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Nota y puestoJuego 1 Elden Ring PS5Elden Ring es el nuevo videojuego de FromSoftware, creadores de Dark Souls, Sekiro o Bloodborne. Se trata del nuevo título de acción y rol para un jugador ideado por Hidetaka Miyazaki, que en esta ocasión, estrenará un mundo abierto más grande y ambicioso. Su argumento y mitología están firmados por
George R.R. Martin, autor de Canción de hielo y fuego. Guía Elden Ring más barato 2 Baldur's Gate 3 PS5Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de rol Baldur's Gate 3 es la tercera parte de la emblemática saga de videojuegos de 
Studios, creadores de Divinity, prometiendo gran fidelidad a los manuales de Dragones y Mazmorras en su quinta edición, así como a la serie que dio origen a al rol occidental más puro en los videojuegos. 3 Elden Ring: Shadow of the Erdtree es una expansión del juego de acción y rol desarrollado por
FromSoftware y publicado por Bandai Namco para PlayStation 5, Xbox One, Xbox Series y PC. El juego más exitoso de los creadores de Dark Souls recibe una ambiciosa expansión, la más grande que ha creado nunca FromSoftware, que incluye una nueva y enorme región, el Reino de las Sombras, donde encontramos nuevas
mazmorras, enemigos, armas, hechizos, armaduras y por supuesto una decena de dificilísimos jefes finales. 4 God of War: Ragnarok PS5God of War: Ragnarok es la nueva aventura de acción y rol para PlayStation 5 y PlayStation 5 y PlayStation 4, continuación de God of War: Ragnarok es la nueva aventura de acción y rol para PlayStation 5 y PlayStation 6 y PlayStation 7 y PlayStation 8 y PlayStation 9 y PlayStation 9
Desarrollado por el prestigioso estudio Sony Santa Monica, nos presenta una nueva historia en la que Kratos deberá enfrentarse a diversos enemigos de inspiración del norte. Guía God of War: Ragnarok más barato 5 The Witcher 3: Wild Hunt PS5The
Witcher 3 es la tercera entrega de la saga The Witcher desarrollada por CD Projekt para PS4, Xbox One y Pc. Se trata de un videojuego que mezcla elementos de aventura, acción y rol en un mundo abierto épico basado en la fantasía. El jugador controlará una vez más a Geralt de Rivia, el afamado cazador de monstruos, (también conocido como el
Lobo Blanco) y se enfrentará a un diversificadísimo bestiario y a unos peligros de unas dimensiones nunca vistas hasta el momento en la serie, mientras recorre los reinos del Norte. Durante su aventura, tendrá que hacer uso de un gran arsenal de armas, armaduras y todo tipo de magias para enfrentarse al que hasta ahora ha sido su mayor desafío,
la cacería salvaje. Este videojuego ha sido galardonado como el mejor juego del año 2015 tanto por críticos especializados como por galas de premios como los "Golden Joystick Awards", "Game Developers Choice Awards", "Game Develope
un juego de plataformas desarrollado por Team Asobi y publicado por Sony Interactive Entertainment para PlayStation 5. El simpático robot protagoniza una nueva aventura de plataformas, continuación de Astro's Playroom, ahora con un juego mucho más ambicioso formado por más de 80 niveles y con cientos de cameos del universo PlayStation. 7
Final Fantasy VII Rebirth PS5Final Fantasy VII Rebirth es un juego de acción y rol desarrollado y publicado por Square Enix para PlayStation 5. La continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en mundo abierto que continuación de Final Fantasy VII Remake (2020), en esta ocasión un ambicioso juego en esta ocasión de Final Fantasy VII Remake (2020), en esta ocasión de Final Fantasy VII Remake (2020), en esta ocasión de Final Fantas
muy completo sistema de combate y una historia llena de sorpresas que reimagina de manera única este clásico de los videojuegos. 8 Demon's Souls Remake PS5Demon's Souls Remake es la puesta al día del clásico videojuegos. 8 Demon's Souls Remake es la puesta al día del clásico videojuegos de rol y acción en tercera persona de FromSoftware para PlayStation 5. Desarrollado por Bluepoint Games se trata de una
ambiciosa actualización del título que inició el fenómeno Souls, que a posteriori sería seguido por Dark Souls y Bloodborne. El título, que se considera un clásico moderno y es la segunda colaboración entre Bluepoint y Japan Studio tras Shadow of the Colossus Remake, aprovechará las bondades técnicas del rompedor e innovador hardware de la
nueva sobremesa de Sony.GuíaDemon's Souls Remake más barato 9 Street Fighter 6 PS5Street Fighter 6 es la nueva entrega de lucha 2D de Capcom, que vuelve rehecho con la tecnología de RE ENGINE de Capcom para dar una mayor espectacularidad. Sus modos de juegos se reparten en World Tour, Fighting Ground y Battle
Hub. Se estrenará con un variado elenco de 18 luchadores, conocidos y originales, que abarcan desde los favoritos de los fans como Ryu, Chun-Li, Luke, Jamie, Kimberly a muchos más. En esta última edición verás sus últimos rediseños, además de sus cinemáticas especiales. 10 Animal Well PS5 11 The Last of Us Parte II Remasterizado PS5The Last
of Us 2 es la secuela de The Last of Us, uno de los juegos más aclamados de la consola PS3, que apareció en 2015 en PS4 en versión remasterizada. Esta continuación ha sido anunciada en el evento PlayStation Experience de diciembre de 2016, generando grandísimas expectativas entre los juegos más aclamados de la consola PS3, que apareció en 2015 en PS4 en versión remasterizada. Esta continuación ha sido anunciada en el evento PlayStation Experience de diciembre de 2016, generando grandísimas expectativas entre los juegos más aclamados de la consola PS3, que apareció en 2015 en PS4 en versión remasterizada.
Megami Tensei V: Vengeance PS5Shin Megami Tensei V: Vengeance es un JRPG desarrollado por Atlus y publicado por SEGA para PlayStation 4, PlayStation 5, Xbox One, Xbox Series, Nintendo Switch y PC. El juego lanzado originalmente en exclusiva para Switch en 2021 llega ahora a todas las plataformas con esta versión definitiva, que incluye
nuevos contenidos, como una nueva historia, nuevos escenarios y demonios, así como un gameplay mejorado y más accesible, entre otras mejoras. 14 Resident Evil 4 Remake es la reimaginación del clásico juego de acción y terror en tercera persona desarrollado por Capcom para PlayStation 4 y 5, Xbox One, Xbox Series S
y X y PC. Se trata de la puesta al día del survival horror de la saga Resident Evil lanzado en 2005, una ambiciosa puesta al día a nivel jugable y gráfico que nos devuelve a Leon S. Kennedy en su viaje a un récondito pueblo de España en su rescate de la hija del presidente de Estados Unidos. 15 Metaphor: ReFantazio PS5Metaphor: ReFantazio es un
JRPG desarrollado por Atlus y publicado por SEGA para PlayStation 4, PlayStation 5, Xbox Series y PC. Lo nuevo de los creadores de la aclamada saga Persona, un ambicioso juego de rol japonés que nos lleva a un nuevo universo de fantasía medieval, con un original sistema de combate que combina los tradicionales turnos con elementos de acción en
tiempo real, y una historia y unos personajes entrañables. 16 Split Fiction PS5Split Fiction es un juego de acción y plataformas desarrollado por Hazelight Studios y publicado por Electronic Arts para PlayStation 5, Xbox Series y PC. Lo nuevo de Josef Fares, el creador de A Way Out (2018) e It Takes Two (2021), de nuevo un juego cooperativo a
pantalla partida, en la que dos jugadores tienen que vivir todo tipo de aventuras, ofreciendo un montón de situaciones y mecánicas distintas que obligan a colaborar. 17 Marvel's Spider-Man 2 es una aventura de acción desarrollada por Insomniac Games y publicada por Sony Interactive Entertainment para PlayStation 5. La
continuación del exitoso Marvel's Spider-Man (2018), protagonizada por Peter Parker y Miles Morales, los trepamuros que defienden Nueva York y a los que podemos controlar en cualquier momento, teniendo que luchar contra los peligrosos Venom y Kraven el Cazador, en un mundo abierto más grande y detallado. 18 Horizon Forbidden West
PS5Horizon 2: Forbbiden West es la segunda parte de Horizon: Zero Dawn, el videojuego de acción en tercera persona y mundo abierto de Guerrilla Games para PlayStation 5 en exclusiva. Auspiciado por Sony, y como una de las nuevas sagas que han demostrado su poder y presencia en la sobremesa, nos narrará una épica historia de ciencia ficción
postapocalíptica en la que la humanidad intenta sobrevivir tras la aparición de una serie de máquinas y robots que han sustituido a los seres vivos como especie dominante en la Tierra. Guía Horizon Forbidden West más barato 19 Tekken 8 es un juego de lucha desarrollado por Bandai Namco Studios y Arika y publicado por Bandai Namco
para PlayStation 5, Xbox Series y PC. La octava entrega de la querida saga de lucha en 3D, que continúa la historia de su modo historia, con un apartado gráfico espectacular, nuevos luchadores y novedades en el gameplay, como el sistema Heat. 20 Dead Space Remake PS5Vuelve Dead
Space, el clásico de terror, supervivencia y ciencia ficción, reconstruido completamente desde cero para ofrecer una experiencia más profunda e inmersiva. Este remake presenta una fidelidad visual asombrosa, un sonido ambiente lleno de suspense y mejoras en la jugabilidad, sin perder ni un ápice de la escalofriante visión del juego original. Isaac
Clarke es un ingeniero cualquiera con la misión de reparar la descomunal nave extractora USG Ishimura, pero descubrirá que algo ha ido terriblemente mal. La tripulación de la nave ha sido asesinada y su querida compañera Nicole está perdida en algún lugar a bordo. Sin nadie que lo acompañe y armado únicamente con sus herramientas y
habilidades de ingeniería, Isaac tendrá que darse prisa para encontrar a Nicole mientras va desvelando el terrorífico misterio de lo sucedido a bordo del Ishimura. Atrapado con unas criaturas hostiles, los necromorfos, Isaac se enfrenta a una batalla por la supervivencia no solo contra los horrores de la nave, sino para evitar caer en la locura. 21
COCOON PS5 22 Balatro PS5 23 The Last of Us Parte I PS5The Last of Us Parte I es un videojuego de aventura, acción y supervivencia en tercera persona desarrollado por Naughty Dog para PlayStation 3 y ganador de innumerables
premios. Esta versión, rehecha desde cero, mejora los gráficos, la jugabilidad y el control, así como incluyendo el contenido descargable Left Behind. The Last of Us Parte I más barato 24 The Stanley Parable: Ultra Deluxe PS5 25 Monster Hunter Rise es la nueva entrega de la saga de acción en tercera persona Monster
Hunter de Capcom para Nintendo Switch. En esta secuela, que volverá a invitarnos a cazar enormes criaturas, crear grandes armas y armaduras y enfrentarnos a dragones y seres de todo tipo, se busca ofrecer un gran mundo abierto sin saltos de una región a otra, potenciado los distintos niveles para dar más verticalidad y altura. 26 Ratchet &
Clank: Una Dimensión Aparte PS5Ratchet & Clank: Rift Apart es una nueva entrega de la saga Ratchet & Clank para PlayStation 5, una de las licencias de acción y plataformas más longevas y queridas en consolas de Sony. Desarrollada por Insomniac Games, el título aprovechará las bondades técnicas de la nueva sobremesa y nos volverá a presentar
una historia de humor y ciencia ficción pensada para la máquina desde cero, mejorando su apartado técnico y su alocada y accesible jugabilidad, que apostará por los portales y las dimensiones. Guía Ratchet & Clank: Una Dimensión Aparte más barato 27 Hi-Fi Rush PS5Hi-Fi Rush PS5Hi-F
el ritmo musical desarrollado por Tango Gameworks. En el videojuego encarnamos a Chai, un joven aspirante a estrella de rock, que tendrá que luchar contra una peligrosa corporación de implantes robóticos. 28 Unicorn Overlord PS5Unicorn Overlord es un juego de rol y estrategia desarrollado por Vanillaware para PlayStation 4, PlayStation 5, Xbox
Series, Nintendo Switch y PC. Los creadores de títulos como Dragon's Crown o 13 Sentinels: Aegis Rim vuelven con un nuevo juego de rol táctico en un mundo de fantasía, con combates por turnos y 60 personajes jugables. 29 Silent Hill 2 Remake PS5Silent Hill 2 Remake es una aventura de terror desarrollada por Bloober Team y publicada por
