



PRESS RELEASE

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Sony Computer Entertainment Europe selects Terraplay Systems network technology for PlayStation®2 title - This is Football

Terraplay Systems today announced that Sony Computer Entertainment Europe (SCEE) has selected Terraplay Systems to deliver and implement their on-line multiplayer networking technology for its PlayStation®2 title "This is Football".

"The gaming experience is everything for PlayStation 2. When we decided to make an on-line multiplayer version of This is Football we wanted to use a highly efficient and scalable architecture that allows real-time game play of the highest quality. That is what Terraplay delivers", says Jamie MacDonald, Development Director, SCEE London Studios.

The Terraplay System is a compelling carrier grade network software solution allowing fixed and mobile network operators and content developers to offer efficient, effective and profitable real-time gaming services.

"SCEE rightly has a tremendous reputation for upholding the highest quality standards for its products and is bringing the same dedication to on-line gaming. We are delighted to be supporting them in this, particularly with such an important title as "This is Football", says Jeremy Lewis, CEO at Terraplay Systems AB. "We are firm believers in the future of both fixed and mobile multi-player gaming and indeed, in the convergence of those markets".

About Terraplay Systems AB

Terraplay Systems develops carrier grade on-line gaming technology. The Terraplay solution enables network operators and publishers to provide gaming services in fixed or mobile environments to a large number of users. For application- and game developers, Terraplay currently provides tools for Windows and PlayStation®2, and for all download enabled mobile devices, including mophun™, J2ME, Pocket PC, SmartPhone and Symbian OS. More information can be found at www.terraplay.com.

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Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PS one and PlayStation 2 hardware and software in 102 territories across Europe, the Middle East, Africa and Oceania. By 15 January 2003, over 38 million PlayStation and PS one units had been shipped across these PAL territories and over 95 million worldwide. Between its European debut on 24 November 2000 and 15 January 2003, over 16 million PlayStation2 units have been shipped across the PAL territories, over 50 million worldwide, making it one of the most successful computer entertainment products in history.

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