



**FOR IMMEDIATE RELEASE**

**PLAYSTATION®4 (PS4™) SALES SURPASS 6.0 MILLION UNITS  
WORLDWIDE IN LESS THAN 4 MONTHS SINCE LAUNCH,  
RAPIDLY POPULARIZES A NEW WAY TO ENJOY  
SOCIAL INTERACTION THROUGH GAMING**

*PS4 Software Sales Reach 13.7 Million,  
Users Fully Embrace the World of PS4,  
and Demonstrates Further Enhancement of the Network Service's Ecosystem  
With 100 Million Shares Captured, More than 56 Million Spectate Sessions and  
a Dramatic Increase of PlayStation®Plus Subscriptions*

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**Tokyo, March 4, 2014** – Sony Computer Entertainment Inc. (SCE) today announced that the PlayStation®4 (PS4™) computer entertainment system has cumulatively sold through more than 6.0 million units<sup>\*1</sup> globally as of March 2, 2014 (JST). This also includes the 370,000 units sold through in Japan since its launch on February 22.

PS4 software sales also remain strong with more than 13.7 million<sup>\*2</sup> copies sold in retail stores worldwide and through digital downloads on PlayStation®Store as of March 2, 2014 (JST). Over 30 exciting titles<sup>\*3</sup> are available from SCE Worldwide Studios (SCE WWS) and the industry's best software developers and publishers, including the independent development community. This incredible line-up reflects the strong support for PS4 among developers and publishers, and has led the platform's accelerated momentum and expansion. A few of the top selling titles included *KILLZONE SHADOW FALL* (SCE WWS), which has already sold over 2.1 million units worldwide, *KNACK* (SCE WWS), *Call of Duty: Ghosts* (Activision), *FIFA14* (Electronic Arts), *Battlefield 4* (Electronic Arts), and *Assassin's Creed: IV Black Flag* (Ubisoft Entertainment). Titles developed by the independent development community such as *Contrast* (Complusion Gams), *Warframe* (Digital Extremes) and *Don't Starve: Console Edition* (Klei Entertainment), have also been highly acclaimed by gamers.

## 2-2-2-2 PS4 SALES SURPASS 6.0 MILLION UNITS WORLDWIDE IN LESS THAN 4 MONTHS SINCE LAUNCH

Japanese gamers are enjoying the latest installments of popular franchises, such as *DYNASTY WARRIORS 8: Xtreme Legends Complete Edition* (Tecmo Koei Games Co., Ltd), *FINAL FANTASY XIV: A Realm Reborn* (SQUARE ENIX CO., LTD) and *Ryu-ga-gotoku Ishin!* (SEGA Corporation).

The PS4 system's games portfolio will continue to expand with highly anticipated titles such as *METAL GEAR SOLID V: GROUND ZEROES* (Konami Digital Entertainment Co., Ltd.), *KINGDOM HEARTS III* (SQUARE ENIX CO., LTD), *Destiny* (Activision), *Watch\_Dogs™* (Ubisoft Entertainment), *The Witness* (Thekla, Inc.), *#DRIVECLUB* (SCE WWS), *inFAMOUS Second Son™* (SCE WWS) and *The Order 1886* (SCE WWS).

Many users have been taking advantage of the features and benefits of the PlayStation®Plus (PS Plus) membership service since the PS4 launch. In addition to existing members, more than half of PS4 owners are enjoying the benefits of PS Plus, demonstrating the explosive growth of the membership service. Subscribers have access to a wide variety of features such as exclusive game discounts, cloud game saves and “Instant Game Collection,” which allows members to play full versions of popular titles from third party developers and publishers, as well as from SCE WWS, at no extra cost. PS4 owners have also been enjoying services such as online multiplayer and automatic patch downloads and installations.

Furthermore, users are also engaging with the world of PlayStation® through PlayStation®App, which has been installed more than 3.6 million times as of March 2. PlayStation App can be downloaded onto iPhones or Android OS smartphones and tablets, allowing users to purchase content over PlayStation Store and exchange messages with friends via PSN<sup>SM</sup>.

Gamers continue to take advantage of the PS4 system's deep social features to share experiences with friends around the world. More than 100 million shares<sup>\*4</sup> have been captured via the “SHARE” button on the Wireless Controller (DUALSHOCK®4) and more than 3.6 million gameplay broadcasts<sup>\*5</sup> have been streamed from PS4 systems via video streaming platforms, Twitch and Ustream. The gameplay broadcasts generated more than 56 million spectate sessions<sup>\*6</sup>. PS4 owners are connecting with millions of gamers around the globe, and are not only enjoying conventional gameplay, but are also immersing themselves in more dynamic, interactive entertainment experiences only possible on PlayStation.

### 3-3-3-3 PS4 SALES SURPASS 6.0 MILLION UNITS WORLDWIDE IN LESS THAN 4 MONTHS SINCE LAUNCH

“I am absolutely delighted that PS4 is off to such a great start in Japan,” said Andrew House, President and Group CEO of Sony Computer Entertainment Inc. “The responses we have received for the PS4 system’s integrated social capabilities have been phenomenal, and I couldn’t be more thrilled that gamers are utilizing these unique features to engage, share, play and connect with users around the world. SCE will continue to expand the world of PlayStation by growing its library of breakthrough games and bringing more innovative features and services only possible on PS4.”

The PS4 system is currently available in 57 countries worldwide.

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\*1 Number of retail sales to consumers is estimated by SCEI. PS4 sales data in Japan collected 2/22/2014 – 3/2/2014. PS4 sales data in North America, Europe and Latin America collected 11/15/2013 – 3/1/2014, and in Asia collected 11/29/2013 – 3/1/2014.

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\*3 Number of titles available as of 3/4/2014.

\*4 Data as of 2/28/2014.

\*5 Data as of 2/28/2014.

\*6 Data as of 2/28/2014.

#### **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

#### 4-4-4-4 PS4 SALES SURPASS 6.0 MILLION UNITS WORLDWIDE IN LESS THAN 4 MONTHS SINCE LAUNCH

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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