



FOOTBALL MANAGER CLASSIC FOR PS VITA... THE WAIT IS ALMOST OVER

Fully-featured handheld version of Football Manager Classic, with cross-platform compatibility and 3D match engine, to be available worldwide from Friday, April 11th

March 26th 2014

Sports Interactive™ and SEGA® Europe Ltd. are delighted to announce that the release date for Football Manager™ Classic 2014 (FMC 2014) for PlayStation Vita has been set as Friday, April 11th.

FMC 2014 for PS Vita is the first game in the series' long and successful history to allow fans to carry on a single continuous game, whether they're at home using their computer or out and about with their PlayStation Vita (or vice versa).

In addition, FMC 2014 for PS Vita is also the first ever mobile game to feature FM's acclaimed 3D Match Engine, adding an extra layer of realism and immersion that's been unavailable in previous Football Manager Handheld games, alongside a pretty much identical feature set to Football Manager Classic on home computers.

Produced with considerable support from Sony Computer Entertainment Europe (SCEE), FMC 2014 for PS Vita has been co-developed by Sports Interactive, its sister development studio Hardlight™ (responsible for Sonic Dash™ and Sonic Jump™) and Sheffield-based Little Stone Software.

"It's great to finally be able to release FMC Vita. This game has been the most technically challenging that we've ever worked on – we've essentially fit a PC game that needs loads of memory, a mouse and a keyboard into Sony's wonderful handheld with a touch screen – and the help we've had from all of our partners has been wonderful," says Miles Jacobson, Studio Director at Sports Interactive. "To be able to take your home computer save onto the road adds a huge amount to the Football Manager experience."

"For years, the dream of many Football Manager fans has been to be able to enjoy a full version of their favourite game wherever they are," says Shahid Ahmad, Senior Business Development Manager, Sony Computer Entertainment Europe. "Sports Interactive and SEGA have realised that dream on the PS Vita, and we at PlayStation are delighted with their ground-breaking results."

Football Manager Classic started life as a 'slimmed down' game mode in Football Manager 2013, specifically designed as an alternative, less time-consuming way for players to approach the game. The release of FMC 2014 for PS Vita marks the first time that it's been released as a standalone game.

Football Manager Classic 2014 for PlayStation Vita will be published by SEGA and will be available as both a physical release and a digital download through the PSN store.

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For further information, please contact media@sigames.com.

About Sports Interactive Ltd.:

Sports Interactive (SI) is the world's leading developer of football management simulations through its Football Manager series of games. Founded in 1994 and based in the Old Street area of London, SI has a full-time staff of 90 and employs the services of more than 1,000 part-time researchers across the globe (alongside more than 200 offsite Beta testers). The company's games have enjoyed an unparalleled history of commercial and critical success; 12 of its creations are among the UK's Top 20 fastest-selling PC games of all time, five are in the UK's top 20 best-selling PC games of all time while Football Manager 2014 recently set a UK chart record by topping the charts for 18 consecutive weeks. Sports Interactive became a wholly owned subsidiary of SEGA in 2006. Further information on the company and its games is available from the SI website, www.sigames.com.

About SEGA® Europe Ltd.:

SEGA® Europe Ltd. is the European Distribution arm of Tokyo, Japan-based SEGA® Corporation, and a worldwide leader in interactive entertainment both inside and outside the home. The company develops and distributes interactive entertainment software products for a variety of hardware platforms including Windows PC, wireless devices, and those manufactured by Nintendo, Microsoft and Sony Computer Entertainment Europe. SEGA Europe's web site is located at www.sega.com.

About Sony Computer Entertainment Europe:

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution of PSP™ (PlayStation®Portable) handheld entertainment system, PlayStation®3 (PS3®) computer entertainment system, PlayStation®Vita (PS Vita) portable entertainment system, and PlayStation®Network software and hardware in 109 territories across Europe, the Middle East, Africa and Oceania. SCEE has revolutionised home entertainment since they launched PlayStation® in 1994. PS2® further enhanced the PlayStation® legacy as the core of home networked entertainment. PSP® is a handheld entertainment system that allows users to enjoy on-the-go 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. SCEE also delivers the PlayStation® experience to open operating systems through PlayStation®Mobile, a cross device platform. SCEE also develops, publishes, markets and distributes entertainment software for these formats, and manages the third party licensing programs for the formats in these territories. More information about PlayStation products can be found at www.playstation.com. PlayStation, PS4, PS3, PS2 and PSP are registered trademarks or trademarks of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners.