

Sony Corporation  
Sony Computer Entertainment Inc.

**SONY AND SONY COMPUTER ENTERTAINMENT ANNOUNCE FULL  
RESTORATION OF PLAYSTATION®NETWORK AND QRIOCITY™ SERVICES  
IN JAPAN**

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**Tokyo, July 4, 2011** – Sony Corporation and Sony Computer Entertainment (SCE) announced today that Sony Network Entertainment International (SNEI, the company) will fully restore all PlayStation®Network and Qriocity™ services in Japan on July 6.

As the result of a criminal cyber attack on the company's data-center located in San Diego, California, U.S.A., SNEI shut down the PlayStation®Network and Qriocity™ services on April 20, in order for the company to undergo an investigation and make enhancements to the overall security of the network infrastructure. Implementing new and additional security measures, the company started a phased restoration of services in Japan on May 28. Further, after conducting testing of the payment process and commerce functions, the company restored services in Hong Kong on June 14 and in South Korea on June 24, following full restoration in the Americas, Europe/PAL territories and in some Asian countries and regions on June 2. With the full service restoration in Japan, PlayStation®Network and Qriocity™ services will have been restored in all countries and regions where the services were operated before the system was shut down in April.

For customers in Japan, all services of PlayStation®Network and Qriocity™ including the following items will be available on July 6:

- Full functionality on PlayStation®Store
- In-game commerce
- Ability to redeem vouchers and codes
- Full functionality on “Video On Demand powered by Qriocity™” across all compatible devices
- Full functionality on Media Go

As previously announced, the company will be offering a “Welcome Back” package of services and premium content to all registered customers after the full restoration of services.

“Qriocity” is a trademark of Sony Corporation.

“PlayStation” is a registered trademark of Sony Computer Entertainment Inc.

**About Sony Corporation**

Sony Corporation is a leading manufacturer of audio, video, game, communications, key device and information technology products for the consumer and professional markets. With its music, pictures, computer entertainment and online businesses, Sony is uniquely

positioned to be the leading electronics and entertainment company in the world. Sony recorded consolidated annual sales of approximately \$87 billion for the fiscal year ended March 31, 2011. Sony Global Web Site: <http://www.sony.net/>

**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 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, SCEI is an independent business unit of the Sony Group.

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