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**DETAILS ON NEW GAME MODES AND FEATURES FOR HIGHLY ANTICIPATED
AUTOMOTIVE RACING SIMULATION IN THE UPCOMING RELEASE OF
GRAN TURISMO™4 ON PLAYSTATION®2**

***Latest Version of Gran Turismo 4 To Be Featured At 2004 Electronic Entertainment Expo
Product Demonstrates New Level in Gaming Entertainment***

LOS ANGELES, May 11, 2004 – Sony Computer Entertainment America announced today further details regarding new game modes and features for the upcoming worldwide November 2004 release of *Gran Turismo™4*, developed exclusively for the PlayStation®2 computer entertainment system. Following in the footsteps of the PlayStation 2 “Greatest Hit,” *Gran Turismo 3 A-spec*, and a racing franchise that has sold more than 35 million units worldwide, *Gran Turismo 4* continues to deliver authentic racing gameplay with new fully enhanced features that focus on new gameplay physics encompassing more than 500 cars, up to 100 courses and unique original modes, including robust online gameplay via the Network Adaptor (Ethernet/modem) (for PlayStation®2).

Developed by Polyphony Digital Inc., the latest version of *Gran Turismo 4* further demonstrates its mission to provide the most authentic driving simulation available in the marketplace. New features at the Electronic Entertainment Expo will extend above and beyond just pure automotive racing, providing a unique destination for automotive and PlayStation 2 enthusiasts to enjoy car culture in every dimension – extending that goal will be highlighted through the new “GT Photo Mode,” and the highly anticipated “GT Online Mode.” In addition, enhanced popular features will return with “GT Career Simulation Mode” and “GT Arcade Mode” demonstrating more than 100 cars playable on eight unique courses at the show.

SCEA – *Gran Turismo 4* for PlayStation 2
2-2-2-2

“With the extensive amount of detail and realism that is sure to provide hours of endless entertainment, *Gran Turismo 4* further extends the franchise to new heights, serving as a true pioneer in providing sophisticated videogame technology that showcases the best of both the automotive and videogame industries,” said Ami Blaire, director, product marketing, Sony Computer Entertainment America. “At E3, show attendees will get a glimpse of the many new features and enhancements that not only demonstrate a new standard for the genre, but will continue to build momentum for its upcoming November release. With its broad appeal and strong entertainment value, we believe that *Gran Turismo 4* should be a staple in every gamer’s PlayStation 2 software library.”

New and Enhanced Features For *Gran Turismo 4*

NEW FEATURES

GT Photo Mode – Players can travel around the globe with their car(s) and conduct photo sessions in various popular locations that include Piazza San Marco, Shibuya, Tsumago, Sagano and more. Once the photo is taken in the game, the player can save it to their memory card (8MB) (for PlayStation®2) and have the option to share with friends or print out a color copy via a USB printer.

GT Online Mode – Mode in final product features head-to-head racing for up to six players per race. It includes chat functionality and in-depth menu screen for the ability to build communities to interact about automotive topics.

ENHANCED FEATURES

GT Arcade Mode - Players compete against each other or the artificial intelligence with select cars on select courses. Additional cars and courses are available in the GT Arcade Mode when they are unlocked in the GT Career Simulation Mode.

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ENHANCED FEATURES (Continued)

GT Force Wheel – To further enhance the automotive racing experience, in lieu of the DUALSHOCK®2 analog controller, the GT Force Wheel developed by Logitech, can be used for the entire game. Available in black with brushed aluminum accents, the *Gran Turismo* branded GT Force Wheel provides a shifter for manual transmissions, 900 degrees of steering rotation and force-feedback. For more information, please visit www.logitech.com.

Cars and Course To Be Featured at E3 2004 in *Gran Turismo 4*

At E3 2004, more than 100 automobiles will be available, representing a variety of auto manufacturers from around the world. The final product will include more than 500 cars.

In addition, eight courses will be available including Nurburgring Nordschleife, listed below. The final product will contain up to 100 courses.

- New York City
- Fuji Speedway
- Tsukuba Circuit
- Grand Canyon
- Citta di Aria
- Costa di Amalfi
- Hong Kong
- Nurburgring Nordschleife – Featuring a ‘rollercoaster-style’ race course with various elevation changes and turns, located in the wooded hills of the Eifel plateau in Western Germany, Nurburgring is widely regarded as one of the most challenging race courses in the world. Opened in June, 1927 with a total length of 20.8km and a total of 73 corners (33 left, 40 right), the track is considered legendary and mythical amongst many motorsport competitors and fans. The Formula One Grand Prix makes its stop at Nurburgring every year for the official Grand Prix of Europe and many auto manufacturers from around the world use the track as a testing ground.

SCEA – *Gran Turismo 4* for PlayStation 2
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The independent Entertainment Software Rating Board (ESRB) has not yet rated *Gran Turismo 4*. For more information about the ESRB visit www.esrb.org.

About Sony Computer Entertainment America Inc.

Sony Computer Entertainment America Inc. continues to redefine the entertainment lifestyle with its PlayStation® game console and the 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 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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