SONY

Supplemental Information for the Consolidated Financial Results for the First Quarter Ended June 30, 2021
2021 年度第 1 四半期連結業績補足資料

August 4, 2021
Sony Group Corporation
ソニーグループ株式会社

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Supplemental Financial Data 補足財務データ

The data and terminology hereinafter are presented in accordance with International Financial Reporting Standards ("IFRS") because Sony has adopted IFRS starting in the first quarter of the fiscal year ending March 31, 2022. For further detail on terminology, please refer to the Notes to Condensed Consolidated Financial Statements on page F-15 in Sony's Quarterly Financial Statements for the first quarter ended June 30, 2021. A footnote is added where non-IFRS data is presented.

Definitions of abbreviated names in the charts below are the following:

Official Names	Abbreviated Names
Game & Network Services segment	G&NS
Electronics Products & Solutions segment	EP&S
Imaging and Sensing Solutions segment	I&SS
Financial Services segment	Financial

Official Names	Abbreviated Names
Corporate	Corp.
Corporate and elimination	Corp. Elim.
All Other, Corporate and elimination	All Other, Corp.
Consolidated Total	Cons. Total
Operating income	OI
Property, plant and equipment	PP&E

The data hereinafter is presented in accordance with the most recent alignment of the Segments and Categories (product categories containing sales to external customers). For details on the segmentation, please refer to the Consolidated Financial Statements on page F-14 for the first quarter ended June 30, 2021.

■ **Average / assumed foreign exchange rates** 期中平均/前提為替レート

(Yen)	FY20					FY21					FY21 Apr Assumption[1] (Q1 – Q4)	FY21 Aug Assumption[1] (Q2 – Q4)
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY		
USD	107.6	106.2	104.5	105.9	106.1	109.5					107.0	110.0
EUR	118.5	124.1	124.5	127.7	123.7	131.9					126.0	131.0
Brazilian Real	20.1	19.7	19.4	19.4	19.6	20.6					19.0	22.1
Chinese Yuan	15.2	15.4	15.8	16.4	15.7	16.9					16.3	17.0
Indian Rupee	1.43	1.44	1.43	1.46	1.44	1.49					1.46	1.48
Russian Ruble	1.49	1.44	1.37	1.42	1.43	1.47					1.42	1.50

■ **FY21 Estimated Foreign Exchange Impact on Annual Operating Income** 2021 年度 為替感応度（年間営業利益に対する影響額の試算）

(Billion yen)	1 yen appreciation against		1% yen appreciation against
	USD	EUR	Emerging market currencies[2]
G&NS	+3.0	-3.5	
EP&S	+3.0	-2.0	N/A
I&SS	-6.0	slightly negative	
Net impact of above three segments	slightly positive	-5.5	-3.0
Pictures and Music total[3]	-2.0	N/A	N/A

[1] Assumed foreign exchange rates are based on company forecast.
[2] Emerging market currencies include Brazilian real, Chinese yuan, Indian rupee and Russian ruble.
[3] This is the estimated impact when converting the U.S. dollar aggregated results of Sony Pictures Entertainment Inc., Sony Music Entertainment and Sony Music Publishing LLC into Japanese yen. The impact of converting the non-U.S. dollar results of these three entities into U.S. dollars during the aggregation process is not reflected in the above numbers.

■ **Results by segment** セグメント別業績

(Millions of yen)		FY20					FY21						
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	Apr FCT	Aug FCT
G&NS	Sales	606,109	506,638	883,226	660,305	2,656,278	615,810					2,900,000	2,900,000
	OI	123,900	105,368	80,761	31,689	341,718	83,259					325,000	325,000
Music	Sales	177,115	230,868	264,462	267,422	939,867	254,873					990,000	1,040,000
	OI	35,637	54,253	59,074	35,822	184,786	55,380					162,000	190,000
Pictures	Sales	175,089	186,552	191,175	200,171	752,987	204,736					1,140,000	1,120,000
	OI	27,044	32,814	20,279	-286	79,851	25,354					83,000	90,000
EP&S	Sales	361,377	533,419	699,028	474,263	2,068,087	576,268					2,260,000	2,320,000
	OI	-8,857	53,371	103,378	-20,033	127,859	71,751					148,000	170,000
I&SS	Sales	206,186	307,090	267,028	232,193	1,012,497	218,057					1,130,000	1,100,000
	OI	26,209	50,767	51,366	17,542	145,884	30,479					140,000	140,000
Financial	Revenue	440,244	371,109	423,031	439,618	1,674,002	414,385					1,400,000	1,400,000
	OI	35,989	37,035	39,861	41,880	154,765	24,013					170,000	153,000
All Other	Sales	25,300	22,905	33,166	19,365	100,736	21,986					N/A	N/A
	OI	3,520	1,531	6,987	-4,860	7,178	4,154					-98,000[1]	-88,000[1]
Corp.	Sales	-28,471	-53,464	-67,141	-56,717	-205,793	-49,272					N/A	N/A
Elim.	OI	-21,717	-19,915	-9,813	-35,341	-86,786	-14,322						
Cons.	Sales	1,962,949	2,105,117	2,693,975	2,236,620	8,998,661	2,256,843					9,700,000	9,700,000
Total	OI	221,725	315,224	351,893	66,413	955,255	280,068					930,000	980,000

■ **Sales to customers by product category (to external customers)** 製品カテゴリー別 売上高（外部顧客に対するもの）

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
G&NS	599,049	494,544	865,790	645,330	2,604,713	602,158				
Digital Software and Add-on Content	394,637	297,061	432,789	330,167	1,454,654	320,436				
Network Services	93,295	95,897	95,774	97,984	382,950	101,986				
Hardware and Others	111,117	101,586	337,227	217,179	767,109	179,736				
Music	173,735	228,419	261,724	263,372	927,250	252,222				
Recorded Music	98,086	123,324	142,112	152,745	516,267	151,889				
Streaming	68,900	78,827	88,063	101,310	337,100	109,109				
Others	29,186	44,497	54,049	51,435	179,167	42,780				
Music Publishing	31,096	37,560	44,997	43,209	156,862	47,132				
Visual Media & Platform	44,553	67,535	74,615	67,418	254,121	53,201				
Pictures	174,441	186,194	191,119	200,046	751,800	204,378				
Motion Pictures	65,077	85,380	52,634	62,210	265,301	79,503				
Television Productions	64,303	50,936	75,656	76,228	267,123	61,288				
Media Networks	45,061	49,878	62,829	61,608	219,376	63,587				
EP&S	354,012	522,350	679,918	460,607	2,016,887	566,519				
TV	106,568	204,618	247,870	149,951	709,007	221,021				
Audio & Video	47,081	83,887	116,974	66,033	313,975	73,089				
Still and Video Cameras	46,405	90,237	121,570	80,482	338,694	116,410				
Mobile Communications	94,229	79,140	111,061	74,150	358,580	81,413				
Other	59,729	64,468	82,443	89,991	296,631	74,586				
I&SS	198,371	283,960	243,899	211,629	937,859	197,885				
Financial (revenue)	437,989	368,860	420,780	437,362	1,664,991	412,130				
All Other	20,445	19,313	28,622	15,822	84,202	18,217				
Corp.	4,907	1,477	2,123	2,452	10,959	3,334				
Cons. Total	1,962,949	2,105,117	2,693,975	2,236,620	8,998,661	2,256,843				

[1] All Other + Corp. Elim

■ **Unit sales of key products** 主要製品販売台数

(Million units)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
PlayStation®4	1.9	1.5	1.4	1.0	5.7	0.5				
PlayStation®5	-	-	4.5	3.3	7.8	2.3				
TVs	1.5	2.7	3.2	2.0	9.3	2.2				

■ **Sales to customers by geographic region[1] (to external customers)** 地域別売上高（外部顧客に対するもの）