Konami para PlayStation 5 y PC. El mítico survival horror de 2001, considerado uno de los mejores juegos de terror de todos los tiempos, regresa con un remake que actualiza completamente los gráficos, renueva la jugabilidad con una nueva cámara y añade nuevos contenidos, siendo el doble de extenso que el original. 30 Guilty Gear: Strive
PS5Guilty Gear: Strive es el siguiente paso en la famosa saga de juegos de lucha en 2D de Arc System Works. Pensado para PS4, PS5 y PC, entre las novedades de Strive estará la posibilidad de cambiar de escenario durante los combates con los golpes más fuertes, algo visto en otras sagas de lucha. Arc System Works aspira a que el juego sea una
revolución dentro de Guilty Gear, no una mera evolución de los conceptos del último juego, Guilty Gear: Strive más barato 31 Tactics Ogre: Reborn PS5Tactics Ogre: Reborn PS5T
Together de 1995, una de las joyas del género, que remasterizada el remake de PSP que se lanzó en 2010, incluyendo todo tipo de mejoras visuales y jugables, así como por primera vez traducción al español. 32 Humanity PS5 33 Final Fantasy VII Remake Intergrade PS5Nueva adaptación de la obra maestra del rol japonés. El remake del séptimo
capítulo de la saga nos trasladará al mundo de la entrega original de PlayStation y PC, renovando sus gráficos para la consola PlayStation 5, añadiendo nuevos detalles la historia, así como aportando presumibles cambios jugables al sistema de batallas y de exploración. Este nuevo 'Final Fantasy VII' tiene detrás al mismo equipo creativo del
original.GuíaFinal Fantasy VII Remake Intergrade más barato 34 Diablo 4 PS5Diablo 4 es la cuarta entrega de la saga de acción y rol de Blizzard, toda una institución del mundo de terror gótico y de fantasía oscura, devolviéndonos la lucha constante contra los demonios y
de la saga Yakuza, que vuelve a apostar por un sistema de combate por turnos y está protagonizada por el simpático Ichiban Kasuga, el nuevo héroe de la serie, con el retorno del mítico Kazuma Kiryu en el ocaso de su vida. 36 The Talos Principle 2 es una secuela del primer The Talos Principle, uno de los muchos juegos de
puzles inspirados en Portal. Está desarrollado por Croteam, estudio conocido por Serious Sam, una saga de acción que poco o nada tiene que ver con The Talos Principle. 37 DOOM: The Dark Ages es un shooter en primera persona desarrollado por id Software y publicado por Bethesda Softworks para PlayStation 5, Xbox
Obscur: Expedition 33 PS5Clair Obscur: Expedition 33 es un juego de rol desarrollado por Sandfall Interactive y publicado por Kepler Interactive y publicado por turnos que tiene mecánicas de acción en tiempo real, ambientado en un mundo de fantasía inspirado en la Francia de la
Belle Époque, con una emotiva historia un espectacular apartado gráfico con Unreal Engine 5. 40 Mortal Kombat 11 ultimate PS5Mortal Kombat 11 ultimate PS5Mortal Kombat 11 es la nueva entrega de la violenta y salvaje saga de lucha de NetherRealm Studios para consolas y PC. Se trata de la undécima secuela de una serie de títulos de combate y peleas de marcada estructura
2D, que en esta ocasión, además de añadir los mejores gráficos de la serie y el gore más descarnado en los llamados Fatality, presentará luchadores clásicos y nuevos, más modos de juego y una oferta online que quiere marcar un antes y un después en los eSports. GuíaMortal Kombat 11 Ultimate más barato 41 Prince of Persia: The Lost Crown
PS5Prince of Persia: The Lost Crown es un juego de acción y plataformas desarrollado por Ubisoft Montpellier para PlayStation 5, Xbox One, Xbox Series, Nintendo Switch y PC. Una de las sagas más míticas de la historia de los videojuegos regresa con una nueva aventura en 2D con desafiantes combates con espada, plataformas con
parkour, puzles, exploración y una estructura a lo metroidvania. 42 Disco Elysium - The Final Cut PS5Disco Elysium es un juego de rol y mundo abierto, desarrollado por Robert Kurvitz del estudio ZA / UM, que invita a los jugadores a interpretar a un detective y proceder con sus investigaciones. Disco Elysium se describe como un juego de rol de
mundo abierto, donde los jugadores encarnan a un detective que tiene a su disposición toda una gama de diferentes habilidades. El objetivo del juego es investigar los diferentes personajes, arruinando asesinatos y... aceptando sobornos si es que la ocasión lo precisa
De esta forma, los jugadores podrán convertirse en todo un héroe... o en un completo desastre. 43 It Takes Two es el nuevo juego de acción en 3D y narración de Hazelight para consolas y PC. Hablamos de un videojuego cuya trama narra cómo el matrimonio formado por Cody y May discuten sobre divorciarse, algo a lo que se opone
su hija quien, de algún modo, los transforma en dos muñecos que deben cooperar para deshacer el entuerto, todo ello mientras el libro mágico Dr. Hakim les da lecciones sobre el amor. El título irá contándonos y presentándonos y presentándonos y presentándonos que se cuente en cada momento
de la trama. 44 OlliOlli World PS5 45 Hades PS5En Hades, un hack and slash con toques de juego de rol roquelike para consolas y PC desarrollado por Supergiant Games, nos ponemos en la piel del Príncipe Inmortal del Inframundo, un ser divino que contará con los poderes y las armas míticas del Olimpo para conseguir el objetivo de liberarse de las
garras del dios de los muertos. Las mecánicas roguelike se combinan aquí con la exploración de mazmorras y la progresión del personaje, que se va haciendo más fuerte y va descubriendo detalles de la trama en cada intento de fuga. 46 Shadow Gambit: The Cursed Crew PS5Shadow Gambit: The Cursed Crew es un juego de estrategia y sigilo
PlayStation 5, Nintendo Switch y PC. Una aventura gráfica repleta de humor absurdo ambientada en la estrambótica ciudad de Barnsworth, en el norte de Inglaterra, en un juego con acción, plataformas, situaciones disparatadas y una llamativo apartado gráfico de dibujos animados. 48 Kingdom Come: Deliverance II PS5Kingdom Come: Deliverance 20 Comparatadas y una llamativo apartado gráfico de dibujos animados. 48 Kingdom Come: Deliverance II PS5Kingdom Come: Deliverance 20 Comparatadas y una llamativo apartado gráfico de dibujos animados. 48 Kingdom Come: Deliverance II PS5Kingdom Come: Deliverance 20 Comparatadas y una llamativo apartado gráfico de dibujos animados. 48 Kingdom Come: Deliverance II PS5Kingdom Come: Deliverance 20 Comparatadas y una llamativo apartado gráfico de dibujos animados. 48 Kingdom Come: Deliverance 20 Comparatadas y una llamativo apartado gráfico de dibujos animados. 48 Kingdom Come: Deliverance 20 Comparatadas y una llamativo apartado gráfico de dibujos animados. 48 Kingdom Come: Deliverance 20 Comparatadas y una llamativo apartado gráfico de dibujos animados. 48 Kingdom Come: Deliverance 20 Comparatadas y una llamativo apartado gráfico de dibujos animados. 48 Kingdom Come: Deliverance 20 Comparatadas y una llamativo apartado gráfico de dibujos animados. 48 Kingdom Come: Deliverance 20 Comparatado gráfico de dibujos animados apartado gráfico de dibujos animados. 48 Kingdom Come: Deliverance 20 Comparatado gráfico de dibujos animados apartado gráfico de dibujos apartado gráfico de dibujos apartado gráfico de dibujos apartados apartado
es la segunda superproducción de Warhorse Studios, el estudio checo que en 2018 estrenó Kingdom Come: Deliverance, un RPG de acción ambientado en el Sacro Imperio Romano que se caracterizó por su precisión histórica: sin magia, dragones, monstruos ni los elementos fantásticos que solemos encontrar en la mayoría de juegos de rol. 49 Devil
capítulos de las aventuras de Dante, promete una vuelta a los orígenes y una jugabilidad frenética y desafiante con distintos personajes. GuíaDevil May Cry 5 Special Edition más barato 50 Alan Wake 2 es una aventura de acción y terror desarrollada por Remedy Entertainment y publicada por Epic Games Publishing para PlayStation
5, Xbox Series y PC. La esperada secuela de la querida aventura protagonizada por el escritor Alan Wake en 2010, en esta ocasión con dos historias paralelas, una protagonizada por Alan y la otra por la investigadora del FBI Saga Anderson, en un juego con acción, exploración, puzles, con una ambientación de terror única y una historia muy
elaborada, sorprendente y enrevesada. 51 Armored Core 6: Fires of Rubicon PS5Armored Core 6: Fires of Rubicon supone el regreso de esta veterana saga de mechas de FromSoftware tras una década en pausa. El juego de acción con grandes robots totalmente personalizables demuestra el prestigio del estudio tras múltiples 'soulslike', aunque este
Armored Core no pertenece a ese estilo de juego, sino que se mantiene fiel a sus orígenes. 52 Astral Ascent PS5 53 Ender Magnolia: Bloom in the Mist es un juego de acción y rol desarrollado por Adglobe y Live Wire y publicado por Binary Haze Interactive para PlayStation 4, PlayStation 5, Xbox One, Xbox
Series, Nintendo Switch y PC. La secuela del exitoso Ender Lilies: Quietus of the Knights (2021), un metroidvania en 2D con plataformas, combates, exploración y elementos RPG en un atractivo mundo de fantasía oscura. 54 Cult of the Lamb PS5Cult of the Lamb de Massive Monster es un premiado juego indie con toque roguelike y una premisa muy
curiosa: un cordero es salvado de la muerte por un Dios y como pago debe crear un culto a esta deidad. Está publicado por P-Studic
de Atlus, el estudio de Sega. Esta versión traslada la historia original -y no la de Persona 3 FES o Persona 3 FES o Persona 5. 56 Lost Judgment es un juego de acción y aventura narrativa con elementos beat'em up desarrollado por Ryu Ga Gotoku Studio y SEGA para
PlayStation 5, PlayStation 4, Xbox Series, Xbox One y PC. Secuela de Judgment, nos invitará a visitar nuevos barrios de Tokio buscando resolver misterios, asesinatos y problemas varios como Takayuki Yagami, exabogado reconvertido en detective. 57 Destiny 2: La Reina Bruja PS5 58 Star Ocean: The Second Story R PS5Star Ocean: The Second Story R P
R es un JRPG desarrollado por Square Enix para PS5, PS4, PC y Nintendo Switch. Se trata de un ambicioso remakeStar Ocean, y que además se puede disfrutar por primera vez en español. 59 Pentiment PS5Pentiment es un título creado por Obsidian Entertainment, el mismo estudio que nos ofreció juegazos como Fallout: New Vegas, Pillars of
Eternity o The Outer Worlds. En esta ocasión en lugar de un RPG clásico tenemos una original aventura narrativa 2D en la que importa la historia y los diálogos, no la acción. Comenzó como un desarrollo pequeño dentro de las producciones más grandes de Obsidian. 60 Crow Country PS5 61 Final Fantasy XVI PS5Final Fantasy XVI es el nuevo
videojuego de rol de la saga Final Fantasy desarrollado por Square Enix para PlayStation 5 y PC. Conducida por Naoki Yoshida, responsable de Final Fantasy XIV, nos traslada a Valisthea, un mundo de fantasía medieval. Encarnaremos a Clive Rosfield, un joven noble en una historia de venganza con un planteamiento más enfocado a la acción, similar
a las mecánicas de un hack and slash pero componentes propios de los RPG japoneses. 62 Sea of Stars es un juego de rol inspirado fuertemente por los grandes clásicos del género, sobre todo en aquellos lanzados en la década de los noventa. Desarrollado por Sabotage Studio, en Sea of Stars viviremos la aventura de dos niños del
solsticio en una aventura que servirá como precuela -muy alejada- de The Messenger. Durante la historia podremos controlar un total de seis personajes jugables. Además, a nivel mecánico se hará especial hincapié en el ciclo de día y noche y en la habilidad para cambiarlo para resolver puzles del entorno. 63 Horizon Zero Dawn Remastered
PS5Horizon Zero Dawn Remastered es una aventura de acción desarrollada por Nixxes Software y Guerrilla Games y publicada por Sony Interactive Entertainment para PlayStation 5 y PC. El juego de acción en mundo abierto de 2017 vuelve con una versión remasterizada, con multitud de mejoras visuales, compatibilidad con el DualSense y sonido
renovado, que actualizan este clásico a los tiempos modernos. 64 Marvel's Midnight Suns PS5Marvel's Midnight Suns de Firaxis Games (XCOM, Civilization) es un juego de rol táctico similar a XCOM pero con los personajes del universo Marvel, incluyendo Los Vengadores, X-Men, Midnight Sons y Runaways. A estos se suma el superhéroe creado por
el jugador, que puede elegir entre más de 40 poderes diferentes que definen nuestro estilo de juego. 65 Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune and Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune And Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune And Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune And Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune And Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune And Dunan Unification Wars PS5Suikoden I&II HD Remaster Gate Rune And Dunan Unification Wars PS5Suikoden I&II HD Remaster Ga
Dos joyas de los juegos de rol japoneses que se lanzaron en 1995 y 1998 para la primera vez dos de los JRPG más queridos de todos los tiempos. 66 Bionic Bay PS5 67 Octopath Traveler II PS5Octopath Traveler 2 es el tercer RPG de Square
Enix en la saga Octopath Traveler tras el original y Octopath Traveler tras el origin
PS5Like a Dragon: Ishin! de Sega es una aventura de acción y rol que actualiza el juego Ryū ga Gotoku Ishin!, un título inédito fuera de Japón para PS3 y PS4. Este remake principalmente moderniza los gráficos, que utilizaban el motor propio de Ryu Ga Gotoku Studio, a la tecnología de Unreal Engine 4. Además de llegar por primera vez a Occidente
lo hizo con textos traducidos en varios idiomas, entre ellos el español. 69 Blasphemous 2 del estudio español The Game Kitchen es una secuela que amplía las aventuras de El Penitente en un mundo oscuro y extraño. En esta ocasión la desarrolladora se ha fijado más en los metroidvania clásicos y no tanto en los souslike 2D, lo que
significa que podremos explorar un enorme mapa con plataformas y combates ágiles, zonas interconectadas y muchos secretos. 70 Kunitsu-Gami: Path of the Goddess PS5Kunitsu-Gami: Path of the Goddess es un juego de acción desarrollado y publicado por Capcom para PlayStation 4, PlayStation 5, Xbox One, Xbox Series y PC. Un juego con una
espectacular ambientación en la mitología japonesa, que nos pone en la piel de un samurái con una katana mágica que se tiene que abrir paso en un mundo que ha sido invadido por multitud de criaturas sobrenaturales, mezclando acción hack and slash con estrategia tower defense. 71 Citizen Sleeper 2: Starward Vector PS5 72 Overcooked! All You
Can Eat PS5Overcooked! All You Can Eat es un juego de cocina multijugador desarrollado por Ghost Town Games y Team17 Digital para PlayStation 5, Xbox One, Xbox Series, Nintendo Switch y PC. Las divertidas dos primeras entregas de Overcooked juntas en esta colección, con más de 200 niveles y más de 80 chefs, y remasterizadas
con gráficos en 4K.Overcooked! All You Can Eat más barato 73 Chicory: A Colorful Tale PS5 74 F1 2021 es un simulador de Fórmula 1 desarrollado por Codemasters y publicado por Codemasters y publicado por Electronic Arts para PlayStation 5, Xbox One, Xbox Series y PC. El simulador de Fórmula 1 desarrollado por Codemasters y publicado por Codemasters y publicado por Codemasters y publicado por Electronic Arts para PlayStation 5, Xbox One, Xbox One, Xbox Series y PC. El simulador de Fórmula 1 desarrollado por Codemasters y publicado por Codemasters y publicado
compra de Codemasters por parte de Electronic Arts, que incluye como gran novedad un modo historia titulado Braking Point, así como las tradicionales mejoras jugables y visuales de cada edición. 75 Broken Sword - Shadow of the Templars: Reforged es una aventura gráfica desarrollada y
publicada por Revolution Software para PlayStation 5, Xbox One, Xbox Series, Nintendo Switch, PC y dispositivos móviles iOS y Android. Un remasterización en 4K de la primera entrega de la saga lanzada en 1996, la aventura point and click protagonizada por George Stobbart y Nico Collard, que tienen que investigar una serie de
misterios y conspiraciones por las calles de París. 76 Wanderstop PS5 77 Dragon's Dogma 2 es un juego de acción y rol desarrollado y publicado por Capcom para PlayStation 5, Xbox Series y PC. La continuación del aclamado RPG de acción en mundo abierto de 2012, de nuevo una aventura que nos da una enorme libertad para
explorar su extenso mapa y jugar como queramos, pudiendo elegir entre diferentes clases de personajes con estilos de combate únicos, en una apasionante mundo de fantasía medieval repleto de increíbles criaturas, con un sistema de combate únicos, en una apasionante mundo de fantasía medieval repleto de increíbles criaturas, con un sistema de combate únicos, en una apasionante mundo de fantasía medieval repleto de increíbles criaturas, con un sistema de combate únicos, en una apasionante mundo de fantasía medieval repleto de increíbles criaturas, con un sistema de combate únicos, en una apasionante mundo de fantasía medieval repleto de increíbles criaturas, con un sistema de combate únicos, en una apasionante mundo de fantasía medieval repleto de increíbles criaturas, con un sistema de combate únicos, en una apasionante mundo de fantasía medieval repleto de increíbles criaturas, con un sistema de combate únicos, en una apasionante mundo de fantasía medieval repleto de increíbles criaturas, con un sistema de combate únicos, en una apasionante mundo de fantasía medieval repleto de increíbles criaturas, con un sistema de combate únicos, en una apasionante mundo de fantasía medieval repleto de increíbles criaturas, con un sistema de combate únicos, en una apasionante mundo de fantasía medieval repleto de increíbles criaturas, con un sistema de combate únicos de co
Arrowhead Game Studios y publicado por Sony Interactive Entertainment para PlayStation 5 y PC. El divertido shooter de doble stick Helldivers vuelve con una ambiciosa secuela que se pasa a una perspectiva en tercera persona, para ofrecer una intensa aventura de acción cooperativa en la que combatimos contra cientos de alienígenas. 79 Yakuza:
Like a Dragon PS5Yakuza: Like a Dragon es la nueva entrega de la saga Yakuza de SEGA a cargo del Ryu Ga Gotoku Studio. Se trata de un cambio radicional de esta serie de títulos ambientados en la mafia nipona, apostando en esta ocasión por una estructura de juego de rol por turnos enmarcado dentro de la
época contemporánea. 80 Mortal Kombat 1 PS5Mortal Kombat 1 es un juego de lucha 2D con combates uno contra uno desarrollado por NetherRealm y Warner Bros. para consolas Xbox Series, Playstation 5, Nintendo Switch y PC. Sin perder la sangre, la violencia, los fatalities y los brutalities de la saga Mortal Kombat, en esta ocasión se busca
ofrecer un reinicio y una vuelta a los orígenes usando a Liu Kang, Dios del Fuego, como eje y señor de un nuevo universo creado por su gran poder. Con caras nuevas y viejas glorias del pasado de la saga, la nueva entrega es un punto de partida para el futuro a nivel jugable. 81 Neva PS5Neva es un juego de acción y plataformas desarrollado por
Nomada Studio y publicado por Devolver Digital para PlayStation 4, PlayStation 5, Xbox Series, Nintendo Switch y PC. El estudio español creador del aclamado GRIS vuelve con su segundo trabajo, una aventura en 2D protagonizada por una guerrera y una loba mágica, con plataformas y combates y un precioso apartado gráfico. 82 Jusant PS5Jusant
es una aventura de escalada desarrollada por Don't Nod para PlayStation 5, Xbox Series y PC. Los creadores de Life is Strange o Vampyr ofrecen aquí algo muy diferente, un juego en la que tenemos que escalar una enorme y misteriosa torre, utilizando movimientos y herramientas de escalada, en un juego con un apartado gráfico muy cuidado. 83
Monster Hunter Wilds PS5Monster Hunter Wilds es una aventura de acción desarrollada y publicada por Capcom para PlayStation 5, Xbox Series y PC. La exitosa saga de Capcom en la que tenemos que cazar monstruos vuelve más espectacular que nunca, con una nueva entrega diseñada para las plataformas actuales, con condiciones climáticas
dinámicas como tormentas, grandes manadas de monstruos y monturas que pueden planear, para elevar el listón de la saga en todos los aspectos. 84 Dragon Quest 3 HD-2D Remake es un JRPG desarrollado y publicado por Square Enix. Un remake de la tercera entrega de la saga lanzada originalmente en 1988
para NES, que regresa con un nuevo y espectacular apartado gráfico que combina el pixel art con los gráficos en 3D, al estilo de Octopath Traveler. 85 Dead Rising Deluxe Remaster PS5Dead Rising Deluxe Remaster es un juego de acción desarrollado y publicado por Capcom para PlayStation 5, Xbox Series y PC. Una cuidada remasterización del
juego de acción con zombis en mundo abierto de 2006, que regresa con un nuevo apartado gráfico con cambio de motor incluido, el RE ENGINE, y nuevos modelados, iluminación y mejoras jugables, como poder moverse mientras apuntas, guardado automático y unos controles más agradables, entre otros cambios. 86 Two Point Museum PS5 87 Fear
the Spotlight PS5 88 Returnal PS5Returnal es un juego de acción desarrollado por Housemarque y publicado por House
bullet hell, ambientado en un extraño planeta y que nos sumerge en un bucle temporal. 89 Gran Turismo 7 es la séptima entrega de la veterana saga de conducción y simulación de Polyphony Digital para consolas PlayStation. En exclusiva para PlayStation 5, la nueva entrega del videojuego de coches tendrá mejoras audiovisuales
inimaginables en la licencia, haciendo especial hincapié en el uso del ray tracing en la iluminación y la recreación de modelados de vehículos más complejos. Gran Turismo 7 más barato 90 KILL KNIGHT PS5 91 Judgment es el nuevo videojuego de acción en tercera persona y aventura de los creadores de Yakuza. Apostando por un estilo
de juego similar pero con su propia personalidad, Judgment nos propone investigar casos policiales sin resolver, combatir el crimen con mano dura y disfrutar de los paisajes urbanos de Japón en una localidad ficticia basada en Kabukicho, Tokio. 92 LEGO Star Wars: The Skywalker Saga es un videojuego de
acción y aventura desarrollado por TT Games, creadores de multitud de juegos con la licencia de LEGO. Este es realmente el sexto Lego Star Wars, pero el primero que cubre al completo toda la saga cinematográfica principal, es decir, La amenaza fantasma, El ataque de los clones, La venganza de los Sith, Una nueva esperanza, El imperio
contraataca, El retorno del Jedi, El despertar de la Fuerza, Los últimos Jedi y El ascenso de Skywalker. GuíaLEGO Star Wars: The Skywalker Saga más barato 93 The Nioh Collection PS5The Nioh Collection es un recopilatorio de juegos de acción y rol desarrollado por Team Ninja y publicado por Koei Tecmo para PlayStation 5. Con motivo de su
estreno en PS5 se lanzó este recopilatorio que incluye las dos primeras entregas de Nioh remasterizadas, dos juegos ambientados en un sobrenatural Japón feudal que apuestan por un gameplay complejo y exigente inspirado en la saga Dark Souls pero con personalidad propia. The Nioh Collection más barato 94 A Plague Tale: Requiem PS5A Plague
Tale: Requiem es un juego de acción y aventura en tercera persona desarrollado por Asobo Studio y Focus Home para Xbox Series, PC y PlayStation 5. Con énfasis en la narración y enfocado a una atribulado viaje al sur de Francia hacia nuevas regiones
intentando controlar la maldición y luchar contra la muerte y un aluvión de ratas devoradoras. Guía Plague Tale: Requiem más barato 95 Dragon Ball: Sparking! Zero es un juego de lucha desarrollado por Spike Chunsoft y publicado por Bandai Namco para PlayStation 5, Xbox Series y PC. La querida saga Budokai
Tenkaichi regresa con una continuación 17 años después, un espectacular juego de lucha en 3D que incluye más de 180 personajes, y que ha sido creado para satisfacer a los mayores fans de la obra de Akira Toriyama. 96 Viewfinder PS5 97 Sonic X Shadow Generations es un juego de plataformas desarrollado por lucha en 3D que incluye más de 180 personajes, y que ha sido creado para satisfacer a los mayores fans de la obra de Akira Toriyama.
