



## **PLAYSTATION®4 (PS4™) GLOBAL SALES SURPASS 2.1 MILLION UNITS FOLLOWING EUROPE, AUSTRALASIA AND LATIN AMERICA LAUNCH**

*Strong momentum for the PS4™ system continues following record-breaking launch*

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**Tokyo, December 3, 2013** – Sony Computer Entertainment Inc. (SCEI) today announced that cumulative sell through for the PlayStation®4 (PS4™) computer entertainment system worldwide has surpassed 2.1 million units<sup>\*1</sup> as of December 1, 2013. The number includes the 700,000 units sold through in Europe and Australasia launching on November 29. The PS4 system became available on November 15 in the United States and Canada and on November 29 in Europe, Australasia and Latin America and is now available in 32 countries globally.

“PS4 delivered the best launch in PlayStation history with the North American release and we’ve continued this incredibly successful start in Europe, Australasia and Latin America,” said Andrew House, President and Group CEO, Sony Computer Entertainment Inc. “Demand remains incredibly strong and continues to overwhelm the supply worldwide, but we are diligently working to meet those growing demands and to deliver additional PS4 units to our retail partners throughout the holiday season. We are extremely grateful for the passion of PlayStation fans and thank them for their continued support.”

PS4 consumers embraced the deep social capabilities offered by the PS4 system, including heavy use of live broadcasting on Ustream and Twitch and sharing content through Facebook® and Twitter. PS4 gamers have demonstrated particular interest in the new “SHARE” button on the DUALSHOCK®4 Wireless Controller, with more than 6.5 million shares captured.

Gamers worldwide immersed themselves into the PS4 system’s launch lineup of over 20 titles<sup>\*2</sup> from some of the world’s best developers, including blockbuster titles such as *Call of Duty®: Ghosts* from Activision, *Assassin’s Creed® IV: Black Flag™* from Ubisoft Entertainment, *NBA® 2K14* from 2K, *Battlefield 4*, *FIFA 14*, *Madden NFL 25* and *Need for*

*Speed Rivals* from Electronic Arts, as well as exclusives *Knack™*, *Killzone:Shadow Fall™* and *Resogun™* from SCE Worldwide Studios (SCE WWS).

The PS4 system's games portfolio expands in 2014 with games like the highly anticipated franchise favorite *inFAMOUS™: Second Son* and *MLB 2014: The Show* from SCE WWS, as well as brand new IP including *Destiny™* from Activision, *Watch\_Dogs™* from Ubisoft Entertainment, and *The Order 1886* and *#DRIVECLUB* from SCE WWS. All of these titles showcase the power of the PS4 system with breathtaking graphics and breakthrough gameplay experiences.

Looking ahead, the PS4 system will evolve through PlayStation's cloud gaming services, available in the U.S. in 2014. Based on Gaikai Inc.'s cloud-based technology, the service will enable users to have access to a catalog of critically acclaimed PlayStation®3 (PS3™) games on PlayStation 4 and PS3, followed by PlayStation®Vita.

### **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.

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\*1 Number of retail sales to consumers is estimated by SCEI.

\*2 The number of release titles may differ according to country/region

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