group of terrorists and defuse multiple nuclear weapons before the train reaches Paris. The game challenges players to jump, roll, sneak, climb and shoot their way inside and outside more than 18 multi-level train cars, master more than 10 military weapons and solve multiple puzzles as they attempt to complete their mission. ***Covert Ops: Nuclear Dawn*** is expected to be released in North America for the PlayStation game console this summer.

Virtual On: Oratorio Tangram

The sequel to the arcade classic *Virtual On: Cyber Troopers*, ***Virtual On: Oratorio Tangram*** propels players into frenetic third-person Virtuaroid combat complete with lighting-fast action and futuristic multi-layered arenas. A pixel for pixel port of the popular arcade game of the same name, players pilot over 11 stylistic

Activision Showcases Strong Console Lineup at E3 2000

giant robots and one secret robot, each with unique abilities, weapons and strengths, as they battle their way through the legion of enemies to the ultimate showdown with the powerful Tangram boss. As players progress through the 17 detailed 3D sci-fi arenas, from a space station to an underwater area, they must use both long range weapons including, swarm missiles, laser beams and floating grenades, and close range hand-to-hand combat to conquer the enemy. Additionally, the game allows two-players to battle it out head-to-head via a vertical and horizontal split screen. The game also features multiple game play modes including a training mode, replay mode and watch mode. *Virtual On: Oratorio Tangram* is expected to be released for the Sega Dreamcast this summer.

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted revenues of \$436 million for the fiscal year ended March 31, 1999.

Activision maintains operations in the US, Canada, the United Kingdom, France, Germany, Japan, Australia, The Netherlands and Belgium. More information about Activision and its products can be found on the company's World Wide Web site, which is located at <http://www.activision.com>.

The statements contained in this release that are not historical facts are "forward-looking statements." The company cautions readers of this press release that a number of important factors could cause Activision's actual future results to differ materially from those expressed in any such forward-looking statements. These important factors, and other factors that could affect Activision, are described in the Company's Annual Report on Form 10-K for the fiscal year ended March 31, 1999, which was filed with the United States Securities and Exchange Commission. Readers of this press release are referred to such filings.

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For the latest Star Trek news and information, visit the official Internet home of Star Trek at www.startrek.com.

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**BANDAI AMERICA INC. SHOWCASES FIVE NEW VIDEO GAME
TITLES FOR SONY PLAYSTATION PLATFORMS AT E3 2000*****Bandai Suited-Up for Playstation 2 with New Gundam Action Video Game***

LOS ANGELES (May 11, 2000) – Bandai America Inc. introduced today four new video games that will be released for Sony Playstation, including *Digimon World*, *Digimon World 2*, *Gundam Wing: The Battle Master* and *Countdown Vampires*. Bandai also offered a sneak peek of the untitled *Mobile Suit Gundam* video game that is being developed for Sony Playstation 2.

“Bandai America is pleased to be aligned with Sony Computer Entertainment to propel our state-of-the-art video game titles to new heights in the year 2001,” said Shin Ueno, vice president, marketing, Bandai America Inc. “We look forward to developing our game line-up through entertainment-driven properties, such as Digimon and Gundam Wing, as we continue to work together.”

Bandai highlights for the Sony Playstation platforms include:

DIGIMON WORLD

Digimon enters the realm of video games with *Digimon World* for Sony Playstation. *Digimon World* is a mysterious city that is a fusion of a natural world and digital fantasy. Many different kinds of Digimon used to live together on File Island, but at a certain point in their history, some Digimon lost their ability to speak and left the city. The object of the Digimon trainer in this role-playing game is to teach his Digimon

- more -

battling techniques so together they can find and battle the escaped Digimon to bring them home to rebuild File City, the main city of File Island. Throughout the game, the trainer's personalized Digimon digivolves and becomes stronger. With the use of a memory card, players have the option of utilizing a two-player battle mode that allows them to compete one-on-one with their friends. With over 80 different kinds of Digimon in the game, players experience the digital excitement of the hit Fox Kids animated series, *Digimon: Digital Monsters*, and save their favorite characters such as Agumon, Koromon and Birdramon from evil. The release date is May 2000 with a suggested retail price of \$39.99. Rating: Teen.

DIGIMON WORLD 2

Digimon World 2 for Sony Playstation, a role-playing sequel to *Digimon World*, brings a new evolution of play to the original video game. Featuring more than double the number of Digimon to raise and battle than *Digimon World*, players can combine two of their Digimon to create new digital monsters with unique characteristics. Engaging in battle with a three-member Digimon team, players defeat evil Digimon in battle and can turn them into allies to aid in future Digi-battles. As in *Digimon World*, players can use a memory card and a two-player battle mode in *Digimon World 2*. More Digimon=More Exciting Battles=More Fun! The release date is November 2000 with a suggested retail price of \$39.99. Rating: Pending.

Celebrating its 20th anniversary, the Gundam Wing franchise is based on the story of five teenage boys who are selected to pilot Gundam mobile suits and fight to save the universe and restore peace. Gundam Wing is now the top-rated animated television series in the Toonami time block on the Cartoon Network. The excitement of Gundam Wing has been brought to Bandai's video game line-up through the following titles:



Bandai America Inc.

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GUNDAM WING: THE BATTLE MASTER

Highlighting the appeal of Mobile Suit battles in the New War Chronicles of Gundam Wing, Bandai has created a pure fighting action game in *Gundam Wing: The Battle Master*. Players can take on the roles of their favorite characters from the hit television series *Gundam Wing* in this two-player fighting game and engage in combat. Players must choose to be one of five main characters with different signature moves and try to take down enemy Mobile Suits that appear. Utilizing the “motion parts system,” this title captures the mechanized sound and nature of Gundam Mobile Suits along with fast moving animation action. The release date is February 2001 with a suggested retail price of \$39.99. Rating: Pending.

UNTITLED MOBILE SUIT GUNDAM FOR PLAYSTATION 2

The new high speed processing and display capabilities of Sony Playstation 2 make it possible for Bandai to take the Gundam saga to new heights to realize Gundam fans’ dreams of operating Gundam. As mobile suits and battlefield scenes are rendered into real life with video quality on par with CG movies, the player can give tactical instructions to his Mobile Suits in the untitled *Mobile Suit Gundam* for Playstation 2, such as the characters “Gun Cannon,” “Gun Tank,” and “G Armor,” that will be reflected and synchronized into the game. With the improved hardware specifications for Playstation 2, it is now possible to have an increased number of opponents for a “simultaneous multiple battle” in the untitled *Mobile Suit Gundam*. The tide of the conflict hinges on the instructions a player gives his allied Mobile Suits as they go to battle. The process of the crew’s learning and development through each battle is reflected in the game, allowing for highly strategic battles.

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COUNTDOWN VAMPIRES

Bandai's adventure *Countdown Vampires* video game for Sony Playstation invites players to rescue the human race from evil vampires at a millennium celebration in Las Vegas. After a fire activates the sprinkler system, it begins to furiously spew out murky black water, morphing the partygoers into vampires. The mission of the game is to uncover the mystery of the black water and change the vampires back into innocent humans while avoiding an attack. The title features eight levels of constant combat plus two bonus stages, over 40 different cast members, including human players as well as evil monster vampires, and health and weapon replenishments that are concealed inside various rooms and objects to help the player complete his mission. To add constant variation to the game, there are four different scenarios that are affected by several of *Countdown Vampires* unique features, including a personal data input system, the moon phase system and the real time system. The release date is June 2000 with a suggested retail price of \$39.99. Rating: Teen.

Bandai America Inc. is a subsidiary of Bandai Co. Ltd., the third largest toy company in the world. It has 53 subsidiaries in 18 countries worldwide. Global interests include toys and children's entertainment, video game software, multimedia, music, full-length feature films, vending machines, trading cards, candies and licensed apparel. Bandai America's Web site is www.bandai.com.

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CAPCOM ANNOUNCES *DINO CRISIS 2* SEQUEL FEATURES NUMEROUS ENHANCEMENTS AS REGINA RETURNS TO FACE ALL NEW ACTION AND TERROR IN THE JUNGLE

E³, LOS ANGELES — May 11, 2000 — Capcom®, a leading worldwide developer and publisher of coin-operated and video games, today makes its worldwide debut of **Dino Crisis 2™**, sequel to the blockbuster survival horror game for the PlayStation® game console. In this game, the action takes place outdoors, in the lush detailed environments of the jungle, as player's fight to survive the constant attack of vicious dinosaurs. **Dino Crisis 2** features a number of enhancements including the ability to hold two different weapons at a time, the option to play as two different characters, and more than 10 different types of dinosaurs. Shinji Mikami, creator of the award-winning Resident Evil series and the original Dino Crisis oversees the project. **Dino Crisis 2** is scheduled to release in North America this October. It is appropriately rated 'M' for mature audiences only by the ESRB.

"**Dino Crisis 2** delivers more panic-evoking fear than ever before," said Todd Thorson, director of marketing, Capcom Entertainment. "This time Regina has to fight off multiple dinosaurs at a time instead of the one-on-one attacks in the original *Dino Crisis*. *Dino Crisis* is a proven blockbuster hit at retail and this sequel shouldn't be any different. **Dino Crisis 2** takes the survival horror genre in an all-new direction by focusing on high paced action and split second decisions. Shinji Mikami is the true master of suspense and the survival/horror genre he coined."

Dino Crisis 2 features the following enhancements:

- Play as two different characters – Regina, the sexy stealth agent with incredible speed and agility from Dino Crisis and Dylan a special agent who specialty is brut force.
- Use two different weapons a one time – Players now have twice the firepower at a single time.
- More dinosaurs – Ten different types of dinosaurs each with very unique Artificial intelligence
- Earn points for defeating Dinosaurs – Players will earn vital credit points to purchase survival weapons, ammunition and healing items.
- Action oriented tasks – Mini-games require players to protect their fellow team members from ensuing dinosaurs or chase down a dinosaur to retrieve an important key the creature had stolen.
- Underwater adventures – Players can dive down into a lake with diving gear and fight against amphibious reptiles.
- Target enemies from above or below – If Regina is on a bridge and a herd of dinosaurs is beneath the bridge, she can target and decimate the herd without being in danger.

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Thanks to Regina and the other team members' outstanding work in *Dino Crisis*, they successfully captured Dr. Kirk, confiscated his work and sent him to prison. One year later, Dr. Kirk's research on the Third Energy had been transferred to the country's military. Despite clear warning signs, the government continued Kirk's research causing an even larger accident than before. Edward City, the location of the research, has mysteriously disappeared and replaced by an overgrown jungle from the past. The government must begin an emergency evacuation to rescue both the staff and the results of the research. However, the decision is made to use an experimental time and space transfer device to send a military task force back in time and to the location of Edward City. Equipped with specially altered anti-dinosaur weapons, team members travel back in time on a mission they cannot possibly imagine. Unfortunately for her, Regina can imagine.

Capcom Entertainment of Sunnyvale, California, is a wholly owned subsidiary of Capcom, Co., Ltd. of Japan. A leading force in the multi-billion dollar interactive entertainment industry, Capcom's legacy spans 20 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the PlayStation, Sega Dreamcast and Nintendo 64 game machines, Game Boy Color System and coin-operated games. Worldwide recognizable product lines include the *Street Fighter*, *Mega Man*, *Breath of Fire*, and the *Resident Evil* series.

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CAPCOM'S EPIC ROLE-PLAYING SERIES CONTINUES IN AN ALL NEW QUEST WITH *BREATH OF FIRE IV*

E³, LOS ANGELES — May 11, 2000 — Capcom®'s eagerly anticipated **Breath of Fire IV™**, the fourth installment of the highly acclaimed RPG saga, is scheduled to release this fall for the PlayStation® game console. **Breath of Fire IV** boasts 3000 graphic animations per character in lush 3-D backgrounds, an engrossing musical score and a revolutionary combo/ tactical battle system. In classic RPG style, this sequel presents the player with the continuing quest of good against evil. Laced throughout the engrossing plot are themes of honor, greed, battle, magic, and the preservation of nature. Everything fans have come to expect from the *Breath of Fire* series.

New features for Breath of Fire IV include:

- 3000 Frames of Animation for each character set in beautifully landscaped 3D backgrounds
- Tactical Battle System – Players can choose three characters as frontline characters and hold others back. The characters in the back can recover AP (magic points) while resting. The player can exchange characters between frontline and back at the beginning of each turn.
- Revolutionary Combo System – If a player uses a magic or skill successively, the second magic/skill turns into a more powerful attack. With a wide-variety of possible combinations, players are challenged to find the best.
- Dragon Transformation – Allows players to transform their character (Ryu and Fou-Lu) into a dragon. Players can attack using their fierce dragon breath that inflicts deadly damage on an opponent.
- Summon Dragon - Ryu will be able to summon Dragons after he has encountered them.
- Agetec Fishing Controller Compatible – Certain areas in **Breath of Fire IV** are fishing controller compatible adding to overall entertainment and realism.
- Player Branching – Automatically switches from Ryu and Fou-Lu, as the characters' storylines intertwine adding more depth to the storyline.

Breath of Fire IV continues the epic tale of the dragon people who gave their lives to destroy the evil goddess of the land and bring peace back to their world. In this incarnation, a war has taken place between two continents separated by a nearly impenetrable swampland. The fair Princess Elena travels to comfort the battle-worn people of the land, but after stopping in a small town turns up missing. Nina, the princess' sister and princess of Windia Kingdom, sets out in search of her lost sister, and on her journey she finds Ryu, who joins up in her quest.

Breath of Fire IV is a one-player role playing game that combines two-dimensional Japanese anime-style characters with a fully three-dimensional, interactive environment. Players can explore immense 3-D surroundings, and with a touch of a button, change the camera view to reveal secret passageways, hidden treasures, power-ups or even monsters lying in wait.

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Capcom's Epic Role-Playing Adventure continues in *Breath of Fire IV*

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CAPCOM'S MILLION UNIT SELLING MEGA MAN SERIES DEBUTS IN *MEGA MAN LEGENDS 2™*

E³, LOS ANGELES — May 11, 2000 — Capcom® today announced plans to release **Mega Man Legends 2™**, the sequel to the ultra-popular 3D game *Mega Man Legends*, on the PlayStation® game console this September.

Capcom's legendary super hero and one of their most successful franchises is once again playing it up in 3-D with massive enhancements and a game world twice the size of its predecessor. A mainstay in the video game industry for more than 13 years, the entire *Mega Man* series has sold nearly four million units in North America and attracted numerous fans worldwide. The Entertainment Software Rating Board (ESRB) rates **Mega Man Legends 2** "E" for "Everyone".

Mega Man Legends 2 incorporates many new features:

- Dual Analog control compatible for true 3D control. Uses the second analog control stick to allow players to adjust multiple 3-D camera perspectives.
- Enhanced graphics providing highly detailed levels, backgrounds and cleaner character design.
- Game world is twice as large as the original.
- Twice the number of enemies than the original
- Interaction with towns people for effective battle strategy. For example, when players fight with a boss character, players can attack from a blind spot if they are able to access a locked door. In this case, if the player talks to a town's person who is angry at the boss, that person will assist and break through the door allowing Mega Man to fight from the blind spot.
- Numerous addictive mini-games

Mega Man Legends 2 begins shortly after the story of *Mega Man Legends* ends. Far in the future when most of the continents on the earth have sunk into the sea, a unique civilization is formed on a small patch of land that remains. The people's lives are sustained by explorers called "diggers" who dig ancient ruins to collect energy sources called Refractors, a substance this world can not live without.

In **Mega Man Legends 2**, Mega Man and friend Roll, are Refractor diggers. They travel the world in search of the "Great Legacy," a dream many diggers share, but nobody really knows much about. Verner Von Bluecher, an entrepreneur, preaches the theory most widely believed: that this new energy will provide infinite power and will eventually replace Refractor. It is Von Bluecher's wish to travel to the "Forbidden Place" in a huge airship where it is rumored the Great Legacy exists. As he starts to set sail, a mysterious woman appears and the adventure in **Mega Man Legends 2** begins.

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Capcom's Million Unit Selling Mega Man Series Continues in Mega Man Legends 2

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"**Mega Man Legends 2** takes everything that gamers loved about the original and made it bigger and better," said Todd Thorson, director of marketing, Capcom Entertainment. "For more than 13 years now, *Mega Man* has been an icon for the video game industry. The beauty of the Mega Man series is that gamers of all ages have a special place in their heart for the beloved boy in blue. With its major enhancements, gamers will revel in Mega Man latest, most exciting adventure."

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CAPCOM'S BLOCKBUSTER FRANCHISE MEGA MAN X SERIES CONTINUES IN *MEGA MAN X5* FOR THE PLAYSTATION

E³, LOS ANGELES — May 11, 2000 — Capcom® Entertainment today announced that the blockbuster franchise, Mega Man, blasts his way onto the PlayStation® in **Mega Man X5™**. In this continuation of the *Mega Man X* series, *Mega Man* and his trusty ally, Zero have just 48 hours to save Earth from total annihilation. The game features time-based gameplay where game events and endings depend on how fast a stage is completed and the ability to create new weapons and weapon enhancements using stolen energy from a defeated boss. In **Mega Man X5**, players can choose to play as either Mega Man X or Zero at any stage. **Mega Man X5** is a one-player game. It is scheduled to release in November. Entertainment Software Rating Board (ESRB) rating is pending.

“*Mega Man* is one of those rare video game characters that spans time and generations,” said Todd Thorson, director of marketing, Capcom Entertainment. “Most video game players grew up playing Mega Man on their very first video game machine. **Mega Man X5** will appeal to both those original Mega Man fan and a whole new generation of players.”

In **Mega Man X5**, the evil Sigma has devised a terrible plan to destroy planet Earth. A diverted, asteroid space colony is now on a collision course with Earth. *Mega Man X* and his robot partner, Zero has just 48 hours to intercept and prevent total annihilation. **Mega Man X5** is a tense race against time, featuring X-plosive gameplay, X-treme graphics and the best in *Mega Man* action adventure. Battle a legion of dangerous Reploid Robots, discover a myriad of power-ups and defeat an army of mutant Bosses to steal their energy forces and create all-new weapons...Earth depends on it!

In **Mega Man X5**, our heroes, battle a myriad of reploids through eight new brilliantly colorful X-Hunter levels. Each level is filled with intricate passages, hidden and hard to reach items and guarded by eight ominously new X-Hunter bosses. Players acquire powerful weapons, vehicles and power-ups supplied in hidden capsules by the good Dr. Light.

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CAPCOM ANNOUNCES *RESIDENT EVIL SURVIVOR* SURVIVAL HORROR IN 1ST PERSON

E³, LOS ANGELES — May 11, 2000— Capcom® today announced **Resident Evil Survivor™**, a first-person perspective survival horror game for the PlayStation® game console. An extension of the story from the acclaimed *Resident Evil* series, **Resident Evil Survivor** puts players in the role of a young man who lost his memory in a freak helicopter accident. The game offers story branching with multiple game scenarios, the ability to move independently in a 3D environment and reveals hidden secrets to the *Resident Evil* story. The **Resident Evil Survivor** story design is created by Capcom's premier script writing division, Flagship and overseen by Shinji Mikami, Capcom's executive producer and creator of the *Resident Evil* series. **Resident Evil Survivor** is scheduled to release this fall.

Resident Evil Survivor features the following special enhancements:

- The first, 1st person shooting game where players move around at will, without being on a predestined track
- Story branching provides added replay value
- Original concept incorporating an action shooting game with a first-person adventure
- Full 3-D sound technology enhances the 1st person adventure experience
- Surprise elements and hidden secrets intertwined with the *Resident Evil* storyline

"**Resident Evil Survivor** is an entirely new take on the *Resident Evil* series," says Todd Thorson, director of marketing, Capcom Entertainment. "It drops the player directly into the world of *Resident Evil* in a first person environment where quick reflexes are a must to survive. Be prepared for intense action and utter fear."

Resident Evil Survivor takes place as the events in *Resident Evil 2* and *Resident Evil 3* unfold. The Umbrella Corporation has destroyed Raccoon City, but unknown to the rest of the world, another city has been infested with the mysterious t-virus. The story begins as a man rushes to his helicopter trying to flee a nightmarish scene. As the helicopter begins to hover, another man leaps and grabs the landing gear. Unable to fly away, a fight ensues between the two men and the helicopter crashes to the ground. As the pilot climbs away from the helicopter, fuel is ignited which causes the helicopter to explode. The concussion from the explosion causes this mysterious pilot to be knocked unconscious. Awakening, the pilot has no idea how much time has passed and worse off, he has lost his memory. As he huddles of into the alleyway, he can only ask himself one question. Why am I here?

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Capcom Announces Resident Evil Survivor

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CAPCOM ANNOUNCES *STRIDER 2*, TWO DISKS FEATURE ENORMOUSLY ANTICIPATED SEQUEL AND FAMED ORIGINAL

E³, LOS ANGELES — May 11, 2000 — Capcom® Entertainment today announced plans to release **Strider 2**, with the critically acclaimed prequel **Strider™**, for the PlayStation® game console. A two-disk product, **Strider 2** retains and enhances the features that made the original an enormous success. As an added bonus, it contains the original **Strider**, an intensely popular favorite among video game players. **Strider 2** is an action-scrolling platform game featuring famed hero, *Strider Hiryu*. The game challenges players to complete five complex levels using quick reflexes and properly executed attacks. **Strider 2** delivers a fusion of 2-dimensional and 3-dimensional gameplay. Capcom plans to release **Strider 2** this May. **Strider 2** will carry an “E” rating by the Entertainment Software Rating Board (ESRB).

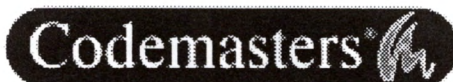
“The original **Strider** is an all time classic video game,” said Todd Thorson, director of marketing, Capcom Entertainment. “In keeping with tradition, **Strider 2** retains a very similar style to that of its predecessor. But now, with enhanced character graphics, awe-inspiring 3D backgrounds and incredibly addictive game play treat fans old and new to a classic.”

Strider 2 takes place in the future when an evil dictator, The Grandmaster, rules the world. The Grandmaster is responsible for environmental destruction, a high crime rate and devious scientific experiments. The world is now full of corrupt politicians and large-scale corporate crime. In an age when those who stand for justice and peace receive only punishment and war, one hero stands for Justice! The hero’s name is Hiryu. His mission is to destroy the evil Grandmaster. Armed with his light sword, Cypher and finely tuned physical skills, Hiryu runs through darkness to face his enemies! **Strider 2** introduces exciting new features such as the Midare-Giri that allows for random slashing in the air and the ability to perform stunning double jumps, dashes, slides, backward somersaults and long jumps from wall to wall.

Capcom Entertainment of Sunnyvale, California, is a wholly owned subsidiary of Capcom, Co., Ltd. of Japan. A leading force in the multi-billion dollar interactive entertainment industry, Capcom’s legacy spans 20 years of entertaining video gamers. Capcom develops, markets, and distributes home video games for the PlayStation, Sega Dreamcast and Nintendo 64 game machines and Game Boy Color Systems, personal computers and coin-operated games. Worldwide recognizable product lines include the *Street Fighter*, *Mega Man*, *Breath of Fire*, and *Resident Evil* series.

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FOR IMMEDIATE RELEASE

CODEMASTERS BRINGS ULTIMATE ROUGH AND READY RALLY RACING ACTION IN

COLIN MCRAE RALLY 2.0

Los Angeles, CA – May 11, 2000 -- The defining moment for rally racing games arrives in the form of Codemasters' ***Colin McRae Rally 2.0*** for PlayStation, the sequel to the world's best selling *Colin McRae Rally*. The speed is rapid and the visual effects are stunning as the game races to become the fastest and most raucous rally racing experience ever. ***Colin McRae Rally 2.0*** will be available in the U.S. market during the 2000 Holiday season for the SRP of \$39.99.