Sonic Team y publicado por SEGA para PlayStation 4, PlayStation 5, Xbox One, Xbox Series, Nintendo Switch y PC. Una remasterización del juego de 2011 que mezclaba fases 2D y 3D con el Carismático Shadow. 98 Sorry We're Closed
PS5 99 Stellar Blade PS5Stellar Blade es una aventura de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation para PlayStation 5. Un juego de acción desarrollada por Shift Up Corporation 5. Un juego de acción desarrollada por Shift Up Corporation 5. Un juego de acción desarrollada p
espacio, poniéndonos en la piel de la soldado Eve, que vuelve a nuestro planeta para descubrir qué ha ocurrido y plantar cara a esta misteriosa amenaza. 100 Crash Bandicoot 4: It's About Time es la cuarta entrega de la emblemática saga de plataformas en 3D protagonizada por Crash Bandicoot para Xbox One
y PS4. Recuperando la fórmula clásica, Toys for Bob ha querido mantener la estructura de los niveles lineales, las habilidades del jugador y la idea de romper cajas, recoger wumpas y evitar numerosas trampas. Home video game console by Sony "PS5" redirects here. For other uses, see PS5 (disambiguation). PlayStation 5The original PlayStation 5
 console with optical drive, and DualSense controllerAlso known asPS5DeveloperSony Interactive EntertainmentManufacturerSony, FoxconnProduct familyPlayStationTypeHome video game consoleGenerationNinthRelease date November 12, 2020 AU/JP/KR/NA/NZ: November 12, 2020WW: November 19, 2020PHI: December 11, 2020INA: January 22,
frequency up to 3.5 GHzMemory16 GB GDDR6 SDRAM512 MB DDR4 RAM (used as SSD controller cache)[3]2 GB DDR5 RAM (used for system; Pro only)[4]StorageCustom PCIe 4.0 NVMe SSDBase: 825 GBSlim: 1 TBPro: 2 TBRemovable storageUSB-based, up to 8 TBDisplay720p, 1080i, 1080p, 1440p, 4K, 8KGraphicsBase/Slim[5]AMD RDNA 236
CUsVariable frequency up to 2.23 GHz10.28 TFLOPS peak[7][8][9]SoundTempest Engine 3D AudioDolby Atmos 7.1 surround soundDTS:X (Blu-ray & UHD Blu-ray video)Controller inputDualSense (Edge),
3.4 kg (7.5 lb) 2023: 2.6 kg (5.7 lb) Pro: 3.1 kg (6.8 lb) BackwardcompatibilityPlayStation 4 games PredecessorPlayStation 4 websiteplaystation 5 (PS5) is a home video game console developed by Sony Interactive Entertainment. It was announced as the successor to the PlayStation 4 in April 2019, was
compatible with Ultra HD Blu-ray discs. The Digital Edition lacks this drive, as a lower-cost model for buying games only through download. The two variants were launched simultaneously. Slimmer hardware revisions of both models on sale in November 2023.[10] A PlayStation 5 Pro model was released on November 7,
2024, featuring a faster GPU, improved ray tracing, and introducing an AI-driven upscaling technology. The PlayStation 5's main hardware features include a solid-state drive customized for high-speed data streaming to enable significant improvements in storage performance, an AMD GPU capable of 4K resolution display at up to 120 frames per
second, hardware-accelerated ray tracing for realistic lighting and reflections, and the Tempest Engine for hardware-accelerated 3D audio effects. Other features include the DualSense controller with haptic feedback, backward compatibility with the majority of PlayStation VR games, and the PlayStation VR2 headset. Mark Cerny
chief architect of PlayStation 5 The lead architect of the PlayStation console line, Mark Cerny, implemented a two-year feedback cycle after the launch of the PlayStation 4. This entailed regularly visiting Sony's first-party developers at two-year feedback cycle after the launch of the PlayStation 4. This entailed regularly visiting Sony's first-party developers at two-year intervals to find out what concerns they had with shortcomings in Sony's current hardware and how such
 hardware could be improved in console refreshes or for the next generation. This feedback directly influenced the priorities of the console development team. During the development of the PlayStation 5, a central challenge revolved around addressing the length of loading times for games.[11] Cerny said several development team.
Tim Sweeney, told him that standard I/O speed of a hard disk drive was now a limiting factor in pushing game development. [12] Slow data rates placed limits on the storage medium, and the duplication of data across the medium in order to reduce load times. An important
goal was to find ways to reduce loading time, particularly in games that stream or dynamically load new game areas as the player moves through the game world.[11] Jim Ryan, then CEO of Sony Interactive Entertainment, stated that Sony had researched the feasibility of a "low priced, reduced spec" version of the PlayStation 5, like what Microsoft
had done with its lower-power counterpart to the Xbox Series X, the Xbox Series S, and concluded that they believed such consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well, becoming obsolete too fast. [13] Cerny first publicly described the new consoles do not fare well as the new consoles do not fare 
31, 2019, affirmed that new next-generation hardware was in development but would ship no earlier than April 2020.[15] In a second Wired magazine interview in October 2019, Sony said it intended to ship its next-generation console worldwide by the end of 2020.[16] The current hardware specifications were revealed in October 2019.[17][18] At
CES 2020, Sony unveiled the official logo for the platform, which follows the similar minimalist styling of the previous PlayStation consoles and brand.[19] Full specifications were given in an online presentation by Cerny and published by Sony and Digital Foundry on March 18, 2020.[20][21][22] Digital Foundry spoke with Cerny in detail and
published a "deep dive" on April 2.[23] A major game library showcase had been planned for June 4, 2020, but was postponed until June 11 due to the George Floyd protests. This presentation was also the premiere of the console's external hardware design.[24][25][26][27] Event lighting being set up at SIE headquarters on the evening of November
8, 2020; four days before the launch Sony planned to launch the PlayStation 5 by the 2020 end-of-year holiday period.[28] PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country: (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country (as of March 2025[update]): Available Officially sold but currently not supported by PlayStation 5 Sales by Country (as of March 2025[upda
Vietnam[31]) Suspended by Sony (Russia) Unavailable The date and pricing was confirmed as part of a game showcase presentation on September 16, 2020; the release date in Australia, Japan, New Zealand, North America, and South Korea was confirmed for November 12, 2020, and for most of the rest of the world on November 19, 2020.[32] The
console was launched in the Philippines on December 11, 2020.[33] PlayStation 5's release in India was delayed, leading to speculation that a trademark dispute was resolved and the system released there on February 2, 2021.[34][35][36][37] The
console launched in Indonesia on January 22, 2021.[38] The system launched in China on May 15, 2021.[39] The console launched with two models: a base version with an Ultra HD Blu-ray compatible optical disc drive for retail game support
retaining digital download support. [40] Following the September 16, 2020, presentation, Sony stated that pre-orders for the console were to open at various retailers on the following day. However, several retailers on the following day. However, several retailers on the following day.
stores' inventories were quickly sold out, and creating confusion. Sony apologized for the incident on September 19, 2020, and promised to increase more pre-order deliveries over the coming days and stock through the end of the year.[41][42] Worldwide supply of the console remained low due to a global chip shortage from 2020 to 2023.[43] Sony
expected a short retail stock until 2023;[44] the company said that the supply chain issues were fixed.[45] In August 2022, Sony announced a price increase by up to 20% in most of its markets except the US, citing global economic, inflationary, and supply chain pressures.[46][47] PlayStation 5 motherboard The PlayStation 5 features a custom system
on a chip (SoC) developed by AMD in collaboration with Sony, integrating both the CPU and GPU.[48] The eight-core CPU is based on AMD's RDNA 2 architecture, [50] with 36 compute units running at up to 2.23 GHz,
delivering a theoretical peak performance of 10.28 teraFLOPS.[51][52][53] It also supports hardware-accelerated real-time ray tracing, a technique that simulates how light interacts with objects to produce more realistic lighting and shadows. Developers can access this functionality using Sony's custom graphics API.[17][54][55] The PlayStation 5
includes a custom "boost" system based on AMD's SmartShift technology. This system dynamically adjusts the CPU and GPU speeds depending on what the game or application needs, balancing performance and power consumption. [56][57] The console's cooling system uses a double-sided intake fan that is 120 mm (4.7 in) in diameter and 45 mm
(1.8 in) thick, paired with a large heat sink utilizing a heat pipe design that Sony claims has a "shape and airflow [which] make it possible to achieve the same performance as a vapor chamber". A layer of liquid metal between the chip and the heat sink improves heat transfer. [58][59][60][61] The console uses a 350-watt internal power supply and is
designed to consume less energy while in rest mode compared to the PlayStation 5 includes 16 GB of GDDR6 SDRAM connected via a 256-bit interface and capable of reaching a peak bandwidth of 448 GB/s. This unified memory pool is shared between the CPU and GPU.[63] The console supports Bluetooth 5.1 and Wi-Fi 6
(802.11ax).[64] The console has a new audio processing system called the Tempest Engine, which supports hundreds of simultaneous sound sources, compared to 50 on the PlayStation 4.[65] The PlayStation 5 features 825 GB of built-in solid-state storage, of which 667 GB is available to the user for game installation.[66] The flash memory chips and
controller are soldered directly to the motherboard, providing 5.5 GB/s, of raw bandwidth via a 12-channel interface. [67] A dedicated decompression unit supporting zlib and Oodle Kraken formats allows for typical throughput of 8-9 GB/s, peaking at 22 GB/s, [49][68] An internal M.2-format solid-state drive (SSD) slot supports user-installed NVMe
drives up to 8 TB.[69] SSD support was added in a system update in September 2021 following a public beta.[70][71] Games must be installed onto either the built-in storage or an SSD. However, to save space, developers may allow selective installation of features such as a multiplayer mode.[72] External USB drives (up to 8 TB) are also supported;
however, only PlayStation 4 titles can be played directly from USB storage for games can be stor
rays.[49][75][76] PlayStation 5 game discs can hold up to 100 GB of data, double the capacity of standard Blu-ray discs used for most PlayStation 5's form factor was revealed during its June 11, 2020 presentation.[40] The launch model features a two-tone design with a black central unit flanked by white side panels,
matching the DualSense controller. Blue LEDs accent the edges. The console can be oriented vertically or horizontally. Long air intake vents run along the front, while heat is exhausted through vents at the rear. [58][59][60] The console's has drawn attention. This design allows for effective cooling
management and reduced fan noise during operation.[79][80][81] Senior Art Director Yujin Morisawa led the case design, balancing aesthetics with internal volume and airflow requirements.[82] The side panels are removable, allowing access to components such as the SSD expansion slot and the optional Ultra HD Blu-ray drive. Two dust collection
channels are also accessible for maintenance. [58][59][60] Front ports on the launch versions of the console include one USB-A (USB 3.1 Gen 2), an HDMI 2.1 port, Gigabit Ethernet, and power. [40][83][84] When in its vertical position, the launch version of the console
with an optical disc drive measures 390 millimeters (15 in) high, 260 mm (4.1 in) wide, and weighs 4.5 kilograms (9.9 lb). The digital edition is slightly slimmer at 92 mm (3.6 in) wide and initially weighed 3.9 kg (8.6 lb).[85] Sony released a minor hardware revision of the PlayStation 5 in August 2021. This version, the 1100
series, features a smaller heatsink without a significant impact on cooling performance, [86] The revision also eliminated the need for a screwdriver when attaching the console stand. [87] As a result, the overall weight was reduced to 3.9 kg (8.6 lb) for the model with an optical disc drive and 3.6 kg (7.9 lb) for the digital edition, [88] Another revision.
