



FOR IMMEDIATE RELEASE

**MOTION CONTROLLER* FOR PLAYSTATION®3
TO BECOME AVAILABLE IN SPRING 2010**

Motion Controller (Tentative) Equipped with High-Precision Motion Sensors, Combined With PlayStation®Eye Camera, Delivers Whole New Entertainment Experience on PlayStation®3

Tokyo, September 24, 2009 – Sony Computer Entertainment (SCE) today announced that it will release new Motion Controller (tentative) for PlayStation®3 (PS3®) computer entertainment system in Spring 2010. The new controller, equipped with high-precision, highly accurate motion sensors, can deliver whole new entertainment experience on PS3 when combined together with the PlayStation®Eye camera^{*1}. Capable of recognizing and tracking a user's face and voice as well as body motion, PlayStation Eye can also output the player's image onto the TV screen. SCE will vigorously promote the expansion of this new experience only possible on the PS3 platform.

The newly announced Motion Controller is equipped with two motion sensors, three axes gyroscope and three axes accelerometer that can detect the controller's angle and movement held in the user's hand. Together with the PlayStation Eye camera for PS3 which can accurately track the absolute position of the controller, the controller can detect the natural and intuitive movement of the hand and reflect the precise movement on to the game. The sphere placed on the top of the controller is not only used to track the absolute position but can also give visual feedback to users by changing the colors or the illuminating patterns of the sphere. Furthermore, the new controller is also equipped with a rumble feature, familiar to the PlayStation® DUALSHOCK® series controller, delivering immersive gaming experience to users.

Further expanding the new experience on PS3, SCE Worldwide Studios will deliver many exciting software titles for the Motion Controller in 2010^{*2}. SCE, with strong support from software developers and publishers, will deploy various measures to enhance the software title line-up for the new Motion Controller and vigorously promote the PS3 platform.

2-2-2-2 Motion Controller for PS3 to Become Available in Spring 2010

* Motion Controller is a tentative name.

*1 Users will need to use the PlayStation Eye camera to enjoy Motion Controller on PS3.

*2 Please see below for software titles to be released in 2010.

Product Outline

Motion Controller (Tentative)

Product name	Motion Controller (tentative)
Release date	Spring 2010
Recommended Retail Price	To be decided.
Key Features	<ul style="list-style-type: none">▪ Three axes gyroscope, three axes accelerometer▪ Bluetooth® 2.0▪ Lithium-Ion rechargeable internal battery

Software Titles for Motion Controller from SCE Worldwide Studios^{*1}

(2010 release, includes both Motion Controller dedicated and compatible titles)

Title name
Ape Escape (Working Title)
Echochrome 2 (Working Title)
Eccentric Slider (Working Title)
Sing and Draw (Working Title)
Champions of Time (Working Title)
Motion Party (Working Title)
The Shoot (Working Title)
Tower (Working Title)
PAIN ^{*2}
Flower ^{*2}
Hustle Kings ^{*2}
High Velocity Bowling ^{*2}
EyePet ^{*2}

^{*1} Titles to be released will depend by countries or regions.

^{*2} Motion control function will be added by network update, etc.

About Sony Computer Entertainment Inc.

Recognized as the global leader and company responsible for the progression of consumer-based computer entertainment, Sony Computer Entertainment Inc. (SCEI) manufactures, distributes and markets the PlayStation® game console, the PlayStation®2 computer entertainment system, the PSP® (PlayStation®Portable) handheld entertainment system and the PlayStation®3 (PS3®) system. PlayStation has revolutionized home entertainment by introducing advanced 3D graphic processing, and PlayStation 2 further enhances the PlayStation legacy as the core of home networked entertainment. PSP is a handheld entertainment system that allows users to enjoy 3D games, with high-quality full-motion video, and high-fidelity stereo audio. PS3 is an advanced computer system, incorporating the state-of-the-art Cell processor with super computer like power. SCEI, along with its subsidiary divisions Sony Computer Entertainment America Inc., Sony Computer Entertainment Europe Ltd., and Sony Computer Entertainment Korea Inc. develops, publishes, markets and distributes software, and manages the third party licensing programs for these platforms in the respective markets worldwide. Headquartered in Tokyo, Japan, SCEI is an independent business unit of the Sony Group.

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