Reaching unbelievable speeds and braving unpredictable courses are the main attractions of rally racing. The race is against the clock and it happens over the most rugged of terrains, such as ice, or gravel and mud, all around the world. Featuring Scottish-born racer Colin McRae's Ford Focus, among 6 other cars, the high-end rally driving action and the unparalleled car handling takes gamers through exotic locations such as Egypt, Thailand and Africa. ***Colin McRae Rally 2.0*** also introduces a groundbreaking and wild action arcade game mode.

Colin McRae Rally 2.0 offers players five dynamic camera angles to view the action from, including Codemasters' trademark Head Cam view which, with its constant jostling, simulates the relentless – often unforgiving – road surface's impact on the car with dramatic effect.

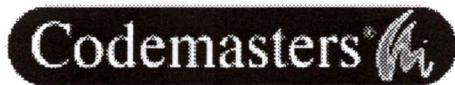
ABOUT CODEMASTERS

Established in 1986, UK-based Codemasters is one of Europe's best-selling and profitable game-makers, developing and publishing titles for the console platform and PC, and is on-track to become one of the top 8 computer/video game publishers in the world within four years time. Codemasters products first appeared on US retail shelves in 1999. This year's slate of titles, including *Mike Tyson Boxing*, *Insane* and *Micro Maniacs*, furthers the company's goal of providing energetic, compelling and innovative entertainment to gaming fans of all genres. In keeping with the company's mission to remain on the cusp of the gaming wave, Codemasters recently committed to developing games for online and next generation platforms. Codemasters can be found at <http://www.codemasters.com>

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FOR IMMEDIATE RELEASE

RACING GOES GLOBAL WITH CODEMASTERS' WTC, WORLD RACING CHAMPIONSHIP

***Intercontinental Racing Game Features Unique Engine Prediction Systems,
42 Cars From Around The World and 23 International Tracks***

Los Angeles, CA -- May 11, 2000 -- Racing fans won't need their passports to race on the most exciting tracks in the world with Codemasters' **WTC, World Racing Championship** for PlayStation. **WTC** is the first racing game to feature special momentum prediction engines for superior handling that allows the player to feel the road and the other cars, as well. High speeds, collisions and near misses are all part of the multi-national experience in **WTC**, available August 2000 for the SRP of \$39.99.

WTC's intercontinental racing action explores five different continents including Europe, North America, South America, Australia and Japan, home to some of the most challenging racetracks in the world. There are 23 internationally recognized tracks to choose from, such as Laguna Seca, Hockenheim and Bathurst. Racers can conquer these tracks with their choice of 42 famous make cars from Audi, Dodge, BMW, Alfa and Chrysler.

Racing enthusiasts will revel in **WTC's** realistic special effects. **WTC** racing car engines feature momentum prediction systems for premium handling and crash dynamics creating an exhilarating racing experience. All **WTC** car sounds have been recorded at an industry standard sound analyzing laboratory to make players feel like they're next to the real thing. Cars also reflect wear and tear with dynamic polygon deformation damage systems. Spectators can experience the action along with players with reactive replay cameras, which offer 360-degree time slicing.

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FOR IMMEDIATE RELEASE

MIKE TYSON BOXING ON PSX
DUE FROM CODEMASTERS SEPTEMBER 2000

Los Angeles, CA – May 11, 2000 -- International game developer and publisher Codemasters will ship a realistic boxing simulation game for PlayStation based on one of the most recognizable sports figures of all time. Heavyweight contender and former champ Mike Tyson has lent his name to the upcoming title ***Mike Tyson Boxing*** due September 2000 for the SRP of \$39.99.

The game will include many features that promise a variety of modes of play, including a career management and training mode, as well as a highly advanced character animation system. Its unique physics-based fight engine allows much greater freedom of movement in the ring than has been found in previous boxing games, developers say. Its viewpoint and scoring system is specially designed to mimic the actual punishing physical effects of boxing.

Some 90 boxers, including Tyson, are found in the game, in three different weight classes. Players control twenty-four of the fighters directly, playing in any of four different play modes: Versus, Showcase, Career and Practice.

In the Versus and Showcase modes, 16 international boxers are featured, each having his own unique personality and fighting style. Eight are immediately available to the player; an additional eight are unlocked as the player progresses.

Each boxer has an arsenal of 12 different punches which can be thrown in combination via free-form combination attack system that allows players to find their own favorite modes of attack.

Earlier this year, Tyson fought in the United Kingdom, coincidentally where Codemasters is based. The January 29 bout in Manchester, England pitted Tyson against Julius Francis in the former champ's first fight in Great Britain. The bout lasted less than two rounds, with Tyson winning decisively over the British champion.

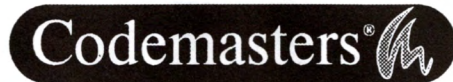
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FOR IMMEDIATE RELEASE

CODEMASTERS DELIVERS A PINT-SIZED FRENZY OF OFF-BEAT RACING WITH

MICRO MANIACS

***Little Guys Take Over and Wreak Havoc In and Out Every Nook and Cranny of the House
in the Ultimate Multi-Player Racing Game***

Los Angeles, CA – May 11, 2000 – Codemasters unleashes household menace with the whizzing and whiplash-inducing moves of eight miniature racing mutants in ***Micro Maniacs***, from the makers of the successful *Micro Machines* series. This top-down, multi-player racing game allows for up to 8 players at a time in a unique multi-player mode, without requiring a split-screen.

Unlike similar past games, with this title the player needs no wheels, engines or fuel, but rather just a quick set of reflexes and a heavy shot of adrenaline, since the racers are actually miniature mutant-persons, as opposed to tiny machines. ***Micro Maniacs*** will be available for the PlayStation June 2000 and will retail for \$39.99.

Players can choose from eight main characters, as well as four bonus characters as they race around 32 unique tracks. Legend has it that the tiny mutants got that way thanks to the evil Dr. Minimizer, who -- in anticipation of vast food shortages -- devised the perfect solution for survival: Shrink the inhabitants of planet earth to 1/360th their size, ensuring plenty of resources for all. The eight Micro Maniacs slip, slide, climb, karate chop and battle it out for racing supremacy through 32 tracks, ranging from the kitchen floor to the daunting (relatively) oversized wilderness of the front yard. Seemingly gigantic dust bunnies and razor-sharp blades of grass are among the perils that challenge the wit and the weaponry of the tiny speedsters.

Characters include: Mesme the Orphan, who chases her competition away with her ability to create annoying apparitions; V4, who shows them who's boss with his Plasma Punch and vaporizing Energy Trail; Napalm, who leaves enemies starry-eyed with her meteor-throwing skills; and Maw-Maw, whose serious appetite and resulting deadly flatulence (known as the "Fireball Fart") will have everyone seeking shelter.

“The success of the *Micro Machines* series inspired us to develop a game that would take the multi-player racing genre in a unique and downright odd direction,” says Michael Hayes, Worldwide Director of Sales and Marketing for Codemasters. “The unbelievable velocity in ***Micro Maniacs*** combined with the charming characters creates a very addicting gaming experience.”

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FOR IMMEDIATE RELEASE

SNO-CROSS RACES AT LIGHTNING SPEED TO SONY PLAYSTATION

Crave Entertainment to publish exciting snowmobile racing game from Swedish Developer UDS

Los Angeles, CA- May 11, 2000 – Crave Entertainment announced today that *Sno-Cross Championship Racing™* will be coming to the Sony PlayStation console in Q3 of 2000. In this exhilarating racing simulation, game players can race real Yamaha sleds on authentic tracks from around the world.

Ever wanted to experience the thrill of snowmobile racing, with the wind rushing by as you try to navigate your way around a world-class circuit – *even* in the dead of summer? Well, now is your chance – Welcome to the world of cool Yamaha sleds, all excellently modeled to take damage to five critical systems; eight famous racing circuits including Nagano, Japan, Aspen, Colorado and Munich, Germany; and multiple modes such as hill climbing, championship circuit, head-to-head and time trial that will truly test and challenge your racing skills.

“Sno-Cross Championship Racing provides a fun and challenging gaming experience with its realistic sled modeling and physics engine,” stated Martin Spiess, Senior Vice President of Global Marketing.

In this two player game, each of the worldwide racing circuits provides diverse scenery, track conditions and challenges to keep players entertained. In addition, the game features variable weather and time of day and fully animated riders and objects, including helicopters and gondolas. Players can upgrade their snowmobiles by winning races, performing tricks and buying new parts. Then once they have completed the 500cc and 600cc, they will unlock the 700cc tracks and sleds for faster action. To provide personalization and replay value, the game has a track editor which allows players to design and create custom tracks that they can later compete on in single race mode.

So, get ready to accept the challenge and hop on one of the 12 authentic snowmobiles (designed directly from drawings provided by Yamaha) to experience a fun and realistic racing simulation game on the Sony Playstation System.

About Crave Entertainment

Headquartered in Los Angeles, CA, with offices in Paris, London and Hamburg, Crave Entertainment is a privately held publisher of innovative videogame entertainment products for the major console platforms including Dreamcast, Nintendo 64, Game Boy Color, the Sony PlayStation, and PC. More information about Crave Entertainment is available at www.cravegames.com.

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FOR IMMEDIATE RELEASE

Crave Entertainment Enters the Octagon with a Stellar Developer and a Full UFC Fighter Cast

Los Angeles, CA – April 17, 2000 – Crave's upcoming Ultimate Fighting Championship's full fighter line-up is officially set. The card will feature 22 of the best no holds barred fighters from around the world with styles ranging from Ju Jitsu to Vale Tudo to Freestyle Fighting. Developing this ultra-realistic fighting machine for the Sony PlayStation® console will be one of Japan's hottest studios, Opus, whose credits include Fighter's Destiny and Osaka Bay Battle.

"The UFC game will be a tour-de-force for fighting titles, as it has embraced everything the UFC encompasses," said Holly Newman, Executive Vice President of Publishing at Crave Entertainment. "We are intent on engaging consumers in the most realistic fighting experience, from the atmosphere and presentation, right down to the tiniest detail. UFC has given us the chance to build a game from the ground up with our commitment to quality and incredibly entertaining gameplay."

At the heart of UFC will be its library of fighters, each with their own unique look, feel, and fighting style. The following is a complete list of the playable fighters included in UFC:

Tim Lajcik	Mark Coleman	Gary Goodridge
Jeremy Horn	Tsuyoshi Kosaka	Guy Mezger
Pat Miletich	Tito Ortiz	Kevin Randleman
Marco Ruas	Bas Rutten	Pedro Rizzo
Andre Roberts	Frank Shamrock	Maurice Smith
Ron Waterman	Peter Williams	Michael Burnett
Matt Hughes	Eugene Jackson	Chuck Liddell
Evan Tanner		

The Sony PlayStation version of *Ultimate Fighting Championship*™ is slated for a Q4 2000 release.

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Eidos Interactive Announces PlayStation Game Console Titles To Appear At E3

San Francisco, May 11, 2000- Eidos Interactive, a leading worldwide developer and publisher of interactive software products, announced today three PlayStation game console titles that will be appearing at this year's E3 convention in Los Angeles.

102 Dalmatians: Puppies to the Rescue - It's puppy power to the rescue! With the help of your animal friends, rescue your puppy brothers and sisters from the evil clutches of Cruella De Vil and her army of pet-napping toys. Sniff, dig and dog-paddle your way through 20 levels plus eight fun mini-games as you explore huge, colorful playgrounds including Big Ben, Picadilly Circus, The Ice Festival and De Vil Manor. Solve tricky puzzles, perform silly tricks and play with in-game toys all promising hours of engaging gameplay.

102 Dalmatians: Puppies to the Rescue features beloved characters from 101 Dalmatians and new characters based on the upcoming 102 Dalmatians live-action movie. Intuitive gameplay, entertaining mini-games and 3D exploration make this title fun and accessible for children of all ages.

102 Dalmatians: Puppies to the Rescue is being developed by Crystal Dynamics of Menlo Park, California and Disney Interactive of Burbank, California.

Legacy of Kain: Soul Reaver 2 - Destiny or free will. Hero or pawn. As Raziel, travel back through the currents of time in pursuit of your creator and nemesis – Kain, to uncover the mysteries surrounding Nosgoth's past and the extinction of the vampire clans.

The sequel to last year's smash hit Soul Reaver will feature numerous gameplay enhancements and greater reliance on Raziel's vampiric abilities to complete this epic adventure. *Soul Reaver 2* features continuous data streaming for a seamless game world and experience, with no loading events. Gamers will encounter all new enemies including Vampire Hunters, Spectral Spirits and Demons from a parallel dimension.

Hunt down and destroy tribes of vampires with an arsenal of deadly hand-to-hand, projectiles and environmental weapons. Acquire new and improved spells and Soul Reaver enhancements to unlock the dark secrets of Nosgoth.

Legacy of Kain: Soul Reaver 2 is being developed by Crystal Dynamics of Menlo Park, California.

Fear Effect: Retro Helix - *Fear Effect: Retro Helix* is the prequel to the critically acclaimed hit *Fear Effect* on the PlayStation game console. In this chapter, we delve into the colorful histories of the original cast of three mercenaries as well as the extraordinary circumstances that brought them together

Their adventure will take us to the chaotic alternate reality of Hong Kong, Hells Kitchen in New York City, the formidable Walled City of Xi'an, the lost Tomb of the First Emperor of China and finally into the legendary mountain-island of the immortals – Penglai Shan. As they reach their final destination and come face to face with Rain's evil twin sister Mist, in this faithful moment in time, you will get to decide who is to live and who is to die.

Fear Effect: Retro Helix features Motion FX3D technology, the next generation of Motion FX over eight unique locations. The game incorporates over 800 unique camera angles and seamless integration. This installment of *Fear Effect* will also feature four playable characters and an improved real-time inventory system.

Fear Effect: Retro Helix is being developed by Kronos Digital Entertainment of Pasadena, California.

Eidos Interactive, Inc. is a leading developer and publisher of interactive entertainment products for the PC, PlayStation® game console, Sega Dreamcast™, Nintendo® Game Boy® Color. Eidos Interactive is part of London-based Eidos plc (NASDAQ: EIDSY) with additional offices in San Francisco, Paris, Hamburg, and Tokyo. For more information on Eidos Interactive's product line visit <http://www.eidos.com>



Contact:

Jeff Brown
Electronic Arts
650-628-7922

E3 Booth #: 900 South Hall

**Electronic Arts Announces its Lineup for the
Electronic Entertainment Expo**

***World Leading Interactive Entertainment Publisher to Debut
Seven PlayStation 2 Titles on the Show Floor***

REDWOOD CITY, Calif., May 8, 2000, -- Electronic Arts (Nasdaq: ERTS), the world's largest interactive entertainment software company, today announced its Electronic Entertainment Expo (E3) lineup of 16 titles that appeal to a wide array of new and seasoned gamers. Leading Electronic Arts' (EA) new crop of titles are seven PlayStation®2 computer entertainment system games that are expected to dazzle consumers. The titles will be marketed under EA's new unified branding strategy that aids consumers and retailers by grouping EA SPORTS™ and EA GAMES™ with a common and easy to recognize logo treatment.

"Our lineup of PlayStation 2 titles on the show floor will underscore EA's position as the world's premiere developer of interactive entertainment industry," said John Riccitiello, president and chief operating officer at Electronic Arts. "Consumers are going to stop dead in their tracks when they see what the new technology does for their favorite games like *Madden NFL*, *FIFA Soccer* and *James Bond – The World is Not Enough*. Games like *NASCAR* racing and *Knockout Kings Boxing* are so real you have to blink to make sure you're not watching a televised event."

"EA's PlayStation 2 titles will deliver top-notch gameplay combined with intoxicating graphics," said Don Mattick, president of worldwide studios at Electronic Arts. "Our development teams spent thousands of hours creating the coolest content that consumers will see this year. *Madden NFL* allows gamers to zoom

in for incredible detail like the hair and veins on the arms of their favorite players. In *The World is Not Enough*, James Bond fans will get fast, fluid gameplay and real emotion on the faces of cyber Bond and Christmas Jones.”

In addition to EA’s powerful line-up on the PlayStation 2, the company will extend its successes on the PC with a number of new titles. EA will launch new properties including American McGee’s Alice™ and Clive Barker’s: Undying™ and will take the popular Command & Conquer and “Sim” franchises into new directions with Command & Conquer Renegade™ and SimsVille™.

EA Takes the Lead in Developing Games for PlayStation 2

PlayStation 2 console titles to be shown include:

Madden NFL™ 2001 - The Madden franchise is back with incredible elements that add a new dimension to this classic title. New additions include: player models that offer a deeper level of detail, an exclusive NFL Coaches Club license where coaches offer strategies for a game, fresh defensive controls, enhanced audio and play-by-play, player specific touchdown victory dances, and a new interface making the game easier to navigate. At E3, the game will also be shown on the PlayStation® and PC. *Madden NFL 2001* is slated for release on the above platforms and Nintendo®64 in fall 2000.

The World Is Not Enough – based on MGM’s blockbuster film of the same name, this will be the first James Bond title for the platform. Players take the role of the world’s most famous secret agent progressing through the game’s more than 10 movie-based missions equipped with an arsenal of more than 40 Q-lab gadgets and weapons. In addition to the PlayStation 2 console, *The World Is Not Enough* will also be shown on the PlayStation, Nintendo 64 and PC. The game is scheduled for release in late 2000.

SSX – based on the new extreme sport called Boardercross, *SSX* combines high-speed snowboard racing with insane big air tricks on what is best described as an exaggerated snow covered motocross track, resplendent with jumps, steep turns, tunnels, and hidden short cuts. Six racers are pitted against each other, but only one dominates. The title is scheduled for release in fall 2000.

FIFA Soccer World Championship – the first EA SPORTS title to ship for the PlayStation 2 console, *FIFA Soccer World Championship* features startling graphics that are designed specifically for the PlayStation 2 console to bring to life the on-field experience, through highly detailed facial animations, high-resolution player models and dynamic player and stadium lighting. Players run in and out of the shadows as they move up the field while the animated crowd waves flags and chants wildly. Taking full advantage of the advanced capabilities of the PlayStation 2 console will be an intuitive and responsive Artificial Intelligence (AI). Fully rendered characters, a plethora of new animations, improved motion blending and more frames per second than ever before bring the game to life. The title will be released in Japan in spring 2000.

NASCAR 2001 – a great racing game with tough competitors and exciting NASCAR action. *NASCAR 2001* is designed for next generation technology with stunning graphics and visual effects, thundering sound, and ultra-competitive AI. The game features more than 30 drivers and cars and 14 official NASCAR tracks. *NASCAR 2001* game is scheduled for release on the PlayStation 2 and PlayStation consoles in spring 2001.

Knockout Kings™ 2001 - the industry's best-selling boxing game will defend its title this year by featuring the best men and women in boxing, all with motion captured movements and unique fighting styles. Among the game's other features are new ways to throw and control punches, an enhanced career mode, better footwork and quicker punching and boxing moves. *Knockout Kings 2001* is slated for release on the PlayStation 2 and the PlayStation consoles in early 2001.

X Squad™ - one of the first 3D action adventure games for the new platform, the game is set in 2037. The player leads a team of skilled soldiers on a quest to conquer a radical bio-terrorist threat that has spread a plague on a major metropolitan area. Armed with futuristic weapons, players fight their way through a stellar array of cityscapes, underground subways and dark sewers to restore justice. *X Squad* is slated for release in fall 2000.

More EA titles in the Pipeline for The PlayStation 2 Console

Additional PlayStation 2 titles under development, but not being showcased on the floor at E3 include:

Tiger Woods PGA TOUR® 2001 - delivers a realistic golf simulation for cyber golfers and an emotion filled 18 holes. In addition to playing as or against Tiger Woods, game players can compete as or against top PGA TOUR pros including Mark O'Meara, Justin Leonard, Brad Faxon, Lee Janzen, Mark Calcavecchia, Stewart Cink, Robert Damron, Stuart Appleby and Steve Stricker. *Tiger Woods PGA Tour 2001* is slated for release on the PlayStation 2 console, the PlayStation console and PC in fall 2000.

NHL® 2001 -- a real hockey experience where competitors can play with or against all 30 National Hockey League® teams, plus 20 international teams. The game features real player physics and new motion capture moves. It also delivers new checks, shots, and skate cycles for an authentic NHL experience. *NHL 2001* is scheduled for release on the PlayStation 2 console, the PlayStation console and PC in fall 2000.

SimTheme Park™ - using the power of the PlayStation 2 console, SimTheme Park takes a massive stride beyond the PlayStation. Players can wander through the theme park they create, entertain themselves with the sideshows and actually ride the bloodcurdling five-loop roller coaster they've built. Or they can take a stroll through the park and explore their creation from the visitor's perspective. SimTheme Park for the PlayStation 2 console is slated for fall 2000.

EA Posts Strong PlayStation Lineup

PlayStation titles to be shown include:

Medal of Honor Underground™ - the next chapter of the popular WWII game puts players in the role of a young member of the French Resistance who is on a mission to liberate her countrymen and free her nation from the enemy. The game gives players a sense of the courage it took to survive in occupied France with D-Day four long years away. Players are armed with an arsenal of weapons to battle tanks, half-tracks and Gestapo thugs across Europe and North Africa. The title is slated for release in fall 2000.

NCAA® Football 2001 - the road to the NCAA National Championship leads to FedEx® Orange Bowl in Miami and *NCAA Football 2001* is the only way gamers can get there. New Advanced Player Control allows players to perform the same All-American moves as the actual collegiate stars. Players can also see where they rank in the Bowl Championship Series poll and add junior college transfers to beef up their roster. In addition to the Orange Bowl, NCAA Football is the only college football game to feature the Nokia Sugar Bowl and the Tostitos Fiesta Bowl. *NCAA* is scheduled for release in fall 2000.

EA Delivers Sports, Action and Adventure to the Personal Computer

PC titles to be shown include:

American McGee's Alice™ – a thrilling and distinctive rendition of the classic Alice's Adventures in Wonderland. The game puts the player in the role of a resourceful Alice, reborn to handle the challenges of a sinister Wonderland. The game blends familiar fiction, cutting-edge 3D technology stunning graphics and sound and highly interactive levels that feature fierce action and creative puzzles. The title is slated for release in late 2000.

Black & White™ – an adventure game of sorts where players take the role of a deity in a world where the surroundings are his to shape and its people are his to lord over. Players can raise a creature to gigantic proportions and teach it to do their bidding, the player decides whether he grows into an evil being or a gentle giant. Players progress through the storyline using powerful spells and battle other deities to reign supreme. The title is slated for release in winter 2000.

Clive Barker's: Undying™ – a first person action horror game that draws the player in and never lets him go. The player battles with a family who is degenerating and threatening the fabric of reality. The player uses a deadly mix of forgotten magic and devastating weapons to counter the forces of chaos. The game is slated for release in fall 2000.

Command & Conquer Red Alert™2 – a sequel to the three million selling, award-winning multiplayer, real-time strategy game Red Alert. This game brings players back to the alternate universe of Red Alert with an onslaught of new units, tactics and strategies. As in the original, gamers can choose to lead Soviet or Allied forces. Both sides are well-armed with conventional weapons and experimental technology, including Tesla weapons, Chrono weapons, weather control devices and psychic warriors. The game is scheduled for release in fall 2000.

