

February 5, 1997



**SONY COMPUTER ENTERTAINMENT AMERICA
UNVEILS RELEASE DATE FOR MOST ANTICIPATED
VIDEO GAME TITLE OF 1997**

FOSTER CITY, Calif., February 5, 1997 --Sony Computer Entertainment America Inc. today announced the North America release date for Final Fantasy™ VII, the next installment in one of the most popular video game franchises in history. Designed by the industry's premiere software developer, Square Co. Ltd., and exclusive to the PlayStation™ game console, Final Fantasy™ VII will be available nationwide September 7, 1997 (9-7-97).

Featuring **seamless 3D gameplay** and animation never before experienced in an RPG (role-playing game), Final Fantasy™ VII contains hundreds of pre-rendered, computer-generated backgrounds, with 3D battles scenes, vast map screens, and a complex and engrossing storyline. Final Fantasy™ VII will be **available exclusively for the PlayStation game console on three CDs**, making it one of the largest and most richly detailed gaming environments ever created.

"In its first weekend, Final Fantasy™ VII has taken Japan by storm with sales exceeding 2 million units, making it **the most successful PlayStation video game release of all time**," said Shigeo Maruyama, chairman, Sony Computer Entertainment America Inc. "We expect to see the same kind of excitement for the title in North America. To that end, Sony Computer Entertainment America will implement an extensive pre-sell program during July and August allowing gamers to

reserve their copies of Final Fantasy™ VII before the official launch date."

In December 1996, Sony Computer Entertainment America agreed to a multi-title publishing deal with Square Co. Ltd., allowing the company full North American publishing and distribution rights to Square's PlayStation product line. Along with the rights to publish the revolutionary Final Fantasy™ VII, Sony Computer Entertainment America has first rights of refusal on four additional PlayStation-exclusive releases, **Bushido Blade™**, **Final Fantasy™ Tactics**, **SaGa Frontier™** and **Tobal 2™**.

Square Soft Inc., a subsidiary of Square Co. Ltd., Japan, manages the publishing and development of video games in North America. The company was established in 1989 in Redmond, Wash. and relocated its headquarters to Costa Mesa, Calif. in July 1996.

Sony Computer Entertainment America Inc. markets the PlayStation game console for distribution in North America, develops and publishes software for the PlayStation game console, and manages the U.S. third party licensing program. Based in Foster City, Calif., Sony Computer Entertainment America Inc. is a wholly-owned subsidiary of Sony Computer Entertainment Inc.