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Japan	723,623	674,431	800,025	767,857	2,965,936	701,915				
United States	464,616	501,783	652,346	528,941	2,147,686	603,103				
Europe	361,959	367,671	635,873	452,351	1,817,854	410,724				
China	179,579	232,885	182,729	167,573	762,766	183,543				
Asia-Pacific	142,729	225,977	280,300	212,617	861,623	222,938				
Other Areas	90,443	102,370	142,702	107,281	442,796	134,620				
Cons. total	1,962,949	2,105,117	2,693,975	2,236,620	8,998,661	2,256,843				

■ **Depreciation & amortization by segment (including film costs, broadcasting rights and deferred insurance acquisition costs)**
セグメント別減価償却費及び償却費（繰延映画製作費、テレビ放映権及び繰延保険契約費の償却費を含む）

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
G&NS	12,059	12,786	13,326	14,816	52,987	14,239				
Music	11,137	11,288	12,391	11,401	46,217	13,968				
Pictures	63,443	63,452	82,733	81,267	290,895	73,190				
EP&S	19,962	20,156	20,496	21,560	82,174	22,531				
I&SS	41,074	40,268	39,286	38,841	159,469	41,252				
Financial	11,191	18,907	17,917	20,583	68,598	21,285				
All Other, Corp.	8,081	6,731	8,354	8,605	31,771	6,499				
Cons. Total	166,947	173,588	194,503	197,073	732,111	192,964				

■ **Amortization of film costs and broadcasting rights** 繰延映画製作費及びテレビ放映権の償却費

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Amortization of film costs and broadcasting rights	57,188	57,558	78,335	75,331	268,412	68,947				

■ **Amortization of deferred insurance acquisition costs (DAC)** 繰延保険契約費の償却費

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Amortization of DAC	5,434	12,917	11,989	14,398	44,738	15,042				

[1] Geographic Information shows sales and operating revenue recognized by location of customers. Major countries and areas in each geographic segment excluding Japan, United States and China are as follows:
Europe: United Kingdom, France, Germany, Russia, Spain, and Sweden
Asia-Pacific: India, South Korea and Oceania
Other Areas: The Middle East/Africa, Brazil, Mexico and Canada

■ **Additions to long-lived assets and right-of-use assets / Depreciation and amortization**
固定資産・使用権資産の増加額、減価償却費及び償却費

(Millions of yen)	FY20					FY21						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	Apr FCT	Aug FCT
Additions [1]:												
PP&E	76,188	74,933	76,904	73,315	301,340	120,414					405,000	405,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	28,313	28,905	48,082	78,565	183,865	28,872					120,000	190,000
Right-of-use assets	13,373	17,279	10,017	16,519	57,188	32,754					60,000	60,000
Subtotal (Capex)	117,874	121,117	135,003	168,399	542,393	182,040					585,000	655,000
Film costs and broadcasting rights	21,960	54,851	108,574	87,582	272,967	89,480					N/A	N/A
Cons. Total	139,834	175,968	243,577	255,981	815,360	271,520					N/A	N/A
Depreciation and amortization [2]:												
PP&E	54,293	52,171	53,199	54,310	213,973	56,271					235,000	235,000
Content assets excl. film costs and broadcasting rights and Other intangible assets [2]	35,591	43,966	43,297	47,450	170,304	47,618					230,000	230,000
Right-of-use assets	19,875	19,893	19,672	19,982	79,422	20,128					75,000	75,000
Subtotal	109,759	116,030	116,168	121,742	463,699	124,017					540,000	540,000
Film costs and broadcasting rights	57,188	57,558	78,335	75,331	268,412	68,947					N/A	N/A
Cons. Total	166,947	173,588	194,503	197,073	732,111	192,964					N/A	N/A

■ **Additions to long-lived assets and right-of-use assets / Depreciation and amortization excluding Financial Services segment**
金融分野を除くソニー連結の固定資産・使用権資産の増加額、減価償却費及び償却費