Command & Conquer Renegade™ – the world of Command & Conquer is brought to life in a 3D action game. Players will take on the role of the commando Havoc, the one-man army made famous in the original Command & Conquer strategy game. Players will wage war against the diabolical Brotherhood of Nod using not only a vast array of weapons but also more than a dozen vehicles from the Command & Conquer universe. Players can zip around on a rocket bike, fry enemies with a flame tank or throw down death from above in an Orca Fighter. The game is slated for release in winter 2000.

SimsVille™ – an all new Sims game experience that gives players the power to create and control a hometown for their Sims. Players build a living community where they can explore and influence the lives of the Sims who make it their home. Players can create a town by constructing individual homes, shops and other businesses and populate the town with families, following them through their daily lives as they work, shop, play and make friends. The title is slated for release in 2001.

The Sims™ - Livin' Large – the official expansion pack for 2000's most talked about PC game. With 200 new game elements--from a misfit Genie in a bottle to the Grim Reaper--five new career tracks and three new architectural and décor styles, the game gives players the power to see what happens when they put their Sims into all new outrageous settings and situations. The title is expected to ship in fall 2000.

Tiger Woods PGA TOUR 2001 – delivers a realistic golf simulation for cyber golfers and an emotion filled 18 holes. In addition to playing as or against Tiger Woods, game players can compete as or against top PGA TOUR pros including Mark O'Meara, Justin Leonard, Brad Faxon, Lee Janzen, Mark Calcavecchia, Stewart Cink, Robert Damron, Stuart Appleby and Steve Stricker. *Tiger Woods PGA Tour 2001* is slated for release on the PlayStation 2 console, the PlayStation console and PC in fall 2000.

NHL 2001 – a real hockey experience where competitors can play with or against all 30 National Hockey League teams, plus 20 international teams. The game features real player physics and new motion capture moves deliver new checks, shots and skate cycles seen in the game. *NHL 2001* is scheduled for release on the PlayStation 2 console, the PlayStation and PC in fall 2000.

Electronic Arts (NASDAQ:ERTS), headquartered in Redwood City, California, is the world's leading interactive entertainment software company. Founded in 1982, Electronic Arts posted revenues of more than \$1.2 billion for fiscal 1999. The company develops, publishes and distributes software worldwide for personal computers and video game systems. Electronic Arts markets its products under eight brand names: Electronic Arts, EA SPORTS, Maxis™, ORIGIN™, Bullfrog Productions™, Gonzo Games™, Westwood Studios™ and Jane's® Combat Simulations. More information about EA's products and full text of press releases can be found on the Internet at <http://www.ea.com>.

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Electronic Arts, EA SPORTS, EA Games, Maxis, Origin, Bullfrog Productions, Gonzo Games, Westwood Studios, John Madden Football, Knockout Kings, X Squad, SimTheme Park, Medal of Honor Underground, American McGee's Alice, Undying, Command & Conquer, Red Alert, Command & Conquer Renegade, SimsVille and The Sims are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Jane's is a registered trademark of Jane's Information Group Ltd. Black & White is a trademark of Lionhead Studios. James Bond is a trademark of Danjaq, LLC. NFL, FIFA, NASCAR, Tiger Woods, PGA TOUR, NHL, National Hockey League and NCAA are trademarks of their respective owners and used with permission. PlayStation is a registered trademark and PlayStation®2 is a trademark of Sony Computer Entertainment Inc. Nintendo® 64 is a trademark of Nintendo of America Inc. All other trademarks are the property of their respective owners.



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For Immediate Release

**ENIX AMERICA INC. ANNOUNCES BUST-A-GROOVE 2™ FOR THE
PLAYSTATION® GAME CONSOLE**

Hip music/dance game returns for tour-de-force sequel

Seattle, Wash. (April 18, 2000) – Enix America Inc. announced today that it will publish the highly anticipated **Bust-A-Groove 2** in North America for the PlayStation game console in the 3rd quarter 2000.

The sequel to the popular dancing game **Bust-A-Groove™** (**Bust-A-Move** in Japan), **Bust-A-Groove 2** features all-new dance tunes, hundreds of new motion-captured moves for the most lifelike character animation and all-new dancing arenas. With stylish and personable characters such as Shorty, Strike, and Hiro, the **Bust-A-Groove** series has some of the most recognized properties in the genre.

Bust-A-Groove 2 places the gamer in control of one of 18 characters, including many all-new and hidden characters plus favorites from the original title, in a “dance off” against another player. Gamers must follow on-screen prompts with their Controllers in time to the rhythm of an infectious dance tune. As the gamer successfully completes more and more complex combinations, on-screen characters will show off more and more elaborate dancing moves. Ultimately, the gamer whose character performs the best will emerge victorious as the dancing champion.

--more--

Taking full advantage of the PlayStation game console's advanced sound and graphics technology, ***Bust-A-Groove 2*** features music and moves from every major dance club style – hip hop, house, techno, rave, jungle, pop, vogue, disco and more. Motion-capture animation enables the game to feature the most realistic dance action ever featured in a videogame. “A gamer could practically use the characters in ***Bust-A-Groove 2*** as virtual dance instructors and learn some wicked moves to show off on a Saturday night,” said Andrew Stein, marketing manager at Enix America. The soundtrack, created specifically for this game, features musical luminaries such as Morris White, a producer who has worked with such groups as Earth, Wind and Fire.

Enix responded to user feedback from ***Bust-A-Groove*** to improve gameplay and design a more interactive experience. The title now features an all-new scoring system, a new move progression system based on successful timing for much improved replayability, and more visual rewards, such as fireworks or background animations, for successful gamers. In addition, each character now features their own set of unique dance moves as well as all new outfits. ***Bust-A-Groove 2*** represents the state of the art for music/dancing games on the PlayStation game console.

“***Bust-A-Groove*** is a hip franchise that appeals to all—gamers and non-gamers alike,” said Paul Handelman, president of Enix America. “We’re extremely excited to build on the success of the first title with this great sequel. Those that loved the original will find even more to love in the sequel and those who missed out on the first title will discover a great game and kick themselves for missing the original.”

Based in Seattle, Washington, Enix America Inc. is a wholly-owned subsidiary of Enix Corporation, Japan. Enix Corporation pioneered the console software role-playing game genre and is one of Japan's top five publishers of video game software. www.enix.com

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For Immediate Release

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HOT-B® Introduces *RUNABOUT 2*® for the PlayStation® Game Console

San Francisco, CA -- April 27, 2000 -- HOT-B will release *RUNABOUT 2*® for the PlayStation® game console on May 9, 2000. *RUNABOUT 2* is a unique mission-based game that stands alone in the driving adventure category. *RUNABOUT 2* combines elements of adventure and hardcore driving.

RUNABOUT 2 has received high marks for gameplay and replay value from industry editors and analysts. Thirteen adrenaline-packed missions in five expansive regions of the world provide extreme driving action. Every game is different. The results of each mission will change the game sequence.

Live the life of a secret agent and drive anywhere at top speeds. Unique strategies and superior intelligence are required to accomplish each mission's objective. Dodge traffic and crush objects to progress through beaches, buildings, airports, cities and more.

Thirty-one specially selected vehicles allow players to advance through each mission. Change vehicles and use e-mail tips to gain any advantage possible. Cars, motorcycles, dragsters, trucks, vans and more are available for use in *RUNABOUT 2*.

Check changes to suspension, brakes, tires and acceleration on a test course. Tune up vehicles to outrun enemies.

RUNABOUT 2 has a proven sales record in Japan. *RUNABOUT 2* was released in Japan on November 18, 1999 and was ranked on the top 10 sales charts in November 1999 and December 1999. (Sales Chart: <http://psx.ign.com/news/12655.html>) We anticipate similar success for *RUNABOUT 2* in North America. Also, the *RUNABOUT* series of games will receive additional publicity when other games in the series are released in Spring/Summer 2000.

Based in San Francisco, CA, HOT-B specializes in the production of realistic video games and is a publisher and developer of entertainment software.

RUNABOUT 2 is trademark of HOT-B USA, Inc. HOT-B is a registered trademark of HOT-B USA, Inc. PlayStation is a registered trademark of Sony Computer Entertainment Inc.



**Electronic Entertainment Expo
Booth #1100**

**INFOGRAMES, INC. SHOWCASES OVER 14 TITLES FOR THE
PLAYSTATION® GAME CONSOLE AND PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM**

Los Angeles, CA., May 11, 2000 – As the entertainment software industry descends upon Electronic Entertainment Expo 2000 (E3), Infogrames, Inc. plans to showcase its largest E3 lineup in the company's history. More than 60 titles will be shown, with 12 titles dedicated to the PlayStation game console, including two featured on the PlayStation2 computer entertainment system.

Following is an overview of Infogrames' PlayStation family of titles shown at this year's E3:

Alone In The Dark™: The New Nightmare™: The original survival-horror franchise continues with a pure blend of intense action and suspenseful adventure. *Alone In The Dark: The New Nightmare* immerses the player into a dark and strange atmosphere where conventional rules do not apply. The player must overcome his natural fear of the dark unknown and control Edward Carnby through a deep and highly detailed storyline. Armed with a flashlight and a pistol, Carnby must find the necessary items to survive as well as the clues to help him escape his ultimate nightmare.

Animorphs™: Shattered Reality: The *Animorphs* are locked in a battle in a Yeerk pool cave with Visser 3 over the Continuum Crystals. However, the crystal becomes scattered across the universe, shattering reality and the space/time continuum. With 10 massive levels and 19 unique environments, *Animorphs* features 11 total morphs via a proprietary morphing technology.

Driver 2: The sequel to the best-selling PSX game in '99, *Driver 2* has Tanner once again undercover as The Wheelman against two of the most ruthless crime lords. *Driver 2* features 40 new missions throughout four new cities: Chicago, Las Vegas, Havana and Rio de Janeiro. Other new features include greater interactivity – get out on foot to open doors, set timers, etc – as well as “commandeer” any vehicle on the road. With new driving games, realistic street modeling and life-like pedestrians, ***Driver 2*** is sure to have players clamoring to get behind the wheel.

Duke Nukem: Planet of the Babes: Gaming's own ‘John Wayne,’ Duke Nukem, is on the job again—this time saving the Planet of Babes from alien enslavement. With 20 new enemies, the debut of Duke's official new sidearm, the Desert Eagle, and 14 single player and six multi-player levels, *Planet of the Babes* is a frag-fest just begging to be played.

Golden Tee Golf™: *Golden Tee Golf* captures the fun, feel and flow of the real game of golf with an intuitive and user-friendly interface. The game's advanced 3D engine and true ball physics combine to provide a compelling sense of realism for players. *Golden Tee Golf* features

(over)

INFOGRAMES, INC.

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www.us.infogrames.com

12 beautifully landscaped and custom designed 18-hole courses, including six original and six mirrored courses that can be unlocked after beating the computer-generated player in the tournament mode.

Hogs of War™: Hog world is at war! Six mighty nations are struggling to overpower each other in the pursuit of territorial and technological gains. Players are thrown into a massive 3D battlefield with an army of three to six maniacal oinkers armed with an arsenal of debilitating weapons. Limited by time, players must quickly use their keen wits and cunning abilities to pummel their opponent before the game automatically switches to the next team, leaving them at the mercy of their adversary.

Koudelka™: A Gothic horror RPG set in the late 19th century. An epic tale of murder, mystery and mayhem, featuring Koudelka, a troubled yet determined medium, who embarks on a mission to unravel the evil doings at an ominous monastery. Control a group of 3 characters and explore the dark, mysterious Nemeton monastery and become enmeshed in a twisted plot of witchcraft and evil sorcery.

Looney Tunes™: Bugs Bunny™ & Taz™ Time Busters: While on duty as the top pest controller for “Jet Age Pest Control,” Daffy Duck™ accidentally breaks Granny™’s time regulator and is thrown back in time with the core of the machine, a precious gem. It’s up to our heroes, Bugs Bunny and the Tasmanian Devil™ to bring back this gem and restore the time order. To do so, this unlikely pair will have to travel through five different eras and outsmart some of the toughest Looney Tunes adversaries around, like Yosemite Sam™, Elmer Fudd™, Nasty Canasta™, Babba Chop™, and Count Bloodcount™.

Looney Tunes™ Racing: Looney Tunes™ Racing is the looney-est cartoon racing action on wheels! Up to two players get to take control of the looniest bunch of cartoon racers competing with licensed Warner Bros. characters and outrageous power-ups in an all out race to the finish.

Looney Tunes™ Sheep, Dog ‘n Wolf: Help Ralph The Coyote™ in his battle against Sam the Sheep Dog™ for control of the flock. With an arsenal of outrageous ACME™ equipment, you'll help Ralph put together the perfect plan to steal Sam's sheep and keep his stomach filled.

****Motor Mayhem*** (*Coming for PlayStation2!): Earth 2166AD: The most powerful and gruesome contestants from the galaxy have arrived to claim the World Vehicle Combat League’s greatest title at the event of the century, Motor Mayhem! Do you have what it takes to step in and kick some serious butt? Will you crush your opponents, or will you just be their practice target? Get behind the wheel, ready your weapons, and become the master of vehicle combat... Don’t miss your opponents ‘cause they won’t have any mercy for you!

Ngen Racing™: It is 2012. In a world of global peace, military jets have been modified to become ultra sophisticated racing machines. NGEN Racing the ultimate power sport has been born. Players will be thrown into the cockpits of up to 40 genuine high-speed fighter jets to compete on gigantic racing circuits built in real world places as exotic as desert canyons and arctic mountains. The more races you win, the more customizing options you get to make your plane into the ultimate racing machine.

(more)

***Oddworld™: Munch's Oddysee** (*Coming for PlayStation2!): How would you feel if you broke your leg in a bear trap, were abducted by soulless scientists, had an alien device implanted in your skull, and found out your race had been hunted to extinction? Meet Munch™, hero of the most magnificent yet Oddest Oddysee of all. His luck is about to change - for the worse. Oddworld is back with its second chapter in the Oddworld Quintology -- Munch's Oddysee. As the guardian angel over Munch and his sometimes best friend Abe, its up to you to help or hurt their self-sustaining biosphere and all their friends that live within it. You'll laugh, you'll cry, you'll meet Fuzzles about to fry. A neurotic world in desperate need of therapy, you are either going to set things straight or push them right over the edge. May Odd help you!

Power Spike Pro Beach Volleyball™: Deliver a wicked serve or set up your partner for a power spike. Infogrames' new Volleyball game is a highly realistic beach volleyball game with more than 50 licensed male and female volleyball players. Gamers can choose from famous players such as Karch Kiraly and other Federation of International Volleyball Players (FIVP) players from 16 different countries.

Infogrames Entertainment, S.A. (Paris Bourse: SICOVAM 5257) is a worldwide leader in the interactive entertainment software industry. Headquartered in France, the company develops and publishes award-winning computer and video games for the PlayStation® game console, PlayStation® 2 game console, Nintendo® 64, Nintendo® Game Boy® Color, Sega® Dreamcast™, and personal computer platforms. Founded in 1983 by chairman and CEO Bruno Bonnell, Infogrames' 17-year history has produced many award-winning franchises, such as Test Drive®, V-Rally™, Driver™, Independence War™, Unreal™, Hardball®, Oddworld™, and Alone In The Dark™. The company is also known for its long list of well-known licenses including Warner Bros. Looney Tunes™, Mission: Impossible™, Le Mans 24 Hours®, AM General Hummer®, Harley- Davidson®, and Dodge® Viper.

Based in New York, Infogrames, Inc. is a majority owned subsidiary of Infogrames Entertainment and serves as the headquarters for the company's operations in North America. For more information, visit Infogrames' web site at www.us.infogrames.com.

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KNOWLEDGE ADVENTURE® TO ENTER THE KIDS CONSOLE MARKET WITH THE UPCOMING PLAYSTATION® GAME CONSOLE RELEASES OF *SABRINA, THE TEENAGE WITCH™* AND *PLAY WITH THE TELETUBBIES™*

LOS ANGELES, E3 EXPO (Booth 1146, South Hall), May 11, 2000 -- Knowledge Adventure®, a leader in educational software, will mark its entrance into the emerging children's console market this year with the upcoming releases of *Sabrina, The Teenage Witch™* -- co-published by Knowledge Adventure and Simon & Schuster Interactive -- and *Play With The Teletubbies™* for the PlayStation® game console.

"As a market-leading publisher of best-selling educational software products for children, Knowledge Adventure is now going to provide video games for kids, featuring top licensed properties and wholesome entertainment," stated David Fratto, director of development for Knowledge Adventure. "With the mass penetration of console hardware in homes, we are taking this opportunity to offer a broader audience our high quality, interactive content for children to play and learn with."

Sabrina, The Teenage Witch

This new title for the PlayStation game console will bring classic videogame-style play to fans of the popular television show and beloved Archie comic "Sabrina, The Teenage Witch." Featuring original content and the voice of Melissa Joan Hart, Sabrina will use her wit, magic and spells to resolve another exciting predicament.

(more)

This adrenaline-pumping, 3D adventure game will have the player controlling Sabrina as she runs, jumps and somersaults -- through challenging environments -- to restore order in a universe gone awry.

Availability: Q4 00

Suggested Retail Price: \$30

Age: 8 & older

*Sabrina, The Teenage Witch TM & © Archie Comic Publications, Inc. © 2000 Viacom Productions Inc. Based upon the characters in Archie Comics. All Rights Reserved.

Play With The Teletubbies

Children will use their imagination to explore the immersive world of the Teletubbies -- for hours of play and song -- on the PlayStation game console.

Youngsters will discover the wonders of 11 games and fanciful events including video sequences, nursery rhymes and magical interludes. In each activity, children will accompany one of the Teletubbies to help them notice, become attracted to, and become engaged with objects, locations or characters in Teletubbyland. Designed especially with the young and curious in mind, this title will let children freely explore a vibrant 3D world full of color and sound

Availability: Q3 00

Suggested Retail Price: \$20

Age: 2 - 4 years old

*Teletubbies is published / distributed under license from BBC Worldwide Ltd. Teletubbies characters and logo © and TM 1996 Ragdoll Productions (UK) Ltd.

More information on these titles will be released soon. Customers can call (800) 542-4240 for ordering information.

Knowledge Adventure is a leader in developing, publishing and distributing best-selling multimedia educational software for use in both homes and schools. The company is internationally renowned for its market-leading *Math Blaster*[®], *Reading Blaster*[™] and *JumpStart Learning System*[™] series; portfolio of top children's licenses; award-winning school curriculum programs, such as *ClassWorks*[™] *Gold*, and a classroom

(more)

tool suite featuring *HyperStudio*®; and growing brands in the foreign language and study skills categories. With over 100 titles in a wide range of subjects, Knowledge Adventure (www.KnowledgeAdventure.com), a division of Havas Interactive, is one of the largest educational software groups in the world.

Simon & Schuster Interactive (www.ssinteractive.com) is the consumer software publishing unit of Simon & Schuster, Inc. Based in New York, S&SI publishes entertainment, education and reference titles across numerous platforms. The Company is the Codie Award winning publisher of the best-selling “Douglas Adams Starship Titanic” adventure, the best-selling parody “Deer Avenger” series, and numerous critically-acclaimed children’s software titles.

Simon & Schuster, the publishing operation of Viacom Inc., is a global leader in the field of general interest publishing, dedicated to providing the best in fiction and nonfiction for consumers of all ages, across all printed and multimedia formats. Its divisions include Simon & Schuster Trade Publishing, Pocket Books, Simon & Schuster Children's Publishing, Simon & Schuster New Media, Simon & Schuster Online, Simon & Schuster U.K., and Simon & Schuster Australia. For more information about Simon & Schuster, visit our website at www.simonsays.com.

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For Immediate Release

May 11, 2000

Daredevils On Your Mark, Get Set! LEGO Stunt Rally Sends You to the Races

*LEGO Media announces stunt track building game for the
PlayStation game console*

E3, Los Angeles, Calif. - LEGO Media International announces LEGO Stunt Rally™ for the PlayStation® game console, a challenging game that combines high-octane action with creative satisfaction for children ages six and up. LEGO Media, who develops, publishes and markets children's software, has created a game that offers all the open-ended creative play associated with LEGO construction *and* the driving excitement of a championship stunt driving game.

First and foremost, LEGO Stunt Rally is about designing cool tracks for stunt racing fun. By connecting the various stunt pieces, players build spectacular stunt courses that provide a different racing experience every time. Players test their creative track-building prowess by speeding around in highly-addictive driving mode in four extreme terrain backdrops based on three LEGO SYSTEM™ play themes: Adventurers, Arctic and Race 2000.

Stunt pieces used to form the race courses operate differently in each terrain. In the city environment the 'fun jump' piece propels the racer over a half-completed construction site; in the sand environment it flips the racer across a sand dune; in the mud environment the racer barrel-rolls over a broken bridge; and in the ice terrain the racer spins across a glacier. Other amazing stunts include a tunnel feature, a timed obstacle and a drive-through effect, each with a number of terrain-specific variations.

"LEGO Stunt Rally packs all the power of creative LEGO construction with the added punch of a fun and challenging racing mode," explains Gregg Sauter, North American Director of LEGO Media International. "Last year LEGO Racers gave players the chance to build their own race cars and drivers, now they can design their own stunt courses with unique LEGO elements."

In LEGO Stunt Rally, devious track building is the secret to racing success. To make it to the World Championship race, players must first defeat the reigning champions of four hostile environments—but watch out! These villains will stop at nothing to win. In this classic 'goodies versus baddies' confrontation, players must outwit their opponents with their keen track-building skill. What better way to bamboozle Baron von Flambo—the inventor of road rage—than by placing a "drive-fast-or-die" quicksand trap in his beloved desert territory?

(more. . .)

If victorious, players gain unlimited access to all of the LEGO stunt pieces while building courses, the freedom to make as many tracks as they wish and the use of the X-Mobile driven by current World Champion and mystery owner of MotoWorld, Mr. X.

Negotiating the stunt courses in driving mode, players also will find random power-ups, including an electric ray and a rocket booster that have a super-charged effect on the cars. Yet, in LEGO Stunt Rally speed is only part of the appeal—the diverse terrain, the various stunt pieces and other interactive obstacles—from a bouncy spider's web to a destructible dustbin—provide a complex and often hilarious challenge.

Also available for PC CD-ROM, LEGO Stunt Rally PSX will ship to retail this Fall with a suggested retail price of \$29.95 (US).

About LEGO Media International (www.LEGOMEDIA.com)

LEGO Media International was established in 1996 and has its worldwide headquarters near London. LEGO Media International is responsible for developing, publishing and marketing media products for children ages 2 to 16. As part of the LEGO Group, LEGO Media International enjoys unique brand recognition as well as strong marketing and distribution power in the children's market. The company is led by talented interactive media industry professionals and experienced managers from the LEGO Company. LEGO Media International is an incorporated company in the US.

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For Immediate Release

May 11, 2000

LEGO Media Announces LEGO Rock Raiders for the PlayStation Game Console

PC game developed concurrently with LEGO® constructive toy theme makes console debut

E3, Los Angeles – Kids of all ages have a chance to dig into a world of high adventure with LEGO Rock Raiders™ for the PlayStation® game console. LEGO Rock Raiders is a level-based, goal-oriented action/strategy game presenting players with progressive challenges that grow with their skill. A similar LEGO Rock Raiders PC CD-ROM version of the game released last November.

"We're excited to be supporting the PlayStation console with another LEGO Media title," says Gregg Sauter, North American Director of LEGO Media International. "We had a great response to LEGO Racers when we released it for the PlayStation and we hope to see the same nice fit with LEGO Rock Raiders."

