

PSNSM Commerce Service Overview

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1 About This Document

This document provides an overview of the commerce service provided by PSNSM. The document is to be consulted during the design of titles that use the commerce service, as it discusses the features of PlayStation®Store, products that can be sold or distributed through the service, and application development.

This document is made available to PlayStation®3 licensees, PlayStation®Vita licensees, and PSPTM licensees; there is no distinction made among the PlayStation®3, PlayStation®Vita, and PSPTM unless necessary. The following general terms are used in this document.

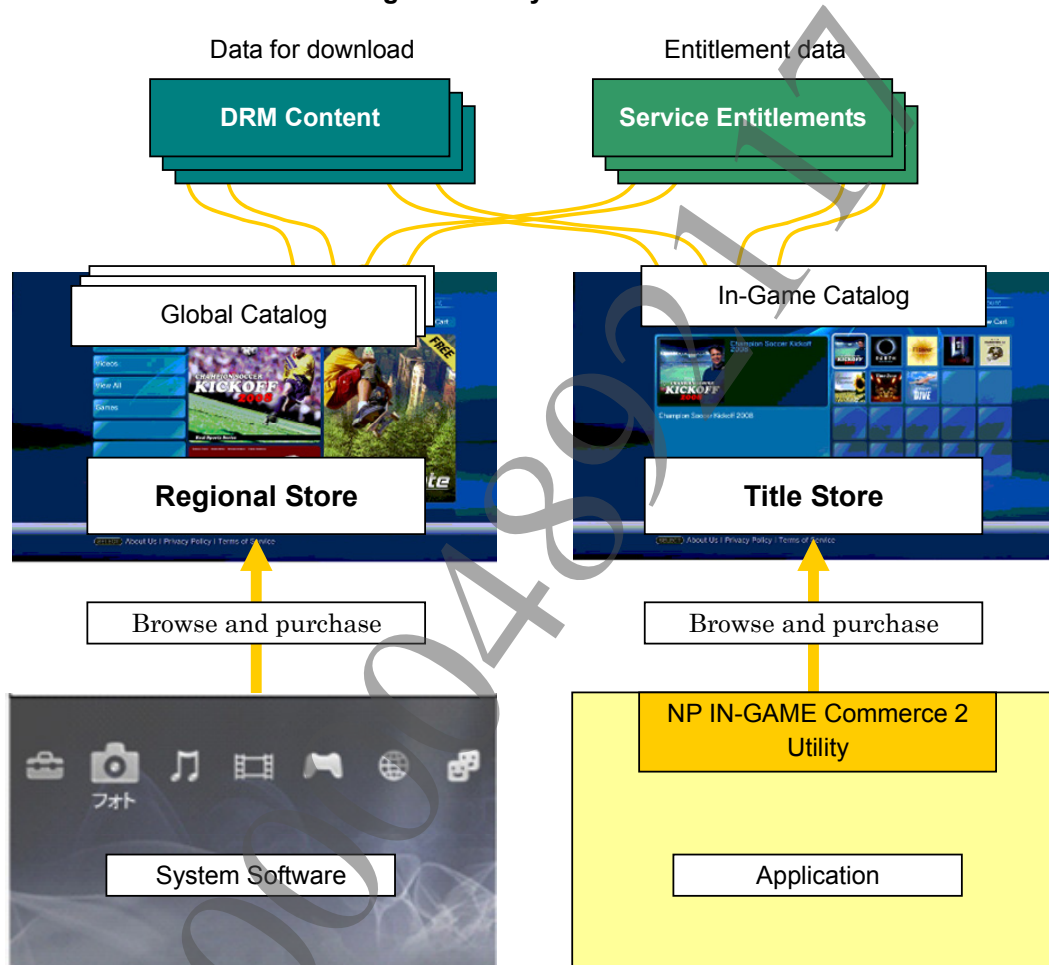
- "Developer Network website"
Refers to the PlayStation®3 Developer Network website, PlayStation®Vita Developer Network website, and the PSPTM (PlayStation®Portable) Developer Network website
- "NP IN-GAME commerce 2 utility"
Refers to the PlayStation®3 client library (NP IN-GAME commerce 2 utility), the PlayStation®Vita client library (NP IN-GAME Commerce 2 library), and the PSPTM client library (NP IN-GAME commerce 2 library)
- "storage"
Refers to the PlayStation®3 internal hard disk drive, a PlayStation®Vita memory card or VC-VC configuration PlayStation®Vita card, and PSPTM Memory StickTM

2 PlayStation®Store

Overview of PlayStation®Store

PlayStation®Store is the online store of the PSNSM commerce service. The products provided in PlayStation®Store can be configured using a combination of two types of data. One is DRM content (a program or data downloaded by the user) and the other is service entitlement (entitlement data managed on the server of PSNSM).

Figure 1 PlayStation®Store



Regional Store and Title Store

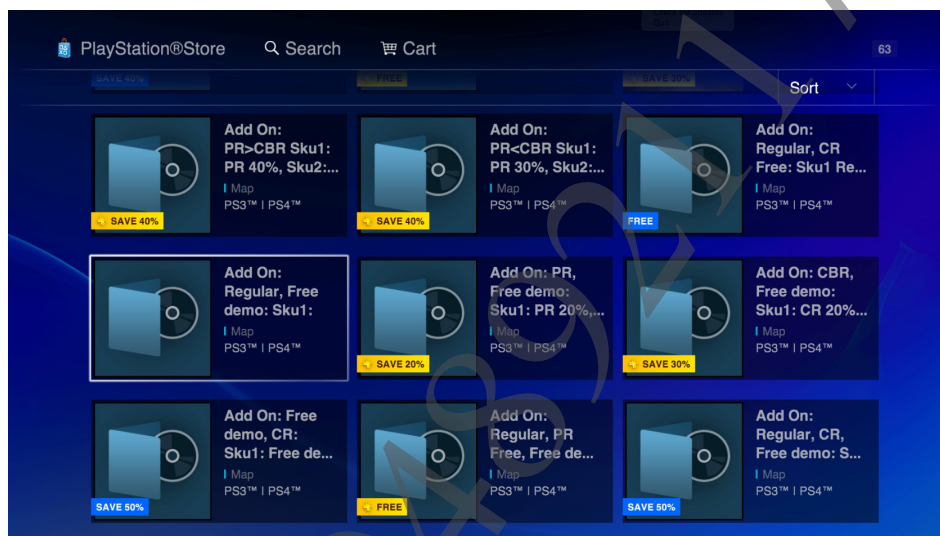
PlayStation®Store consists of the Regional Store, which can be accessed from the system software menu, and the Title Store, which can be accessed from the application.

The Regional Store is run by country/region. When the user selects "PlayStation®Store" from the system software menu, the Regional Store of the user's country/region of residence can be accessed. A list of products offered for the region will be displayed. In other words, the Regional Store can be used without any dependency on the application. It is appropriate for selling downloadable games or distributing demos/trial versions of games, for example.

Note

If you are planning to sell or distribute a product from the Regional Store, please contact SCE.

Figure 2 Regional Store



The Title Store is unique to an application, and cannot be accessed from the system software screen or from a different application. The process of purchasing a product entails the obtaining of the product list from the server of PSN™ within the application, and having the end user select a product (create and provide an appropriate user interface) to make a purchase. Product list obtainment and purchase processing can be performed using the NP IN-GAME commerce 2 utility APIs. The Title Store is appropriate for selling and distributing additional items to be used in the application, for example.

Note

With the NP IN-GAME commerce 2 utility for PlayStation®3 and PlayStation®Vita, the entire process (from obtaining the product list to displaying the products and purchase processing) can be executed by calling up features of the system software.

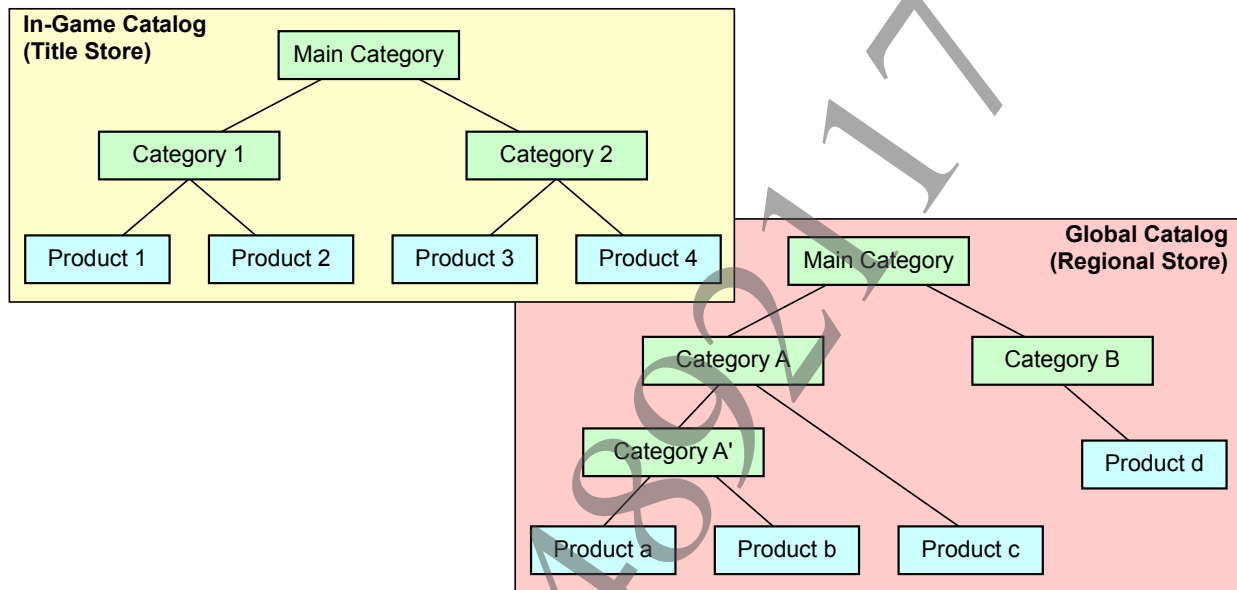
PlayStation®Store has a separate, regional store for PlayStation®3, PlayStation®Vita, and PSP™/PC. There is also a title store for each title.

Global Catalog and In-Game Catalog

A catalog manages the products and categorization information of products displayed in the Regional Store and Title Store. Products available in both stores are placed on the same server, but the availability in the respective stores will depend on the catalogs, which are created separately for each store. The catalog for the Regional Store is called a global catalog and the catalog for the Title Store is called an in-game catalog.

The categories to which a product belongs can be configured as necessary, as shown in the sample tree structures below.

Figure 3 Catalog Structure



Catalogs can be created using the NPMT (Network Platform Management Tool). For operation instructions on the NPMT, refer to the document "NP Product Management Guide".

Wallet

Payment in PlayStation®Store is made by deducting the price of a product from the user's "wallet", which should be charged with a certain amount of money beforehand by the user. This wallet system enables the efficient sales of relatively inexpensive products.

A wallet unit corresponds to the currency unit of the applicable country/region of the user. Product price must be set in the currency of the country/region to where the product is to be provided.

A wallet can only be held by a master account (parent user). The price of a product purchased from a sub-account (child user) will be deducted from the wallet of the master account. If it is necessary to set a limit of monthly spending, a system is provided for doing so.