(Millions of yen)	FY20					FY21						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	Apr FCT	Aug FCT
Additions [1]:												
PP&E	75,663	74,216	76,513	72,633	299,025	120,191					400,000	400,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	25,960	25,218	44,161	71,040	166,379	25,884					100,000	170,000
Right-of-use assets	11,456	15,164	5,072	11,913	43,605	27,923					45,000	45,000
Subtotal (Capex)	113,079	114,598	125,746	155,586	509,009	173,998					545,000	615,000
Film costs and broadcasting rights	21,960	54,851	108,574	87,582	272,967	89,480					N/A	N/A
Cons. Total	135,039	169,449	234,320	243,168	781,976	263,478					N/A	N/A
Depreciation and amortization:												
PP&E	53,833	51,706	52,800	53,917	212,256	55,880					230,000	230,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	27,253	28,125	28,328	29,849	113,555	29,279					140,000	140,000
Right-of-use assets	17,482	17,292	17,123	17,393	69,290	17,573					65,000	65,000
Subtotal	98,568	97,123	98,251	101,159	395,101	102,732					435,000	435,000
Film costs and broadcasting rights	57,188	57,558	78,335	75,331	268,412	68,947					N/A	N/A
Cons. Total	155,756	154,681	176,586	176,490	663,513	171,679					N/A	N/A

■ **Research and development expenses** 研究開発費

(Millions of yen)	FY20					FY21						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	Apr FCT	Aug FCT
Research and development expenses	121,308	127,618	128,757	147,492	525,175	133,698					610,000	610,000

[1] Excluding additions for tangible and intangible assets from business combinations.
[2] Including amortization expense for deferred insurance acquisition costs and contract costs.

■ **Research and development expenses by segment** セグメント別研究開発費

(Millions of yen)	FY20
G&NS	144,562
EP&S[1]	142,268
I&SS	168,867
Corporate R&D	43,298

■ **Interest expenses, net, recorded in Financial income and Financial expense**
金融収益・金融費用に計上される支払利息（純額）

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Interest expenses, net	1,741	1,227	1,715	1,915	6,598	2,670				

■ **Gain on revaluation of equity securities, net, recorded in Financial income and Financial expense**
金融収益・金融費用に計上される資本性金融資産の再評価益（純額）

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Gain on revaluation of equity securities, net	52,461	-4,789	29,710	-16,123	61,259	-898				

■ **Period-end foreign exchange rates** 期末為替レート

(Yen)	FY20				FY21			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Period-end USD rates	107.7	105.8	103.8	110.7	110.6			
Period-end EUR rates	121.1	124.2	127.0	129.8	131.6			

■ **Inventory by segment** セグメント別棚卸資産

(Billions of yen)	FY20					FY21			
	April 1	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	56.3	47.5	135.7	87.7	76.1	112.2			
Music	10.1	9.2	9.7	12.9	11.1	10.9			
Pictures	2.7	3.1	3.3	2.7	3.4	3.1			
EP&S	227.4	219.7	252.6	218.3	247.2	285.8			
I&SS	250.5	293.1	262.7	264.1	282.0	329.2			
All Other, Corp.	12.7	15.9	17.4	19.3	16.9	16.8			
Cons. Total	559.8	588.5	681.4	605.0	636.7	758.0			

■ **Long-lived assets**[2] **and right-of-use assets by segment** セグメント別固定資産・使用権資産

(Billions of yen)	FY20					FY21			
	April 1	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	230.3	234.9	235.0	237.3	244.4	244.9			
Music	627.5	626.5	625.6	638.0	699.0	733.9			
Pictures	613.7	570.0	549.0	565.7	611.5	627.1			
EP&S	177.9	177.7	179.1	178.5	191.9	204.0			
I&SS	574.8	592.3	606.9	621.8	620.4	680.9			
Financial	128.0	126.6	138.6	141.4	140.3	141.4			
All Other, Corp.	308.4	296.2	292.8	289.1	294.7	282.2			
Cons. Total	2660.6	2,624.2	2,627.0	2,671.8	2,802.2	2,914.4			

[1] Research and development (R&D) expenses in the EP&S segment for FY20 is reclassified to conform to the scope of R&D expenses for FY21 forecast due to a change in the scope of expenses included in R&D expenses of the EP&S segment in FY21 forecast. As a result of this reclassification, its R&D expenses have increased by 7,844 million yen in FY20 compared to the amount before the reclassification. This change of the scope of R&D expenses does not affect Sony's consolidated R&D expenses and operating income of the EP&S segment for FY20.
[2] Long-lived assets include PP&E, content assets and other intangible assets.