Stranded in orbit around an uncharted planet, the crew of the geological survey ship LMS Explorer has detected large deposits of LEGO Brickonium and ore hidden beneath the planet's surface. It's up to players to guide the Rock Raiders team through the dangerous underground world, avoiding flowing lava, cave-ins, rock slides and denizens like slimy slugs, black bats and rock monsters. Players must mine the precious resources that will enable them to repair the damaged LMS Explorer and return home.

LEGO Rock Raiders is the first LEGO Media product concept developed concurrently with a linked construction toy theme. The game was developed in parallel with the LEGO play range and features the same mini-figures, vehicles and characters that are available in tactile play form.

LEGO Rock Raiders PSX, for ages 8 and up, will be available at retail in August at the suggested retail price of \$29.95 (US).

About LEGO Media International (www.LEGOMEDIA.com)

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**LUCASARTS' *STAR WARS DEMOLITION*™ FOR PLAYSTATION:
NO-HOLDS-BARRED VEHICULAR COMBAT IN THAT
GALAXY FAR, FAR AWAY**

**LucasArts Teams with Activision and Luxoflux to Develop
Demolition-Style *Star Wars*® Game**



SAN RAFAEL, Calif. -- April 19, 2000 -- Smash 'em! Crash 'em! and Blast 'em! into a galaxy far, far away in *Star Wars Demolition*, a death-defying vehicular combat game for PlayStation from LucasArts Entertainment Company LLC, in partnership with Activision, Inc. (Nasdaq: ATVI), and Luxoflux Entertainment, creators of the *Vigilante 8*™ series. *Star Wars Demolition* challenges players to compete against the worst scum and villainy in the universe to take on a never-ending riot of characters and vehicles from classic *Star Wars* and Episode I. *Star Wars Demolition* is expected for release in fall 2000.

Luxoflux will develop *Star Wars Demolition* and LucasArts will publish and distribute the title in North America. Activision will co-publish the game with LucasArts and distribute it in all European territories.

Star Wars Demolition, set between *The Empire Strikes Back* and *Return of the Jedi*, dares players to compete in a series of brutal vehicular destruction contests organized by crime boss Jabba the Hutt. Contestants' vehicles are equipped with basic blasters, plus a unique and powerful weapon. To keep things interesting, prior to each competition Jabba scatters various weapons, combat droids, and power-ups throughout each battle arena. Challengers are then pitted against each other in an all-or-nothing fight for victory.

-- more --

“With *Star Wars Demolition*, LucasArts and Activision take *Star Wars* into a new and dynamic game genre,” says Simon Jeffery, president of LucasArts. “This game is going to be an absolute blast for players, who'll battle with *Star Wars* vehicles and characters in ways they've never done before”

“We are excited to collaborate on the production of a new game based on *Star Wars*,” states Mitch Lasky, executive vice president of Activision Studios. “This will be the first game ever to unite elements from all four *Star Wars* films into one single entertainment property.”

Star Wars Demolition's dynamic single and multiplayer modes thrust competitors into the heat of battle where it's destroy or be destroyed. Players will face an onslaught of enemies, including a cannon-equipped rancor, a heavily armed battle tank, and a swift and deadly STAP, to name just a few.

Among the characters and vehicles from which players may choose is the notorious Boba Fett, one of the competition's wildest contestants. He is equipped with a powerful disintegrator, capable of draining the shields of rival vehicles. Another well-armed participant is Aurra Sing, introduced to fans in the motion picture *Star Wars: Episode I The Phantom Menace*. Her swift and agile swoop bike is outfitted with a long-range projectile cannon, capable of knocking out enemies more than 1,000 meters away. A newly created character, Wade Vox, competes in Luke Skywalker's former, and now heavily armed, landspeeder. Vox is a formidable competitor who is just discovering his Force powers.

-- more --

The game's knockdown, drag-out tournaments are held in several combat arenas throughout the *Star Wars* galaxy. Each arena abounds in hazards, including the battle-scarred snowfields of the Rebel base on Hoth, patrolled by powerfully armed and deadly accurate AT-ATs; the Great Pit of Carkoon, where competitors not only fight each other but must avoid being snatched and eaten by the dreaded Sarlacc beast; and the dangerous surface of the second Death Star, zealously guarded by scores of laser-equipped Imperial troops.

About LucasArts

LucasArts Entertainment Company LLC is a leading international developer and publisher of interactive entertainment software for a variety of computer and console platforms. Based in San Rafael, Calif., as well as on the Internet at www.lucasarts.com, LucasArts is one of five companies in the Lucas group which include Lucasfilm Ltd., Lucas Digital Ltd. LLC, Lucas Licensing Ltd., and Lucas Learning Ltd. Lucasfilm is one of the leading film and entertainment companies in the world. Lucasfilm's businesses include George Lucas' film and television production and distribution activities as well as the business activities of the THX Group. Lucas Digital, which consists of Industrial Light & Magic (ILM) and Skywalker Sound, provides visual effects and audio post-production services to the entertainment industry. Lucas Licensing is responsible for the merchandising of all Lucasfilm's film and television properties. Lucas Learning creates engaging interactive entertainment products that provide learning opportunities through exploration and discovery.

-- more --

About Activision

Headquartered in Santa Monica, California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. Founded in 1979, Activision posted revenues of \$436 million for the fiscal year ended March 31, 1999.

Activision maintains operations in the US, Canada, the United Kingdom, France, Germany, Japan, Australia, The Netherlands and Belgium. More information about Activision and its products can be found on the company's World Wide Web site, which is located at <http://www.activision.com>.

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FOR IMMEDIATE RELEASE

*Electronic Entertainment Expo (E3)
Los Angeles Convention Center
Mattel Interactive, Petree Hall*

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**MATTTEL INTERACTIVE DEBUTS NEW TITLES
FOR THE PLAYSTATION GAME CONSOLE AT E3**

Leading Entertainment Company Brings Top Brands to Console

LOS ANGELES — May 11, 2000 — Mattel Interactive, a leading publisher and developer of home entertainment software today announced its 2000 title line up for the PlayStation® game console. Its broad selection of titles based on Mattel brands, characters and licenses -- including Hot Wheels® and Tyco® titles for boys, Barbie® titles for girls, Rock'Em Sock'Em Robots™ Arena for older gamers and Arthur®! and Blue's Clues™ titles for younger players -- offer something for everyone.

"With the PlayStation console in more than 25 million households, this platform is a perfect medium for Mattel Interactive's educational and entertainment software. We see our movement onto PlayStation as an opportunity to grow our current audience and it represents Mattel Interactive's commitment to evolving with the interactive entertainment industry," said Bernard Stolar, president, Mattel Interactive.

Barbie® Super Sports™ for PlayStation

Creating a new sports game category just for girls, *Barbie Super Sports* lets players hit the slopes on a snowboard or head to the beach for some in-line skating with Barbie and her friends in fun, richly detailed environments. *Barbie Super Sports* also lets girls play with friends in challenging two-player races and exciting timed competitions.

- more -

Tyco® R/C Assault with a Battery™

The first Tyco R/C software title, *Tyco R/C Assault with a Battery*, puts players in control of some of the best-selling, high-performance radio controlled racing vehicles. Gamers use secret moves to unlock each vehicle's special power to tear through a variety of challenging terrain and obstacles. Racers can play single or multi-player and select from five modes including battle and championship mode and from five richly-detailed 3D environments.

Blue's Big Musical Movie™

Blue's Clues, from Nickelodeon, is the most watched pre-school program on television and this is its first title for the PlayStation console. Gamers can play *Blue's Big Musical Movie* and help Steve and Blue put together "The Big Musical" by finding performers, decorating the stage and choosing which songs to play. The game features six *Blue's Clues* mysteries and three arcade-style games, each featuring a two-player mode so pre-schoolers can play along with their friends or parents. Musical elements enhanced by vivid graphics, give pre-schoolers a rewarding experience of creating and directing their very own show.

Rock'Em Sock'Em Robots™ Arena

Rock'Em Sock'Em Robots Arena will launch a new franchise for Mattel, with a full line of action figures to follow in 2001. Developed for the PlayStation console by Paradox Development, this two-player fighting game takes this toy line in an exciting new direction. Based on the classic toy line of the 60s, *Rock'Em Sock'Em Robots Arena* is a fast-paced combat game that enables players to hone their fighting skills by using one of eight battle-ready robots or create their own customized 'bot by combining various arms, legs and torsos. Another exciting mode of the game enables two-player, head-to-head combat, with a "pink-slip" mode where players wager their robots' parts in a winner-take-all showdown. A ranking system takes players through various levels, pitting them against other challengers, plus four super-skilled "boss 'bots," for the title. Nostalgia favorites, Red Rocker™ and Blue Bomber, also star in the game as play-by-play commentators, and perhaps, even as contestants.

Billabong® Pro Surfer*

Billabong Pro Surfer is the first authentic action-arcade surfing game that features members of the Billabong surf team. Players learn to surf different locations and tide conditions including sand beaches, tropical coves, off-shore reef breaks and left and right hard breaks. Then, players advance to compete in a full-circuit championship contest. *Billabong Pro Surfer* features three modes of play – Free-riding, Locals Challenge and Island Championship. The thrilling title also includes eight selectable locations with unique wave breaks and dozens of killer tricks and stunts.

- more -

Arthur®! Ready to Race

The big race is coming up and Arthur and friends are all preparing for it. Arthur goes around town collecting parts for his soap box car in order to build the ultimate downhill-racing machine, but he needs help! Players use critical thinking skills to solve puzzles and navigate through tricky obstacle courses. Users also collect Bionic Bunny cards that can be traded for cool new car accessories. Kids can play with a friend or test their own reflexes racing against the computer. Users can play over and over again because the game changes each time they play!

About Mattel Interactive

Mattel Interactive is a leading entertainment company with strong brands on all major platforms. Our mission is to develop and publish innovative, interactive technology tools worldwide for the home and classroom. Mattel Interactive products are distributed using a multi-channel approach that includes retail, direct marketing, OEM, the Internet and schools. Products are also sold throughout international markets in Germany, France, the United Kingdom, Ireland, Holland, Latin America and the Pacific Rim. Mattel Interactive was established in 2000. Under the Mattel Interactive umbrella are three divisions; Entertainment, Productivity and Learning.

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*This title has not yet been officially approved by Sony Computer Entertainment America.

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MS. PAC-MAN MAKES 3D DEBUT AS STAR OF *MS. PAC-MAN MAZE MADNESS*

**The Most Popular Female Video Game Character Ever
Enters Another Dimension to Tackle a-MAZE-ing New Adventures**

SAN JOSE, Ca, April 14, 2000 – A year after Pac-Man's three-dimensional return, Namco Hometek announced today Ms. Pac-Man's upcoming lead role in the outrageously fun 3D action maze game, *Ms. Pac-Man Maze Madness*, available this fall for the PlayStation® game console, Nintendo® 64 and Sega Dreamcast™. Namco's latest Ms. Pac-Man title offers the original arcade version for the nostalgic at heart, while its enhanced environments and challenging puzzles will seize a new generation of Ms. Pac-Man fans.

With over 180 mazes and a myriad of puzzles, *Ms. Pac-Man Maze Madness* offers endless exciting gameplay. Players can enjoy the game solo, "chilling" to its hypnotic grooves and mesmerizing state-of-the-art 3D graphics. In multi-player mode, *Maze Madness* pumps up the volume by allowing up to four players to engage in a variety of games, including *Ghost Tag*, where one player is Ms. Pac-Man feasting on dots, while the other players are the ghosts trying to feast on her, and *Dot Mania*, in which players compete to eat all the dots in a maze.

-more-

“It’s fitting that Ms. Pac-Man, who turns 19 this year, has a new game where she exudes her world-famous attitude for fun and proves once again her awesome ability to conquer obstacles to get what she wants,” said Mike Fischer, Namco’s director of marketing. “The exotic and complex environments she travels through in *Maze Madness* are sure to satisfy fans of the original game and spur a new wave of maze mania.”

Remaining true to the original game, no buttons are used in *Ms. Pac-Man Maze Madness*, just directional keys. So that the game offers complex challenges, each level introduces new mechanics such as *lava rivers*, where Ms. Pac-Man must push ice blocks onto molten lava to save herself; *lightning corridors*, where she uses lightning switches to divert bolts and avoid being struck; *explodable barrels*, which allow Ms. Pac-Man to blow up and pass through walls; *rev wheels*, which allow her to move faster; and *popper pads*, which propel her to desired locations she can’t get to on foot. In all, over 30 new mechanics are included.

Ms. Pac-Man journeys through four distinct worlds, facing 15 new enemies—in addition to a gang of hungry ghosts—on her path to the Witch’s Castle, where she must defeat her ultimate foe. Not only has the Witch turned the Enchanted Palace into **Haunted Halloween**, she has kidnapped Professor Pac and a beautiful princess.

-more-

In each world, Ms. Pac-Man must collect a virtue gem and several icons to reverse the Witch's evil spells and gain entrance to another world. A-maze-ing worlds include:

- **Cleopactra** – Players must help Ms. Pac-Man avoid spell-casting anubises, sphinxes, snappy alligators and marauding centipedes in her quest to find the Generosity Gem.
- **Crystal Caves** – Ms. Pac-Man has to watch out for the Neanderpacs, the legendary Pac-Foot and hungry Saber-Pacs. As she travels further inside the icy caverns, she will encounter deep molten lava rivers which she can cross with the help of ice blocks in her quest for the Truth Gem. Watch out for falling boulders and ice corridors!
- **Pac Ping Harbor** – With the ghosts spreading gunpowder everywhere and the fire-breathing dragons ready to set the whole place ablaze, Ms. Pac-Man needs assistance finding the Gem of Wisdom. Avoiding Roman candles, she can use rocket launchers to help clear a path through one of the toughest and most challenging maze areas.
- **Haunted Halloween** – This is Ms. Pac-Man's last chance to store up lives before meeting the Witch. Here she must hunt for the Gem of Courage, fending off Bat Draculas and Frankenpacs who charge their powers on the numerous bolts of lightning. In this nightmarish castle, lightning bolts threaten to destroy Ms. Pac-Man as she avoids evil gargoyles and vicious Hellhounds.

Ms. Pac-Man Maze Madness contains 12 stages, 4 hidden stages, 3 bonus round mini-games, a BOSS round and a secret BOSS round. Players earn a gold star in every stage in which Ms. Pac-Man consumes all of the pac-dots or all seven juicy pieces of fruit. Upon defeating the Witch for the first time, players gain a Witch key that opens previously locked areas of the game; gamers earn extra gold stars by completing stages within a certain time limit, or by completing the bonus games. Those who have gathered the required number of gold stars throughout the game can then progress to the first hidden stage.

-more-

The more gold stars earned, the more likely one is to get to all four secret stages and advance to the hidden BOSS level. Multi-player mode contains three different tournament games for up to four players, boasting four maps, four characters, four hidden maps and two secret characters.

Debuting in 1981, Ms. Pac-Man, with her famous pink bow and in-your-face red lips, has long enjoyed the powerful spotlight of popularity. An independent and unstoppable woman, the original arcade Ms. Pac-Man gobbled three times more quarters than Pac-Man. Since then, the Ms. Pac-Man game has been developed for nearly every video game platform and this October, *Ms. Pac-Man Maze Madness* will munch its way onto retail shelves for a suggested retail price of \$29.95.

Namco Hometek Inc. is the U.S. consumer division of Namco Limited, a Tokyo-based world leader in the high-tech entertainment industry. Committed to providing the ultimate entertainment experience, Namco uses cutting-edge technology and advanced electronics to take their theme parks, arcades, and home video games far beyond traditional entertainment.

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For Immediate Release

May 11, 2000

**CASPER™ MARKS 60th BIRTHDAY WITH
SPOOKTACULAR FUN ON PLAYSTATION® GAME
CONSOLE FROM SOUND SOURCE INTERACTIVE**

CALABASAS, California, May 11, 2000 -- Source Interactive Inc. (OTC: SSII) announced today that they will release the brand new *Casper™, Friends Around The World™* game for the PlayStation® as part of *Casper's* 60th birthday celebration. The game is being showcased May 11th through the 13th at the Electronic Entertainment Expo (E3) in the Sound Source Interactive booth, South Hall #1346.

"With the increase in demand for entertainment titles targeted to the under twelve market for PlayStation and the highly successful *Casper* franchise, *Casper, Friends Around the World* is sure to be a hit on this popular console system," said Vincent Bitetti, chairman and interim chief executive officer of Sound Source Interactive. "We look forward to partnering with Harvey in celebrating *Casper's* 60th birthday and his debut on the PlayStation."

"Harvey has big plans to celebrate with *Casper* this year, including a CGI direct-to-video film slated for December entitled *Casper's Haunted Christmas*," said Rick Mischel, President of The Harvey Entertainment Company. *Casper* celebrates his 60th birthday on Halloween 2000 and Harvey Entertainment has planned six months of festivities including merchandise, movies, parties and promotions. The celebration kicked off with the announcement that *Casper* has become the official mascot in the Coast Guard's national campaign to halt the flow of illegal drugs.

Exploring the world with *Casper*...

Casper sets out to rescue his "fleshie" friends after the evil ghost Jarman has banished them to the pages of a geography book. While traveling through 11 exotic locations including Hollywood, Paris, Italy, Egypt, China, South America, Moscow, India and more, players see the world, collect tokens, and fight off all of those ghastly ghouls. But players must beware because Jarman is no ordinary evil spirit, and *Casper* will need to call on all of his ghostly abilities to defeat the boss and his evil spooks!

Developed by Realtime Associates for Sound Source Interactive, *Casper* is targeted to kids aged five to eight years old and is scheduled for release in Q4 of 2000.

-more-

About The Harvey Entertainment Company

The Harvey Entertainment Company is engaged in the management and exploitation of its proprietary branded characters through merchandising and filmed entertainment, which includes theatrical, home video and television. The Harvey Classic Character Brands include "Casper, the Friendly Ghost," "Fatso," "Stinkie and Stretch" (The Ghostly Trio), "Richie Rich," "Baby Huey," "Hot Stuff," "Little Audrey," "Wendy, The Good Little Witch," and many others. For more information on The Harvey Entertainment Company, visit the company's website at <http://www.harvey.com>.

About Sound Source Interactive

Headquartered in Calabasas, California, Sound Source Interactive is a high quality publisher of family oriented interactive software for personal computers and console systems. The company is a comprehensive software studio, producing an expanding list of award-winning software products based on licensed content derived from popular children's literature, major motion pictures, video franchises and long-standing television programs. The company has exclusive licenses with Universal Studios, Viacom (Paramount Pictures Corp.), Harvey Entertainment Co., 20th Century Fox, New Line Cinema, Sony Signatures and others. More information on Sound Source Interactive and its products is available through its worldwide web site at www.soundsourceinteractive.com.

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SQUARE ANNOUNCES PRODUCT LINEUP FOR ELECTRONIC ENTERTAINMENT EXPO

*PlayStation® 2 computer entertainment system Titles
and Highly Anticipated FINAL FANTASY® IX to be Unveiled at Show*

COSTA MESA, Calif., May 2, 2000 – Square Electronic ArtsSM L.L.C. (Square Electronic Arts), the exclusive publisher of all SQUARESOFT® products in North America, today announced the titles it will debut at the Electronic Entertainment Expo (E3) to be held May 11-13, 2000 in Los Angeles, California. Square's product lineup consists of two titles for the PlayStation 2 computer entertainment system, including The BouncerTM, an action fighting game and Driving Emotion Type-STM, a driving simulation game. Square will also unveil a preview of FINAL FANTASY IX for the PlayStation® game console. FINAL FANTASY IX is the latest title in the popular FINAL FANTASY series, which has sold more than 26 million units to date.

In addition to FINAL FANTASY IX, Square will present a variety of role-playing games (RPGs) for the PlayStation game console that range from the traditional RPG style that Square has become famous for to more action-oriented games that will appeal to casual gamers. Among these are two sequels to past hits, Chrono CrossTM and Parasite EveTM 2, and a new medieval action/adventure title, Vagrant StoryTM.

The following PlayStation 2 titles will be showcased:

SQUARE ELECTRONIC ARTS L.L.C.

949 South Coast Drive, Suite 200 • Costa Mesa, CA 92626
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THE BOUNCER – A “Seamless Action Battle” where fighting elements combine with life-like action allowing multiple players and multiple enemies to fight simultaneously – a feature never before seen in a video game. New and dynamic developmental features allow interactivity with the environment like tables, chairs, and debris where action battles take place involving as many as 10 characters at once. Character designs by famed FINAL FANTASY and Parasite Eve artist Tetsuya Nomura bring an amazingly life-like look and feel to characters in this “Playing Action Movie.” The Bouncer is scheduled to ship in late 2000.

DRIVING EMOTION TYPE-S – A driving simulation game implementing a number of innovative features not found in typical racing games. Featuring a superior engine that accurately simulates the physics of driving, every detail such as air, weight, gravity and resistance is systematically calculated to give gamers a true feel of driving at high speeds. To add even more realism to the game, Driving Emotion Type-S features a new driving perspective that allows gamers to experience driving from inside the car. Ultimately, this translates to having an up close look at every minute detail of a car’s interior, and a driving experience like no other. The title will ship in 2001.

The following PlayStation titles will also be on display:

VAGRANT STORY – an action/role-playing game set in a medieval world where the player takes the role of a knight who has been wrongly accused of murder and must flee into hiding to uncover the truth. The game features a unique weapon system in which players can create their own armaments from various pieces of weapons they find throughout the game. Vagrant Story offers breathtaking cinematic sequences accompanied by movie-style gameplay features such as innovative lighting and editing effects. Vagrant Story is scheduled to ship on May 16, 2000 packaged with a demo disc – 2000 collector’s CD Vol. 3 – including interactive and non-interactive demos of other Square titles including Chocobo Racing™, Chocobo’s Dungeon™ 2, SaGa Frontier™ 2, Front Mission 3™, Legend of Mana™, Chrono Cross™ and Threads of Fate™.

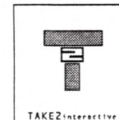
LEGEND OF MANA – a role-playing game set in a magical, fairy-tale world and depicted in brilliant 2D watercolor graphics. Players assume the role of one of two playable characters and embark on a quest to restore the world of Fa’Diel. They do so by using the “Land Creation System” that employs artifacts received throughout the game to create the individual lands. As players expand the world, they must also face a variety of monsters and level bosses. Legend of Mana is slated to ship June 13, 2000.

FINAL FANTASY series, which has sold more than 26 million units to date, and now publishes other titles under the SQUARESOFT brand spanning all genres. Square Co., Ltd. is based in Tokyo, Japan, and maintains a branch office in Osaka. More information about Square Co., Ltd., can be found on the Internet at <http://www.square.co.jp>.

In North America, Square Co., Ltd. publishes its SQUARESOFT titles through Square Electronic Arts L.L.C., located in Costa Mesa, CA. Square Electronic Arts L.L.C. is a Limited Liability Company established on May 1, 1998 by Square Soft, Inc. and Electronic Arts to manage the marketing and distribution of SQUARESOFT products in North America. More information about SQUARESOFT products can be found on the Internet at <http://www.squaresoft.com>.

