





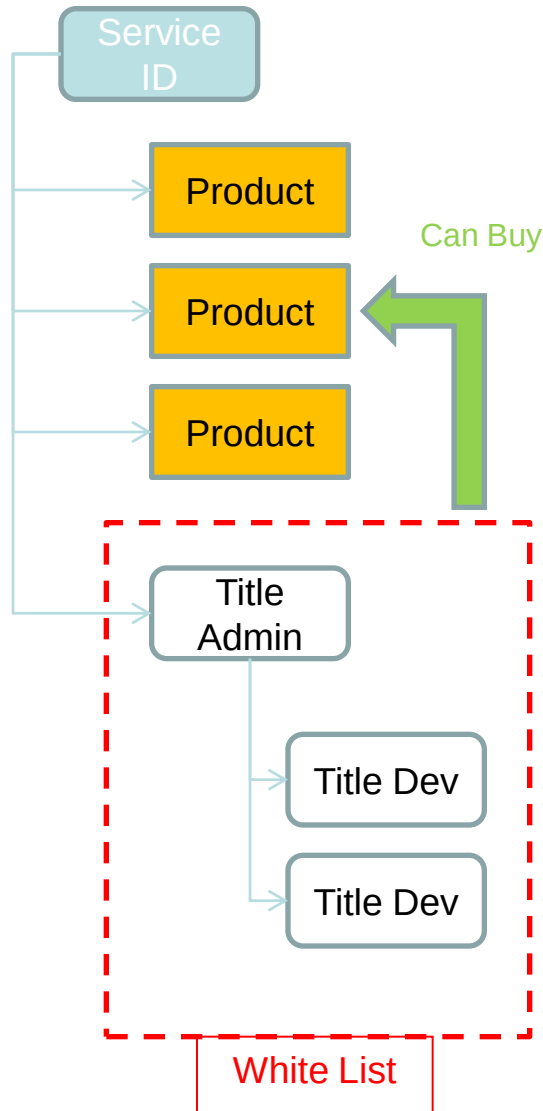
Important Notice on commerce in PS Home

Sony Computer Entertainment Inc.

What Happened on 15th September 2011

- ⬠ *PS3 game title's security policy is that developers can buy only a product which is created by the developer.*
- ⬠ *This has been controlled by a white list attached to a Service ID in "NP-Product Management Tool (NPMT)".*
- ⬠ *PS Home has been work-arounding the above policy, and PS Home hadn't required to register your account to NPMT until 15th September 2011.*
- ⬠ *The PSN server was patched on 15th September 2011, and the above policy was severely applied to PS Home. Therefore, every PS Home users cannot buy anything until their account will be registered to a white list.*
- ⬠ *As this is security policy, there is no workaround to have old behavior.*

What Need to Do



⏏ Your SEN account needs to be registered to your Service ID in NP Product Management Tool (NPMT).

1. When you submit **“Commerce Item Store ID & Rating Request Form”** and **“Scene Entitlement Object Request Form”** please send the following information, too.

- Regional Sign-In ID (e-mail address) of your SEN account
- Source IP Address to access NPMT

2. SCE will create a Title Admin account for you.

3. Log-in NPMT using the Title Admin account

- How to use NPMT can be found in “NP-Product Management_Guide” in PS3 DevNet (Resources > PlayStation®Network > Downloads and Tools > Network Platform SDK > Documents > NP Product Management Guide).

4. Create Title Dev accounts by yourself for your co-workers

- See Section 4 of “NP-Product Management Guide”

5. Now you can buy your products

What to do depending on your situation

- ⬢ *If you have not released consumable items, and are planning to release them soon.*
 - *As described in p4, SCE will register your admin account to NPMT when submission forms are registered.*

- ⬢ *If you have released consumable items, but have no plan to test them soon.*
 - *You don't have to do anything for now.*

- ⬢ *If you have released consumable items, and have plan to test them soon.*
 - *Please read the next page, and contact PS Home DevNet.*

Notice!

- 🏠 *If you want to test released consumable items, but if your account has not registered to NPMT yet:*
 - *Please raise a ticket in PS Home DevNet Private Support and write the following information.*
 - *Sign-In ID (e-mail address) of your SEN account*
 - *Quick Sign Up e-mail address cannot be used.*
 - *The ID is required region by region.*
 - *You need 4 accounts if you create global contents.*
 - *Source IP Address to access NPMT*
 - *You can find this in DevNet > My Organization > Show permitted IP ranges.*
 - *“Commerce Item Store ID & Rating Request Form” and “Scene Entitlement Object Request Form” has fields for the above in submission form ver.1.55.*
- 🏠 *Please do **NOT** create/edit any products in NPMT for PS Home contents.*
 - *Unlike PS3 Game title, Product ID, Entitlement ID, and Category ID are strictly managed by regional SCE, and you cannot give alternative IDs to them.*