the 1200-series, began shipping in August 2022. This version featured a die shrink of the SoC, reducing power consumption, allowing Sony to redesign the heatsink again, contributing to a weight decrease. [89] The revised model with an optical disc drive weighs 3.9 kg (8.6 lb) and the digital edition weighs 3.4 kg (7.5 lb). [88] [90] Sony announced
revised models of the PlayStation 5 and PlayStation 5 Digital Edition in October 2023, with a release scheduled for November 2023. These models, colloquially referred to as the "PlayStation 5 Slim", replaced the original versions of the system.[91][92][93] Both versions are physically smaller and include 1 TB of internal storage. The front USB-A port
was replaced with a second USB-C port, though it still operates at USB 2.0 speeds.[94] The revised Digital Edition launched at a higher price point, with a $50 increase compared to the Digital Edition, making it functionally and visually equivalent
to the standard model.[95][94] When positioned vertically, the model with an optical disc drive measures 358 mm (14.1 in) high, 216 mm (8.5 in) wide, and weighs 2.6 kg (5.7 lb). PS5 Pro with visible black "gills" on the sides The PlayStation 5
Pro (PS5 Pro) was formally announced by Sony on September 10, 2024, [96] following industry rumors since March 2024. Among other changes, the new console has three primary improvements: a GPU about 45% faster than that in the existing PlayStation 5, a deep learning-based image upscaling technology called PlayStation Spectral Super
Resolution (PSSR), and twice as fast ray tracing performance compared to the PlayStation 5. As a result, games optimized for the Pro are expected to support 4K resolutions at 60 frames per second. [97] It also ships with 2 TB of internal SSD storage, but does not include an optical disc drive nor vertical stand, which can be purchased separately. The
Pro unit also includes support for Wi-Fi 7 and 8K resolution output. [97] [98] Games can be patched to access features of the Pro system, with 50 games expected to be ready with the devkit version of the Pro console as early as
September 2023.[99][100] A Game Boost feature would also allow selected PS4 games to have improved resolutions on the Pro system, with about 8,500 such games set to use this feature at launch.[97] The Pro model was released globally on November 7, 2024, with a price point of US$699 / £699 / £799.[96][101] The pricing of the PS5 Pro made it
one of the most expensive consoles to be released when accounting for inflation, and the second most-expensive within the PlayStation 3 price of $499+.[102] Rolling Stone observed an "overwhelmingly negative" response to the console's limited increase of benefits.[103] Sports Illustrated mocked the price point,
with editor Dave Aubrey writing: "It feels almost cruel, in a climate like this, to try and convince people that the PS5 Pro, with its meager enhancements, is actually worth the money." [104] Sony president Hiroki Totoki stated in an investor call in November 2024 that the company did not believe the high price had a negative impact on sales, since the
Pro model was targeting hardcore users who are willing to pay more for high performance. [105] Limited quantities of the PS5 Digital Edition and PS5 Pro, with gray cases and special branding, were released on November 21, 2024, to celebrate the brand's 30th anniversary. Similar branded PlayStation DualSense, DualSense Edge, and PlayStation
Portal devices were also made available.[106] Main article: DualSense The DualSense controller The DualSense Edge controller The DualSense wireless controller but with modifications influenced by discussions with game designers and
players.[107] The DualSense controller has adaptive triggers with force feedback through voice coil actuators that can change the resistance to the player as necessary, supporting experiences such as virtually drawing an arrow from a bow.[72] The DualSense maintains the same buttons as the DualShock 4, though the "Share" button was renamed to
"Create" with additional means for players to create and share content. A new built-in microphone array was added so players can speak to others using only the controller, [107] and the included controller speaker has been improved. [72] It has two-tone coloring, primarily white with black facing, with the black piece being easily detachable. [108] The
light bar has been moved to the sides of the touchpad.[107] It has USB-C connectivity, a higher-rated battery, and an audio jack.[72][109] As an Easter egg, the texture of the controller unit is covered in miniature versions of the four PlayStation button symbols (cross, circle, square, and triangle).[82] Sony revealed the DualSense Edge (CFI-ZCP1), a
new controller for the PlayStation 5 featuring additional capabilities, in August 2022.[110] The controller was initially released on January 26, 2023, on PlayStation Direct, but was
made available through other retailers on February 23, 2023.[111] Accessories include a charging station for the DualSense, a new HD camera, and a media remote control. The Pulse 3D wireless headset is integrated with the PS5's Tempest Engine 3D audio technology.[40] The PS5 is backwards compatible with most existing PS4 controllers and
accessories for PS4 games only - some with limited functionality. Rock Band peripherals are supported since Rock Band 2.[112] PS5 games can use the existing PlayStation Wove, PlayStation Wove,
Main article: PlayStation VR2 Sony announced the PlayStation VR, the device consists of a headset featuring dual OLED panels capable of 4K resolution, HDR and 90/120 Hz refresh rates. It also includes two Sense controllers which have 14 embedded IR
LEDs for tracking, and haptic feedback and adaptive triggers, similar to the DualSense controller included with the PlayStation 5. The headset features eye-tracking for foveated rendering and in-game features in select games. Additionally, the controllers includes finger touch detection, used to render the position of the thumb, index and middle
fingers to show on in-game models. Unlike its predecessor, it does not require external cameras for it position, using only the headset to track the headset to track the headset and controller's position, using only the headset to track the headset to track the headset and controller's position, using only the headset to track the headset the hea
States, €599.99 in the EU, and £529.99 in the EU, and £529.99 in the United Kingdom. Games available for the PS VR2 at launch included Horizon Call of the Mountain, Gran Turismo 7, and Resident Evil Village. The headset is not compatible with games released for the previous generation PS VR by default, requiring developers to update their games. The PlayStation VR2
released to positive reviews, but was later criticized for a lack of continued support. [119][120][121] The PlayStation 5 home screen The PlayStation 5 home
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"we don't want the player to have to boot the game, see what's up, boot the game, see what's up", so all of these options are "visible in the UI".[14] Matt MacLaurin, the current vice president of UX design at PlayStation, described the redesigned user interface as a "very interesting evolution of the OS", and a "100 percent overhaul of the PS4 UI and
 some very different new concepts".[122] MacLaurin stated that the UI is extremely fast with a new and robust visual language.[123] Eurogamer said the user interface was conceived for responsiveness, improved accessibility, clarity, and simplicity.[124] It is rendered in 4K resolution and high dynamic range. Users are greeted with a stylistic boot-up
animation and a new login screen. The central design concepts and motifs introduced on the PS4 were redesigned into a new home screen user interface. The top of the screen has a row of applications, and two upper tabs to switch between showing games or media apps. Selecting a game reveals individual activities such as a specific level or
multiplayer mode. PlayStation Store is no longer a standalone application and is now fully integrated into the home screen user interface. [125] The most significant departure from the PS4 interface is the introduction of the Control Center is divided into two
sections. The upper portion is a row of cards suggesting actions based on the current game or recent actions such as a group chat. Game-related cards may present players with an option to jump directly to them. PlayStation Plus
subscribers see game activity cards with hints, tips, screenshots, or videos detailing how to complete the activity. System-level items may present the player with options such as PlayStation Store sale information, or recent screenshots taken by the user to be shared. These features are available for PS5 games or for updated PS4 games. The lower
portion of the Control Center contains a customizable horizontal row of icons, including notifications, status updates, friends list, and system settings.[126] According to internal materials reviewed by Vice, the strategy behind this "activities"-focused UI was to help players in committing time towards games particularly single-player video games
 which Sony felt were thriving on the PlayStation console environment. Sony recognized that at present, many players did not have as much time to commit to playing games, so the notion of activity cards was used to help give players an idea of what activities they could do in a game and how long it would take so that they could work that activity into
their schedule.[127] The PlayStation 5 supports multiple streaming services such as Netflix and YouTube, with support for others hinted at in the future.[128][129][130] Sony Pictures Core service was released on the system in 2023. The system in 2023. The system in 2023 in the future.[128][129][130] Sony Pictures Core service was released on the system in 2023. The system in 2023 in the system
available, [131] Sony's Remote Play application, available on the PlayStation 5, and Android devices, was updated just prior to the PlayStation 5 games on these other devices over a local network. [132] In April 2021, Sony released a new software update through which users
can transfer their downloaded PS5 game to an external USB hard drive.[133] Sony announced a PlayStation 5 system software beta program in June 2021, similar to the Xbox Insider program, where signed-up users can receive early releases of planned updates to the console's software for testing prior to their release.[134] One of the first major
features offered in this program was support for expanding internal storage via the M.2 port, added in the beta software path in July 2021.[70] In September 2021, Sony released a new software update offering support for a new trophy tracker, Control Center customization, 3D audio support for built-in TV speakers, internal SSD expansion and
 several UX enhancements. [135] Sony introduced Game Trials in October 2021, starting with a limited release for UK users for Death Stranding: Director's Cut and Sackboy: A Big Adventure. Users have access to download and play the full version of the game for a fixed amount of time through these Game Trials, after which they would be required to
buy the game to continue playing.[136] In March 2022, Sony released software update 5.00 which adds several improvements for accessibility such as an improved screen reader with support for features like mono audio, reading notifications aloud, additional language support, and the ability to show a check mark on enabled settings. Support for
voice commands was also introduced in this update for users in the United States and United Kingdom, which allows users to control their PlayStation 5 by saying "Hey, PlayStation" and then a chosen command. Support for the Ukrainian language was also added, and Game Base was enhanced with the abilities to view all friends in a new "Friends" and then a chosen command.