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The Bouncer, Driving Emotion Type-S, FINAL FANTASY, Chrono Cross, Parasite Eve, Vagrant Story, Chocobo Racing, Chocobo's Dungeon, SaGa Frontier, Front Mission 3, Legend of Mana, Threads of Fate are trademarks or registered trademarks of Square Co., Ltd. The Bouncer, Driving Emotion Type-S and FINAL FANTASY IX have not yet been officially proposed to Sony Computer Entertainment America. Square Electronics Arts is a service mark of Square Electronic Arts L.L.C. SQUARESOFT is a registered trademark of Square Co., Ltd. Electronic Arts is a trademark or registered trademark of Electronic Arts. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.



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**TAKE-TWO INTERACTIVE TAKES LEADERSHIP POSITION IN BRINGING NEW
PLAYSTATION® GAME CONSOLE TITLES TO RETAIL SHELVES AT AN
AGGRESSIVE \$9.99 PRICE POINT**

NEW YORK, NY – MAY 11, 2000 – Take-Two Interactive Software Inc. (NASDAQ:TTWO) is pleased to announce that it will be debuting and releasing new titles for PlayStation® game console at retail at the recommended price point of \$9.99 starting April 25th.

"Take-Two Interactive is proud to take a leadership role in releasing new PlayStation titles at the \$9.99 price point because it puts everyone, both consumer and publisher, in a win-win situation," said Ryan Brant, CEO of Take-Two Interactive. "As this industry rapidly changes and continues to develop cutting-edge interactive entertainment, we pledge to help ease consumers through this phase of technological revolution by releasing a quality and diverse library of PlayStation software at aggressive price points throughout 2000."

The Take-Two Interactive budget lineup is as follows:

- **Spec Ops: Stealth Patrol** – Military Action Game developed by Runecraft and set for release on PlayStation this April lets you take control of the US Army Rangers, one of the toughest and most elite of the world's military task forces. Your main objective is to eliminate opponent targets in through stealth or all out war while completing various action-packed missions. ESRB Rating: T for Teen.
- **Grudge Warriors** - Action-packed 3D Vehicular Shooter developed by Tempest Software set for release on PlayStation this April. There is an organized tournament that takes place between the world's most powerful gangs known as 'The Death Ring'. The aim of the game is to destroy the defense network of gang opponents in order to progress to the next match. After successfully eliminating all opponents, you will engage the final "Crime Lord" in battle to determine the fate of the world. ESRB Rating: T for Teen.
- **Martian Gothic** – 3D Adventure / Horror Game set for release on PlayStation this May and developed by Creative Reality follows the nightmare uncovered by three investigators sent by a cynical Earth Control as they assess the potentially disastrous situation on *Vita 1* - a base set up on Mars to search for evidence of bacterial life beneath the frozen surface. ESRB Rating: Rating Pending.
- **Darkstone** - Critically-Acclaimed PC Role Playing Game comes to the PlayStation in July and takes you to a fantastic medieval world in the pure Heroic Fantasy tradition where you must defeat Draak, the mystical and powerful dragon that has initiated a reign of terror upon the kingdom. The only way to defeat your nemesis is to invoke the power of the orb. If not, all hope may be lost forever. ESRB Rating: T for Teen.

-more-

About Take 2 Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is an integrated global developer, marketer, distributor, and publisher of interactive entertainment software games and accessories for the PC, PlayStation® game console, Nintendo 64, Nintendo Game Boy Color, Sega Dreamcast, and PlayStation® 2 computer entertainment system. The Company publishes and develops products through various wholly owned subsidiaries including: Rockstar Games, TalonSoft, Joytech and DMA Design. The Company maintains a publishing and distribution partnership with, and 19.9% equity interest in, both Gathering of Developers and Bungie Software. The Company's Jack of All Games value added distribution arm maintains sales and marketing offices in Cincinnati, New York, Toronto, London, Paris, Munich, Oslo, Stockholm, Copenhagen, Milan and Sydney.

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Safe Harbor Statement under the Private Securities Reform Act of 1995: The statements contained herein which are not historical facts are forward-looking statements that involve risks and uncertainties including, but not limited to, risks associated with the Company's future growth and operating results, credit risks, inventory obsolescence, technological change, competitive factors, product returns, failure of retailers to sell-through the Company's products, and unfavorable general economic conditions. The Company's actual operating results may vary significantly from such forward-looking statements. Take-Two undertakes no obligation to update forward-looking statements contained within this press release.

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**THQ ANNOUNCES *POWER RANGERS LIGHTSPEED RESCUE*
FOR PLAYSTATION**

First Release in THQ's Five-Year Licensing Agreement with Saban Entertainment, Inc.

Los Angeles, Calif., May 11, 2000 – THQ Inc® (NASDAQ NMS: THQI) today announced *Power Rangers® Lightspeed Rescue™* for PlayStation®. Powered by one of the strongest kid's television and action figure properties, *Power Rangers Lightspeed Rescue* will challenge kids to save the world from evil monsters and natural disasters. Developed by Climax Development Ltd., *Power Rangers Lightspeed Rescue* is scheduled for worldwide release this fall.

"*Power Rangers Lightspeed Rescue* gives kids their first opportunity to assume the role of their favorite Power Rangers hero on the PlayStation," stated Michael Rubinelli, vice president of development, THQ. "The huge, fully interactive 3D gamescape provides an exciting environment in which kids can rescue innocent people from the evil Diabolico."

“We are very excited to launch our first Power Rangers console product, *Power Rangers Lightspeed Rescue* for PlayStation, in conjunction with the brand new *Power Rangers Lightspeed Rescue* television series,” said Elie Deckel, president Saban Consumer Products. “We have had tremendous success in numerous product categories at retail and look forward to competing at that same level in the kid’s console software arena.”

Power Rangers Lightspeed Rescue is the first action adventure PlayStation game based on the popular Power Rangers property. Boasting a huge, fully interactive 3D gamescape, *Power Rangers Lightspeed Rescue* allows kids to take on the role of their favorite Power Ranger hero and become members of the elite ‘Power Rangers Lightspeed Rescue’ team. The game will include authentic emergency rescue vehicles, enemies, music, sound effects and actual voice-over dialogue from the actors in the Power Rangers television series.

Through over twenty levels, including hidden bonus levels, players will battle in single or two-player mode to save the world from natural disasters created by evil monsters. Players will want to take advantage of two-player cooperative play when they are faced with enormous boss battles involving the popular campy creatures in the Power Rangers television series. In game FMV sequences will provide a completely immersive game play experience.

For more information on *Power Rangers Lightspeed Rescue* for PlayStation and the rest of THQ’s 2000 line-up, please visit <http://www.thq.com/About/ReleaseSchedule.asp>.

Fox Family Worldwide is a fully integrated global family entertainment company which develops, acquires, produces, broadcasts and distributes quality live-action and animated television series, specials and motion pictures. Its principal businesses include the Fox Family Channel, one of America's first and most widely distributed basic cable networks, reaching more than 75.3 million households; Fox Kids Network, one of the top children's broadcast television programming services in the United States, airing to 98 percent of TV households on affiliates of the Fox Broadcasting Co.; Saban Entertainment and Saban International, whose library of nearly 6000 half-hours of programming and hundreds of hours of movies is among the largest in the world; and Fox Kids International, with dedicated cable and satellite channels reaching over 50 countries.

Saban Consumer Products leads the industry in delivering innovative properties to market in all forms of consumer products and promotions. From classic brands to breakthrough successes, the company's innovation and marketing drive have resulted in creating some of the most successful brands in the industry.

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THQ TO LAUNCH “EVIL DEAD” FOR PLAYSTATION

Expanded Internal Studio to Develop “Evil Dead” Franchise Games

Los Angeles Calif., – May 11, 2000 – THQ Inc. (NASDAQ NMS: THQI) today announced that it has assembled a team of proven video game designers, programmers and artists for development of a new, multi-platform product series based on the cult-classic horror film “Evil Dead.” The new team, Heavy Iron Studios, a division of THQ, Inc., is comprised of videogame industry veterans whose accolades include the top-selling, critically acclaimed “Parasite Eve.” THQ’s expanding internal development group now includes GameFX, Pacific Coast Power & Light and Heavy Iron Studios.

Additionally, THQ announced a five-year, worldwide licensing agreement with Renaissance Pictures for the interactive rights to “Evil Dead.” This exclusive agreement includes rights to publish games on all console platforms, PC’s and OEM opportunities.

“This expansion brings THQ’s internal development to over 100 people,” stated Brian Farrell, president and CEO, THQ. “Finding top design, programming and artistic talent is one of the keys to fostering the continued growth of the company. The exceptional team at Heavy Iron Studios is creating a truly engaging ‘Evil Dead’ PlayStation adventure for release in fall 2000.”

-more-

“An interactive adventure based on ‘Evil Dead’ is long overdue,” stated Bruce Campbell, star of the “Evil Dead” trilogy. “Today’s game technology will give millions of fans their first chance to experience the sometimes horrific but often times humorous adventures of ‘Ash’ and the Necronomicon.”

Heavy Iron Studios is an ensemble of hit video game and feature film veterans based in Los Angeles, California. The team’s principals include General Manager Stephen Gray and Director of Technology Marcel Samek. Heavy Iron’s first project for THQ is “Evil Dead: Ashes 2 Ashes” for PC and PlayStation. Team history includes programming, art and design on the critically acclaimed, top-selling PlayStation hit, Parasite Eve as well as work on several feature films including True Lies, Apollo 13 and Titanic.

About “Evil Dead: Ashes 2 Ashes”

Developed with the complete support of “Evil Dead” creators Sam Raimi, Robert Tapert and star Bruce Campbell, “Evil Dead: Ashes 2 Ashes” is a single-player, real-time 3D adventure game with full motion, layered, 2D backgrounds. In “Evil Dead: Ashes 2 Ashes,” players will assume the role of Ash – the square-jawed, shotgun-toting, chainsaw-armed hero from the “Evil Dead” trilogy – in a new story that continues the ongoing saga of the Necronomicon ex Mortis, also known as the ‘Book of the Dead.’

“Evil Dead: Ashes 2 Ashes” continued:

Taking place eight years after the last installment of the “Evil Dead” trilogy, Ash returns to the infamous cabin in the woods. There, he is again faced with the challenge of battling “deadites” and evil forces that have crossed over to our world because of the Necronomicon. The game also includes several new and exciting environments to the “Evil Dead” universe that serve to expand its existing history. These environments offer a wide variety of gameplay, settings, puzzles and enemies.

Renaissance Pictures was formed in 1979 by Sam Raimi, Robert Tapert and Bruce Campbell. Sam Raimi’s directorial highlights include 1998 Academy Award nominee “A Simple Plan” and the current hit “For Love of the Game,” starring Kevin Costner. Renaissance Pictures also produces the popular Hercules and Xena television shows as well as the upcoming “Jack of All Trades” starring Campbell.

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**THQ AND NICKELODEON ANNOUNCE *RUGRATS IN PARIS*
FOR PLAYSTATION**

**Game Based on Highly Anticipated “Rugrats In Paris –The Movie” Releases
Simultaneous to Movie in November**

Los Angeles, Calif. –May 11, 2000 – THQ Inc. (NASDAQ NMS: THQI) and Nickelodeon today announced the seventh addition to their top-selling *Rugrats* videogame line-up, *Rugrats™ in Paris*. *Rugrats in Paris* for the PlayStation® game console is based on the upcoming *Rugrats* feature film of the same title, which launches in November 2000. THQ and Nickelodeon’s various *Rugrats* adventures for PlayStation, boast sales over 2,500,000 in the U.S. alone since November 1998. With over 20 million viewers each week, *Rugrats* is the highest rated show on Nickelodeon, the #1 cable network.

“We are very excited about our successful working relationship with Nickelodeon, and will continue to expand the *Rugrats* franchise by delivering quality console games to kids and gamers alike,” stated THQ’s Germaine Gioia, vice president of licensing. “Our first *Rugrats* release, *The Rugrats Movie*, won tremendous recognition as a simultaneous

videogame and major motion picture event. We look forward to another truly entertaining interactive Rugrats adventure boasting major cross-promotional support with *Rugrats in Paris*.”

“Together with THQ, Nickelodeon continues to deliver the most innovative software to kids,” said Steve Youngwood, Vice President, Interactive Products and Nickelodeon Consumer Products. “Kids are clamoring for new ways to interact with their favorite Rugrats characters, and we’ve had tremendous success with our Rugrats videogame product since their launch. We’re so pleased to continue our success with THQ with new games based on *Rugrats in Paris-The Movie*.”

THQ’s Rugrats branded properties have also been tremendously successful in Europe and were awarded an ECCSELL gold award for exceeding 20 million Euro in sell-through.

In *Rugrats in Paris*, Tommy, Chuckie, Angelica, Phil, Dil and friends travel to Euro ReptarLand in Paris in a completely 3-D world designed from actual movie stills. Players can assume the role of their favorite Rugrats character including Kimmy, the newest Rugrat that will be introduced in the movie. The sixteen levels of varied and amusing gameplay are based on favorite Rugrats characters and movie environments, including the Ooey-Gooey World, the Chuckie Chan obstacle course, and the Reptar Bumper cars.

-more-

As players search for mechanical parts to help Stu fix his Robotic Reptar, they will enjoy voice over from actual Rugrats characters as well as sound from the TV show and movie. With artwork and game levels based on the *Rugrats in Paris* movie, kids can re-live their movie memories again and again on the PlayStation game console.

For more information on *Rugrats in Paris*, other recently released *Rugrat* titles and the rest of THQ's 2000 line-up, please visit www.thq.com.

About Rugrats:

Rugrats, Nickelodeon's #1 show, is the animated series about life from a baby's point of view. The Rugrats are Tommy, the one-year-old hero; his best friend Chuckie; the twins from next door, Phil and Lil; and Tommy's bratty cousin Angelica. Whenever adults are around, the Rugrats act like real babies, but when they're alone, they talk to each other with the vocabulary of five-year-olds. As Tommy and his pals wobble through life, supported by legs not yet used to walking, they show us the world as a baby views and understands it. The Rugrats' world is one that exists below our knees; where mundane things turn into grand, comic adventures. Rugrats has won numerous awards including the Emmy, CableAce and Parents Choice Awards.

Rugrats was created by Arlene Klasky, Paul Germain and Gabor Csupo.

Nickelodeon has built a diverse, global business by putting kids first in everything it does. The company includes television programming and production in the U.S. and

around the world, plus consumer products, online, recreation, magazines, books and feature films. Nickelodeon's U.S. television network is seen in more than 75 million households, and has been the number #1 rated cable network for four consecutive years. Nickelodeon and all related titles, characters and logos are trademarks of Viacom International Inc.

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THQ ANNOUNCES *MTV SPORTS: T.J. LAVIN'S ULTIMATE BMX*

Two-Time X-Games BMX Dirt Champion T.J. Lavin Signed as Featured Rider

Los Angeles, Calif., – May 11, 2000 – THQ Inc. (NASDAQ NMS: THQI) today announced *MTV Sports: T.J. Lavin's Ultimate BMX™* for the PlayStation® game console and Game Boy Color. Additionally, THQ has signed two-time X games BMX dirt champion, T.J. Lavin, as the featured rider for the game. Developed by Blue Shift, Inc., *MTV Sports: T.J. Lavin's Ultimate BMX* will be the first title in THQ's BMX series and is set for a worldwide release in the fall of 2000.

In *MTV Sports: T.J. Lavin's Ultimate BMX*, players compete in both single and two-player modes as one of ten professional BMX riders including T.J. Lavin and Tim "Fuzzy" Hall. First place wins in each of BMX's three core disciplines; dirt, vert and street; guarantee riders a spot in the MTV BMX Finals. Each first place win unlocks new and more complex terrain as well as prize money for equipment upgrades. Throughout competition, players will learn to master more than 50 separate land and air tricks – including 360° tailwhips, crooked grinds and can-cans. *MTV Sports: T.J. Lavin's Ultimate BMX* will also feature some of the most groundbreaking bands in punk rock, hip hop and alternative music.

-more-

“T.J. Lavin is one of the biggest stars of BMX, one of the fastest growing sports in the extreme sports category,” said Germaine Goia, vice president, licensing, THQ. “The increasing popularity of the sport, coupled with our innovative and fun game design, positions THQ very well for the launch of our BMX series this fall.”

“The growth of all three BMX disciplines since I started competing four years ago is unbelievable” stated T.J. Lavin, BMX dirt champion. “I’m really excited about participating in the development of the game because it is such a great way to bring the excitement of the sport to my fans.”

T.J. Lavin is one of the most charismatic athletes on the alternative sports circuit. His 1999 and 1997 gold medal wins at ESPN’s X Games reached 76 million homes. T.J. is a multiple champion on the DK Dirt Circuit and the American Bicycle Association King of Dirt tours. He is a vocal pro-education and anti-drug advocate who serves as a great role model for teens and kids.

MTV Networks, a unit of Viacom Inc., owns and operates five cable television programming services – MTV: Music Television, MTV 2: Music Television, VH1, Nickelodeon/Nick at Nite and TV Land – all of which are trademarks of MTV Networks. Information about MTV and MTV2: Music Television is available on MTV Online, on America Online (Keyword: MTV) and the World Wide Web (<http://mtv.com>).

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**RAYMAN BRINGS A NEW DIMENSION TO THE PLAYSTATION WITH
RAYMAN 2: THE GREAT ESCAPE!**

LOS ANGELES – (May 11, 2000) -- Premiering on the PlayStation® game console in 1995, Rayman® quickly rose to star status as a heroic & lovable 2-D platform champ, selling more than a million copies, becoming a Greatest Hits title for PlayStation. Returning to his roots in a new and enormously updated adventure, Ubi Soft Entertainment's dynamic creation returns to the PSX with *Rayman 2: The Great Escape*, this time in cinematic 3D!

In *Rayman 2*, a band of intergalactic pirates have conquered Rayman's planet, upsetting its peaceful balance. This time, instead of lums, his friends have been imprisoned! Rayman must risk life and limb (that is, if he had any!), to save his buddies, who give him health points when they are freed. On the entire planet, only Rayman, with his helicopter hair, nimble jumping and climbing capabilities, and water skiing prowess has the ability to restore the world to peace, all the while keeping his sense of humor!

Running on a completely new engine, Rayman's latest reincarnation offers gamers a visually and audibly enthralling 3D landscape to explore, as well as a multitude of features never before experienced in a Rayman escapade. For the first time, Rayman and his crew have the ability to speak, with voices recorded for English, Spanish, French, Italian & German gamers. From tumbling down a cliff to walking on treacherous terrain, to further personify Rayman and his friends the Sony Dual Shock system vibration pack allows players to experience every tremor. Gamers can choose between the analog sticks or buttons to control Rayman through the gorgeous settings, running at a seamless 30 frames per second, rendered in vertex color to add exceptional volume and texture to the surroundings.

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Accompanying the struggle to restore harmony to the world, *Rayman 2* delivers a newly recorded sound track specific to the PlayStation version. In concert with these new songs, realistic sound effects mimic Rayman's actions precisely. Splashing through a stream, pattering across a wooden bridge, swishing through a grassy field or running through a stone castle, there are four different sounds for Rayman's footsteps alone. Developed in the Ubi Soft office in Shanghai, China, *Rayman 2: The Great Escape* exploits a new world of PlayStation potential.

Ubi Soft Entertainment is a global producer, publisher and international distributor of interactive entertainment products. A leading company in the industry, Ubi Soft's strong and diversified lineup has grown considerably. As well as developing original properties, Ubi Soft has also steadfastly partnered with several high-profile companies and is dedicated to delivering consumers with quality videogame titles while offering blockbuster franchises. Some of Ubi Soft's recent licenses include Disney, Warner Bros., DreamWorks and Sony Pictures. Founded in 1986, the company has offices in 18 countries including the United States, Canada, France, Germany and China and sells its products in a total of 52 countries. For more information about Ubi Soft, visit <http://www.ubisoft.com> or call 1-800-UBI-SOFT.

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**WALT DISNEY'S THE JUNGLE BOOK RHYTHM N'GROOVE IS ON THE
PLAYSTATION FOR A CRAZY DANCE PARTY!**

LOS ANGELES – (May 11, 2000) – Fans of Walt Disney's The Jungle Book, one of Walt Disney Pictures' most popular films ever, now will be able to join Mowgli, Baloo and friends in Walt Disney's The Jungle Book Rhythm N'Groove, Ubi Soft® Entertainment's and Disney Interactive's new videogame title available November 2000 for the PlayStation® game console.

Following the original plot of the movie, Walt Disney's The Jungle Book Rhythm N'Groove takes players on a musical adventure filled with nine magical environments, amazing 3-D graphics, a multi-player option, 15 minutes of exclusive 3-D cinematic sequences, and lively music and songs including "I Wanna Be Like You" and "Bare Necessities." The single-player mode allows gamers to take on the role of Mowgli while the multi-player mode lets them compete as either Mowgli, Baloo, King Louie and other characters. Both modes let players dance their way through the jungle imitating the moves of other characters by following the correct beat using their game pad. Energetic music, fun gameplay and unique dance moves make Walt Disney's The Jungle Book Rhythm N'Groove a game the whole family will want to play.

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The story begins when Mowgli, a young boy raised in the jungle by wolves, is sent to live in safety at the man-village. Feeling very much at home in the jungle, Mowgli resists and runs off. Bagheera, Mowgli's wise old panther friend, decides to follow and protect Mowgli on his journey. Much to Bagheera's chagrin, Mowgli meets a new friend, Baloo the bear, a lovable "jungle bum" who has a happy-go-lucky philosophy of life. Together, the three attempt to travel back towards civilization, but along the way they encounter a crazy orangutan, the hypnotic and sly snake Kaa, the ever-menacing Shere Khan and much more.

"We are very excited to be bringing this classic Walt Disney story to the interactive world," says Yves Guillemot, president, Ubi Soft Entertainment. "Walt Disney's The Jungle Book Rhythm N' Groove is a title that the whole family can enjoy. Parents can revel in the nostalgia of the songs, while children can play a game full of adventure and music."

Disney Interactive, part of the Disney Consumer Products division of The Walt Disney Company, develops, markets and globally distributes a wide variety of interactive family-oriented entertainment and educational CD-ROMs and video games. For more information on Disney Interactive's products, visit www.disneyinteractive.com.

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**HANDBAGS, WEAPONS AND HIGH HEELS ROCK AS V.I.P. STAR,
PAMELA ANDERSON LEE, ENGAGES IN FAST PACED ADVENTURES**

*Unique gadgets, glamorous locales and an intrepid team of bodyguards
deliver 3D real-time action/adventure game*

LOS ANGELES -- (May 11, 2000) – Ubi Soft® Entertainment presents *V.I.P.*™, an Action/Adventure game for the PlayStation® game console, Sega Dreamcast™ and the PC CD-ROM. The title, developed by Kalisto Entertainment, will be based on the popular television series *V.I.P.*™ (Vallery Irons Protection), starring Pamela Anderson Lee as an alluring figurehead of the hottest bodyguard protection agency in Beverly Hills.

Players select your weapon...silk stockings, beaded handbag or short gun...it's your choice. Blending comedy, action, high technology and martial arts, *V.I.P.*'s larger-than-life plots will thrusts players into an arena of action in the way of hand-to-hand combat, high-caliber arms and live explosives. Humor in the face of danger and the most cunning villains draws players into adventure and intrigue as the *V.I.P.* team is dispatched on crime-busting missions in glamorous California locales.

In *V.I.P.* players are equipped with an array of exotic weapons, each more outlandish than the one before, as they embody Vallery Irons in order to protect the rich and famous of California. With 30 missions, a different star calls upon the player to utilize Vallery's special skills and unique weapons to explore and fight their way through rigorous missions. Assisting Vallery, other members of *V.I.P.* will appear as non-playable characters, offering specialized advice in their fields. Brains and beauty intelligence agent Tasha Dexter, live wire explosions specialist Nikki Franco, muscle bound Johnny Loh, weapons expert and fashion maven Quick Williams, and computer whiz Kay Simmons join the mix to prove that with a little help from friends, blondes do have more fun!