■ **Film costs and broadcasting rights (balance) included in content assets**

コンテンツ資産に含まれる繰延映画製作費及びテレビ放映権（残高）

(Billions of yen)	FY20					FY21			
	April 1	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Film costs and broadcasting rights	459.9	419.9	403.4	421.9	459.1	476.4			

■ **Goodwill by segment** セグメント別のれん

(Billions of yen)	FY20					FY21			
	April 1	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	171.0	170.6	169.8	169.1	172.4	178.2			
Music	391.3	389.5	386.8	387.5	408.4	468.8			
Pictures	103.6	105.9	105.0	113.8	120.1	117.4			
EP&S	11.4	11.1	11.5	11.4	11.5	11.8			
I&SS	2.8	2.8	2.7	2.7	2.9	2.9			
Financial	10.8	10.8	10.8	10.8	10.8	10.8			
All Other, Corp.	-	-	-	-	-	-			
Cons. Total	690.9	690.7	686.8	695.3	726.1	789.9			

■ **Return on Invested Capital (ROIC) by segment** セグメント別 ROIC[1]

(Billions of yen)	FY20			FY21 Apr FCT
	ROIC	Return[2]	Invested Capital[3]	ROIC
G&NS	47.5%	232.4	489.6	43.2%
Music	14.2%	125.7	882.5	11.1%
Pictures	7.1%	54.3	769.5	6.8%
EP&S	21.7%	86.9	399.8	20.4%
I&SS	11.3%	99.2	879.7	9.4%

■ **Cash Flow(CF) by segment** セグメント別キャッシュ・フロー[4]

(Billions of yen)	FY20		
	Operating CF	Investing CF	Free CF（Operating CF + Investing CF）
G&NS	435.8	-67.9	367.9
Music	128.9	-33.7	95.2
Pictures	134.7	-30.4	104.3
EP&S	188.8	-90.0	98.8
I&SS	232.0	-280.9	-48.9
All Other, Corporate and elimination and Adjustment[5]	30.0	-39.3	-9.4
Cons. Total without Financial Services	1,150.3	-542.2	608.0

[1] ROIC by segment is not a measure in accordance with IFRS. However, Sony believes that this disclosure may be useful information to investors.

[2] Operating Income after tax. Tax rates applied to all segments are 32% for FY20 and FY21.

[3] The total of long-lived assets, goodwill, investment and inventory have been used for G&NS, EP&S and I&SS. The total of equity and net debt have been used for Music and Pictures (deposits in group companies are excluded from debt). The amount of inventory of G&NS, EP&S and I&SS and the invested capital of Music and Pictures have been calculated by averaging the amount of each at five points in time – the beginning of the fiscal year and the end of each four quarters. The amount of long-lived assets, goodwill and investment of G&NS, EP&S and I&SS have been calculated by averaging the amount at the beginning and the end of the fiscal year.

[4] Operating CF by segment, Investing CF by segment and Free CF are not a measure in accordance with IFRS. However, Sony believes that this disclosure may be useful information to investors. The calculation of Operating CF, Investing CF and Free CF for each segment differs from the calculation of the Statement of Cash Flows for Sony without the Financial Services segment in the Consolidated Financial Statements as follows:

- Increases and decreases in restricted cash held by each segment are excluded from Operating CF
- Increases and decreases in fixed-term deposits held by each segment are excluded from Investing CF
- Expenditures for leases are included in Investing CF (instead of Financial CF)

These result in the following amount being adjusted in each of the Operating CF and the Investing CF figures shown above:
(Operating CF) Pictures: -1.2 bln yen, All Other and Corporate and elimination: -1.1 bln yen, Adjustment: 2.3 bln yen
(Investing CF) G&NS: -11.2 bln yen, Music: -11.8 bln yen, Pictures: -7.0 bln yen, EP&S: -24.2 bln yen, I&SS: -9.1 bln yen, All Other and Corporate and elimination: -2.8 bln yen, Adjustment: 66.0 bln yen

[5] "Adjustment" stands for numbers placed for the purpose of matching the total of segments' Operating CF and Investing CF with each of Consolidated without the Financial Services segment.

