



Sony's \$7.85m Settlement Could Lead to PSN Payouts

Description

Millions of consumers in the United States may be eligible for compensation through PlayStation Network (PSN) credit following a \$7.85 million class action lawsuit that Sony has agreed to settle. This case stems from allegations that Sony has monopolised the market by discontinuing the sale of digital game vouchers in retail stores.

Previously, gamers could purchase these game-specific vouchers to buy digital games from various retailers. However, in April 2019, Sony stopped selling these vouchers. Critics argue that this action reduced competition and forced consumers to pay higher prices for downloadable games.

To qualify for compensation, US residents must meet specific criteria. They need to have purchased a digital game from the PS Store between 1 April 2019 and 31 December 2023, provided that the game had a voucher sold at retail before the discontinuation. Additionally, at least 200 units of that voucher must have been sold, and the average price of the game must have increased by at least \$0.50 after April 2019.

Eligible games include popular titles such as *The Last of Us Remastered*, *inFAMOUS: First Light*, and *God of War 3 Remastered*. A fairness hearing is scheduled for 15 October 2026, at which point the settlement must receive final approval before any compensation is distributed.

If approved, eligible individuals will receive a credit to their PSN wallet, although it's expected that the amount will be modest—likely between \$1 and \$3 per qualifying purchase. Critics suggest that Sony may have profited significantly from eliminating these vouchers, viewing the settlement merely as a regulatory cost. Similar legal actions are underway in Europe and the UK, indicating that this may not be the last lawsuit of its kind.

Vocabulary List:

1. **compensation** //,kɑmpən'seɪʃən// (noun): money paid to someone for loss or harm
2. **lawsuit** //ˈlɔːsu:t// (noun): a case in court against a person or company
3. **monopolised** //mə'nɒpə,laɪzɪd// (verb): to control a market and stop other sellers
4. **competition** //,kɑmpə'tɪʃən// (noun): other companies or people selling similar goods
5. **eligible** //ˈelɪdʒəbəl// (adjective): allowed to take part or receive something
6. **settlement** //ˈsetəlmənt// (noun): an agreement to end a court case

Comprehension Questions



Multiple Choice

1. What is the total amount of the class action lawsuit that Sony has agreed to settle?

- Option: \$5 million
- Option: \$7.85 million
- Option: \$10 million
- Option: \$15 million

2. When did Sony stop selling digital game vouchers?

- Option: April 2018
- Option: April 2019
- Option: April 2020
- Option: April 2021

3. What is one of the criteria for US residents to qualify for compensation?

- Option: Must be a PlayStation Plus member
- Option: Must have purchased a digital game before April 2019
- Option: Must have purchased a game from the PS Store between specific dates
- Option: Must own a physical copy of the game

4. What is the expected compensation amount per qualifying purchase?

- Option: \$0.50
- Option: \$1
- Option: \$2
- Option: \$3

5. Which title is NOT mentioned as an eligible game for compensation?

- Option: The Last of Us Remastered
- Option: inFAMOUS: First Light
- Option: God of War 3 Remastered
- Option: Super Mario Odyssey

6. When is the fairness hearing scheduled?

- Option: 15 August 2026
- Option: 15 September 2026
- Option: 15 October 2026
- Option: 15 November 2026



True-False

- 7. Sony has not settled any lawsuits regarding PSN credit.
- 8. The settlement amount is \$7.85 million.
- 9. US residents must have purchased a digital game from the PS Store after 31 December 2023 to qualify for compensation.
- 10. A fairness hearing is scheduled for 15 October 2026.
- 11. Eligible consumers will receive a credit to their PSN wallet if approved.
- 12. The average price of the game must have decreased by at least \$0.50 after April 2019.

Gap-Fill

- 13. Sony stopped selling digital game vouchers in retail stores in _____ 2019.
- 14. To qualify for compensation, US residents must have purchased a digital game from the PS Store between 1 April 2019 and 31 December _____ .
- 15. The fairness hearing for the settlement is scheduled for 15 _____ 2026.
- 16. At least 200 units of that voucher must have been sold, and the average price of the game must have increased by at least _____ \$0.50 after April 2019.
- 17. Critics argue that Sony's action reduced _____ and forced consumers to pay higher prices for downloadable games.
- 18. Eligible consumers may receive a credit to their PSN _____ if the settlement is approved.



Answer

Multiple Choice: 1. \$7.85 million 2. April 2019 3. Must have purchased a game from the PS Store between specific dates 4. \$1 and \$3 5. Super Mario Odyssey 6. 15 October 2026

True-False: 7. False 8. True 9. False 10. True 11. True 12. False

Gap-Fill: 13. April 14. 2023 15. October 16. 0.50 17. competition 18. wallet

CATEGORY

1. Sci/Tech - LEVEL5

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