



**FOR IMMEDIATE RELEASE**

## **PLAYSTATION®4 SALES SURPASS 5.3 MILLION UNITS WORLDWIDE**

---

**Tokyo, February 18, 2014** – Sony Computer Entertainment Inc. (SCE) today announced that the PlayStation®4 (PS4™) computer entertainment system has cumulatively sold through more than 5.3 million units<sup>\*1</sup> around the world as of February 8, 2014 (JST), and is continuing to demonstrate strong growth and momentum.

“I am thrilled that so many customers around the globe have continued to select PS4 as the best place to play throughout and beyond the holiday season,” said Andrew House, President and Group CEO of Sony Computer Entertainment Inc. “We are delighted that according to the NPD Group’s latest data, PS4 was January’s top-selling console in the United States. The PS4 system’s momentum just keeps growing stronger, and we are extremely grateful for the continued passion and support of PlayStation® fans. February 22 sees the launch of PS4 in Japan, and I’m looking forward to Japanese fans sharing the excitement of the deep social capabilities and entertainment experiences only possible on PS4.”

###

\*1 Number of retail sales to consumers is estimated by SCEI. PS4 sales data in North America and Latin America collected 11/15/2013 – 2/8/2014. Europe and Asia collected 11/29/13 – 2/8/2014.

### **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™) 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.

“PlayStation” is a registered trademark of Sony Computer Entertainment Inc.. PS4 is a trademark of the same company. All other trademarks are property of their respective owners.

**SONY**