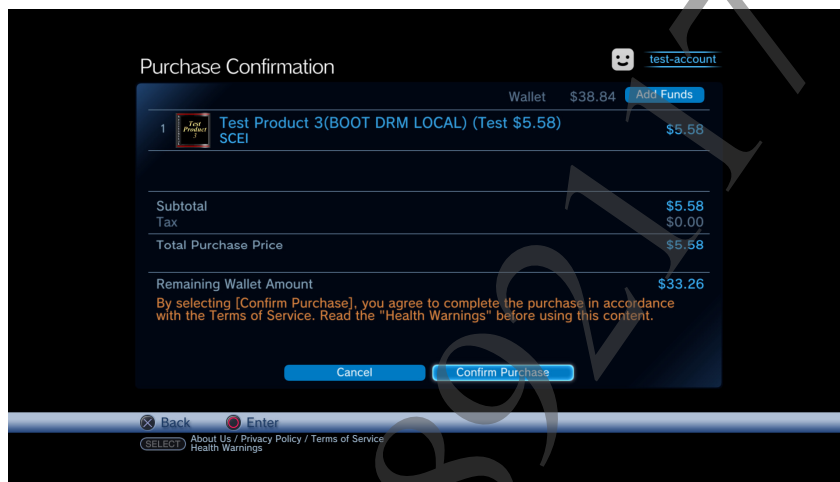
Reference: Operation upon Purchase

When purchasing a product from PlayStation®Store, if the product contains DRM content, that DRM content will be downloaded and installed following payment (checkout). Although this process is carried out by the system software or the NP IN-GAME commerce 2 utility, it will be described here.

(1) Checkout

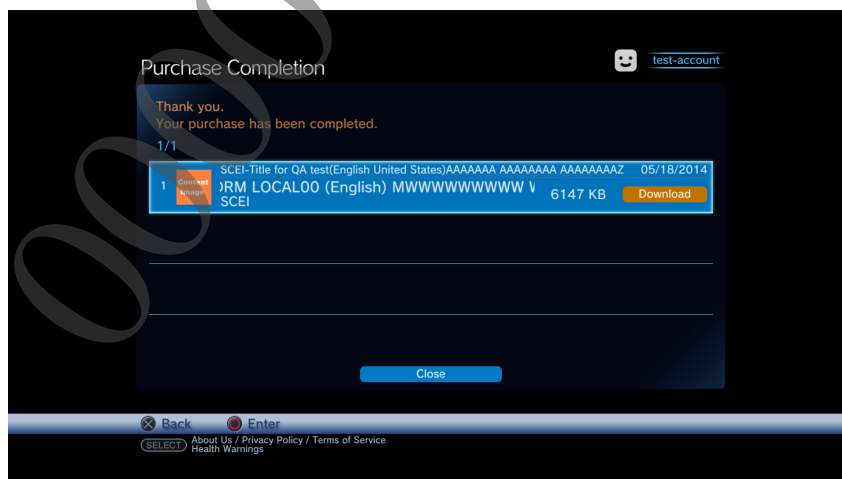
When the purchasing process is started, the checkout confirmation screen will open. If the "Confirm Purchase" button is clicked here, the purchase is finalized and the charge is deducted from the user's wallet. The screen will then change to the purchase completion and download confirmation screen.

Figure 4 Checkout Confirmation Screen



At the purchase completion and download confirmation screen, a list of DRM contents included in the product will be shown. Click on the "Download" button at the right to download and install the applicable DRM content. Click on the "Continue Shopping" button to complete the purchasing process without downloading or installing DRM content (purchase processing can be carried out again at a later time).

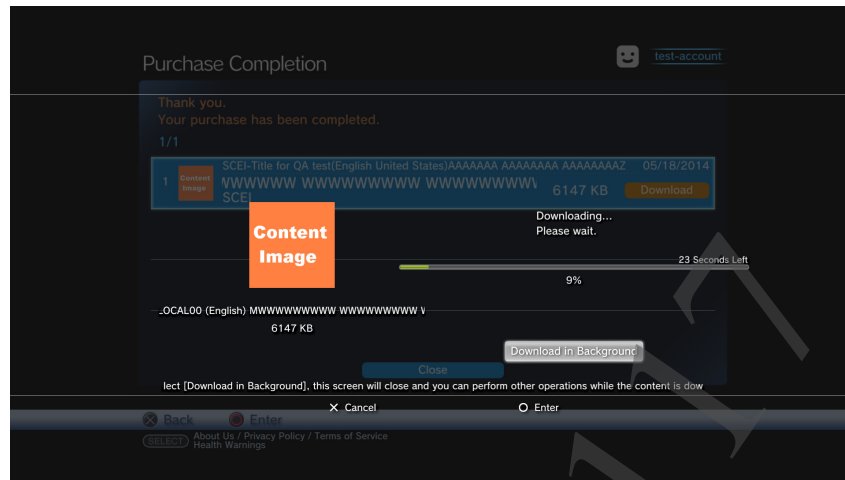
Figure 5 Purchase Completion and Download Confirmation Screen



(2) Download and install

Click on the "Download" button to download DRM content and to save it to storage.

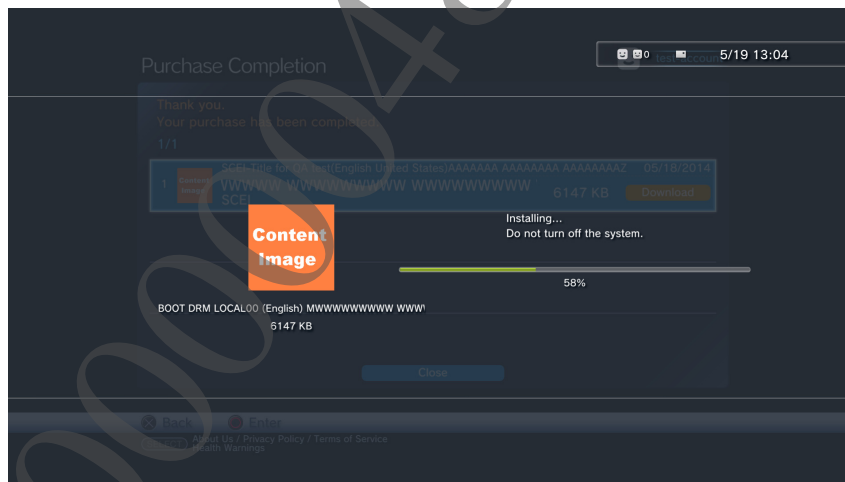
Figure 6 Download Processing Screen



On PlayStation®3, "Perform in Background" can be selected while the item is being downloaded, in which case the system software will execute the download in the background. In such cases, the downloaded content will not be installed in the game. To install it, it will be necessary to select the item later from the Game column in the system software.