Game & Network Services Segment Supplemental Information

■ **Game & Network Services segment sales breakdown**

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Hardware [1]	55,525	41,461	237,832	180,818	515,636	120,629				
Game Software	432,575	331,167	485,395	345,572	1,594,710	346,034				
Physical Software [2]	37,938	34,168	52,605	15,406	140,117	25,598				
Digital Software [3]	147,730	125,273	176,233	93,247	542,484	114,372				
Add-on Content [4]	246,907	171,726	256,556	236,919	912,108	206,063				
Network Services [5]	93,295	95,959	95,774	97,985	383,012	101,986				
Others [6]	24,714	38,051	64,227	35,930	162,921	47,161				
Segment Total Sales [7]	606,109	506,638	883,226	660,305	2,656,278	615,810				

■ **PlayStation®4 / PlayStation®5 hardware and software unit sales**

(Million units)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
PlayStation®4 hardware [8]	1.9	1.5	1.4	1.0	5.7	0.5				
PlayStation®5 hardware	-	-	4.5	3.3	7.8	2.3				
Full game software [9] (PlayStation®4/ PlayStation®5)	91.4	81.8	104.2	61.4	338.8	63.6				
First party titles	18.7	12.8	19.0	7.9	58.4	10.5				
Full game software (PlayStation®4/ PlayStation®5) digital download ratio [10]	74%	59%	53%	79%	65%	71%				

■ **Number of PlayStation®Plus subscribers and Monthly Active Users on PlayStation™Network (as of the end of each quarter)**

(Million)	FY20				FY21			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
PlayStation®Plus	45.0	45.9	47.4	47.6	46.3			
Monthly Active Users [11]	114	108	114	109	104			

[1] Hardware is revenue from game consoles such as PlayStation®4 and PlayStation®5.
[2] Physical Software is revenue from first party game software for PlayStation® consoles sold on discs to retailers and royalties from third party software sold on discs.
[3] Digital Software is revenue from full game downloads of both first and third party titles sold via the PlayStation™Store.
[4] Add-on Content is revenue from digital content other than full games sold via the PlayStation™ Store, such as in-game currency, in-game items and expansion packages.
[5] Network Services is revenue recognized through the PlayStation™Network of PlayStation®Plus, PlayStation™Video, PlayStation™Now and advertising revenue. This does not include Game Software and Add-on Content revenue.
[6] Others includes revenue from peripherals including PlayStation®VR and revenue from sales of first-party titles on platforms other than PlayStation® consoles.
[7] Sales figures for Hardware, Game Software, Network Services and Others for FY20 have been re-classified from figures previously disclosed at Q4 FY20 earnings announcement to reflect minor changes in categorization. Segment total sales remain unchanged.
[8] Hardware units are disclosed on a sell-in basis.
[9] Software unit sales include PlayStation®4 and PlayStation®5 software, and have been re-classified from figures previously disclosed at Q4 FY20 earnings announcement to include software bundled with PlayStation®4 and PlayStation®VR in all regions.
[10] Full game software digital download ratio is calculated by dividing PlayStation®4 and PlayStation®5 full game software units sold via digital transactions by total full game software units.
[11] Monthly Active Users is an estimated total number of unique accounts that played games or used services on the PlayStation™Network during the last month of the quarter and is based on company research, and may be updated in the future.

