



FOR IMMEDIATE RELEASE

**REGISTERED ACCOUNTS ON PLAYSTATION®NETWORK
EXCEED 20 MILLION WORLDWIDE**

*Remarkable Milestone Achieved in Only 2 Years and 3 Months
Since Its Launch on November 11, 2006*

Tokyo, February 25, 2009 - Sony Computer Entertainment Inc. (SCEI) today announced that the cumulative number of registered accounts on PlayStation®Network worldwide has exceeded 20 million as of February 20, 2009. The registered accounts on PlayStation Network reached 5million in 1 year and 2 months, 10 million in 1 year and 8 months, and exceeded 20 million in only 2 years and 3 months from the service launch on November 11, 2006^{*1}. The number of users connected to PlayStation Network is ever growing, thus successfully building a robust network business platform.

PlayStation Network is a free to access network service for PLAYSTATION®3 (PS3®) computer entertainment system and PSP® (PlayStation®Portable) handheld entertainment system, that has more than 70 million sell-in units^{*2} around the world both platforms combined. Directly accessible from PS3, PSP or PC, users are able to enjoy a broad range of on-line content and services, including on-line gaming, video chat and text messaging with other PS3 users on-line, as well as many games and video content downloadable from PlayStation®Store. Since its launch, PlayStation Network has expanded its services to over 55 countries and regions around the globe, gaining strong support from users for its breadth of entertainment content available for both PS3 and PSP systems in addition to its free to use basic features and services.

To offer more fun and excitement to users, PlayStation Network is continually enhancing gaming experience through online game features such as online battle and team play, as well as adding more and more downloadable game items. More than 600 titles incorporated with online features have been released for the PS3 system worldwide, including *Resistance: Fall of Man™*, *Gran Turismo™ 5 Prologue* and *LittleBigPlanet™* from SCE.

PlayStation Store offers more than 14,500 diverse digital content, ranging from exclusive on-line games, downloadable version of UMD™ titles, game demos and items, and titles from “Game Archive,” through which legendary and popular titles from the original PlayStation are made playable on PS3 and PSP, to more than 5,900 movies and TV episodes that are available through Video Delivery Service*³ that started in the United States in July 2008. To date, more than 380 million pieces of content*⁴ have been downloaded, with total sales exceeding 180 million US dollars*⁵, and the business scale is rapidly expanding.

PlayStation®Home launched its service in December 2008 and in less than 2 months, the number of users has exceeded 4 million. Within the ground-breaking 3D environment, users are able to meet, share gaming experiences, and enjoy communication with each other. Collaborative initiatives with various game titles and franchises are underway to offer more new fun on games in the world of PlayStation Home as it evolve over time, adding new spaces, features and functions to create a living, growing platform for the PlayStation community

Additionally, the number of users enjoying *Life with PlayStation®* has now exceeded 2.6 million*⁶. *Life with PlayStation* offers users a new way to obtain information on a TV monitor in the living room by connecting it to the network via PS3. With “time” and “place” as keywords, *Life with PlayStation* will add more channels to enjoy content on the internet and broaden the world of entertainment beyond the realms of games that is made possible through connecting PS3’s vast computational power to the network.

SCE, along with content providers and users will continue to further expand the entertainment experiences with PS3, PSP and PlayStation Network to create a new world of computer entertainment.

*1 Launched in Japan on November 11, 2006.

*2 PS3: 21.3 million units as of December 2008, PSP: 50 million units as of January 2009.

*3 Launched in July 2008. As of February 2009, over 1,400 movies and 4,400 TV episodes are available for download.

*4 Includes free of charge content (downloadable demos and promotion videos).

*5 As of February 2009.

*6 As of February 2009.

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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 new 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, Sony Computer Entertainment Inc. is an independent business unit of the Sony Group.

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