 tab, more easily decline friend requests, and other enhancements and updates. There were also various enhancements made to trophies, child accounts, the home screen, and other features. [137] On March 8, 2023, Sony released software update 7.00, which included VRR support for 1440p resolution, the ability to transfer data between PS5
consoles, support for voice chat on Discord, and support for using voice to save video clips of gameplay (at release, this is only available in English for the US and UK).[138] On September 13, 2023, Sony released software update 8.00, which included support for Dolby Atmos, the possibility to use an M.2 SSD with a maximum capacity of 8 TB (up from
the previous 4 TB limit), and the ability to mute the start-up beep sound.[139] On March 13, 2024, Sony released software update 9.00, which included the ability to adjust the brightness of the PS5's power indicator, added new features in Parties and Share Screen, and improved the DualSense and DualSense Edge wireless controllers mic input
quality with a new AI machine-learning model.[140] On September 12, 2024, Sony released software update 10.00, which added Welcome hub, Party Share, personalized 3D audio profiles, adaptive controller charging, and support for enabling remote play for individual users.[141] On March 25, 2025, Sony released software update 11.00, which
 added full details displaying on activity cards, support for Unicode 16.0 emojis, parental control adjustments, system performance and stability improvements, and refinements to messages and overall usability on certain system screens. [142] Main article: List of PlayStation 5 games Each PlayStation 5 console comes preinstalled with Astro's
Playroom, a game designed to serve as a demonstration of the DualSense controller.[143] Games are not region locked, so games purchased in one region can be played on consoles in all regions.[131] Sony announced its concurrent responsibilities of supporting the PlayStation 4 community, and embracing the PlayStation 5 as a major technological
 advancement. In an interview with GamesIndustry.biz, Ryan stated "We have always said that we believe in generations. We believe that the previous generation does not include. And that, in our view, people should make games that can
make the most of those features."[144] Discussing the capabilities of the DualSense controller with Geoff Keighley, General manager Eric Lempel affirmed that Sony "want[s] to evolve every part of the experience", but for that to happen "we can't take everybody with us from previous consoles into [a next-generation experience]. You need new
hardware, you need new devices to experience what these developers want you to experience what these developers want you to experience what interest in PlayStation 4 will not end abruptly, with more to come.[145] Sony's definition of
 consoles as distinct generations had been widely interpreted as an era-defining shift to PS5-exclusive games that exploit the console's advanced
 feature set and initially planned that PS4 versions can be freely upgraded. Few major games such as Horizon Forbidden West are developed as concurrent releases for PS5 and PS4,[147] and Sony supports any publisher that wants to offer enhanced versions of PS4 games at no additional cost.[148][149][150][151][152] However, in May 2021, Sony
 announced a major shift in this approach, with previously PS5-exclusive games Gran Turismo 7 and God of War Ragnarök now planned as both PS5 and PS4 games. Game journalists believed this was a factor related to the effect of the global semiconductor shortage from the COVID-19 pandemic on PlayStation 5 availability.[153] Sony initially had
planned to charge PS4 users to upgrade to the PS5 version of Horizon Forbidden West when preorders were announced, but after negative feedback from consumers (who pointed out that Sony had previously mentioned that Horizon Forbidden West would have a free upgrade will be free, but all future PS4 to PS5 upgrades
 from their first-party games will be at cost, reversing course from their earlier plans. [154] Eurogamer reported that Sony's certification after July 13, 2020, to be natively compatible with the PlayStation 5. [155] See also: List of PlayStation 4 games, list of PlayStation VR games,
and list of PlayStation 2 games for PlayStation 4 According to Hideaki Nishino, Sony's senior vice president of Platform Planning and Management, the PS5 is designed to be backward compatible with PlayStation VR.[14] Because of
 PS5's high-speed SSD and increased processing power, many PS4 games gain from improved loading times or gameplay speeds "so that they can benefit from higher resolutions".[21][157] Players can synchronize their saved game files through cloud storage or transfer them using a USB storage
device so no progress is lost.[156] Backward compatibility with PS4's GCN-based GPU.[14][23] Mark Cerny explained during a March 2020 presentation and later in an interview with Digital Foundry how CPU clock timing
required particular attention; though the Zen 2 CPU has an instruction set to handle the PS4's Jaguar CPU, their timings can be very different, so Sony worked closely match the Jaguar's timings. [20] PS5 backward compatibility may exhibit errors with some PS4 games, [158] and does not
include previous generations. However, some older PlayStation console games are available for the PlayStation 4's Share menu cannot be displayed but the PS5's Create menu can be used to capture screenshots or video.[158] All compatible
downloaded versions of PS4 games are visible in the library on the PS5 and available for download. The games can also be copied in the same way or via the cloud storage.[161] On October 9, 2020, Sony released a list of ten PS4 games identified as being incompatible with PS5; the list has
 shortened since as some developers released compatibility updates for previously incompatible games [162] As of December 16, 2021, the official PlayStation website shows six PS4 games that remain incompatible with PS5; Afro Samurai 2: Revenge of Kuma Volume One, Hitman Go: Definitive Edition, Just Deal With It!, Robinson: The Journey,
Shadwen, and We Sing.[163] The PlayStation 5 was generally well received at launch, with much praise of its DualSense controller's improved haptic feedback and adaptive triggers.[164] Astro's Playroom, which comes preinstalled on every PS5 and is designed to demonstrate the controller's features, was praised with Laptop Mag calling it
 "deceptively cute".[165] The exclusive line-up, including Spider-Man: Miles Morales and Demon's Souls, was heavily praised, although some reviewers, such as TechRadar, said there should have been more launch games.[166] The console's user interface was generally praised for being fast and easy to navigate.[167] Many reviewers found the
console's design polarizing. CNET described the black and white scheme as "clearly meant to be a sculptural conversation piece". The large size was criticized by Tom's Guide as "inelegant",[168] and by others as frustrating its integration into a home entertainment center.[169] Many also acknowledged the size for improving the cooling and quieting
of its operation.[167][170] The comparatively small 667 GB of usable SSD space was criticized.[169] More technical reviews, such as those by Digital Foundry, noted that features such as variable refresh rate and the advertised 8K video output mode were not present at launch. They lauded the ray tracing, SSD speed, and 120 Hz output capabilities
[170] The PlayStation 5, as with the Xbox Series X/S, was in limited supply immediately upon launch, [171] and through 2021 due to a global semiconductor shortage, [172][173] combined with increased demand for video game consoles due to the COVID-19 pandemic. [174] Sony expected supply to continue to be limited until at least 2022. [175]
 Scalpers took advantage of the shortage, attempting to sell the console for thousands of dollars.[176] Sony expanded its PlayStation Direct program to sell consoles directly to consumers within Europe in November 2021 to bypass scalpers.[177][178] Two weeks after launch, Sony declared the largest launch in PlayStation history, surpassing the
PlayStation 4's 2.1 million units in its first two weeks in 2013.[179] During the system's first two weeks in 2013.[179] During the system's first two weeks in 18,082, making it the best-selling console in the country for that week. [180] By September 2021, Sony reported over a million PS5
sales in Japan. In comparison, its predecessor did not reach a million units sold until a year after release.[181] In the UK, the PS5 was the best-selling video game console sold in the month of November.[182] In Spain, the PS5 was the best-selling video game console sold in the month of November.[183] Sony reported total shipments of the PS5 through its fiscal quarter
ending December 31, 2020 of 4.5 million units, which were similar numbers to the PS4's launch shipments of PlayStation 5 reached 7.8 million units that the PS4 had shipped in its first two-quarters of release. [186] Sony reported that as of July 18, 2021, 10 million PS5 units
had been sold through, making the PS5 its fastest-selling console to date.[187][188] The company later confirmed that by June 30, 2021, it had shipped 10.1 million consoles, indicating that nearly every shipped console had been sold as soon as it reached the market.[189] Console shipments surpassed 13.4 million as of September 30, 2021.[190] The
company anticipated in August that it would have enough stock hardware to ship more than 22 million units in November. Despite this, sales during the fiscal year 2022 were forecast to increase to 22.6 million units.[192] Bloomberg News reported in
 January 2022 that Sony was continuing production of the PS5 while the chip shortage continued. [193] By the end of September 2024, total shipments of PS5 units had reached 65 million units. [194] Sales of the PS5 reached 20 million units by May 2022,
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resolution refers to a horizontal display resolution of approximately 4,000 pixels.[1] Digital television and digital cinematography commonly use several different 4K resolutions. In television and digital cinematography commonly use several different 4K resolutions. In television and digital cinematography commonly use several different 4K resolutions. In television and consumer media, 3840 × 2160 (DCI 4K)
The 4K television market share increased as prices fell dramatically throughout 2013 and 2014.[2][3] Comparison of common broadcast resolutions The term "4K" is generic and refers to any resolutions to approximately 4,000.[4]:2 Several different 4K resolutions have been
 standardized by various organizations. The terms "4K" and "Ultra HD" are used more widely in marketing than "2160p" (cf. "1080p"). While typically referring to motion pictures, some digital camera vendors have used the term "4K photo" for still photographs, making it appear like an especially high resolution even though 3840×2160 pixels equal
approximately 8.3 megapixels, which is not considered to be especially high for still photographs.[5] Comparison of DCI and UHD resolutions In 2005, Digital Cinema Initiatives (DCI), a prominent standards organization in the cinema industry, published the Digital Cinema System Specification. This specification establishes standardized 2K and 4K
container formats for digital cinema production, with resolutions of 2048 \times 1080 and 4096 \times 2160 (full frame, 256:135 or \approx 1.90:1 aspect ratio) 3996 \times 2160
(flat crop, 1.85:1 aspect ratio) 4096 × 1716 (CinemaScope crop, ≈2.39:1 aspect ratio) 2K distributions must have a frame rate of 24 FPS.[6]:§3.1.4.2 Some articles claim that the terms "2K" and "4K" were coined by DCI and refer exclusively to the 2K and 4K formats defined in the DCI
standard.[8] However, usage of these terms in the cinema industry predates the publication of the DCI standard,[9][10][11][12] and they are generally understood as casual terms for any resolution approximately 2000 or 4000 pixels in width, rather than names for specific resolutions.[4]:2[13]:109 In 2007, the Society of Motion Picture and Television
 Engineers published SMPTE ST 2036-1, which defines parameters for two UHDTV systems called UHDTV1 and UHDTV2. [14][15] The standard defines the following characteristics for these systems: A resolution of 3840 \times 2160 (UHDTV1) or 7680 \times 4320 (UHDTV2) [15]: §5.2 Square (1:1) pixels, for an overall image aspect ratio of 16:9[15]: §5.1 A
framerate of 23.976, 24, 25, 29.97, 30, 50, 59.94, 60, 100, 119.88, or 120 Hz with progressive scan[15]: §1.2 RGB, Y'CBCR 4:4:4, 4:2:2, or 4:2:0 pixel encoding[15]: §7.7 10 bpc (36 bit/px) or 12 bpc (36 bit/px) or 12 bpc (36 bit/px) and the electro-
optical transfer function. These are the same characteristics later standardized in ITU-R BT.2020. UHDTV1 systems are permitted to use BT.709 color primaries up to 60 Hz.[15]:§6.2 In 2012, the International Telecommunication Union, Radiocommunication U
Television (UHDTV) standard, [16] It adopts the same image parameters defined in SMPTE ST 2036-1. [17] Although the UHDTV standard does not define any official names for the formats it defines, ITU typically uses the terms "4K", "4K UHDTV" to refer to the 3840 × 2160 system in public announcements and press releases ("8K" for
the 7680 \times 4320 system).[18] In some of ITU's other standards documents, the terms "UHDTV1" and "UHDTV2" are used as shorthand.[19] In October 2012, the Consumer Electronics Association (CEA) announced their definition of the terms "UHDTV1" and "UHDTV1" and "UHDTV1" and "UHDTV1" are used as shorthand.[19] In October 2012, the Consumer Electronics Association (CEA) announced their definition of the terms "UHDTV1" and "UHDTV1" are used as shorthand.[19] In October 2012, the Consumer Electronics Association (CEA) announced their definition of the terms "UHDTV1" and "UHDTV1" are used as shorthand.[19] In October 2012, the Consumer Electronics Association (CEA) announced their definition of the terms "UHDTV1" and "UHDTV1" are used as shorthand.[19] In October 2012, the Consumer Electronics Association (CEA) announced their definition of the terms "UHDTV1" and "UHDTV1" are used as shorthand.[19] In October 2012, the Consumer Electronics Association (CEA) announced their definition of the terms "UHDTV1" and "UHDTV1" are used as shorthand.[19] In October 2012, the Consumer Electronics Association (CEA) announced their definition of the terms "UHDTV1" and "UHDTV1" are used as shorthand.[19] In October 2012, the Consumer Electronics Association (CEA) announced their definition of the terms "UHDTV1" and "UHDTV1" are used as shorthand (CEA) announced the terms "UHDTV1" and "UHDTV1" are used as shorthand (CEA) announced the terms "UHDTV1" and "UHDTV1" are used as shorthand (CEA) announced the terms "UHDTV1" and "UHDTV1" are used as shorthand (CEA) announced the terms "UHDTV1" and "UHDTV1" are used as shorthand (CEA) announced the terms "UHDTV1" and "UHDTV1" are used as shorthand (CEA) announced the terms "UHDTV1" and "UHDTV1" are used as shorthand (CEA) announced the terms "UHDTV1" and "UHDTV1" are used as shorthand (CEA) announced the terms "UHDTV1" and "UHDTV1" are used as shorthand (CEA) announced the terms "UHDTV1" and "UHDTV1" are used as shorthand (CEA) announced the terms "UHDTV1" are used (CEA) announced the term