Downloads can be cancelled during processing.

Figure 7 Installation Processing Screen



When the download completes, installation will start (if the download was not executed in the background). Installations cannot be cancelled.

The image is a screenshot of a mobile application interface, specifically the 'Purchase Completion' screen. At the top, the title 'Purchase Completion' is displayed in a light blue font. Below the title, a confirmation message reads: 'Thank you. Your purchase has been completed.' followed by '1/1'. A list of purchased items is shown below. The first item is 'SCEI-Title for QA test(English United States)AAAAAAAA AAAAAAAZ' with a price of '\$0.00' and a purchase date of '05/18/2014'. The item is marked as 'Installed' and 'Downloaded'. A large orange square with the text 'Content Image' is overlaid on the item details. To the right of the item, it says '6147 KB' and 'Download'. At the bottom, there is a 'Close' button. The bottom navigation bar shows 'Back' and 'Enter' buttons, and a footer with 'About Us / Privacy Policy / Terms of Service / Health Warnings'.

When you exit from the installation completion screen, you will return to the purchase completion and download confirmation screen. When purchasing multiple download contents, you can consecutively install contents by repeating this procedure.

3 Products

Types of Products Distributed in PlayStation®Store

The products distributed in PlayStation®Store are configured from the following two types of content.

- DRM content: Software and data downloaded by the user and saved to storage
- Service entitlement: Entitlement data managed on the server of PSNSM that can have a set validity period or a limited number of usage times

The following are some examples.

Downloadable Game Applications

An example of a product that can be distributed from PlayStation®Store is an application that is booted from storage. It is also possible to distribute free demos/trial editions of game packages.

The application will be downloaded and installed by the system, so there is no need for the application to take note of the download and installation processing.

On PlayStation®3, downloadable applications are called "HDD boot games". Due to their slight differences, HDD boot games and disc boot games must be developed separately.

On PlayStation®Vita and PSPTM, no such distinction is necessary. On PSPTM, it is even possible to create downloadable games from the masters of UMDTM games that have already been published.

Additional Items

Data of additional scenarios, characters, and items to be used in the application can be distributed as products. (Multiple additional items can be provided for a single application.) Instead of distributing the actual data, it is also possible to distribute a flag that corresponds to the applicable data.

The data is stored to storage as game data, which means that it is stored within the application-specific game data directory. The subdirectory and filename must be specified in advance.

Trial + License Key

On PlayStation®3, users are allowed to "purchase games". On PlayStation®Vita, users can obtain "upgradable applications". These mechanisms can be used to distribute free trial versions of applications, with certain restrictions in functionality, and then sell license keys to unlock the restrictions.

Custom Themes/System Software Themes

"Theme files" (for PlayStation®3) and "theme data" (for PlayStation®Vita) that customize the icons and background images of the system software can be distributed.

Consumable Items

Consumable items can be realized using service entitlements, the right to consume an item a certain number of times. Ammunition is an example of a consumable item, which can be used only a certain number of times in a game.

The number of times a service entitlement has been used is managed on the server of PSNSM. The application must use the ticketing API in the SDK to find out the number of usable times left in an item and to notify the server of the number consumed. Thus, even if data on storage is lost due to hardware problems or user operation, the number of times an item has been used can be managed safely.

Subscription

Monthly billing of game server accesses for MMORPG and other fee-based subscription services can be realized using service entitlements with validity periods. It is also possible to provide subscription services without a validity period, or to set automatic updates for services that reach their expiration date.

There are three ways to determine whether a service is available to a user. The first is for the application to use a ticketing API and obtain information from the server of PSNSM. The second is for the game server to use a service called S2S to obtain the relevant information from the server of PSNSM. The third method is for the application to obtain information from the server of PSNSM via a ticketing API, transfer the data to the game server, and then have the game server use a library called TCM to determine the availability of the service.