Offering complete freedom of movement, with the option of third-person perspective, as well as a subjective view depending upon gameplay, Vallery packs specific weapons for each mission and permanent weapons for close combat fights. Not only can Vallery pack some heat, she will be able to use strikes, combos, holds and many other techniques to thwart the schemes of villains and protect her clients. However, be well advised to use extreme caution when exercising Vallery's special wacky power in order to take down the baddies.

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Availability, Pricing and Specifications:

SEGA DREAMCAST

Availability	November
ESRB	T (Teen)

SONY PLAYSTATION

Availability	November
ESRB	T (Teen)

PC CD-ROM

Availability	October
ESRB	T (Teen)

GAME BOY COLOR

Availability	November
ESRB	T (Teen)

Kalisto Entertainment is a renowned and successful developer of interactive entertainment software across all major gaming platforms including, current and next generation video game machines, home computers, PC and the Internet. Created in 1990 by its current President, Nicolas Gaume, Kalisto is an international company with headquarters in Bordeaux, France and offices in the USA, Japan, China and the UK. The company employs 210 passionate and talented people, mostly graphic artists and programmers. Kalisto has recently been successfully floated on the Paris Nouveau Marche.

Planet is a successful developer of interactive entertainment software specialized on Game Boy™ Color platforms. The firm was created in March 1999 by Marc Djan.

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Sony Pictures Consumer Products, based in Los Angeles, handles the merchandising and branding efforts for some of the most recognized properties in film and television. SPCP is a division of Sony Pictures Entertainment (SPE), whose global operations encompass motion picture production and distribution, television programming and syndication, home video acquisition and distribution, operation of studio facilities, development of new entertainment technologies and distribution of filmed entertainment in 67 countries.

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**UBI SOFT ENTERTAINMENT AND DISNEY INTERACTIVE PRESENT
DONALD DUCK**

For the first time ever, Donald Duck appears in 3-D

LOS ANGELES – (May 11, 2000) – Ubi Soft® Entertainment announced today that the adventure *Donald Duck* for the Nintendo® 64, the PlayStation® game console and Game Boy® Color will debut at E3 and will be available in Fall 2000.

Appearing for the first time ever in 3-D, Donald Duck, one of The Walt Disney Company's most recognizable and beloved characters, debuts in *Donald Duck*. With 3-D graphics that mimic the actual Donald Duck cartoons, players will be able to take Donald Duck through four incredible worlds and 24 amazing levels. Donald begins each level expecting everything to go his way, but of course, things do not happen as planned. The unique gameplay featured in *Donald Duck* allows Donald Duck's personality to come alive on screen. Moods vary from determination and frustration, to agitation and exhaustion, each bringing a new element of surprise to the gamer. Experience gripping action, hilarious game play and amazing cartoon-like graphics in *Donald Duck*.

The story of *Donald Duck* features Daisy as a world famous reporter and photographer, on special assignment to take pictures of Merlock's Imaginary Kingdom. While working, Daisy is taken prisoner by Merlock the evil magician. Donald Duck must rescue his sweetheart and he must act fast because his cousin Gladstone is determined to rescue Daisy first. Join Donald Duck, Daisy and all the nephews in their zany adventures.

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“We are delighted to be bringing Donald Duck to 3-D. The character’s personality has allowed us to explore new territories that help play up Donald Duck and his moods in *Donald Duck*,” says Yves Guillemot, president, Ubi Soft Entertainment. “In the end, Donald Duck fans will find that we have maintained the integrity of their beloved character while delivering a title with exciting cartoon worlds and fun gameplay.”

Disney Interactive, part of the Disney Consumer Products division of The Walt Disney Company, develops, markets and globally distributes a wide variety of interactive family-oriented entertainment and educational CD-ROMs and video games. For more information on Disney Interactive's products, visit www.disneyinteractive.com.

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Ubi Soft, LSP and DreamWorks Forge New Relationship with
Gold and Glory: The Road to El Dorado
DreamWorks Animated Feature Adapted for
PlayStation, Sega Dreamcast, PC and Game Boy Color

LOS ANGELES – (May 11, 2000) – Today, Ubi Soft® Entertainment previewed their action adventure adaptation of the comic DreamWorks animated feature, *The Road to El Dorado*. This new title, *Gold and Glory: The Road to El Dorado*, is developed for the PC-CD Rom, Sega Dreamcast™ and PlayStation® consoles by Revolution Software (Broken Sword and Broken Sword 2), with a Game Boy™ Color version in development by Planet Software.

Portraying the affable con men from the film, Tulio and Miguel, players embark on a four-leg voyage of discovery. With treasure map in hand, these comrades in comedy begin an epic journey in their native Spain. As the story unfolds, players travel as stowaways aboard a conquistador ship, then trek through a lush and dangerous jungle to their ultimate arrival at the gates of El Dorado, city of gold. Accompanied by their horse, Altivo, gamers overcome such adversaries as Spanish soldiers, swashbuckling sailors, hungry piranhas and sneaky jaguars through 20 levels of action and adventure on the PC, Dreamcast and PlayStation.

To further develop the game scenario beyond the movie's story line, an original and innovative story-telling technique has been developed for these platforms. Featuring actual animated sequences from the film, the narrative of the game is told in retrospect, with the two main characters recounting their past exploits. True to their con artist natures, Tulio & Miguel often exaggerate their escapades and heroism, capturing the humor and personality of the DreamWorks production.

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As developed by Planet Software, the Game Boy Color version will showcase all of the magic and hilarity of the movie. At the start of each level (Spain, the conquistador ship, the jungle and the Mayan city), gamers can chose which of the heroes they want to play.

Following the basic themes and story-line of the film, *Gold and Glory: The Road to El Dorado* forges the humor and excitement of the movie into a dazzling 3D gaming adventure. "We are proud to begin a relationship with DreamWorks studio," commented Yves Guillemot, CEO of Ubi Soft. "We share the common goal of producing innovative, visually astonishing entertainment for the entire family."

About Revolution Software

Founded in 1990 by Charles Cecil, Tony Warriner, and David Sykes, Revolution Software is one of Europe's premier software development houses. Concentrating on narrative driven entertainment software, every title created by Revolution Software has received high critical acclaim and been commercially successful. Revolution Software's last titles, « Broken Sword » and « Broken Sword 2 » each sold over a million units in Europe alone.

About Planet Software

Planet Software was created in March 1999 by two former developers of black and white Game Boy games. The company is based in Paris and is working on several other Game Boy Color games, such as Papyrus and Spirou.

About Light & Shadow Production (LSP)

Light & Shadow Production is a new European publisher in the multimedia and video game market. The company was created in early 1999. From the start, Light & Shadow has developed and published mass-market products for all segments of the game market and distributed them internationally. After signing partnership agreements with such prestigious companies as DreamWorks, Universal and Dic (Disney), Light & Shadow Production now aims to become a significant player in the European multimedia market. LSP's corporate web site: <http://www.lspcom.com>.

About Ubi Soft Entertainment

Ubi Soft Entertainment is a global producer, publisher and international distributor of interactive entertainment products. A leading company in the industry, Ubi Soft's strong and diversified lineup has grown considerably. As well as developing original properties, Ubi Soft has also steadfastly partnered with several high-profile companies and is dedicated to delivering consumers with quality videogame titles while offering blockbuster franchises. Some of Ubi Soft's recent licenses include Disney, Warner Bros., DreamWorks and Sony Pictures. Founded in 1986, the company has offices in 18 countries including the United States, Canada, France, Germany and China and sells its products in a total of 52 countries. For more information about Ubi Soft, visit <http://www.ubisoft.com> or call 1-800-UBI-SOFT.



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DISNEY'S DINOSAUR

Disney Interactive and Ubi Soft Entertainment Deliver an Interactive Prehistoric
Adventure Based on Walt Disney Pictures' New Film

LOS ANGELES – (May 11, 2000) – Disney Interactive and Ubi Soft® Entertainment announced the debut of *Disney's Dinosaur* at E3 for the PlayStation® game console and the Game Boy™ Color. The videogame, based on the upcoming film *Disney's Dinosaur*, will also be available for Sega Dreamcast™, the PlayStation 2 game console and Nintendo's next-generation game console known as Dolphin. The Game Boy™ Color version of *Disney's Dinosaur* is due in stores late May in the U.S. and the PlayStation game console version is slated for release in Q3-2000. The film is scheduled to open May 19, 2000 in the United States and Christmas, 2000 in Europe.

Disney's Dinosaur takes gamers on an interactive adventure filled with cinematic sequences taken directly from the film and 11 exciting levels in the PlayStation version. In this action game, players must combine the physical skills of three heroes (Aladar, the Iguanodon, Zini, the Lemur and Flia the Pteranodon) in order to fight hostile dinosaurs encountered in unknown locations throughout the expedition. The "points system" of the game allows the skills of each character to progress during the game. The more successful a character proves to be in a fight or a quest, the more proficient his skills will become. Gorgeous real-time 3-D graphics, four different universes and four types of missions make this innovative and unique live-action thriller a prehistoric fight for survival.

-more-

The story of *Disney's Dinosaur* begins at the end of the Mesozoic era where dinosaurs roam the earth and gigantic winged creatures soar over miles of raging seas. When an egg is snatched and dropped from an Iguanodon's nest, it tumbles into a tree on an isolated island and is found by a family of friendly lemurs. Life is peaceful for Aladar, the Iguanodon and his lemur family until a meteor collides with Earth and the island is destroyed by fire. Aladar and his family are forced to move to the mainland -- life as they knew it is over. Velociraptors and Carnotaurs stalk the family, food and water are scarce and their future appears bleak. Join Aladar, Zini, and Flia as they confront the unleashed forces of nature while fighting massive dinosaurs in order to protect their friends and lead them to the safety of the Nesting Grounds.

"Disney Interactive is delighted to be collaborating with Ubi Soft Entertainment to bring the beauty and innovation of *Disney's Dinosaur* to life in the world of interactive entertainment," said Jan Smith, president, Disney Interactive.

Yves Guillemot, CEO, Ubi Soft Entertainment said, "Fans of *Disney's Dinosaur* will find that Ubi Soft is committed to making a game with the same incredible visual elements and thrilling intensity found in the film."

Disney Interactive, part of the Disney Consumer Products division of The Walt Disney Company, develops, markets and globally distributes a wide variety of interactive family-oriented entertainment and educational CD-ROMs and video games. For more information on Disney Interactive's products, visit www.disneyinteractive.com.

Ubi Soft Entertainment is a global producer, publisher and international distributor of interactive entertainment products. A leading company in the industry, Ubi Soft's strong and diversified lineup has grown considerably. As well as developing original properties, Ubi Soft has also steadfastly partnered with several high-profile companies and is dedicated to delivering consumers with quality videogame titles while offering blockbuster franchises. Founded in 1986, the company has offices in 18 countries including the United States, Canada, France, Germany and China and sells its products in a total of 52 countries. For more information about Ubi Soft, visit <http://www.ubisoft.com> or call 1-800-UBI-SOFT.

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GET SHACKED WITH SURF RIDERS FROM UBI SOFT!

LOS ANGELES – (May 11, 2000) – DUDE! In response to the growing tidal wave of interest in extreme sports, Ubi Soft® Entertainment introduces a new genre of sports game title with *Surf Riders*. Available for the PlayStation® game console, *Surf Riders* will ship July 2000, offering expert and wanna-be surf dogs the chance to brave the world's most righteous waves.

Adopting the full rules and regulations of the Association of Surfing Professionals (A.S.P), *Surf Riders* serves up authentic surfing without the jellyfish. In Circuit Mode, players enter into competition as one of 16 top surf pros. Working their way up the ranks; players follow a tournament structure, competing in a series of four-person time specific heats. Starting in the two minute qualifying rounds, players that totally shred advance to the semifinals, and then on to the five-minute final heats. Rating on a scale from 0.0 to 10.0, judges award points based on the surfer's ability to catch a wave within the time limit, while demonstrating the size, speed, and power of their maneuvers. Vying for the title of World Champion and a hefty purse, gamers battle the mondo tides of the legendary beaches of Hawaii, Japan, France, Australia and California. For those wanting to compete only with Mother Nature's killer strength, Free Play Mode pits surfers against full-on tsunamis of tides, with no time restrictions.

Contestants select their character, choosing from five different surfers of various nationalities and gender. With the variable attributes of length, thickness and roll, players choose from five surfboards, based on their skills and preferences, from famous makers Gerry Lopez, Local Motion, Natural Art, Pearson Arrow and Town and Country. Replicating actual conditions faced by expert surfers, execute awesome Aerials, Off the Lips, Ups and Downs, and Roller Coasters within changing wave heights, directions and speeds. Shoot the tube and carve up the waves to the frenetic sounds of hot surf bands Los Straitjackets, the Aquamen, The Bomboras and Pollo Del Mar.

-more-

“With *Surf Riders* we have created the ultimate surfing simulation, for novices and experts alike”, commented Yves Guillemot, CEO of Ubi Soft Entertainment.
“Experienced surfers who have played this game were astonished at it’s true to life look and feel.”

Ubi Soft Entertainment is a global producer, publisher and international distributor of interactive entertainment products. A leading company in the industry, Ubi Soft's strong and diversified lineup has grown considerably. As well as developing original properties, Ubi Soft has also steadfastly partnered with several high-profile companies and is dedicated to delivering consumers with quality videogame titles while offering blockbuster franchises. Some of Ubi Soft's recent licenses include Disney, Warner Bros., DreamWorks and Sony Pictures. Founded in 1986, the company has offices in 18 countries including the United States, Canada, France, Germany and China and sells its products in a total of 52 countries. For more information about Ubi Soft, visit <http://www.ubisoft.com> or call 1-800-UBI-SOFT.

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SONY COMPUTER ENTERTAINMENT AMERICA CONSOLIDATES ITS BUSINESS OPERATIONS TO PREPARE FOR PLAYSTATION®2

FOSTER CITY, Calif., February 3, 2000 -- Sony Computer Entertainment America Inc. (SCEA Inc.), the company responsible for the PlayStation® game console business in North America, announced that effective April 1, 2000, it will combine its operations to prepare for long-term business objectives, including the anticipated introduction of the PlayStation®2 computer entertainment system. The consolidation unifies the company's two operating divisions in an effort to both continue its role as undisputed industry leader and solidify this position for the future.

As part of this strategic initiative, Sony Computer Entertainment America will merge its successful publishing and development group, 989 Studios, with Sony Computer Entertainment America. The company remains headquartered in Foster City, Calif., and will be led by the current Sony Computer Entertainment America management team, steered by Kazuo (Kaz) Hirai, president and chief operating officer for the entire North American operation. Hirai continues to report directly to Ken Kutaragi, the individual responsible for direction and leadership of the global corporation, Sony Computer Entertainment Inc.

In addition, the company is pleased to announce that Shuhei Yoshida will be joining the organization as vice president, product development, Sony Computer Entertainment America. Yoshida, a 14-year Sony veteran and renowned software developer, is one of the individuals responsible for the creation of Sony Computer Entertainment Inc.'s 170-person internal product development operations.

- more -

With numerous games to his credit including the original *Gran Turismo*™ (executive producer), *Ape Escape*™ and *The Legend of Dragoon*™, Yoshida's appointment signifies both the continued strengthening of the company's internal product development plans in preparation for PlayStation2 computer entertainment system and the development of new game titles for the current PlayStation game console. Kelly Flock, president of 989 Studios, will leave the organization as of April 1, 2000 to pursue new business opportunities. Flock will remain with 989 Studios through an interim transition period.

"Since the PlayStation game console remains the undisputed entertainment choice for millions of consumers, we continue to challenge ourselves as a company to provide a revolutionary gaming experience for our diverse and broad audience," said Kaz Hirai, president and chief operating officer, Sony Computer Entertainment America Inc. "As we prepare to introduce the world to computer entertainment with PlayStation2, our decision to focus and direct our development organization efforts through the integration of 989 Studios within Sony Computer Entertainment America will provide our company with unrivaled capacity to create and distribute revolutionary and breakthrough game content."

Sony Computer Entertainment America 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.

Recognized as the undisputed industry leader, Sony Computer Entertainment America Inc. markets the PlayStation game console and develops, publishes, markets and distributes software for the PlayStation game console and the upcoming PlayStation 2 computer entertainment system for the North American market. Based in Foster City, Calif., Sony Computer Entertainment America Inc. serves as headquarters for all North American operations and is a wholly-owned subsidiary of Sony Computer Entertainment Inc.

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

PLAYSTATION® GAME CONSOLE

FUN FACTS

A PlayStation® game console can be found in one out of every four U.S. households.

In 1999, sales of PlayStation® game console software titles outsold the top five U.S. domestic grossing movies. In other words, PlayStation games made more money than *Star Wars Episode I*, *The Sixth Sense*, *Toy Story 2*, *Austin Powers: The Spy Who Shagged Me* and *The Matrix* – COMBINED.

More than twice as many PlayStation® game console software titles were sold in 1999 than albums by Grammy nominees Britney Spears, Backstreet Boys, and 'N Sync – COMBINED.

In 1999, nearly four times as many people bought PlayStation® games than visited Disneyland, one of the most popular vacation destinations in the U.S.

In 1999, more people bought PlayStation® game consoles than subscribed to AOL by an almost 3 to 1 margin.

In 1999 alone, sales of the PlayStation® game console outgrossed the all-time video rentals of *Star Wars* since 1977 (\$270.9 million) almost two times.

Twice as many PlayStation® games were sold during the 1999 holiday season as people who watched the 1999 Indy 500, the largest single-day spectator sporting event in the world.

More people in the U.S. own a PlayStation® game console than subscribe to the top FORTY-TWO U.S. newspapers – COMBINED.

(Wall Street Journal, USA Today, New York Times, Los Angeles Times, Washington Post, New York Daily News, Chicago Tribune, Newsday, Houston Chronicle, Detroit Free Press, Dallas Morning News, San Francisco Chronicle, Chicago Sun-Times, Boston Globe, New York Post, Arizona Republic, Philadelphia Inquirer, New Jersey Star Ledger, Cleveland Plain Dealer, San Diego Union Tribune, Minneapolis Star Tribune, St. Petersburg Times, Miami Herald, Orange County Register, Denver Post, The Oregonian, Baltimore Sun, Rocky Mountain News, St. Louis Post Dispatch, Atlanta Journal Constitution, San Jose Mercury News, and Milwaukee Journal Sentinel, Sacramento Bee, Kansas City Star, National Post, Sun Sentinel, Boston Herald, Orlando Sentinel, Times –Picayune, Columbus Dispatch, Investor's Business Daily, and Detroit News)

PLAYSTATION® GAME CONSOLE

VERTICAL MARKETS

As part of their commitment to bring the best entertainment experience to consumers, Sony Computer Entertainment America Inc.'s PlayStation® game console is being utilized in unique and innovative ways through the following alliances:

Lightspan, Inc.

Lightspan, Inc. (NASDAQ:LSPN), develops and distributes Lightspan Achieve Now™, a curriculum-based software program for grades K–8 using the PlayStation game console as the main delivery medium. The company's mission is to help increase student achievement for all students by bridging schools and homes with breakthrough educational tools, professional development, assessment, and family-involvement services. Lightspan Achieve Now uniquely combines the educational depth of a comprehensive curriculum program with the motivational power of interactive software.

Students use Lightspan Achieve Now both in the classroom and at home. Schools loan the software and PlayStation game console to every participating student's family, allowing the students to access the same curriculum software at home that they use in the classroom. By using the PlayStation game console, Lightspan Achieve Now allows schools to improve the equity of access to high-quality learning opportunities for all students, while increasing time spent on core academics beyond the time constraints of the school day. With more than 400 studies showing positive student achievement results, Lightspan Achieve Now has been designated as a U.S. Department of Education Comprehensive School Reform Demonstration Skill and Content Model and is implemented in more than 2,500 schools throughout the country.

Lightspan, Inc., was founded in 1993 and is headquartered in San Diego, California.

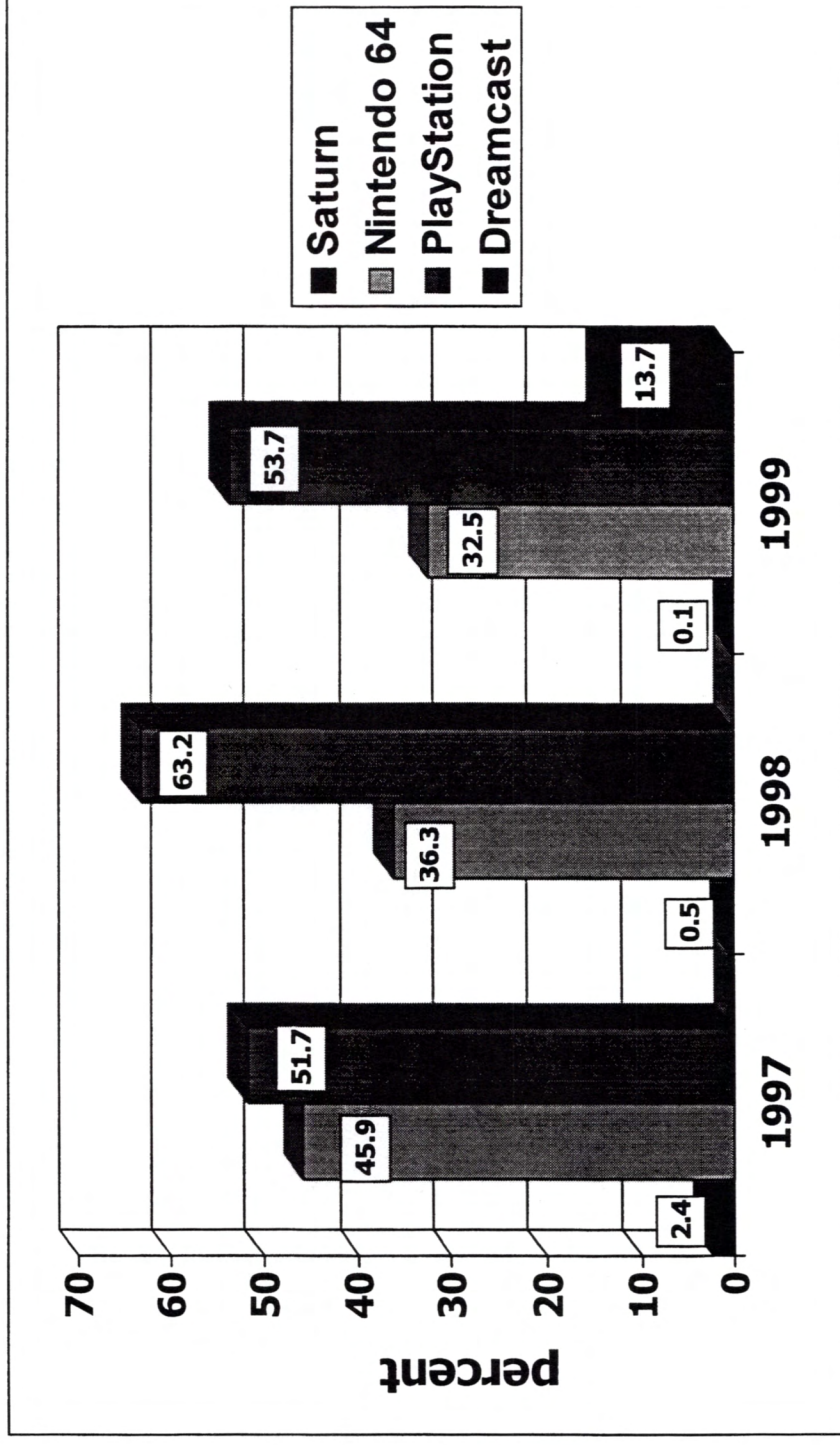
On Command

On Command Corporation (NASDAQ:ONCO), the leading provider of interactive video entertainment services to the hotel industry, has teamed with Sony Computer Entertainment America Inc. to bring the cutting-edge PlayStation game console to hotel guests. Because travelers want more than just movies in their rooms, On Command now delivers videogames over its in-room entertainment system. On Command provides PlayStation videogames for kids, families and even business travelers. Utilizing PlayStation's state-of-the-art digital graphics and CD-quality sound, On Command offers hotel guests all the best games at the touch of a button, transforming each room into a virtual video arcade.

