

September 25, 1997



**PLAYSTATION'S™ FINAL FANTASY™ VII HAS SOLD
MORE THAN HALF A MILLION COPIES TO DATE**
*Sales Momentum for Most Anticipated Videogame of the Year
Continues*

FOSTER CITY, Calif., September 25, 1997 -- Sony Computer Entertainment America announced today that Final Fantasy™ VII, available only on the PlayStation™ game console, became the best-selling game of 1997 by selling more than 500,000 units in less than three weeks since its U.S. debut.

Designed by the industry's premiere software developer, Square Soft, Inc., Final Fantasy™ VII has become the hottest and most anticipated game of the year, and possibly of all time. Due to the enormous consumer and retail demand for the game, Final Fantasy™ VII is expected to break even more sales records this year.

"In less than three weeks, Final Fantasy™ VII has sold more than 500,000 games, breaking all company records," said Andrew House, vice president, marketing, Sony Computer Entertainment America. "Final Fantasy™ VII demonstrates that PlayStation is a new entertainment medium offering game creators unparalleled graphics and CD audio capabilities. These features -- combined with the largest installed base, strong distribution and cutting-edge marketing -- makes PlayStation the platform of choice for Square and the Final Fantasy™ franchise."

"We have been tracking Final Fantasy™ VII. This product features movie-like animation and seamless gameplay, woven together with a complex and engrossing storyline on par with

a big screen experience," said analyst Walter Miao, senior vice president, Access Media International. "Final Fantasy VII has attracted new gamers to the RPG category now dominated by PlayStation. Final Fantasy™ VII has quickly sold in unprecedented numbers to U.S. households."

Square Soft Inc., a subsidiary of Square Co. Ltd., Japan, manages the publishing and development of videogames 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 and distributes the PlayStation game console 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.