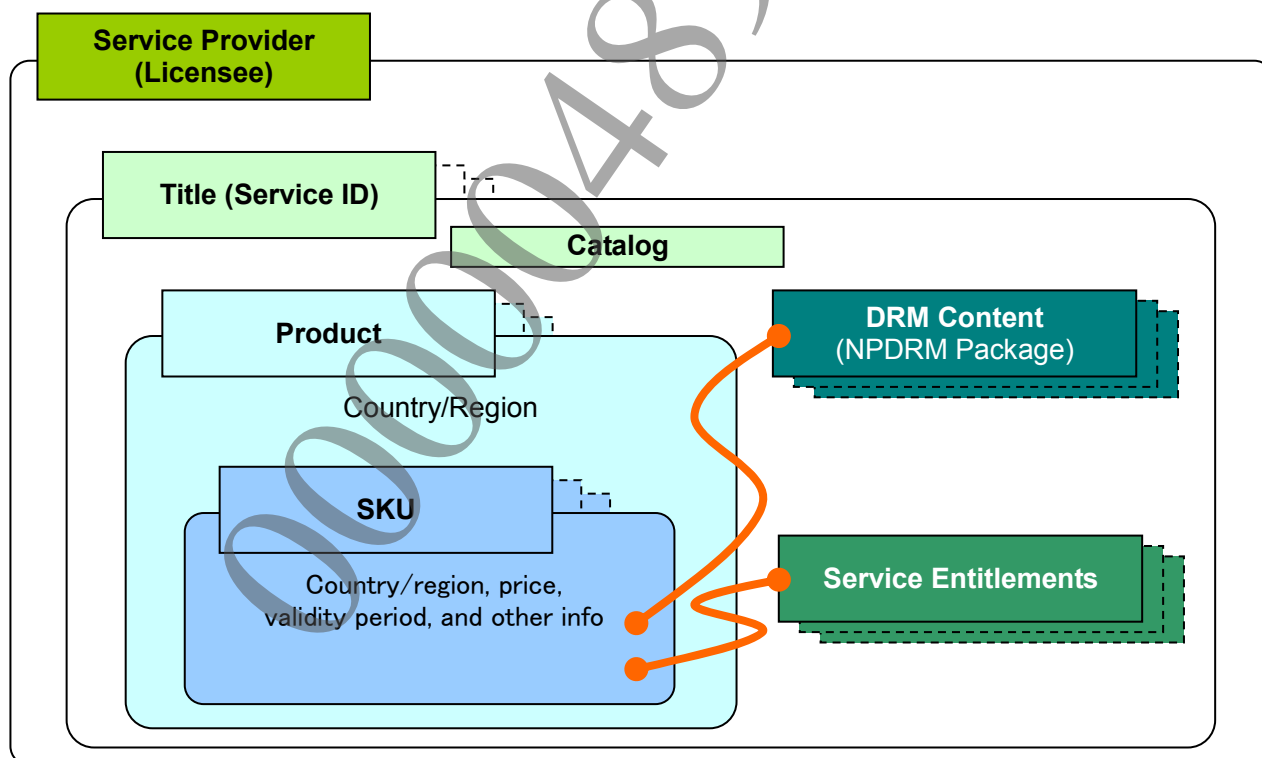
Eligibility Rules

PlayStation®Store makes use of eligibility rules, which control the display of products to a user depending on the user's purchase history. For example, it is possible to show the expansion pack for a game only to users who have purchased the actual game, or to allow the user to choose from two possible expansion packs.

Product Structure

The products distributed through PlayStation®Store have a hierarchical structure as shown in the figure below, with "Title", "Product", and "SKU" layers. DRM content and service entitlements are linked to the SKU layer.

Figure 9 Products and SKUs



Title

A title is identified by its Service ID. It is possible to set each title with information of the country/region where it is available, and the rating per country/region.

Note

A Service ID must not be shared among multiple license areas. Register a Service ID for each area that the title is available.

Product

A Product refers to a single product unit. Each Product can have information of the countries/regions where it is available, age restrictions, and rating. Products are not assigned prices. The price is set to the SKU.

SKU

An SKU is the unit of purchase. Usually, one Product corresponds to one SKU, but it is also possible for one Product to have multiple SKUs, as in the examples below.

- When providing consumable items in different quantities (sets of 5, 10, 50, etc.)
- When providing subscriptions with different validity periods (1 month, 3 months, 6 months, etc.)

These types of products are displayed under a single Product in PlayStation®Store, and the user will make a selection for the purchase.

Note

Contact SCE when considering these types of products.

In certain instances, it is necessary for one Product to have multiple SKUs, in order to set appropriate eligibility rules.

An SKU must have at least one DRM content or service entitlement assigned to it. One SKU can have multiple DRM content or service entitlements. It is also possible to assign the same DRM content or service entitlement to different SKUs.

When the user purchases an SKU, the user has purchased the DRM content or service entitlement linked to that SKU.

Note

To prevent users from mistakenly purchasing the same SKU, an SKU for a fee cannot be checked out (though it is visible) if all the DRM content and service entitlements associated with the SKU have already been purchased by the user, and furthermore, there are no restrictions such as validity periods or number of usable times.

For example, suppose item A and item B are available singly, but also as a paired set. If A and B have been purchased individually, the set, though visible, will not be available for purchase.

This kind of product configuration requires an appropriate configuration of eligibility rules.

The price of an SKU is set per country/region in the local currency. Set both a suggested retail price and a wholesale price. A price based on these figures will be set by SCE in PlayStation®Store.

The validity period or number of usable times of a service entitlement is set to the SKU, and not the service entitlement itself.

Eligibility rules are also set to the SKU.

Note

The SKU described here is the Standard SKU. Other types of SKUs exist, but are not usually used: the ContentLink SKU for distributing movies and images without DRM protection, and the Voucher SKU for the prepaid card for PlayStation®Store and promotion code.

DRM Content

DRM content is a product provided in the form of downloadable software. One DRM content corresponds to one "NPDRM package", which has the encoded program and data files in a prescribed format.

There are different NPDRM packages types for different purposes.

- PlayStation®3
 - Game data package
 - HDD boot game package
 - License key package
 - Custom theme package
- PlayStation®Vita and PSP™
 - Downloadable game package
 - Additional game data package

When the user purchases and downloads DRM content, the corresponding NPDRM package is installed to storage. Access rights to the installed files are managed according to the user's Sony Entertainment Network account. This prevents the files from being accessed if they are simply copied to storage (not installed per the official method). Encoding helps prevent file tampering, and setting an encoding key can prevent the data from being read by illicit programs.

Note

Typical product configurations with DRM content and the necessary precautions are available in the following documents.

- PlayStation®3: "PlayStation®Store Content Guidelines"
- PlayStation®Vita: "PlayStation®Store Content Guidelines for PlayStation®Vita"
- PSP™: "PSP™ PlayStation®Store Content Guidelines"

Service Entitlement

A service entitlement is a product that gives certain privileges to the user. It can be a subscription to game play, or the rights to use a certain item in a game. Entitlements are managed on the server of PSN™. The application obtains a "ticket" from the server of PSN™ to see if the user has certain privileges.

It is possible to set validity periods (the number of days a user will be able to use the entitlement after the purchase) or the number of usable times. These restrictions are not specified to the service entitlement itself, but to the SKU linked with the service entitlement.

