

Ken Kutaragi, President and CEO, Sony Computer Entertainment Inc..

Supporting comments from third party developers and publishers
(In alphabetical order of company name)

"With the new generation PlayStation platform, we can create "GUNDAM WORLD" with the quality no one has ever imagined. The philosophy, connecting millions of Cell together, makes reality get closer to the world of SF films. We are delighted to share the vision of Ken, ARCHITECT, Kutaragi."
Shin Unozawa, Managing Director, Leader, Game Software Group,
President, Video Game Company, BANDAI CO.,LTD.

"The PLAYSTATION 3 has us really excited! So much so in fact that we are already working our hardest to get Devil May Cry 4 out for this new platform. New hardware always yields more options for developers to create exciting and fresh gameplay experiences. I believe that the PS3 is one piece of hardware that will test the mettle of our development team and help us to create some of the most amazing games, limited only by our imagination."
Keiji Inafune, Managing Executive Officer, Research & Development Division,
Capcom Co., Ltd.

"Each generation of PlayStation has made a dramatic improvement in how we create and play videogames. PLAYSTATION 3 will be a breakthrough in how the world experiences entertainment. EA is fully aligned with Sony Computer Entertainment - we share their vision and applaud their success."
Larry Probst, Chairman and CEO, Electronic Arts

"President Kutaragi has thrown down a gauntlet. That gauntlet is called the PLAYSTATION 3. We here at Koei have gladly taken up the challenge, and are striving day and night to take full advantage of all the PS3's new possibilities. Our goal is to combine cutting-edge technology with a full range of artistic expression to deliver the ultimate form of entertainment, and please people everywhere."
Keiko Erikawa, Chairman & C.E.O., KOEI Co., Ltd.

"With the arrival of the next generation computer entertainment system PLAYSTATION 3, I believe it will be possible for graphic expressions, more beautiful than before, to coexist with more deep and evolved game play which utilize the Cell architecture. I also have high expectations for the evolution by the online features that will be enhanced. We will utilize the features of the new platform and will strive to create contents that will bring new excitement for our users world wide, so please have high hopes for Konami."
Kazumi Kitaue, CEO, Konami Digital Entertainment, Inc

"Each time SCEI launches a console, the video games business moves to the next level. With PLAYSTATION 3 it looks as if it might be time for interactive entertainment to become, finally, the world's dominant artistic medium."
Sam Houser, President, Rockstar Games (Take-Two Interactive Software, Inc.)

"We at Namco have used and will continue to use the advancements in audio-visual technology to deliver games that are not only appealing to the eyes and ears, but that stir emotions, speak to the heart, and remain in players' minds for years to come. We are confident that the PLAYSTATION 3 is an entertainment system that will enable us to do just that."
Shigeru Yokoyama, CT Company President, Namco Ltd.

Hisao Oguchi, President and Chief Operating Officer, SEGA Corporation
"Next-generation hardware platforms will enable SEGA to create new game concepts that offer more immersive interactive experiences. SEGA continues to pursue the fusion of creativity and technology by publishing only the best, more innovative content to gamers around the world."

Yoichi Wada, President, SQUARE ENIX CO., LTD.
"Square Enix is extremely honored to have had the chance to provide you with this technical demonstration of what the Cell processor can bring to the PLAYSTATION 3 and the world of gaming. We are committed to fully backing SCEI's new computer entertainment system and plans to bring the FINAL FANTASY series to the PS3 are just beyond the horizon."

Yves Guillemot, President and CEO, Ubisoft
"Ubisoft was one of the first major international developers to have its teams start focusing on next generation consoles. We are looking forward to developing outstanding games on Sony Computer Entertainment Inc.'s new system. Its powerful features will help take the industry to an even higher level in the very near future."

<PLAYSTATION®3 Specifications>

Product name	PLAYSTATION®3
Logo	<i>PLAYSTATION 3</i>
	Cell Processor PowerPC-base Core @3.2GHz 1 VMX vector unit per core 512KB L2 cache

CPU		7 x SPE @3.2GHz 7 x 128b 128 SIMD GPRs 7 x 256KB SRAM for SPE * 1 of 8 SPEs reserved for redundancy total floating point performance : 218 GFLOPS	
GPU		RSX @550MHz 1.8 TFLOPS floating point performance Full HD (up to 1080p) x 2 channels Multi-way programmable parallel floating point shader pipelines	
Sound		Dolby 5.1ch, DTS, LPCM, etc. (Cell-base processing)	
Memory		256MB XDR Main RAM @3.2GHz 256MB GDDR3 VRAM @700MHz	
System Bandwidth		Main RAM 25.6GB/s VRAM 22.4GB/s RSX 20GB/s (write) + 15GB/s (read) SB 2.5GB/s (write) + 2.5GB/s (read)	
System Floating Point Performance		2 TFLOPS	
Storage	HDD	Detachable 2.5" HDD slot x 1	
I/O	USB	Front x 4, Rear x 2 (USB2.0)	
	Memory Stick	standard/Duo, PRO x 1	
	SD	standard/mini x 1	
	CompactFlash	(Type I, II) x 1	
Communication	Ethernet	(10BASE-T, 100BASE-TX, 1000BASE-T) x 3 (input x 1 + output x 2)	
	Wi-Fi	IEEE 802.11 b/g	
	Bluetooth	Bluetooth 2.0 (EDR)	
Controller		Bluetooth (up to 7) USB2.0 (wired) Wi-Fi (PSP®) Network (over IP)	
AV Output		Screen size	480i, 480p, 720p, 1080i, 1080p
		HDMI	HDMI out x 2
		Analog	AV MULTI OUT x 1
		Digital audio	DIGITAL OUT (OPTICAL) x 1
Disc media * read only	CD	PlayStation®	CD-ROM
		PlayStation®2	CD-ROM
		CD-DA	CD-DA (ROM), CD-R, CD-RW
		Super Audio CD	Hybrid disc(HD layer/CD layer), HD layer
		DualDisc	DualDisc (audio side), DualDisc (DVD side)
	DVD	PlayStation®2	DVD-ROM
		PLAYSTATION®3	DVD-ROM
		DVD-Video	DVD-ROM, DVD-R, DVD-RW, DVD+R, DVD+RW
	Blu-ray Disc	PLAYSTATION®3	BD-ROM
		BD-Video	BD-ROM, BD-R, BD-RE

About Sony Computer Entertainment Inc.

Recognized as the global leader and company responsible for the progression of consumer-based computer entertainment, Sony Computer Entertainment Inc. (SCEI) manufactures, distributes and markets the PlayStation® game console, the PlayStation®2 computer entertainment system and the PlayStation®Portable (PSP®) handheld entertainment system. PlayStation has revolutionized home entertainment by introducing advanced 3D graphic processing, and PlayStation 2 further enhances the PlayStation legacy as the core of home networked entertainment. PSP is a new portable entertainment system that allows users to enjoy 3D games, with high-quality full-motion video, and high-fidelity stereo audio. SCEI, along with its subsidiary divisions Sony Computer Entertainment America Inc., Sony Computer Entertainment Europe Ltd., and Sony Computer Entertainment Korea Inc. develops, publishes, markets and distributes software, and manages the third party licensing programs for these platforms in the respective markets worldwide. Headquartered in Tokyo, Japan, Sony Computer Entertainment Inc. is an independent business unit of the Sony Group.



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