



**Press Information
For Immediate Release**

**The biggest names in electronic music are on the WipEout® Pulse
soundtrack**

- **16 cutting edge music acts including Kraftwerk, Stanton Warriors, Aphex Twin, Booka Shade and Noisia to name just a few**
 - **All tracks written or specially reworked for the game**
 - **Play your own music tracks via the Memory Stick Duo™**

Leipzig, Germany, August 22-26, 2007: This autumn, WipEout® Pulse, developed by Sony Computer Entertainment Europe's award-winning Studio Liverpool, brings the iconic anti-gravity racing title back to PSP™ (PlayStation®Portable) after a two-year wait. WipEout Pulse arrives with a full tank of innovation and, as well as new tracks, new ships, new teams, new game modes and brand new music tracks.

The all-new soundtrack features some of the top names in electronic music and you can even listen to your own music tracks while playing the high-speed, adrenaline-drenched, zero-gravity, 600 kilometres per hour action of WipEout Pulse.

Your pounding WipEout Pulse playlist is as follows:

Dopamine: Flat Out
MoveYa! & Steve Lavers: Chemical
Stanton Warriors: Tokyo
B Phreak & Groove Allegiance: Break ya self - WipEout mix
Rennie Pilgrem & BLIM: Slingshot - WipEout mix
DJ Fresh: X-Project (100% Pure mix)
EdRush, Optical & Matrix: Frontline
Noisia: Seven Stitches
MIST: Smart Systems
Mason: Exceeder - special mix
Booka Shade: Steady Rush
Aphex Twin: Fenix Funk 5 [WipEout edit]
Kraftwerk: Aero Dynamik
Skream: Suspicious Thoughts
Guy Gerber & Shlomi Aber: Sea of Sand - WipEout mix
Loco Dice: City Lights (Martin Buttich remix) PSP Cut

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It's a high energy soundtrack for a high energy title – just take a look at some of WipEout Pulse's features below...

Key Features:

- Latest incarnation of the iconic, stylish and futuristic anti-gravity combat racer: an awesome follow-up to WipEout Pure on PSP™
- Upholds the brand heritage and refines all the best elements of the franchise to deliver an exhilarating racing experience loaded with hi-tech weapons, hi-octane speed and futuristic adrenaline-fuelled combat
- 7 diversified single player and multiplayer modes, including wireless multiplayer mode via Ad Hoc and Infrastructure modes, the latter allowing to race online against players across the globe!
- Downloadable content available at launch and post-launch: new circuits, ships and music tracks
- Pumping soundtrack licensed by a range of top artists including Mason, Loco Dice and Stanton Warriors
- 8 teams including the new EG-X team and 24 new exhilarating tracks
- New Mag-Strip track feature: Allowing for a huge variety and dynamism in track design including loops, vertical drops and 90 degrees angled sections
- Snap a photo of your ship at any time in Photo Mode and upload online to show the world

It's a first-place soundtrack for a title where no prizes are given for second place. If you can feel the beat already, stay tuned for WipEout Pulse – exclusive to PSP™ this autumn.

Ends

For more information about WipEout Pulse, please contact your local PR manager.

About Sony Computer Entertainment Europe Ltd as of 3rd July 2007

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution, marketing and sales of PLAYSTATION®3, PlayStation®2 and PSP™ (PlayStation®Portable) software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes, markets and distributes entertainment software for these formats, and manages the third party licensing programs for the formats in these territories. Since the launch of PLAYSTATION 3 in Europe on 23 March 2007 and the end of March 2007 over 1.6 million units have been shipped across the SCEE territories, over 5.5 million globally. Between its European debut on 24th November 2000 and the end of March 2007, over 44 million PlayStation 2 consoles have been shipped across the SCEE territories, over 117 million worldwide, making it one of the most successful consumer electronic products in history. Between its European debut on 1st September 2005 and the end of March 2007, over 8.8 million PSP systems have been shipped across the SCEE territories, with over 25 million shipped worldwide since its Japanese launch in December 2004.

More information about PlayStation products can be found at www.playstation.com or visit the Virtual Press Office at www.scee.presscentre.com.

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