

**FOR IMMEDIATE RELEASE**

Contacts: Ryan Bowling – 650.655.3657  
ryan\_bowling@playstation.sony.com

Heather Crosby – 650.655.5234  
heather\_crosby@playstation.sony.com

**AMPLITUDE ALLOWS GAMERS AND MUSIC LOVERS TO JAM WITH  
WORLD-RENOWNED MUSICAL ACTS  
*Extension to Award-Winning Frequency™ Title Delivers All-New  
Interactive Online Gaming Experience Via PlayStation®2***

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**FOSTER CITY, Calif., January 6, 2003** – Sony Computer Entertainment America Inc. announced today the March 2003 release of *Amplitude*, a unique extension to the critically-acclaimed *Frequency*™ title that reinvented the music gaming genre. Developed exclusively for the PlayStation®2 computer entertainment system by Harmonix Music Systems, *Amplitude* is a fast-paced addictive rhythm action game that will appeal to gamers and music enthusiasts alike. *Amplitude* lets gamers take part in the music revolution by mixing and re-mixing songs from top bands in an on- and off-line, interactive gaming experience.

Following up on the great line-up of bands in *Frequency*, *Amplitude* expands the music list with a variety of genres including songs and video content from David Bowie, Weezer, Garbage, Quarashi, Logan 7, as well as other major recording artists. Surrounded by interactive environments customized to each artist, players can recreate their favorite songs from the ground up by triggering instruments such as drums, bass, vocals and guitars. In addition, players have the opportunity to create custom remixes as well. If played successfully players have the opportunity to then jam along in freestyle mode within the particular song. Focusing on not only the thrill of creating and mixing music, *Amplitude* also provides a fast-paced competitive dynamic environment encouraging players of all skill levels to challenge each other both locally and online.

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SCEA – *Amplitude* for PlayStation 2  
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“We are thrilled to introduce *Amplitude* to rhythm action fans of PlayStation 2. Playing *Amplitude* online offers new opportunities for gamers to join online communities and share their experiences with other gamers across the country,” said Ami Blaire, director, product marketing, Sony Computer Entertainment America. “Providing a gorgeous gameplay atmosphere, the addictive gameplay will keep players entertained for hours, and provide a whole new avenue for music artists to reach their fans.”

Taking advantage of the PlayStation 2 online capabilities through the Network Adaptor (Ethernet/modem) (for PlayStation 2), *Amplitude* allows players to challenge their friends online in multi-player and remix mode. Utilizing full chat capabilities and other unique online features such as a ladder-ranking system and remix repository, players will be able to collaborate together to form an online music community. If a player creates a remix in the online mode, they have the opportunity for their remix to be selected and posted in the online lobby for other players to listen to, enjoy and play. During online gameplay, *Amplitude* supports both broadband and dial-up users.

*Amplitude* allows players to play music from many different music genres, including Alternative Rock, Hip-Hop, Heavy Metal and more, as well as compete in five totally new and unique arenas filled with special visual environments that logically flow from one to another. Each song will have its own path through the arena, providing a completely different experience with every song, including music videos and streaming mpegs from the bands. Players can even watch their customized “FreQ”, an all-new 3D representation of the player, jam with them. Six different game modes, including online play, allow players to mix music, play against four other players without a split screen in an attempt to accurately perform music faster than opponents, participate in an online multi-player live jam session, or just play solo remix mode.

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SCEA – *Amplitude* for PlayStation 2  
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There are more than 20 diverse songs and video content in *Amplitude*. Starting with one instrument, such as drums, players must hit the appropriate buttons at the right time in order to match the rhythm of the song. Once this instrument is successfully mixed, players can move on to another instrument, such as guitar and continue through all the instruments, performing all instrumental tracks and re-creating the song.

The independent Entertainment Software Rating Board (ESRB) has not yet rated *Amplitude*. For more information about the ERSB visit [www.esrb.com](http://www.esrb.com).

#### **About Sony Computer Entertainment America Inc.**

Sony Computer Entertainment America Inc. continues to redefine the entertainment lifestyle with its PlayStation® and PS one™ 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 family of products and develops, publishes, markets and distributes software for the PS one 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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