If a validity period is specified, the user will lose the entitlement after the set period passes, and the tickets obtained from the server of PSN™ will no longer include entitlement information. The application simply needs to check if a ticket includes entitlement information; if there is no entitlement information, the entitlement has either expired or has not been purchased.

If the user purchases the service entitlement again within the validity period, the validity period is extended.

It is also possible to set a validity period that is automatically extended. In other words, when the validity period ends, the user's wallet is automatically charged for extending the validity period.

Note

Contact SCE in advance to use the automatic extension feature.

If the number of usable times is set, the application can obtain information from the server of PSN™ to find out how many more times the user is allowed to use the service entitlement. The application can also send a request to the server of PSN™ to have a specified number of times consumed.

Product Configuration and Management

Various operations - including the configuration of a product using DRM content and service entitlement, setting the usage term or eligibility rules, setting the price, and setting the description text and image to be displayed in PlayStation®Store - can be performed using a web tool called the NPMT (Network Platform Management Tool).

For operation instructions on the NPMT, refer to the document "NP Product Management Guide". This document also provides a detailed description of product configurations.

DRM

The DRM (Digital Rights Management) of the PSN™ commerce service is carried out as follows.

- Product purchases are recorded per Sony Entertainment Network account. On PlayStation®3, product purchases are recorded per user (because multiple users are allowed).
- There are no restrictions on users, but only certain machines can be used.
On PlayStation®3, DRM content can be used not just by the purchaser but by any local user registered on the PlayStation®3 where the content was purchased.
On PSP™, DRM content installed to a Memory Stick™ cannot be used on another PSP™ that has been authenticated using another account. In the same way, on PlayStation®Vita, DRM content installed to a memory card/PlayStation®Vita card cannot be used on another PlayStation®Vita that has been authenticated using another account.
- On PlayStation®3, the user cannot store DRM content to a recording medium, such as the Memory Stick™ (although this becomes possible if the application stores it first as save data)

Promotion Code

A promotion code is a code that can be redeemed for specific PlayStation®Store products and is a character string in a format of three sets of alphanumeric characters connected by hyphens.

Example: AAAA-A111-111A

Instead of directly purchasing products from PlayStation®Store, by entering promotion codes in the code input forms of various devices compatible with PSN™, users can receive DRM content and service entitlements that are linked to these promotion codes. In other words, by making specific users aware of a promotion code through methods such as placing a piece of paper with a promotion code printed on it in a limited edition package, distributing it to visitors at events, or placing it inside magazines, you can distribute exclusive, special products to users.

The number of times a single promotion code can be redeemed for a product (the number of redemptions possible) is normally set to 1 so that a product is distributed once to each user, but it is also possible to set it to multiple times. By doing this, it is possible to create scenarios such as a bonus item that can be downloaded by up to five family members and/or friends.

Note

Once the number of redemptions possible has been set, it cannot be changed.

When creating an SKU that corresponds to a promotion code, select "Voucher" for the SKU Type. Voucher type SKUs will not appear in PlayStation®Store, they can only be obtained by inputting promotion codes.

Obtain promotion codes by submitting an application to SCEJ/SCEA/SCEE/SCE Asia. The number of times a promotion code can be issued, the number issued, the distribution method, and the distribution conditions vary depending on the region. Please inquire in advance.

Note

In addition to product promotion codes, development/test promotion codes can also be obtained upon request. The number of times a test promotion code can be issued and the number of days required for issuing also vary depending on the region, so inquire with the SCE branch corresponding to your region.

The PlayStation®3 NP IN-GAME commerce 2 utility and the PlayStation®Vita application utility library have two promotion code input features, one is a mode where users can input a code starting on the code input screen, and one is a mode where the code is specified by the application and the code input screen is skipped. The PSP™ Store Checkout utility only provides the former mode.

Voucher type SKUs differ from standard SKUs in that it is not possible to check if a Voucher type SKU is in a state where it has been purchased. However, with the same methods used for standard SKUs it is possible to check if a user can use the DRM content/service entitlement redeemed with a promotion code. In the case of DRM content check if the content can be accessed using the PlayStation®3 NP DRM utility, PlayStation®Vita application utility library, or PSP™ NPDRM library, and in the case of service entitlement check whether or not the entitlement is included in the ticket.

4 Various Information

Countries/Regions, Languages and Currencies Supported by PlayStation®Store

The table below shows the countries/regions, languages and currencies supported by PlayStation®Store.

Please note that the information provided below may be added to, or changed at any time in accordance with the support of PSNSM. These additions/changes are not dependent on SDK updates – please avoid programming that requires one of the information below to be returned.

License Area	Country/Region	Language	Currency	Currency Code
SCEA	Argentina	English Spanish	US Dollar	USD
	Brazil	English Portuguese	Brazilian Real	BRL
	Canada	English French	Canadian Dollar	CAD
	Chile	English Spanish	US Dollar	USD
	Colombia	English Spanish	US Dollar	USD
	Mexico	English Spanish	US Dollar	USD
	Peru	English Spanish	US Dollar	USD
	United States	English	US Dollar	USD
SCEE	Australia	English	Australian Dollar	AUD
	Austria	German	Euro	EUR
	Bahrain	English	US Dollar	USD
	Belgium	French Dutch	Euro	EUR
	Bulgaria	English	Bulgaria Leva	BGN
	Croatia	English	Croatia Kuna	HRK
	Cyprus	English	Euro	EUR
	Czech Republic	English	Czech Koruna	CZK
	Denmark	English Danish	Danish Krone	DKK
	Finland	English Finnish	Euro	EUR
	France	French	Euro	EUR
	Germany	German	Euro	EUR
	Greece	English	Euro	EUR
	Hungary	English	Hungary Forint	HUF
	Iceland	English	Euro	EUR
	India	English	India Rupee	INR
	Ireland	English	Euro	EUR
	Israel	English	Israel New Shekel	ILS
	Italy	Italian	Euro	EUR
	Kuwait	English	US Dollar	USD
	Lebanon	English	US Dollar	USD
	Luxembourg	German French	Euro	EUR
	Malta	English	Euro	EUR