HD product as a TV, monitor, or projector with the following characteristics:[21] A resolution of 3840 × 2160 at 24, 30, and 60 Hz progressive scan (though not necessarily with RGB) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of support for color depth of 8 bpc (24 bit/px) or higher At least one HDMI input capable of 8 bpc (24 bit/px) or higher At least one HDMI input capable of 8 bpc (24 bit/px) or higher At least one HDMI input capable of 8 bpc (24 bit/px) or higher At least one HDMI input capable of 8 bpc (24 bit/px) or higher At least one HDMI input capable of 8 bpc (24 bit/px) or higher At least one HDMI input capable of 8 bpc (24 bit/px) or higher At least one HDMI input capable of 8 bpc (24 bit/px) or higher At least one HDMI input capable of 8 bpc (24 bit/px) or higher At least one HDMI input capable of 8 bpc (24 bit/px) or higher At least one HDMI input cap
 Y'CBCR 4:4:4 color), and HDCP 2.2 Capable of processing images according to the color space defined in ITU-R BT.709 Capable of upscaling HD content (i.e. 720p / 1080p) The CEA definition does allow manufacturers to use other terms—such as 4K—alongside the Ultra HD logo.[4]:9 Since the resolution in CEA's definition is only a min
requirement, displays with higher resolutions such as 4096 × 2160 or 5120 × 2880 also qualify as "Ultra HD" displays, provided they meet the other requirements. Some 4K resolutions, like 3840 × 2160, are often casually referred to as 2160p.[22][23][24] This name follows from the previous naming convention used by HDTV and SDTV formats, which
refer to a format by the number of pixels/lines along the vertical axis (such as "1080p" for 1920 \times 1080 progressive scan, or "480i" for the 480-line interlaced SDTV formats) rather than the horizontal pixel count (\approx4000 or "4K" for 3840 \times 2160). The term "2160p" could be applied to any format with a height of 2160 pixels, but it is most commonly
used in reference to the 4K UHDTV resolution of 3840 × 2160 due to its association with the well-known 720p and 1080p HDTV formats. Although 3840 × 2160 is both a 4K resolution are 2160 pixels tall, and not all 2160p resolutions are ≈4000
pixels wide. However, some companies have begun using the term "4K" to describe devices with support a resolution, even if it is not close to 4000 pixels wide. For example, many "4K" dash cams only support a resolution, even if it is not close to 4000 pixels wide. For example, many "4K" dash cams only support a resolution, even if it is not close to 4000 pixels wide. For example, many "4K" dash cams only support a resolution of 2880 × 2160 (4:3);[25][26] although this is a 2160p resolution, it is not a 4K resolution. Conversely, Samsung
released a 5120 × 2160 (64:27) TV, but marketed it as a "4K" TV despite its 5K-class resolution.[27][28] In 2015, LG Display announced the implementation of a new technology called M+ which is the addition of white subpixel along with the regular RGB dots in their IPS panel technology.[29] The media and internet users later called this "RGBW"
TVs because of the white sub pixel. Most of the new M+ technology was employed on 4K TV sets which led to a controversy after tests showed that the addition of a white sub pixel replacing the traditional RGB structure would reduce the resolution by around 25%. After tests done by Intertek in which the technical aspects of LG M+ TVs were
analyzed and they concluded that "the addressable resolution display is 2,880 X 2,160 for each red, green, blue", in other words, the LG TVs were technically 2.8K as it became known in the controversy.[30][31] Although LG Display has developed this technology for use in notebook display, outdoor and smartphones, it is more popular in the TV
market due to the supposed 4K UHD marketed resolution but still being incapable of achieving true 4K UHD resolution as defined by the CTA as 3840x2160 active pixels with 8-bit per color. This negatively impacts the rendering of text, making it a bit fuzzier, which is especially noticeable when a TV is used as a PC monitor.[32][33][34][35][36] In
2019, Sony was granted the CinemaWide trademark by the European Union Intellectual Property Office (EUIPO), in which the trademark covers 'Class 9' electronic devices, including smartphones. [37] According to Sony and SID, [38] the standard defines a CinemaWide 4K product with the following characteristics: A resolution of 3840 \times 1644 or
larger An aspect ratio of 21:9 Capable of playing back 4K resolution video (2160p) in an aspect ratio of 21:9 Capable of upscaling non-4K content (i.e. 720p / 1080p)[39] Sony Xperia 1 II, Xperia 1 II, Xperia 1 II, Xperia 1 II, Xperia 1 V. Video
sharing website YouTube and the television industry have adopted 3840 × 2160 as their 4K standard. [40][41] As of 2014 [update], 4K content was becoming more widely available online, including on Apple TV, YouTube, Netflix, Hulu, and Amazon Prime Video. [43][44] By 2013.
some UHDTV models were available to general consumers in the range of US$600.[45][46] As of 2015[update], prices on smaller computer and television Systems Committee announced new proposals of a new standard called ATSC 3.0 which would implement UHD
broadcasts at resolutions of up to 3840 × 2160 or 7680 × 4320.[48][49][50][51] The standard would also include framerates of up to 120 Hz, HEVC encoding, wide color gamut, as well as high dynamic range.[52][53][54] In 2014, the Digital Video Broadcasting Project released a new set of standards intended to guide the implementation of high
resolution content in broadcast television. Dubbed DVB-UHDTV, it establishes two standards, known as UHD-1 (for 4K content) and UHD-2 (for 8K content) and UHD-1 (for 4K content) and UHD-2 (for 8K content) and UHD-1 (for 4K content) and U
is currently focusing on the implementation of the UHD-1 standard. [56] DVB finalized UHD-1 Phase 2 in 2016, with the introduction of service by broadcasters expected in 2017. UHD-1 Phase 2 adds features such as high dynamic range (using HLG and PQ at 10 or 12 bits), wide color gamut (BT. 2020/2100 colorimetry), and high frame rate (up to
120 Hz).[57][56] As of February 2025, both YouTube and Vimeo support high-resolution video uploads, with maximum resolutions of 4096 × 2160 pixels (approximately 8.8 megapixels), respectively.[58] The growing availability of 4K content across streaming platforms like Netflix, Amazon
 Prime Video, and YouTube has made it more accessible to consumers. Vimeo's 4K content is currently limited to mostly nature documentaries and tech coverage. [59][60] High Efficiency Video Coding (HEVC or H.265) facilitates streaming of 4K content at bitrates between 20 to 30 Mbit/s, offering efficient compression without significant quality loss.
[61] In January 2014, Naughty America launched the first adult video service streaming in 4K.[62][63] In February 2025, Super Bowl LIX was broadcast in 4K resolution with Dolby Vision HDR and Dolby Atmos sound for the first time. Fox aired the game, and it was also available for free streaming in 4K on Tubi, marking a significant milestone in
sports broadcasting. [64][65] See also: Category: Mobile phones with 4K video recording The first mobile phones to be able to record at 2160p at 30 frames per second. In the year 2014, the OnePlus One was released with the option to
record DCI 4K (4096 × 2160) at 24 frames per second, as well as LG G3 and Samsung Galaxy Note 4 with optical image stabilization. In the year 2015, Apple announced the iPhone 6s was released with the 12 megapixel camera that has the option to record 4K at 25 or 30 frames per second. In the years 2017 and 2018, mobile phone chipsets reached
sufficient processing power that mobile phone vendors started releasing mobile phones that allow recording 2160p footage at 60 frames per second for a smoother and more realistic appearance. [66] iMac with Retina Display (2014) is one of the earliest computers that utilise 4K widescreen. [67] Samsung UN105S9 105-inch (2,700 mm) ultra-high-
definition 4K television In 1984, Hitachi released the ARTC HD63484 graphics processor, which was capable of displaying up to 4K resolution when in monochrome mode. [68] The resolution was targeted at the bit-mapped desktop publishing market.
released in 2003.[69][70] 4K technology was developed by several research groups in university, Naval Postgraduate School and others that realized[71] several demonstrations in venues such as IGrid in 2004 and CineGrid. YouTube began supporting 4K for
video uploads in 2010 as a result of leading manufacturers producing 4K cameras.[72] Users could view 4K video by selecting "Original" from the quality menu.[73] In November 2013, YouTube began to use the VP9 video compression standard, saying that it was more
suitable for 4K than High Efficiency Video Coding (HEVC). Google, which owns YouTube, developed VP9.[72] Theaters began projectors as early as 2004.[75] The first 4K home theater projector was released by Sony in 2012.[76] Despite this, there's not many finished films with 4K
resolution as of 2023. Even for movies and TV shows shot using 6K or 8K cameras, almost all finished films are edited in HD resolution and enlarged to fit a 4K format.[77] Sony is one of the leading studios promoting UHDTV content, as of 2013[update] offering a little over 70 movie and television titles via digital download to a specialized player that
stores and decodes the video. The large files ($\approx 40\ GB), distributed through consumer broadband connections, raise concerns about data caps. [78] In 2014, Netflix began streaming House of Cards, Breaking Bad, [79] and "some nature documentaries" at 4K to compatible televisions with an HEVC decoder. Most 4K televisions sold in 2013 did not
natively support HEVC, with most major manufacturers announcing support in 2014.[80] Amazon Studios began shooting their full-length original series and new pilots with 4K resolution in 2014.[81] They are now currently available though Amazon Video.[82] In March 2016 the first players and discs for Ultra HD Blu-ray—a physical optical disc
format supporting 4K resolution and high-dynamic-range video (HDR) at 60 frames per second—were released the Xbox One S, which support 4K gaming.[84] On November 10, 2016, Sony released the PlayStation 4 Pro, which
supports 4K streaming and gaming,[85] though many games use checkerboard rendering or are upscaled 4K.[86] On November 7, 2017, Microsoft released the Xbox One X, which supports 4K streaming and gaming,[87] though not all games are rendered at native 4K.[88] This section may need to be rewritten to comply with Wikipedia's quality
standards. You can help. The talk page may contain suggestions. (July 2024) Though the price of home cinema viewing devices began to drop rapidly from 2013, the digital video projectors remained priced in the five-figure range well into 2015,
only falling below US$10,000 later that year. Sony was the sole major manufacturer offering a comprehensive 4K projection solution as of 2015.[89] Critics argue that, at typical direct-view panel sizes and viewing distances, the extra pixels of 4K are unnecessary for normal human vision.[citation needed] In contrast, home cinema projectors use
larger screens without necessarily increasing the viewing distance to match the scale. One technique to provide a more affordable 4K experience in home cinema projectors is "e-shift extrapolates additional pixels from 1080p sources to either upscale to 4K or display 4K from native 4K sources at a much
lower price point than native 4K projectors. This technology reached its fourth generation in 2016.[90][91][92][93] JVC applied this technology to create an 8K flight simulation system for Boeing, meeting the visual acuity limits of 20/25.[94] The first pixel-shifted 4K UHD projectors adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma, BenQ, Dell, et al., for those adopted by the market are Optoma
a 2718×1528 pixel structure. The amount of data these projectors process is true 4K, but they overlap the pixels, which is what pixel shifting is. In fact, each one has 50% more area than true 4K. Pixel shifting is. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels is far larger. In fact, each of those pixels 
again with modified data—the second pixel overlaid on the first. This would result in adjacent red and green pixels effectively forming yellow, with a fringe on one side of red, on the other of green—except that the fringe takes on another color as the next line of pixels overlaps too. 4K UHD or 1080p pixel shifting cannot reveal the fine detail of a true
4K projector such as those Sony ships in the business, education, and home markets. JVC has one true 4K at $35,000 (in mid-2017) and another for $120,000.[citation needed] While projecting UHD, it might look as though the pixel structures would have 1/4 the area of 1080p; it just doesn't happen with pixel shifting. That much resolution is only
carried by a true 4K projector. This is why "true" 4K costs so much more than 4K UHD projectors that have more or less similar feature sets. They produce smaller pixels, finer resolution—no loss of detail or color from the overlapping pixels. This is in stark contrast to the small variation in the aspect ratio difference, which would be capable of being
noticeable in a few companies, such as Kaleidescape, offering media servers that enable 4K UHD Blu-ray movies with a wide dynamic range in a home theater.[95] In November 2014, American satellite provider birecTV (owned by AT&T) became the first pay-TV provider to offer access to 4K content, although limited to selected video-on-demand
films.[96] In August 2015, British sports network BT Sport launched a 4K feed, with its first broadcast being the 2015 FA Community Shield football match. Two production units were used, producing the traditional broadcast in high-definition, and a separate 4K broadcast. As the network did not want to mix 4K footage with upconverted HD footage.