On Command's hotel partners include over 100 of the most prestigious hotel chains and operators in the lodging industry: Marriott (Courtyard, Renaissance, Fairfield Inn & Residence Inn), Hilton (Doubletree, Embassy Suites) Hyatt, Starwood Hotels & Resorts (Westin, Sheraton, W Hotels, Four Points), Radisson, Wyndham Bass Hotels & Resorts (InterContinental, Crowne Plaza, and Holiday Inn), Four Seasons, Fairmont, Ramada, and Loews.

Videogame Industry: Next Generation Hardware Market Share

(Unadjusted Figures)

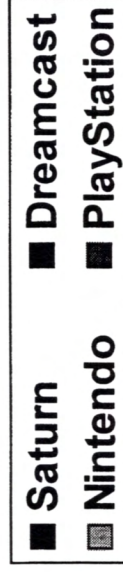
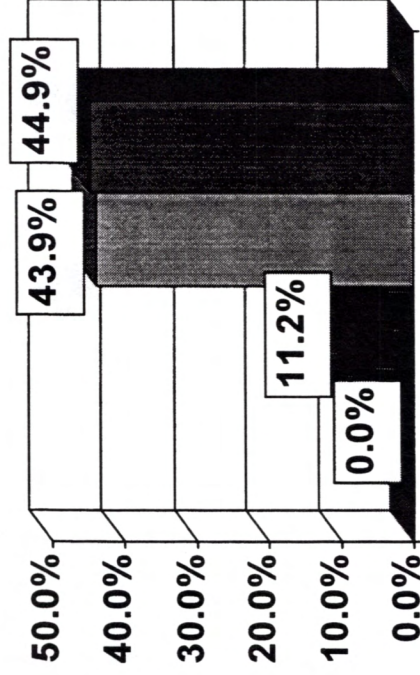


Source: The NPD Group, February 2000 TRSTS Reports

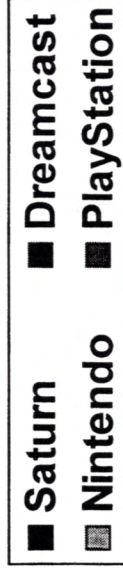
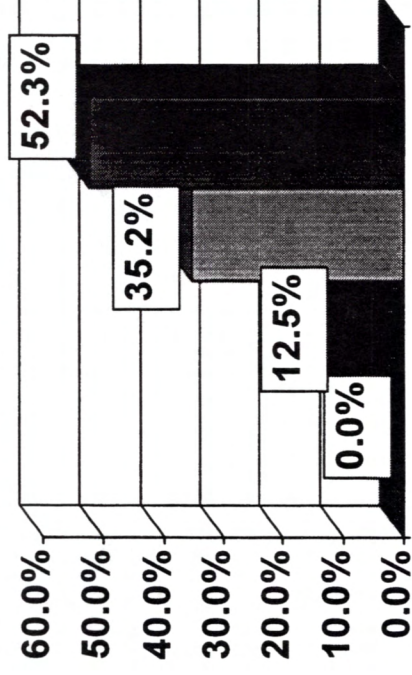
Videogame Industry: Overall Hardware Sales

(Unadjusted Figures)

**NEXT GENERATION MARKET
SHARE (UNITS)**
March 2000



**NEXT GENERATION MARKET
SHARE (UNITS)**
Q1 2000 total

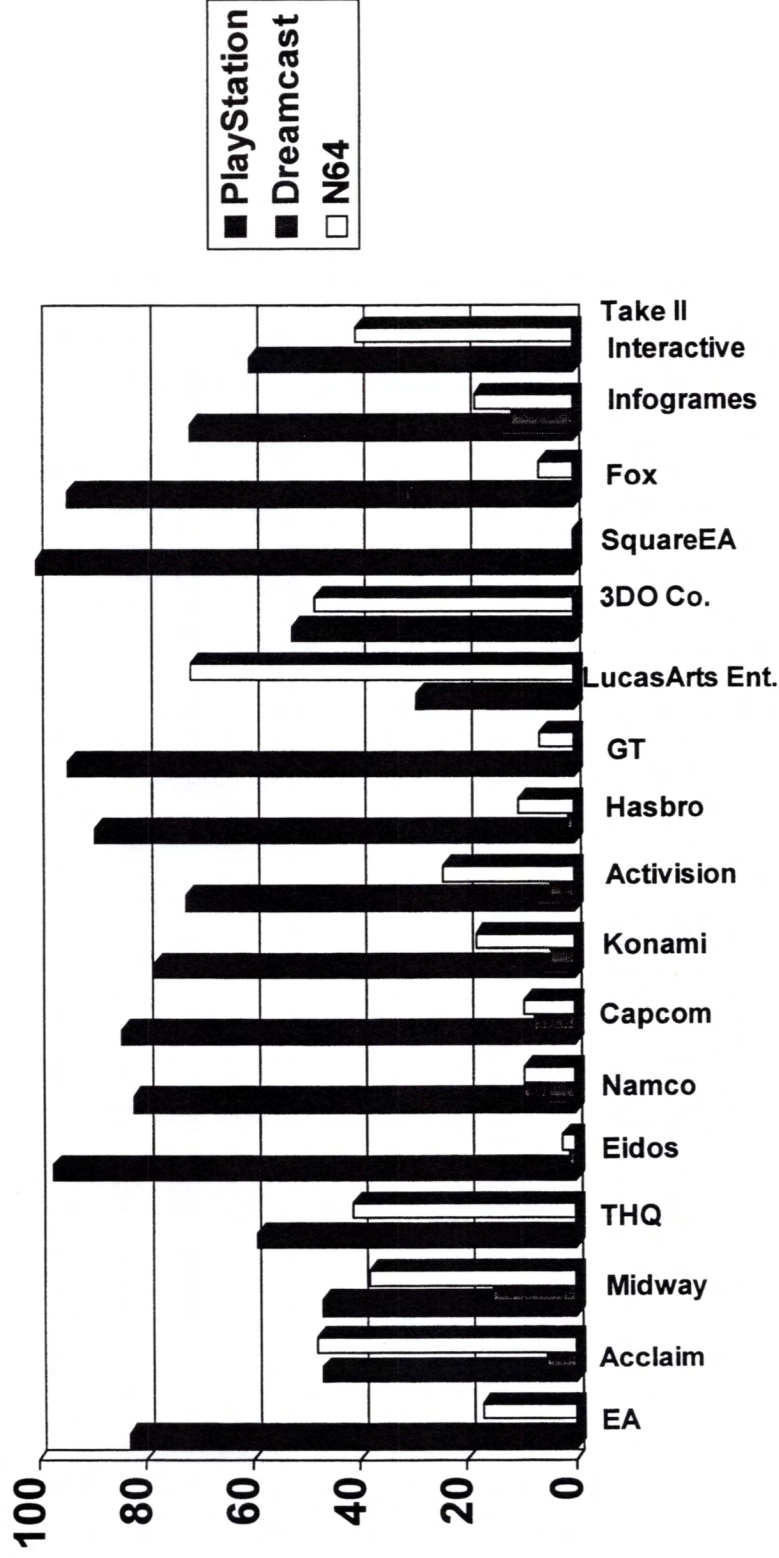


Source: The NPD Group, March 2000 TRSTS Reports

Videogame Industry:

Unit Sales by Platform – Third Party Publishers

Of 17 top third party publishers, 15 had a higher percentage of unit sales from the PlayStation platform



Source: NPD Group, 1999 Annual Video Game Review

PlayStation 2 Sales Reach One Million Units in First Week of Launch

PlayStation 2 is the Most Successful Consumer Product Launch in History

PlayStation 2
1 Million units in one week

iMAC Computer
278,000 units in first six weeks of sales

Dreamcast
540,000 units in first two weeks of sales

DVD Hardware
430,000 units in its first year

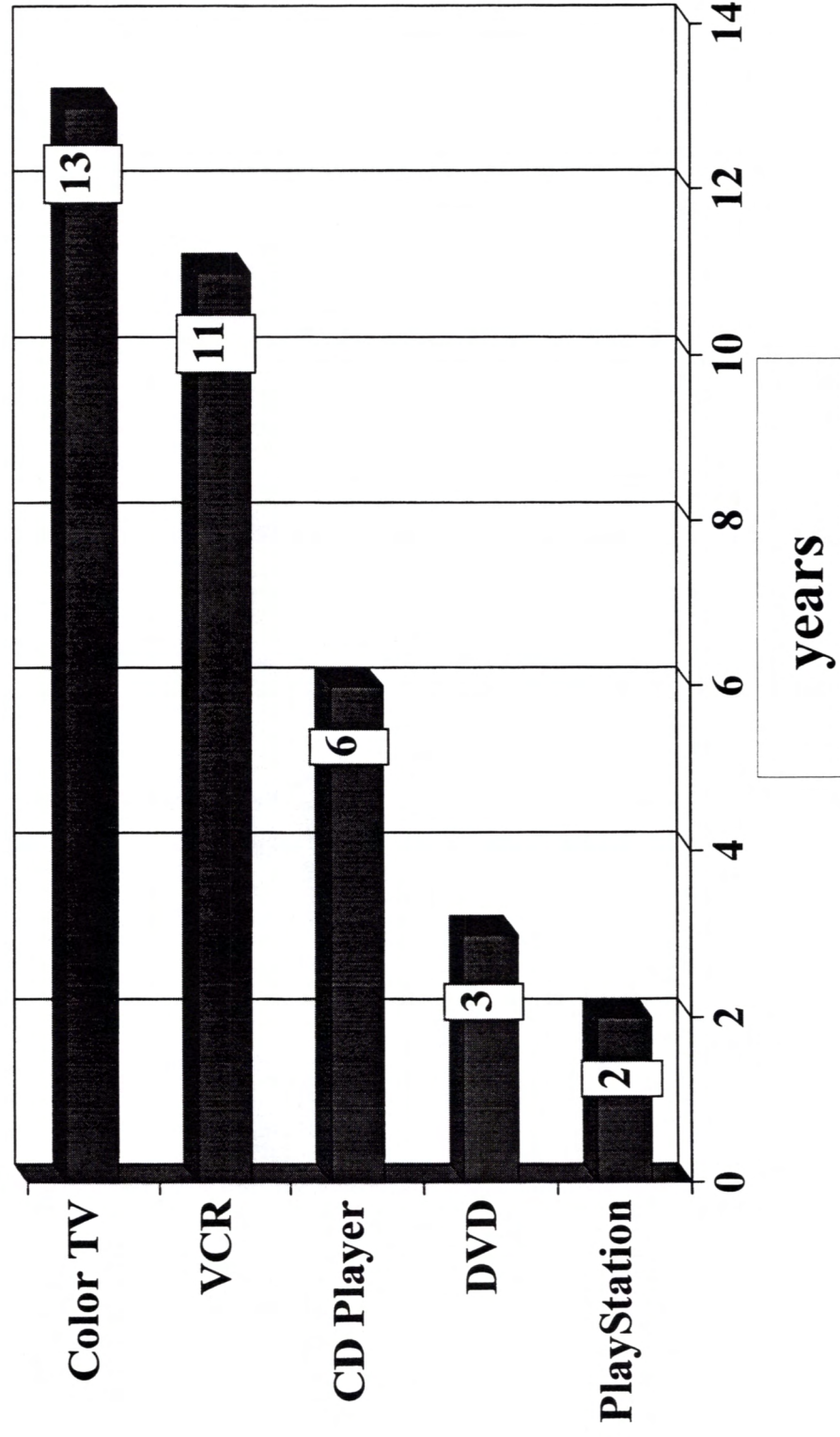
Titanic DVD Release
130,000 units in one week

Source: PlayStation 2; Sony Computer Entertainment Inc.
iMAC; Apple Computer, Inc. Press Release December 1, 1998
Dreamcast; Sega of America Press Release September 23, 1999

Associated Press, DVDinsider.com, Consumer Electronics Manufacturers Association, NPD Group

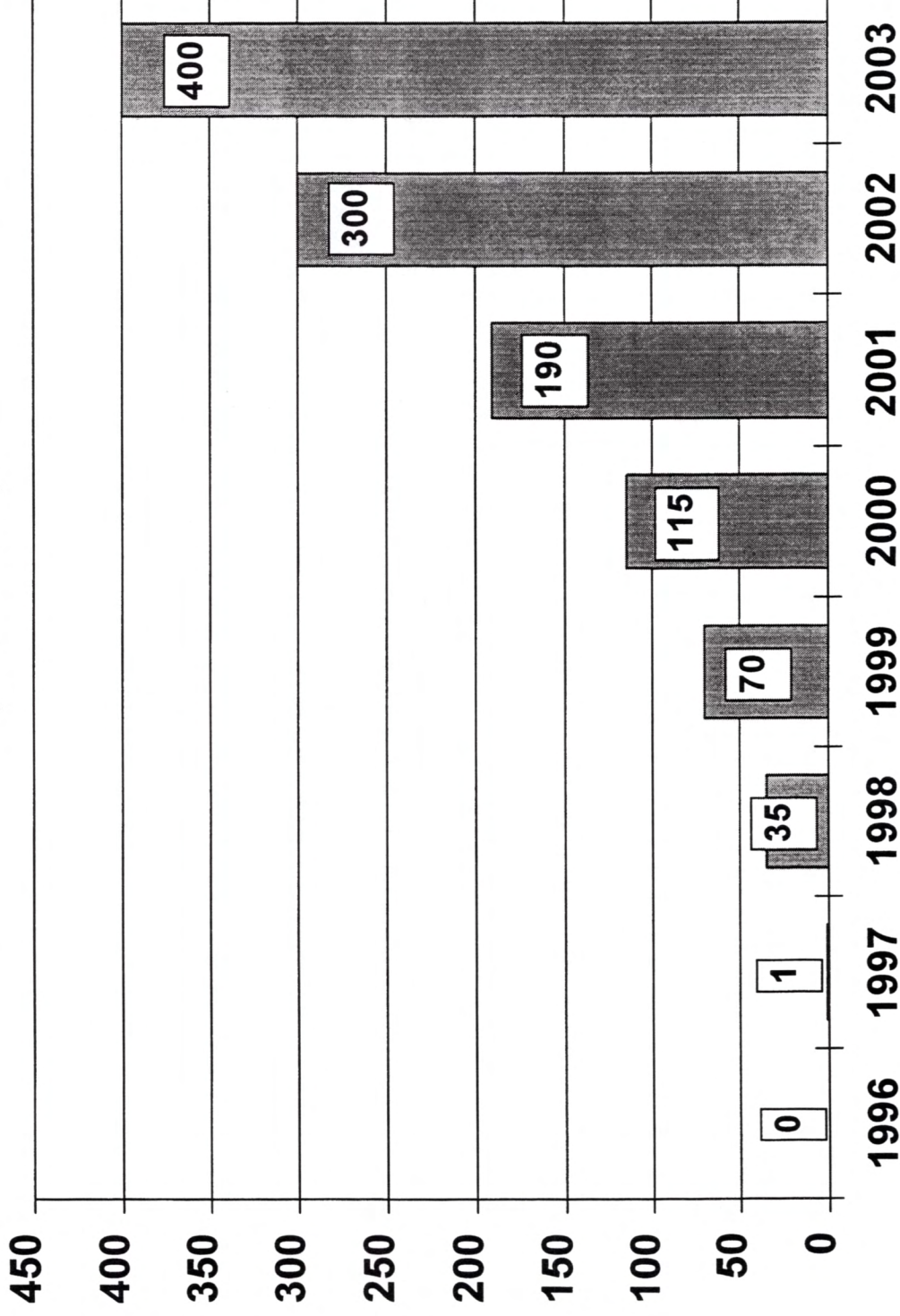
Consumer Product Adoption Rates

Years it took various consumer products to
penetrate 10% of U.S. homes



DVD Player Shipments (Actual and Projected)

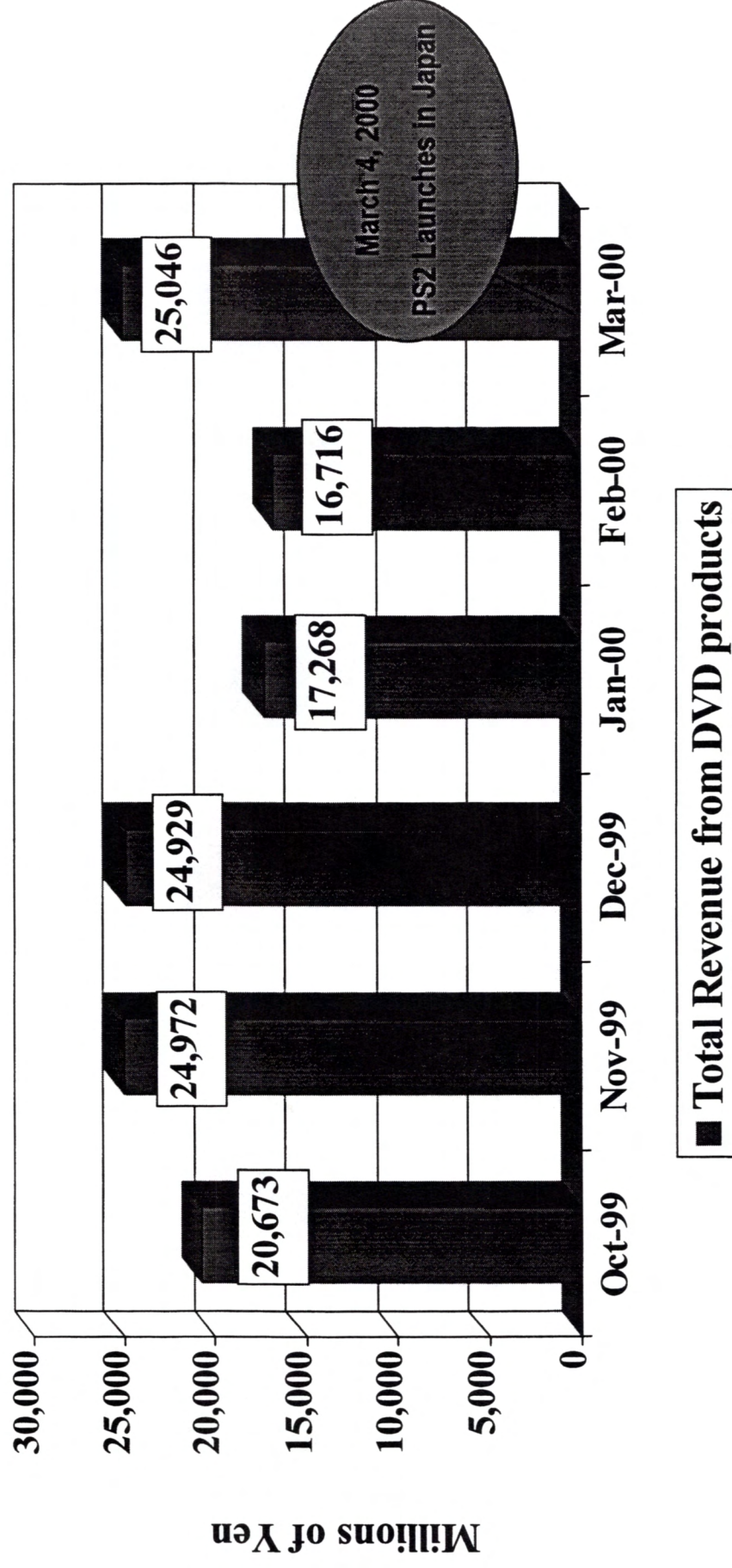
(In millions)



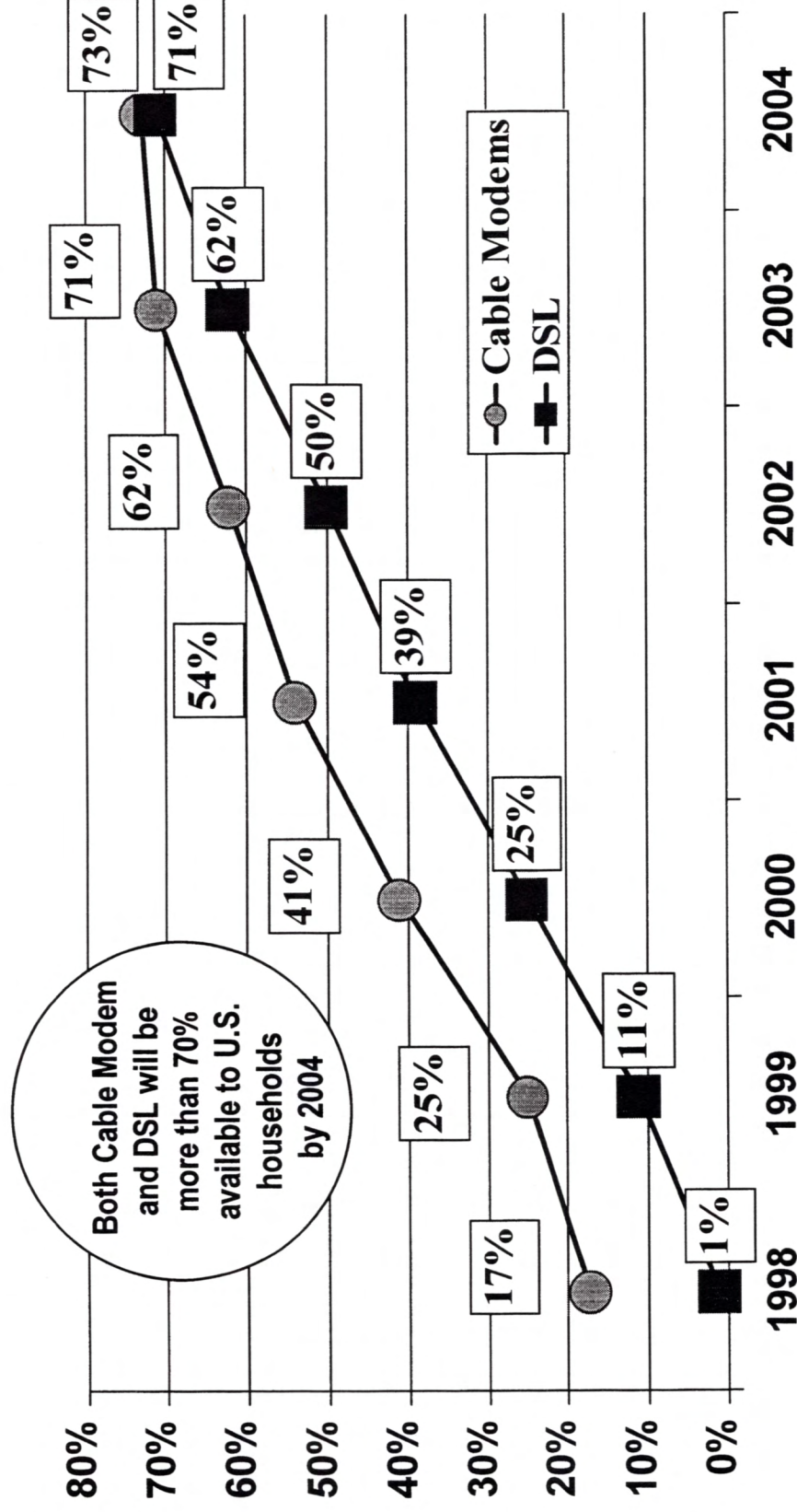
Source: Dataquest January 2000

DVD Sales - Japan

(Yen)

