

The business starts again for the players. Sony began yesterday (on May 15th, 2011) to restart its network of on-line game PlayStation Network (PSN), after about a month having been forced to close it following a large-scale hacking.

The restoring of the PSN and the on-line service Qriocity, which proposes videos and music, will be made gradually, country by country, and should be totally ended by May 31st, according to Sony.

The platform Sony Online Entertainment is also the object of a restart and the users will be proposed free game time as compensation for the interruption of the services.

This restarting was anticipated since May 13th. Henceforth effective, it closes a wrestling of month between Sony and the pirates who had managed to thwart its security systems, penetrating into the PSN and stealing quantity of personal and banking information of its subscribers.

To apologize for the wait of the users and the damage, Sony promised to offer free contents and free game time for the subscribers of the Sony Online Entertainment, more recently pirated.

In terms of security, the update in 3.60 of PlayStation 3 is available since yesterday (May 15th, 2011). It brings some improvements and an answer of Sony to the hacking of its console

Certain players declared that the prolonged suspension of the network PSN had incited them to turn to the rival service of Microsoft, Xbox Live.

The hacking of which Sony was victim is the most consequent of the series having aimed at big groups these last months and threw a shade on the security of the remote computing services, without material support and via internet.

[Joomla SEO by AceSEF](#)