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[PlayStation 3s Start Climbing Up the Charts. Number 1 Soon?](#)

With a lot of luck, Sony could have the best selling console in 2008

I doubt that even the hardcore [PlayStation 3](#) fans could have believed that it is possible for the gaming console to sell better than the [PS2](#) did in a specific period of time. It seems, however, that things are not exactly as we thought and the PS3 is quickly gaining grounds and, even more, is getting ready to set some records. For instance, Sony has confirmed to [gamesindustry.biz](#) that the PS3 has sold over one million units in the UK and has actually reached this milestone faster than the PlayStation 2, which needed 50 weeks to sell the same amount of units. And, just for the statistics, have in mind that the Xbox 360 has sold one million units in 60 weeks. No need now for the fanboys to start a fight, but these are the facts. Recently, Electronic Arts went to support (or predict) the upcoming success of the PS3 console, stating that it will outsell the Xbox 360 this year. A tie on 4.5 to 5.5 million sales was estimated in North America, while a clear win for Sony is expected in Europe with sales of about 5 and 6 million units, compared to just 1.5-2.5 million Xbox 360s. Even more, if the sales of the PS3 will exceed the expectations a little and the Nintendo Wiis fail to sell as good as they are predicted to, Sony's console could even grab the first place and be crowned as the best selling console of 2008. Now, who would've imagined that last year? Anyway, since these are only predictions and the real sale figures might be completely off the marks, we'll stick to the facts: Sony had sold until June 2007 one million units only in Europe and now it has the same number of units purchased by fans in only one country. Combine with it the fact that the Xbox 360 does not offer online support in the smaller Eastern European countries (for example Romania) and you might understand why the PS3 is really going to outsell Microsoft's console (at least if the things won't change). And, since the gaming industry loves chain reactions and even the sale of a cheap controller could result in, let's say, the boom of the flight simulator games, the same happens with Sony: since the sales of the most expensive home console reach important milestones, publishers are becoming more confident in the format. And, boy, we all love exclusives!