License Area	Country/Region	Language	Currency	Currency Code
	Netherland	Dutch	Euro	EUR
	New Zealand	English	New Zealand Dollar	NZD
	Norway	English Norwegian	Norwegian Krone	NOK
	Oman	English	US Dollar	USD
	Poland	English Polish	Polish Złoty	PLN
	Portugal	Portuguese	Euro	EUR
	Qatar	English	US Dollar	USD
	Romania	English	Romanian leu	RON
	Russia	Russian	Russian Ruble	RUB
	Saudi Arabia	English	US Dollar	USD
	Slovakia	English	Euro	EUR
	Slovenia	English	Euro	EUR
	South Africa	English	South African Rand	ZAR
	Spain	Spanish	Euro	EUR
	Sweden	English Swedish	Swedish Krona	SEK
	Switzerland	French German Italian	Swiss Franc	CHF
	Turkey	English Turkish	Turkey New Lira	TRY
	UAE	English	US Dollar	USD
	UK	English	British Pound	GBP
	Ukraine	Russian	Ukrainian Hryvnia	UAH
SCE Asia/SCEK	Hong Kong	English Traditional Chinese Simplified Chinese	Hong Kong Dollar	HKD
	Indonesia	English	Indonesian Rupiah	IDR
	Korea	Korean	South Korean Won	KRW
	Malaysia	English	Malaysian Ringgit	MYR
	Singapore	English	Singapore Dollar	SGD
	Taiwan	English Traditional Chinese	New Taiwan Dollar	TWD
	Thailand	English	Thai Baht	THB
SCEJ	Japan	Japanese	Japanese Yen	JPY

Text Required in the EULA

For titles that apply to all of the conditions below, the EULA (End User License Agreement) to be displayed within the title must include SCE-specified text, as specified in the TRC (Technical Requirements Checklist). The applicable requirements are PlayStation®3 TRC R208, PlayStation®Vita TRC R3050, and PSP™ TRC R1161, respectively.

- Titles for SCEA/SCEE
- Titles with a feature to access the title store
- Titles that display an EULA provided by a publisher within the title

The required text is provided below. Please select the appropriate text according to the title's target region and corresponding language.

Table 1 SCEA-specified EULA Text

Language	Text
English	Purchase and use of items are subject to the Network Terms of Service and User Agreement. This online service has been sublicensed to you by Sony Computer Entertainment America.
French	L'achat et l'utilisation des articles sont soumis aux Conditions d'utilisation et à l'Accord utilisateur de Network. Une sous-licence d'utilisation de ce service en ligne vous a été concédé par Sony Computer Entertainment America.
Spanish	La compra y uso de artículos están sujetos a los Términos de Servicio y Acuerdo de Usuario de la Network. Una sublicencia de este servicio online le ha sido otorgada por Sony Computer Entertainment America.
Brazilian Portuguese	A compra e o uso de itens estão sujeitos aos Termos de serviço e Contrato do usuário da Network. Este serviço online foi sublicenciado a você pela Sony Computer Entertainment America.

Table 2 SCEE-specified EULA Text

Language	Text
English	"Any content purchased in an in-game store will be purchased from Sony Network Entertainment Europe Limited ("SNEE") and be subject to Sony Entertainment Network Terms of Service and User Agreement which is available on the PlayStation®Store. Please check usage rights for each purchase as these may differ from item to item. Unless otherwise shown, content available in any in-game store has the same age rating as the game."
French	"Tout contenu acheté dans la boutique d'un jeu est acheté à Sony Network Entertainment Europe Limited ("SNEE") et est soumis aux Conditions d'utilisation et Accord utilisateur de Sony Entertainment Network disponibles sur PlayStation®Store. Vérifiez les droits d'utilisation lors de chaque achat car ceux-ci peuvent varier d'un article à l'autre. Sauf indication contraire, la classification du contenu disponible dans la boutique d'un jeu est identique à celle du jeu lui-même."
Italian	"Tutti i contenuti acquistati in un negozio in-game saranno acquistati da Sony Network Entertainment Europe Limited ("SNEE") e saranno soggetti ai Termini di servizio e alle Condizioni d'uso di Sony Entertainment Network disponibili su PlayStation®Store. Consulta i diritti d'uso per ogni acquisto effettuato, poiché possono differire in base al contenuto. Se non diversamente specificato, i contenuti disponibili nei negozi in-game sono rivolti ad utenti con la stessa età consigliata per il gioco."
German	"Alle Inhalte, die in In-Game-Shops käuflich erworben werden, werden von Sony Network Entertainment Europe Limited („SNEE“) erworben und unterliegen den Nutzungsbedingungen und der Endbenutzervereinbarung von Sony Entertainment Network, die über PlayStation®Store eingesehen werden können. Wir empfehlen, die Nutzungsrechte für jedes erworbene Produkt zu überprüfen, da sie sich von Fall zu Fall unterscheiden können. Sofern nicht anders angegeben, gilt für sämtliche Inhalte, die in In-Game-Shops erhältlich sind, dieselbe Altersfreigabe wie für das entsprechende Spiel."
Spanish	"Cualquier contenido adquirido en una tienda del juego se le comprará a Sony Network Entertainment Europe Limited ("SNEE") y estará sujeto a los Términos de servicio / Acuerdo de usuario de Sony Entertainment Network que está disponible en PlayStation®Store. Le rogamos que compruebe los derechos de uso en cada compra, ya que pueden variar según el producto. A menos que se indique lo contrario, el contenido disponible en una tienda del juego tiene la misma clasificación por edades que el juego."
Russian	"Любой товар, приобретенный во внутриигровом магазине, будет являться покупкой у компании Sony Network Entertainment Europe Limited ("SNEE") и подчиняться Условиям предоставления услуг Sony Entertainment Network, с которыми можно ознакомиться в PlayStation®Store. Пожалуйста, ознакомьтесь с правами использования – они могут быть различными для разных продуктов. Если не указано иное, товар в любом внутриигровом магазине имеет ту же возрастную категорию, что и игра."
Dutch	"Elke content die in een winkel in het spel is gekocht, wordt gekocht van Sony Network Entertainment Europe Limited ("SNEE") en is onderworpen aan de servicevoorwaarden van Sony Entertainment Network die bij PlayStation®Store verkrijgbaar zijn. U dient de gebruiksrechten te controleren omdat deze per item kunnen verschillen. Tenzij anderszins vermeld, gelden dezelfde leeftijdsbeperkingen voor content die in een winkel in het spel beschikbaar is als voor het spel zelf."
Portuguese	"Qualquer conteúdo comprado numa loja de jogo é comprado à Sony Network Entertainment Europe Limited ("SNEE") e está sujeito aos Termos de Serviço e Acordo de Utilizador da Sony Entertainment Network, disponíveis na PlayStation®Store. Verifique os direitos de utilização relativos a cada compra, uma vez que estes podem diferir de um artigo para outro. Salvo indicação em contrário, o conteúdo disponível em qualquer loja de jogo possui a mesma classificação etária que o próprio jogo."

Language	Text
Turkish	Oyun içi mağaza içinden satın alınan tüm içerik Sony Network Entertainment Europe Limited ("SNEE") şirketinden satın alınacak olup, PlayStation®Store'da bulunan Sony Entertainment Network Hizmet Şartları'na tabidir. Öğeden öğeye farklılık gösterebileceği için lütfen her satın almaya ilişkin kullanım haklarını kontrol edin. Aksi belirtilmediği müddetçe, oyun içi mağazadan satın alınan içerik, oyunla aynı yaş sınıflandırmasına sahiptir.
Polish	Zawartość zakupiona za pośrednictwem sklepu udostępnionego w grze oznacza, że została ona zakupiona od firmy Sony Network Entertainment Europe Limited („SNEE”) i podlega Warunkom świadczenia usług obowiązującym w sieci Sony Entertainment Network, z którymi można zapoznać się w sklepie PlayStation®Store. Prawa użytkownika należy sprawdzać przy każdym zakupie, ponieważ mogą one być różne w zależności od pozycji. Jeśli nie zaznaczono inaczej, zawartość dostępna w dowolnym sklepie udostępnionym w grze jest objęta tą samą klasyfikacją co gra.
Finnish	Kaikki pelin sisäisistä kaupasta ostettu sisältö ostetaan Sony Network Entertainment Europe Limitediltä ("SNEE"), ja se on Sony Entertainment Network –palvelun käyttöehtojen alaisista. Nämä käyttöehdot saa PlayStation®Store-kaupasta. Tarkista kunkin ostoksen käyttöoikeudet, sillä ne voivat vaihdella kohteesta toiseen. Ellei toisin ilmoiteta, pelin sisäisessä kaupassa myytävien sisältöjen ikäluokitus on sama kuin pelin.
Danish	Alt indhold, der købes fra en butik i et spil, købes gennem Sony Network Entertainment Europe Limited ("SNEE") og er underlagt Sony Entertainment Networks Betingelser for tjenesteydelse, som findes på PlayStation®Store. Kontroller rettighederne til brug for hvert enkelt køb, da de kan være forskellige fra vare til vare. Medmindre andet er vist, har indhold, som er tilgængeligt i en butik i et spil, den samme aldersklassifikation som spillet.
Norwegian	Alt innhold som blir kjøpt i en butikk i spillet, kjøpes fra Sony Network Entertainment Europe Limited ("SNEE") og er underlagt tjenestevilkårene til Sony Entertainment Network som kan leses på PlayStation®Store. Kontroller bruksrettighetene for hvert kjøp, da de kan variere for ulike gjenstander. Innholdet som er tilgjengelig i butikken har samme aldersgrense som spillet, med mindre noe annet er angitt.

5 Development Support

Development Support Tools and Client Libraries

To manage access privileges to development environment, to create and manage products and catalogs, and to set service entitlements, use the following tool. For details, refer to the document "NP Product Management Guide".

- NPMT (Network Platform Management Tool)

There are separate tools provided for the PlayStation®3, PlayStation®Vita, and PSP™, for creating DRM content. For details, refer to the following documents.

- PlayStation®3
 - "NPDRM Package Requirements"
- PlayStation®Vita
 - "Package Generator User's Guide"
- PSP™
 - "PSP™ Downloadable Game Package Creation Guide"
 - "PSP™ Additional Game Data Package Creation Guide"
 - "SMT Simple Authoring Service Users Guide"

To access the Title Store from within the application, use the following utility/library.

- NP IN-GAME commerce 2 utility (PlayStation®3)
- NP IN-GAME Commerce 2 library (PlayStation®Vita)
- NP IN-GAME commerce 2 library (PSP™)

A feature to preview the Title Store is provided from the system software menu. It is also possible to test the purchasing process using a special credit card number/prepaid card number, by which your wallet can be charged without an actual deduction being made from your account.

To verify service entitlements within the application, use the following utility/library.

- NP basic utility (PlayStation®3)
- NP Auth library (PlayStation®Vita)
- np_auth library (PSP™)

Server Types

The server of PSN™ is separated into three as follows.

- "Development environment" used by developers
- "QA environment" for SCE to perform QA work
- "Production environment" to be used by end users

Each of these servers is independent. Changes made in the development environment, for example, do not affect the QA environment or the production environment.

Processing Necessary on the Developer Network

It is necessary to perform several processing on the Developer Network website when developing an application. These include obtaining the NP Title ID (product number) and applying for an access privilege to access the development environment.

For details, contact SCE via the Developer Network website.

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