this telecast did not feature traditional studio segments at pre-game or half-time, but those hosted from the stadium by the match commentators using a 4K camera. BT envisioned that if viewers wanted to watch studio analysis, they would switch to the HD broadcast and then back for the game. Footage was compressed using H.264 encoders and
transmitted to BT Tower, where it was then transmitted back to BT Sport studios and decompressed for distribution, via 4K-compatible BT TV set-top boxes on an eligible BT Infinity internet plan with at least a 25 Mbit/s connection.[97][98] In late 2015 and January 2016, three of Canada's television providers - including Quebec-based Vidéotron,
Ontario-based Rogers Cable, and Bell Fibe TV, announced that they would begin to offer 4K compatible set-top boxes that can stream 4K content to subscribers over gigabit internet, Canadian media conglomerate Rogers Communications
announced that it planned to produce 101 sports telecasts in 4K in 2016 via its Sportsnet division, including all Toronto Blue Jays home games, and "marquee" National Hockey League games beginning in January 2016. Bell Media announced via its TSN division a slate of 4K telecasts to begin on January 20, 2016, including selected Toronto Raptors
games and regional NHL games. [101][102][103] On January 14, 2016, in cooperation with BT Sport, Sportsnet broadcast the first ever NBA game produced in 4K - a Toronto Raptors/Orlando Magic game at O2 Arena in London, England. On January 20, also during a Raptors game, TSN presented the first live 4K telecast produced in North America.
[99][101][104] Three days later, Sportsnet presented the first NHL game in 4K.[105] Dome Productions, a joint venture of Bell Media and Rogers Media (the respective owners of TSN and Sportsnet), constructed a "side-by-side" 4K mobile production unit shared by Sportsnet and TSN's first 4K telecasts; it was designed to operate alongside a separate
HD truck and utilize cameras capable of output in both formats.[106] For the opening game of the 2016 Toronto Blue Jays season, Dome constructed "Trillium" - a production truck integrating both 4K and 1080i high-definition units.[107] Bell Media's CTV also broadcast the 2016 Juno Awards in 4K as the first awards show presented in the format.
[108] In February 2016, Spanish-language Univision trialed 4K by producing a closed-circuit TV broadcast of a football friendly between the national teams of Mexico and Senegal from Miami (America) in the format. The broadcast was streamed privately to several special viewing locations. Univision aimed to develop a 4K streaming app to publicly
 televise the final of Copa América Centenario in 4K.[109][110][111] In March 2016, DirecTV and CBS Sports announced that they would produce the "Amen Corner" supplemental coverage from the Masters golf tournament in 4K.[112][113] In late 2016, Telus TV announced that they would begin to offer 4K compatible set-top boxes.[114] After having
trialed the technology in limited matches at the 2013 FIFA Confederations Cup,[115] and the 2014 FIFA World Cup was the first FIFA W
broadcast cut on each match would come from 4K cameras (covering the majority of main angles), with instant replays and some camera angles being upconverted from 1080p sources. These broadcasts were made available from selected rightsholders, such as the BBC in the UK, and selected television providers in the United States.[117][118][119]
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Technical limitations in distributing 4K broadcasts (including the increased cost of 4K-compatible production equipment)[120] have led to some broadcasts uEFA Euro and the Champions League final in the format, UEFA discontinued 4K
coverage for both in 2024, as broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters, such as CBS Sports,[122][123] Fox Sports,[124] and USA Network[125] have broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources behind HDR and other on-air features instead.[121] Some U.S. broadcasters elected to put resources elected t
Summer Olympics, USA Network's "4K" coverage was sourced from host broadcaster Olympic Broadcaster Olympic
 4096 \times 3072\ 1.33\ 4:3\ 12,582,912\ -\ 4096 \times 2560\ 1.6\ 16:10\ 10,485,760\ -\ 4096 \times 2304\ 1.77\ 16:9\ 9,437,184\ DCI\ 4K\ (full\ frame)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 3996 \times 2160\ 1.85\ 37:20\ 8,631,360\ WQUXGA\ 3840 \times 2400\ 1.6\ 16:10\ 9,216,000\ 4K\ UHD\ 3840 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 3996 \times 2160\ 1.85\ 37:20\ 8,631,360\ WQUXGA\ 3840 \times 2400\ 1.6\ 16:10\ 9,216,000\ 4K\ UHD\ 3840 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 3996 \times 2160\ 1.85\ 37:20\ 8,631,360\ WQUXGA\ 3840 \times 2400\ 1.6\ 16:10\ 9,216,000\ 4K\ UHD\ 3840 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 1.85\ 37:20\ 8,631,360\ WQUXGA\ 3840 \times 2400\ 1.6\ 16:10\ 9,216,000\ 4K\ UHD\ 3840 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 1024:429\ 7,020,544\ DCI\ 4K\ (flat\ cropped)\ 4096 \times 2160\ 2.39\ 4096\ 2.39\ 1024:429\ 7,020,544\ 2.39\ 1024:429\ 7,020,544\ 2.39\ 1024:429\ 7,020,5440\ 2.39\ 1024:429\ 7,020,5440\ 2.39\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429\ 1024:429
2160\ 1.77\ 16:9\ 8,294,400\ -3840\times 1920\ 2.0\ 2:1\ 7,372,800\ -3840\times 1620\ 2.370\ 64:27\ 6,220,800\ -3840\times 1600\ 2.4\ 12:5\ 6,144,000\ DFHD\ 3840\times 1600\ 2.4\ 12:5\ 6,144,000\ DFHD\ 3840\times 1000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\ 12:5\ 6,144,000\ 2.4\
[15] as well as the 4K UHDTV format defined by ITU-R in Rec. 2020,[16] and is also the minimum resolution of Ultra HD displays and project for their 4K broadcasting standard, UHD-1.[56] This resolution has an aspect ratio of 16:9, with 8,294,400 total
 pixels. It is exactly double the horizontal and vertical resolution of 720p (1280 \times 720) for a total of 9 times as many pixels. It is sometimes referred to as "2160p", based on the naming patterns established by the previous 720p and 1080p HDTV
  standards. In 2013, televisions capable of displaying UHD resolutions were seen by consumer electronics companies as the next trigger for an upgrade cycle after a lack of consumer interest in 3D television. [126] This resolution is used mainly in digital cinema production, and has a total of 8,847,360 pixels with an aspect ratio of 256:135 (\approx19:10). It
 was standardized as the resolution of the 4K container format defined by Digital Cinema Initiatives in the DCI specification, and is the native resolutions for the content inside the container, depending on the desired
aspect ratio. The allowed resolutions are defined in SMPTE 428-1:[6]: §3.2.1[7]: p. 6 4096 × 2160 (full frame, 256:135 or ≈1.90:1 aspect ratio) 3996 × 2160 (full frame, 256:135 or ≈1.90:1 aspect ratio) 4096 × 1716 (CinemaScope crop, ≈2.39:1 asp
as many pixels overall. Digital movies made in 4K may be produced, scanned, or stored in a number of other resolution of 4096 × 3112 is often used for acquiring "open gate" or anamorphic input material, a resolution based on the historical
resolution of scanned Super 35 mm film.[129] Various other non-standardized 4K resolutions have been used in displays, including: 4096 × 2560 (1.60:1 or 16:10); this resolution was used in the Canon DP-V3010, a 30-inch (76 cm) 4K reference monitor designed for reviewing cinema footage in post-production, released in 2013.[130] 4096 × 2304
(1.77:1 \text{ or } 16:9); this resolution was used in the 21.5-inch (55 cm) LG UltraFine 22MD4KA 4K monitors, released in 2001 and 2002 respectively
This resolution is also referred to as "WQUXGA", and is four times the resolution of WUXGA (1920 × 1200).[132] More recently, this resolution is largely used by 360° videos[134] as they largely use a 2:1 aspect ratio. The reason is to
represent a 360° on the horizontal axis and a 180° on the vertical. 3840 × 1600 (2.40:1 or 12:5); a number of computer monitors with this resolution have been produced, the first being the 37.5-inch (95 cm) LG 38UC99-W released in 2016. This resolution is equivalent to WQXGA (2560 × 1600) extended in width by 50%, or 3840 × 2160 reduced in
height by \approx 26\%.[135] LG refers to this resolution as "WQHD+" (Wide Quad HD+),[136] while Acer uses the term "UW-QHD+" (Ultra-wide 4K).[138][139] 3840 × 1080 (3.55:1 or 32:9); this resolution was first used in the Samsung C49HG70, a 49-inch (120 cm) curved
gaming monitor released in 2017. This resolution is equivalent to dual 1080p displays (1920 \times 1080) side-by-side, but with no border interrupting the image. It is also exactly one half of a 4K UHD (3840 \times 2160) displays (1920 \times 1080) side-by-side, but with no border interrupting the image. It is also exactly one half of a 4K UHD (3840 \times 2160) displays (1920 \times 1080) side-by-side, but with no border interrupting the image. It is also exactly one half of a 4K UHD (3840 \times 2160) displays (1920 \times 1080) side-by-side, but with no border interrupting the image. It is also exactly one half of a 4K UHD (3840 \times 2160) displays (1920 \times 1080) side-by-side (1920 \times 1080)
devices The main advantage of recording video at the 4K standard is that fine spatial detail is resolved well.[141] Individual still frames extracted from 3840×2160-pixel video footage can act as 8.3 megapixels at 1080p and 0.9 megapixels at 720p. If the final video resolution is reduced to 2K from a 4K
recording, more detail is apparent than would have been achieved from a native 2K recording.[141] Increased fineness and contrast is then possible with output to DVD and Blu-ray.[142] Some cinematographers record at 4K with the Super 35 film format to offset any resolution loss that may occur during video processing.[143] In full size, this image
 shows the difference between four subsampling schemes. The color images appear similar. The lower row shows the resolution of the color information at only one quarter the resolution as the
brightness information.[144] For 3840 × 2160 video, this means that the color information is only stored at 1920 × 1080.[145] Consumer cameras and mobile phones record 2160p footage at much higher bit rates (usually 50 to 100 Mbit/s). This higher bit rate reduces the visibility of compression artifacts, even if
 viewed on monitors with a lower resolution than 2160p. Film portal Television portal 1080p Full HD - digital video format with a resolution of 1440 lines List of 4K video recording devices 2K resolution - digital video formats with a horizontal resolution of around
2,000 pixels 5K resolution - digital video formats with a horizontal resolution of around 5,000 pixels, aimed at non-television computer monitor usage 8K resolution - digital video formats with a horizontal resolution of around 10,000 pixels 16K resolution -
experimental VR format 32K resolution Aspect ratio (image) - proportional relationship between an image's width and height Digital cinema Display resolution standards High Efficiency Video Coding (HEVC) - video standard that supports 4K & 8K UHDTV and resolution standards High Efficiency Video Coding (HEVC) - video standard that supports 4K & 8K UHDTV and resolution standards High Efficiency Video Coding (HEVC) - video standard that supports 4K & 8K UHDTV and resolution standards High Efficiency Video Coding (HEVC) - video Stand
 formats with resolutions of 4K (3840 \times 2160) and 8K (7680 \times 4320) Ultrawide formats ^ Goulekas, Karen (2001). Visual Effects in a Digital image containing an X resolution of approximately 4096 pixels. ^ "Is Now the Time to Buy a 4K TV
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card that supports 4K and HDMI version 1.4 or higher, you can connect your computer to a 4K television via an HDMI cable. You will likely need high bandwidth to stream the video without any issues, though neither YouTube nor Vimeo has specified the minimum data speed needed for 4K streaming. Asus, Dell, Sharp, and others make 4K computer
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