



## **PLAYSTATION®4 (PS4™) GLOBAL CUMULATIVE SALES SURPASS 4.2 MILLION**

*Software Sales Reach 9.7 Million; PS Plus Subscriptions Increase by More Than 90%*

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**TOKYO, JAN. 7, 2014** – Sony Computer Entertainment Inc. today announced that cumulative sales of the PlayStation®4 (PS4™) computer entertainment system have reached 4.2 million\*<sup>1</sup> as of December 28, 2013, demonstrating the explosive growth of the PS4 platform.

“The momentum of the PS4 system keeps getting stronger and we couldn’t be more thrilled gamers worldwide are enjoying the incredibly immersive gaming experiences along with deep social capabilities and entertainment provided by our network,” said Andrew House, President and Group CEO of Sony Computer Entertainment Inc. “After a remarkable launch, we look forward to bringing even more exciting content and continuing to explore the power of the PS4 system by adding new features and services, including PlayStation Now, in 2014.”

PS4 software sales remained strong through the holiday season with more than 9.7million \*<sup>2</sup> copies sold in retail stores worldwide and through digital downloads on PlayStation®Store. A few of the top selling games included *Call of Duty®: Ghosts* from Activision, *Assassin’s Creed®IV Black Flag™* from Ubisoft, *Battlefield 4™* and *FIFA 14* from Electronic Arts Inc., and *Killzone™ Shadow Fall* from Sony Computer Entertainment Worldwide Studios (SCE WWS).

Many PS4 owners have quickly taken advantage of the features and benefits of the PlayStation®Plus (PS Plus) membership service. Global PS Plus subscriptions have increased by more than 90% since the PS4 launch\*<sup>3</sup>. PS Plus members have access to the Instant Game Collection™ and can play the full versions of popular titles without a time limit and at no extra

cost. Current games include *Resogun*<sup>TM</sup> from Sony Computer Entertainment Worldwide Studio (SCE WWS) and *Contrast* from Compulsion Games<sup>\*4\*5</sup>, followed by additional exciting titles in 2014.

PS4 gamers are actively sharing their gameplay experience through the PS4 system's unique sharing capabilities. To date, more than 1.7 million gameplay broadcasts have been streamed from PS4 systems<sup>\*6</sup> via video streaming platforms, Twitch and Ustream, totaling more than 55 million minutes. According to Twitch, 20% of their broadcasters are PS4 owners<sup>\*7</sup>. Ustream is also reporting an average of 40 minutes of streaming per broadcaster<sup>\*8</sup>. All these gameplay broadcast generate nearly 22 million<sup>\*9</sup> spectate sessions.

The PS4 system is now available in 53 countries and territories globally.

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

Recognized as a global leader and company responsible for the progression of consumer-based computer entertainment, Sony Computer Entertainment Inc. (SCEI) manufactures, distributes, develops and markets the PSP® (PlayStation®Portable) handheld entertainment system, the PlayStation®3 (PS3<sup>TM</sup>) computer entertainment system, the PlayStation®Vita (PS Vita) portable entertainment system and the PlayStation®4 computer entertainment system. SCEI has revolutionized home entertainment since it launched PlayStation® in 1994. PlayStation®2 further enhanced the PlayStation® legacy as the core of home networked entertainment. PSP broadens the entertainment experiences into the portable arena. PS3 is a computer entertainment system that incorporates the powerful Cell Broadband Engine and RSX processors. PS Vita is an ultimate portable entertainment system that offers a revolutionary combination of rich gaming and social connectivity. PlayStation®4 redefines rich and immersive gameplay with powerful graphics and speed, intelligent personalization and deeply integrated social capabilities. PSN<sup>SM</sup>, that includes PlayStation®Store, delivers unparalleled online gaming experience to PlayStation users. SCEI also delivers the PlayStation experience to open operating systems through PlayStation®Mobile, a cross device platform. Headquartered in Tokyo, Japan, SCEI, along with its affiliated companies, Sony Computer Entertainment America LLC and Sony Computer Entertainment Europe Ltd., and its division company, Sony Computer Entertainment Japan Asia, develops, publishes, markets and distributes hardware and software, and manages the third party licensing programs for these platforms in their respective markets worldwide.

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1. Number of retail sales to consumers is estimated by SCEI.
2. Number of retail sales to consumers is estimated by SCEI. PS4 Software sales data in Europe and Asia collected 11/29/13 – 12/31/2013. PS4 Software sales data in North America and Latin America collected 11/15/13 – 12/28/2013(some data collected 11/15/13 – 12/31/2013).
3. Data collected 11/15/13 – 12/31/13
4. Titles offered as Instant Game Collection may vary by country/region
5. Titles offered as of 1/6/14
6. Metrics collected 11/15/13 – 1/6/14
7. Data provided by Twitch and collected 12/23/13 and 1/3/14
8. Data provided by Ustream and collected 11/15/13 – 1/5/14.
9. The number is based on streaming gameplay viewed on a PS4. Metrics collected 11/15/13 – 1/6/14

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