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SONY COMPUTER ENTERTAINMENT JAPAN ASIA TO RELEASE SYSTEM SOFTWARE UPDATE VER 1.71 FOR “NASNE” IN JAPAN

Allowing Users to Copy and Back up Data from Their PlayStation®Vita to “nasne”

Tokyo, April 10, 2013 – Sony Computer Entertainment Japan Asia (SCEJA), a division of Sony Computer Entertainment Inc., responsible for business operation in Japan and Asia, announced that it will release a system software update version 1.71 for “nasne™” soon in Japan.

With this update, users will be able to copy and back up various data stored in PlayStation®Vita (PS Vita) to Hard Disc Drive (HDD) of “nasne” via Wi-Fi connection by utilizing “Content Manager” feature of PS Vita. In addition, the version 1.71 will allow users to restore data which is backed up in “nasne” to their PS Vita system, as well as to enhance compatibility with variety of DLNA client devices in addition to further improving the stability of system software. *1*2*3

【Mainly added functions of system software update ver. 1.71】

•Copying Content

A variety of data kept in the memory card for PS Vita including applications, saved game data, photos, music, and videos can be copied to HDD of “nasne”. Copied photos, music, videos are stored in “PHOTO”, “MUSIC”, and “VIDEO” folder respectively in the shared folder of “nasne” named “share1”. In addition to PS Vita, users can access “nasne” from their DLNA compatible devices such as PC to enjoy copied contents.

Supported Data: applications, saved game data, photos, music, videos

*Users can transfer files both separately and collectively.

*Copyright-protected content cannot be transferred.

*Users can access applications and saved game data from “Content Manager” on their PS Vita systems or from “nasne™ HOME”.

• Backing up

Variety of data stored in PS Vita such as bookmarks of the browser and language settings as well as data stored in the memory card for PS Vita can be backed up to HDD of “nasne” in a lump. Even if users mistakenly delete data stored in PS Vita and the memory card for PS Vita, users can restore these data by just transferring backed up files in “nasne” to PS Vita.

Supported Data: Data stored in PS Vita and memory card for PS Vita (system data, applications, saved game data, photos, music, and videos)

*Backed up files are stored by online IDs. Multiple backed up files of PS Vita can be also stored in a “nasne”

*Up to 10 backed up files per single online ID can be stored.

*Trophy or Copyright-protected content cannot be backed up.

*Backed up files of PS Vita stored in “nasne” can be deleted from “Content Manager” of PS Vita or “nasne™ HOME”

The release date for system software update ver.1.71 will be announced when decided at official homepage for “nasne” (<http://nasne.com/>).

SCEJA will continue to aggressively expand the new world of entertainment through the combination of “nasne” and PlayStation platforms as well as various other devices and services.

*1 Broad band internet connection is required to update “nasne”

*2 PS Vita and “nasne” must be on the same home network, with Wi-Fi connection for PS Vita and cabled connection for “nasne”

*3 PS Vita system software ver.2.10 or later is required.

Product Outline

“nasne™”

Product name	nasne™
Product code	CECH-ZNR1J
Release date	August 30, 2012
Recommended retail price (RRP)	16,980 yen (including tax)
Product color	Black
External dimension	Approx. 43 × 189 × 136 mm (width × length × height)
Weight	Approx 460g
RF tuners	Terrestrial: ISTB-T × 1 Satellite: ISDB-S × 1
Channels	Terrestrial: VHF 1-12ch, UHF 13-62ch, CATV C13-C63ch Satellite: BS/CS110° digital (1032-2071MHz)
Internal HDD	SATA 2.5 inch (Capacity:500GB)
Inputs/Outputs	LAN port (100BASE-TX, 1000BASE-T) ANTENNA IN connector ANTENNA OUT connector

	EXT HDD connector (USB 2.0, Type A) B-CAS card slot
Buttons	Power button IP RESET button
Indicators	Power indicator REC indicator IP status indicator HDD access indicator
Power	AC 100V, DC 12V.1.5A
Power consumption	Recording and streaming two videos: 9.5W ECO mode in stand-by: 1.5W
Network Recorder features	DTCP-IP support Live streaming / recorded content streaming of digital terrestrial / satellite television program (for home and mobile devices) 2 recording mode (DR and SLP) support Registration as remote PVR device to be accessed through the internet Trick play / scene search support Resume play
Media Storage Device features	Media server features - DLNA 1.5 support - Live tuner (terrestrial / satellite broadcasting) and DMS streaming of recorded programs - Support image / music / video formats and metadata as PS3® (Some formats not supported) - DMS streaming of image / music / video files on the media server - Support multiple DLNA devices (up to 2 DTCP-IP content streaming or 1 live streaming) File server features - Shared directory configuration - Workgroup configuration
Other features	“nasne™ HOME” web browser application Support an external hard drive ECO mode (Stand-by after 10 minutes without an access) Support “nasne” system software update
Included	“nasne” × 1 AC adaptor × 1 Power cable × 1 LAN cable × 1 RF coaxial cable × 1 B-CAS card × 1 Digital terrestrial broadcasting watching/recorder application for PS3® (Blu-ray™ Disc) × 1 Quick start guide × 1

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 real world context. 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 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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