



GRAN TURISMO® SERIES ACHIEVES WORLDWIDE SHIPMENTS OF MORE THAN 43 MILLION UNITS

Tokyo, April 27, 2005 – Sony Computer Entertainment Japan (SCEJ), a division of Sony Computer Entertainment Inc. (SCEI) responsible for business operations in Japan, announced today that combined shipments of *Gran Turismo*® series (for both PlayStation® and PlayStation®2 platforms), have reached more than 43 million units worldwide, as of end of March 2005.

The first title from the *Gran Turismo* franchise was launched in 1997, as a real-life driving and car life simulator offering an entirely new entertainment experience that defies common racing games. Since then, *Gran Turismo* continues to redefine the world of racing games and the passion and dedication that went into the making of this comprehensive and overwhelmingly realistic driving game have captivated game enthusiasts around the world, as well as receiving high acclaim from professional car racers and automobile industry experts and enthusiasts.

With *Gran Turismo*®4, the sixth installment of the series, *Gran Turismo* reaches new heights with cumulative shipments of more than 43 million units worldwide, establishing its position as one of the world's leading game franchise available on PlayStation and PlayStation 2 platforms.

Polyphony Digital Inc., developer of *Gran Turismo* series, will continue to carry on the evolution of *Gran Turismo* for the fans around the world.

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2-2-2-2 GT Series Achieves Worldwide Shipments of More Than 43 Million Units

Kazunori Yamauchi, producer of *Gran Turismo*, comments, “It is a great honor and pleasure to have so many numbers of *Gran Turismo* reach users around the world, after 7 years and 4 months since the release of the first title in 1997. With this, I am reaffirming my determination to keep on releasing cutting-edge, top-quality titles that will continue to fascinate our fans. I hope you will look forward to the future of *Gran Turismo* series.”

Cumulative Worldwide Shipments of Gran Turismo Series (million units)

Title	Japan	North America	Europe	Southeast Asia	South Korea	WW
Gran Turismo	2.55	3.99	4.29	0.01	---	10.84
Gran Turismo 2	1.71	3.96	3.65	0.02	---	9.34
Gran Turismo 3 A-spec	1.89	6.88	5.58	0.01	---	14.36
Gran Turismo Concept series	0.43	---	0.98	0.04	0.09	1.54
Gran Turismo 4 Prologue	0.78	---	0.41	0.11	0.04	1.34
Gran Turismo 4	1.09	1.94	3.12	0.06	0.04	6.25
Total						43.67

Release Dates of Titles Available in Japan

Gran Turismo	December 23, 1997
Gran Turismo2	December 11, 1999
Gran Turismo 3 A-spec	April 28, 2001
Gran Turismo Concept 2001 TOKYO	January 1, 2002
Gran Turismo 4 Prologue	December 4, 2003
Gran Turismo 4	December 28, 2004

About Sony Computer Entertainment Japan

Sony Computer Entertainment Japan, a division company of Sony Computer Entertainment Inc. based in Japan, distributes and markets the PlayStation® game console, the PlayStation®2 computer entertainment system and the PlayStation®Portable handheld entertainment system, and also develops, publishes, markets and distributes software, and manages the third party licensing program for these two platforms.

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