

# Not Just Games Anymore

(NAPSA)—For the ever-growing number of people who play them, video games have become a primary source of entertainment in their everyday lives. As the popularity of software continues to shape this industry, video game publishers are committed to manufacturing quality games for this burgeoning market. They're also expanding the value of their products by delivering overall entertainment to consumers with new CD, DVD and online capabilities.

The big business of games has become even brighter this year at Sony Computer Entertainment America Inc. With an upcoming anniversary at the end of 2001, PlayStation®2 has a lot to celebrate. It was just one year ago that PlayStation 2 exploded on to the consumer market, sparking a holiday season buying frenzy that quickly established the entertainment console as an American cultural phenomenon. The excitement created last year has greatly contributed to the rise in popularity of games as a key source of entertainment in today's American homes.

PlayStation 2 certainly has reason to celebrate the success of its first year, with more than 20 million units shipped worldwide, including more than five million units sold in North America alone. New features, functions and capabilities will ensure that PlayStation 2 continues setting new standards in interactive entertainment. With the widest variety and the largest number of games of any system, Sony Computer Entertainment America Inc. will deliver more than 280 titles for the PlayStation 2 by the end of 2001. Ranging from adventure to racing to music experiences, these new games include popular titles such as *Frequency*™, *Jak & Daxter: The Precursor Legacy*™ and *Kinetica*™. Consumers have also found great value in the bundled package which includes the latest game title, *Gran Turismo*™ 3 A-spec.



**Video games represent a multi-billion-dollar industry in the U.S.**

PlayStation 2 offers consumers even more than a great gaming entertainment value. With its DVD and CD capabilities, consumers can enjoy music, movies, games and more in one home entertainment center. In the near future, Sony Computer Entertainment America Inc. plans to add online capabilities that will greatly expand the functionality and features of the PlayStation 2, promising to revolutionize not just gaming but the entire entertainment experience as we know it.

Everyone remembers the holiday shopping frenzy that was sparked last year when the PlayStation 2 debuted. Even some of Hollywood's most famous celebrities became addicted to their PlayStation 2 and installed the system in tour buses and vacation homes so they never have to be without it and their favorite games. And this holiday season you can do the same. With all the recent changes in our world, many people are looking towards relaxing and safe home entertainment. Offering a range of products and capabilities, PlayStation 2 is once again this holiday season's best choice for a complete family entertainment system.