



**FOR IMMEDIATE RELEASE**

**PLAYSTATION®PLUS WILL BECOME AVAILABLE FOR  
PLAYSTATION®VITA IN NOVEMBER 2012**

*PlayStation®Vita Owners Will Have Access to Free Games and Other Features  
That Enhance their Gaming Experience*

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**Tokyo, September 19, 2012** – Sony Computer Entertainment Inc. (SCE) today announced that PlayStation®Plus, the subscription service package on PlayStation®Network, will become available for PlayStation®Vita (PS Vita) in November 2012.

By purchasing a PlayStation Plus membership on PlayStation®Store, PS Vita owners will be able to play free games, receive discounts for select titles, and enjoy other benefits unique to the service. A variety of convenient PlayStation Plus subscription options will be available in each country and region, including a 30 day plan (Japan: 500 yen, Asia: HK \$38), a 90 day plan (North America: \$17.99, Europe: €14.99) and a 365 day plan (Japan: 5,000 yen, Asia: HK\$233, North America: \$49.99, Europe: €49.99), meeting the different gaming needs of PS Vita owners.

PlayStation®3 (PS3®) owners with existing PlayStation Plus memberships, as well as first time members through PS Vita, will be able to enjoy PlayStation Plus features and services on both PS3 and PS Vita systems at no extra cost\*<sup>1</sup>.

PlayStation Plus features and services for PS Vita include\*<sup>2</sup>:

- Games

Members will be able to play the full versions of designated content for PS Vita available on PlayStation Store as long as membership is effective, at no extra cost. The lineup of games that will be offered and other details will be announced at a later date.

- Discounts

Members will have access to exclusive discounts on designated content for PS Vita.

- Online Game Save

Members will automatically or manually be able to upload game save data files for compatible games to Online Game Save Storage with 1GB of space on the PlayStation Network\*<sup>3</sup>.

- Automatic content downloads and updates

PS Vita will automatically download designated game demos and game updates, and also download system software updates\*<sup>4</sup>. PS Vita will automatically start up to download content and will enter standby mode after the download has completed.

- Automatic Trophy sync

PS Vita will automatically start up at a designated time to sync Trophy information with PlayStation Network servers.

SCE will continue to strengthen and expand PS Vita platform to meet the gaming and entertainment needs of PS Vita owners.

\*1 PS3 users who will purchase membership to PlayStation Plus for the first time will also be able to enjoy PlayStation Plus services and features for PS Vita.

\*2 Content will vary by region.

\*3 PlayStation Plus members will have 2GB of online game save storage in total, and members will have access 1GB of space for PS3 and PS Vita respectively.

\*4 As the install requires users agreement, it will not be installed automatically.

### **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, develop and markets the PlayStation®2 (PS2®) computer entertainment system, the PSP® (PlayStation®Portable) handheld entertainment system, the PlayStation®3 (PS3®) computer entertainment system and the PlayStation®Vita (PS Vita) portable entertainment system. SCEI has revolutionized home entertainment since they launched PlayStation in 1994. PS2® 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 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 within a

### 3-3-3-3 PlayStation®Plus, The Subscription Service Package On PlayStation®Network, Will Become Available for PlayStation®Vita in November 2012

real world context. SCEI also delivers the PlayStation® experience to open operating systems through PlayStation®Suite, a cross platform and cross device initiative. Headquartered in Tokyo, Japan, SCEI, along with its affiliated companies, Sony Computer Entertainment America LLC., and Sony Computer Entertainment Europe Ltd., and its division companies, Sony Computer Entertainment Japan and Sony Computer Entertainment Asia develops, publishes, markets and distributes hardware and software, and manages the third party licensing programs for these platforms in the respective markets worldwide.

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