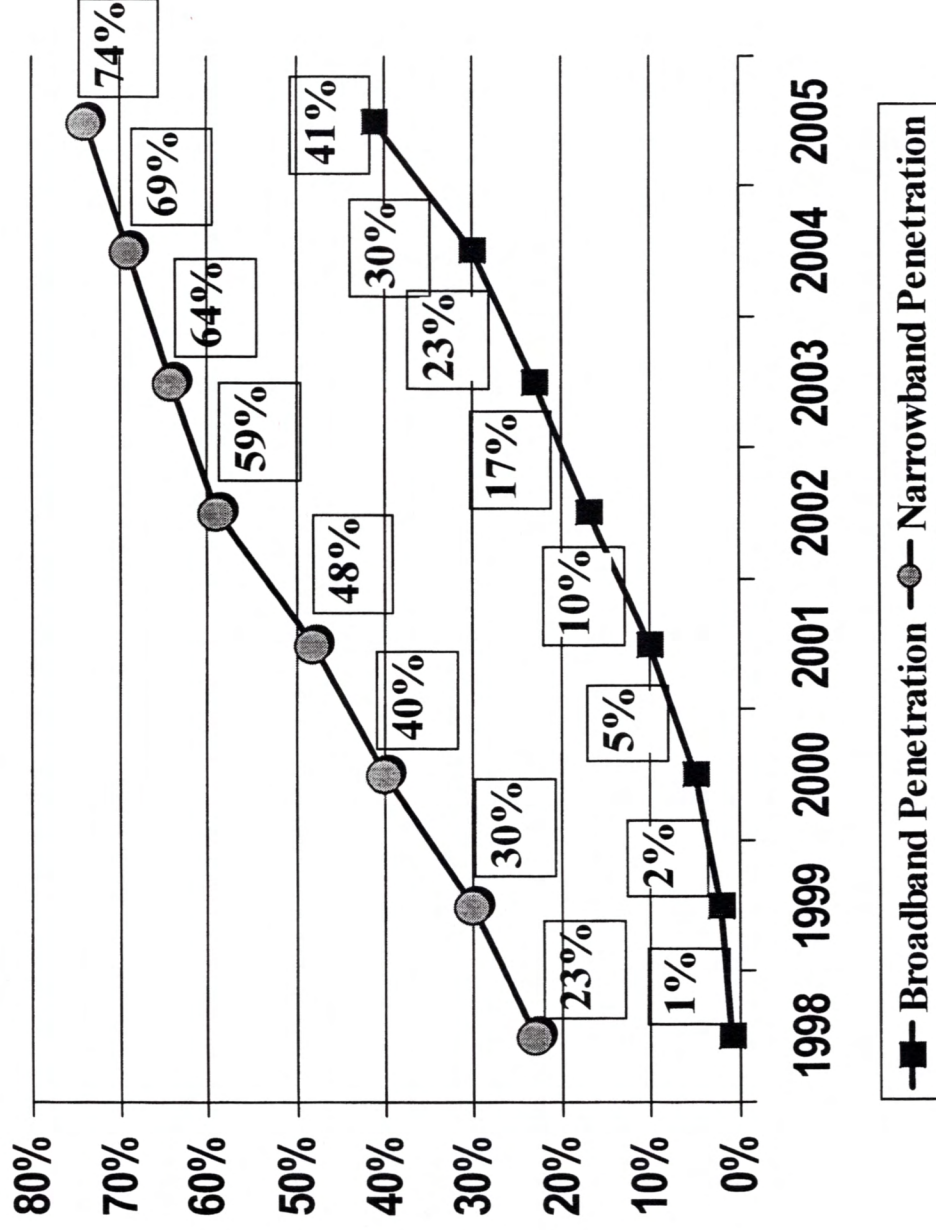


Broadband Will Be Available to Over 70% of American Homes by 2004



Source: -The Yankee Group Jan. 18, 2000 "Cable Modems and DSL: High-Speed Growth for High-Speed Access"

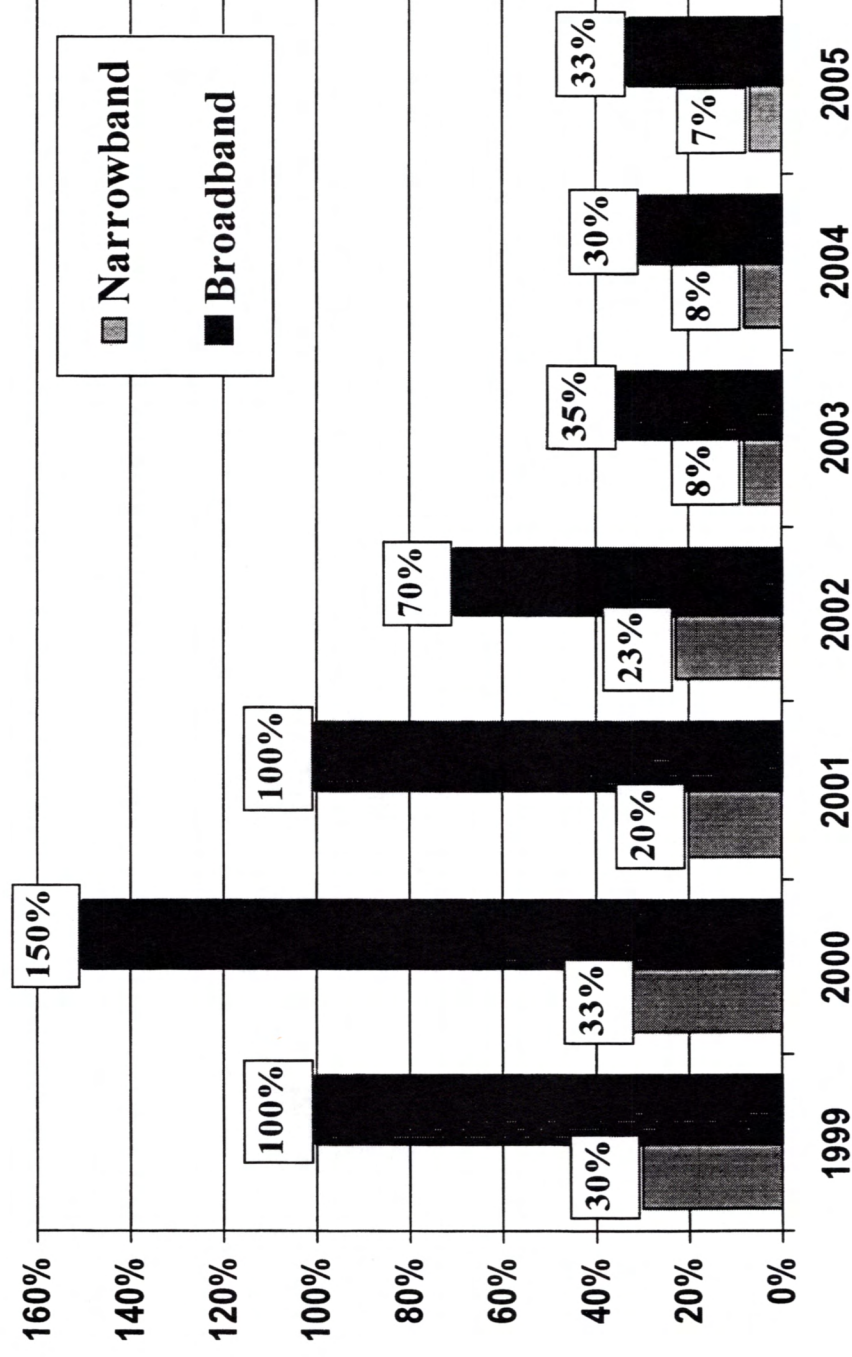
Broadband Will Grow at a Quicker Rate Than Narrowband



Source: Goldman Sachs Investment Research - Aug. 1999

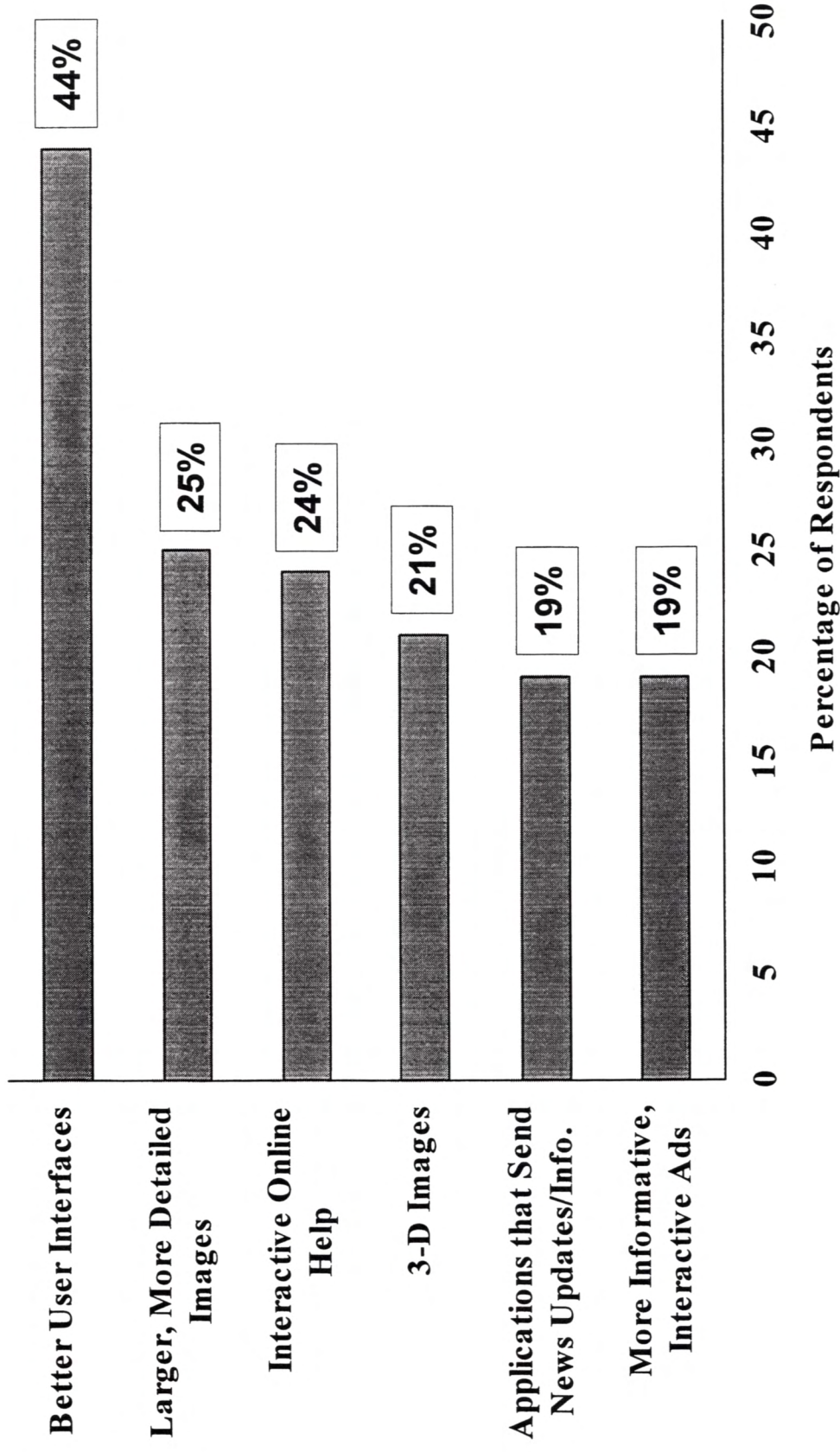
Broadband Growth Rates are Much Higher than Narrowband

(Year-over-year)



Source: Goldman Sachs Investment Research - Aug. 1999

Consumers' Perception of Important Broadband Enhancements



Source: Jupiter Communications - 2000



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BIOGRAPHY

Ken Kutaragi

President and Chief Executive Officer
Sony Computer Entertainment Inc.

As president and chief executive officer, Sony Computer Entertainment Inc., the Tokyo based world-headquarters of PlayStation business, Ken Kutaragi brings to his position more than 25 years of experience with Sony. He assumed his present role as president and chief executive officer, Sony Computer Entertainment Inc., in April 1999 and is responsible for the overall management of the company's worldwide business operations.

Mr. Kutaragi also serves as chairman and chief executive officer of Sony Computer Entertainment America Inc., the wholly owned North American subsidiary of Sony Computer Entertainment Inc.

In addition to these responsibilities, Mr. Kutaragi is a member of Sony Corporation's Management Committee and is contributing to the formulation of Sony's overall corporate strategy with his experience and insight.

Mr. Kutaragi is best known as the "father of the PlayStation." Throughout his career he has worked on research and development of digital signal processing at Sony's digital laboratories. He initiated development of the PlayStation game console in the early 1990s and upon establishment of Sony Computer Entertainment Inc. in November 1993, he became director of the board responsible for research and development. Mr. Kutaragi has played a crucial role in the PlayStation's phenomenal growth worldwide.



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BIOGRAPHY

Kazuo Hirai

President and Chief Operating Officer

As president and chief operating officer, Sony Computer Entertainment America Inc., Kazuo (Kaz) Hirai brings to his position more than 16 years of experience with Sony.

Mr. Hirai was promoted to president and chief operating officer in April 1999. Prior to that, Mr. Hirai was executive vice president and chief operating officer, a position he assumed in July 1996. Mr. Hirai is responsible for the day-to-day management of the company's business operations, including licensing, third-party relations, business development, strategic planning, marketing and sales.

In addition, Mr. Hirai continues to serve in his role as a board member of Sony Computer Entertainment America Inc. and as one of the Corporate Executive Officers of Sony Computer Entertainment Inc.

Mr. Hirai joined Sony Computer Entertainment America Inc. in August 1995, with responsibility for the operational management of the company under the president of Sony Computer Entertainment America Inc. Before that, Mr. Hirai was assigned to Sony Music Japan's New York office to coordinate the marketing of Sony Music Japan artists in the U.S.

Mr. Hirai began his career with CBS/Sony Inc. (now Sony Music Entertainment Japan) in April 1984 where he was instrumental in the marketing coordination of international music in Japan and later headed the international business affairs department.

Mr. Hirai received his bachelor of liberal arts degree from the International Christian University in Tokyo.



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BIOGRAPHY

Jim Bass

Vice President, Finance

As vice president, finance, Jim Bass brings more than 20 years of financial management experience to his position at Sony Computer Entertainment America Inc.

Mr. Bass was appointed to vice president, finance, Sony Computer Entertainment America Inc. in November 1996, and is responsible for overseeing all of the company's accounting and financial operations including treasury and risk management, purchasing, and federal, state and local income taxes. Bass is also an officer of the company.

Prior to joining Sony Computer Entertainment America Inc., Mr. Bass held the vice president, finance position with Sony Interactive Entertainment in New York, where he also managed all accounting and financial operations. Prior to that, Bass held several senior management positions encompassing 14 years with Bristol-Myers Squibb Company and two years with Wang Laboratories. He started his career at the public accounting firm, Deloitte & Touche.

Mr. Bass, who received his bachelor's degree in accounting and finance from Pace University, New York City, is a certified public accountant and a member of the AICPA.



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BIOGRAPHY

Masayuki Chatani

Vice President, Business & Technology

As vice president, business & technology, Masayuki (Masa) Chatani brings more than 13 years of R&D, information technology and consumer product launch experience to his position at Sony Computer Entertainment America Inc.

Mr. Chatani was appointed to vice president, business & technology, Sony Computer Entertainment America Inc. in May 1998, and is responsible for the company's technology and business creation efforts in North America. His responsibilities also include exploring new business opportunities for the PlayStation game console and PlayStation 2 computer entertainment system, establishing network strategies for PlayStation 2 and providing technical support to PlayStation and PlayStation 2 licensed content developers.

Prior to joining Sony Computer Entertainment America Inc., Mr. Chatani held several R&D positions with Sony Computer Entertainment Inc., including vice president of new business development, where he advanced the development of new computer-based consumer products; director, network business projects; and manager, technology planning.

His heritage with Sony is rich as he also held numerous management and research positions with Sony Corporation, where he developed a handwriting recognition algorithm for more than 3,000 Kanji characters implemented in Sony's first pen-based PDA "PalmTop."

Additionally, Mr. Chatani has more than 50 U.S., Japanese and European patents registered, filed or pending with regard to business models, network technology and advanced user interface.

Mr. Chatani received his master's degree in electrical engineering from Osaka University, Osaka, Japan, and his Ph.D. in business administration from Kennedy-Western University in Wyoming.



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BIOGRAPHY

Phil Harrison

Vice President, Third Party Relations and Research & Development

As vice president, third party relations and research & development, Phil Harrison brings more than 13 years of videogame industry experience to Sony Computer Entertainment America Inc.

Since October 1996, Harrison has been responsible for the day-to-day management of Sony Computer Entertainment America Inc.'s extensive third party program – licensee relations, product planning and strategic relationships. He is also responsible for the R&D department that is researching advanced software technologies in the fields of graphics rendering, AI and digital media interfaces. Prior to this position, Harrison was a director of Sony Computer Entertainment Europe, based in London.

Mr. Harrison began his tenure with Sony in 1992 as director, product development, Sony Electronic Publishing Ltd. and the first European-based employee. In 1993 he was assigned to start the PlayStation third party and software development division for Sony Computer Entertainment Europe, based in London.

Prior to Sony, Mr. Harrison served as head of product development, Mindscape International Ltd. from 1989-1992. He had started his own company in 1987, acting as a consultant for various software developers and publishers in the United Kingdom.



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BIOGRAPHY

Andrew House

Vice President, Marketing

As vice president, marketing, Sony Computer Entertainment America Inc., Andrew House brings to his position more than nine years of experience with Sony.

Mr. House was appointed to the position of vice president, marketing, Sony Computer Entertainment America Inc. in March 1996, and is responsible for all facets of the company's marketing efforts in North America. His areas of responsibility include: overall PlayStation brand management, hardware and software marketing; advertising; creative services; public relations; promotions together with online and direct marketing. During his tenure, Mr. House was instrumental in the creation and execution of the marketing strategy that transformed and expanded the PlayStation brand into a household name, appealing to a mass-market audience.

Mr. House joined Sony in 1990, where he worked in corporate public relations for Sony Corporation (Japan) for five years. In April 1995, Mr. House was transferred to the marketing and communications division of Sony Computer Entertainment Inc., the parent company for Sony Computer Entertainment America Inc. and Sony Computer Entertainment Europe, working with the newly created International Software Division. There, he was responsible for the marketing and promotion of SCE's European and U.S. developed game titles for the Japanese market.

Mr. House obtained his bachelor of arts in English language and literature from Oxford University, England.



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BIOGRAPHY

Steve Ross

Vice President, Operations

As vice president, operations, Sony Computer Entertainment America Inc., Steve Ross brings more than 14 years of management experience to his position at Sony Computer Entertainment America Inc.

Mr. Ross was promoted to vice president, operations, Sony Computer Entertainment America Inc. in April 1999, and is responsible for all operational activities including product planning and distribution, consumer and product services, human resources, security and facilities management.

Mr. Ross joined Sony Computer Entertainment America Inc. in 1997, where he held the position of vice president, human resources. Prior to joining Sony Computer Entertainment America Inc., Mr. Ross spent seven years with Sony Electronics Inc.'s business and professional products group. He also spent an additional seven years in management positions with two high-tech firms involved in the LAN and micro to mainframe communications industries.

Mr. Ross obtained his bachelor of science degree in industrial relations and economics from California State University, Chico in California.



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BIOGRAPHY

Riley Russell

Vice President, Legal & Business Affairs

As vice president, legal & business affairs, Riley Russell brings more than six years of legal and business affairs experience to his position at Sony Computer Entertainment America Inc.

Mr. Russell was appointed to vice president, legal & business affairs, Sony Computer Entertainment America Inc. in July 1997, and is responsible for the overseeing the company's legal & business affairs department. From February 1994 through July 1997, Russell held the position of director, legal & business affairs for Sony Computer Entertainment America Inc.

Prior to joining Sony Computer Entertainment America Inc., Mr. Russell held the positions of corporate counselor and director of business affairs for Sega of America.

Mr. Russell is a member of several organizations including the California and American Bar Associations, the Academy of Interactive Arts & Sciences, the Public Policy Committee and the Piracy Committee for the Interactive Digital Software Association, as well as the Ratings Committee for the Entertainment Software Rating Board.

Mr. Russell received his bachelor of arts degree in political science from the University of California at Berkeley, his master's degree in economics from the University of California at Davis and his juris doctorate from the University of Santa Clara in California.



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BIOGRAPHY

Jack Tretton

Vice President, Sales

As vice president, sales, Sony Computer Entertainment America Inc., Jack Tretton brings to his position 18 years of sales experience, 15 of those directly in the videogame industry.

Mr. Tretton assumed his present role as vice president, sales, in January 1996. He oversees all sales relations in the United States and Canada. Hired in March 1995, Mr. Tretton was director, sales, Sony Computer Entertainment America Inc.

Prior to Sony, Mr. Tretton worked for JVC Musical Industries, an international publisher of video games. As general manager (1992-1995) he directed the company's sales, product development, marketing, finance and operation efforts. He also held the position of senior director, sales and marketing, JVC, from 1991-1992.

From 1986-1991, Mr. Tretton held numerous positions with Activision, an international publisher of interactive software, culminating as vice president, sales. He also held sales positions with Majers Corporation (1985-1986) and Duracell, U.S.A. (1983-1985).

Mr. Tretton received his bachelor of science degree from Providence College.



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BIOGRAPHY

Shuhei Yoshida

Vice President, Product Development

Shuhei Yoshida, a 14-year Sony veteran and renowned software developer, has been with the PlayStation group since the project's inception more than seven years ago. Through his tenure with Sony Computer Entertainment Inc. in Japan, he held various high-profile positions in both the third party relations and product development arenas.

In April 2000, Mr. Yoshida was appointed vice president, product development, Sony Computer Entertainment America Inc. and is responsible for all product development activities for Sony Computer Entertainment America Inc. and the 989 Sports brand. His internal product development operation includes studios in Foster City, Calif., San Diego, Calif., Santa Monica, Calif., and Portland, Ore. His mission, he believes, is to develop and produce only the very highest quality games.

Mr. Yoshida joined Sony in 1986 where he was involved in the corporate strategy group as well as coordinating PC business. Additionally, he was one of the initial members of the PlayStation project in February 1993, where as the lead account executive he headed Sony's third party licensing program. Also, Mr. Yoshida has numerous games to his credit, including the original *Gran Turismo*™ (executive producer), *Ape Escape*™, and *The Legend of Dragoon*™.

Mr. Yoshida is among those responsible for the creation of Sony Computer Entertainment Inc.'s 170-person internal product development team.

He earned his bachelor of science degree in economics from Kyoto University, Japan and his master's degree in business administration from the University of California at Los Angeles.

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