■ **Previously disclosed cumulative sell-through units of PlayStation®4 hardware and software**[1]

As of	Number of cumulative sell-through units (million)	
	PlayStation®4 Hardware	PlayStation®4 Software[2]
11/16/2013 (Within 24 hours after PlayStation®4 Launch in US/Canada)	1.0	-
12/1/2013	2.1	-
12/28/2013	4.2	9.7
2/8/2014	5.3	-
3/2/2014	6.0	13.7
4/6/2014	7.0	20.5 (April 13)
8/10/2014	10.0	30.0
1/4/2015	18.5	81.8
3/1/2015	20.2	-
1/3/2016	35.9	-
5/22/2016	40.0	270.9
12/6/2016	50.0	369.6
1/1/2017	53.4	409.1
6/11/2017	60.4	487.8
12/3/2017	70.6	617.8
12/31/2017	73.6	645.0
6/30/2018	-	777.9
7/22/2018	81.2	-
12/31/2018	91.6	924.0*
12/31/2019	106.0	1,181.0

* Updated in accordance with the press release issued by Sony Interactive Entertainment Inc. on January 31, 2020

■ **Previously disclosed cumulative sell-through units of PlayStation®5 hardware**

As of	Number of cumulative sell-through units (million)
7/18/2021	10.0

■ **Previously disclosed cumulative sell-through units of selected PlayStation®4 and PlayStation®5 1st party software titles**

Title	Platform	Release Date (in the U.S.)	Number of global cumulative sell-through units[3] (million)	As of (Number of Days in Release)
Bloodborne	PlayStation®4	3/26/2015	1.0	4/5/2015 (11)[4]
Uncharted 4: A Thief's End	PlayStation®4	5/10/2016	2.7	5/16/2016 (7)
			8.7	12/21/2016 (226)
Horizon Zero Dawn	PlayStation®4	2/28/2017	2.6	3/13/2017 (14)[5]
			7.6	2/15/2018 (353)
			10.0	12/31/2018 (672)
GOD OF WAR	PlayStation®4	4/20/2018	3.1	4/22/2018 (3)
			5.0	5/20/2018 (31)
Detroit: Become Human	PlayStation®4	5/25/2018	2.0	12/12/2018 (202)
			3.2	8/31/2019 (464)
Marvel's Spider-Man	PlayStation®4	9/7/2018	3.3	9/9/2018 (3)
			9.0	11/25/2018 (80)
			13.2	7/28/2019 (325)
The Last of Us Part II	PlayStation®4	6/19/2020	4.0	6/21/2020 (3)
Ghost of Tsushima	PlayStation®4	7/17/2020	2.4	7/19/2020 (3)
			5.0	11/11/2020 (118)
			6.5	3/22/2021 (249)
Marvel's Spider-Man: Miles Morales	PlayStation®4 PlayStation®5	11/12/2020	6.5	7/18/2021 (249)
Returnal	PlayStation®5	4/30/2021	0.56	7/18/2021 (80)
Ratchet & Clank: Rift Apart	PlayStation®5	6/11/2021	1.1	7/18/2021 (38)

[1] Sell-through units are estimated by Sony Interactive Entertainment.
[2] PlayStation®4 and PlayStation®5 software unit sales do not include add-on content.
[3] Sell-through units are estimated by Sony Interactive Entertainment. They do not include add-on content.
[4] As of April 4, 2015 for sales in North America and Europe.
[5] As of March 12, 2017 for sales in North America and Europe.

Music Segment Supplemental Information

■ **Music Revenue breakdown**

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Physical	12,690	26,289	35,092	23,675	97,746	20,784				
Digital	76,509	87,531	94,683	109,769	368,492	115,869				
Download [1]	7,609	8,704	6,619	8,461	31,393	6,761				
Streaming [2]	68,900	78,827	88,063	101,310	337,100	109,109				
Other [3]	8,886	9,504	12,338	19,300	50,028	15,236				
Recorded Music	98,086	123,324	142,112	152,745	516,267	151,889				
Streaming [2]	13,906	16,130	20,488	20,254	70,778	23,607				
Other	17,190	21,430	24,509	22,955	86,084	23,525				
Music Publishing	31,096	37,560	44,997	43,209	156,862	47,132				
Mobile Gaming	25,920	43,060	34,907	34,400	138,287	17,960				
Other	18,633	24,475	39,708	33,018	115,834	35,241				
Visual Media & Platform	44,553	67,535	74,615	67,418	254,121	53,201				
(Yen)										
Average USD rates	107.6	106.2	104.5	105.9	106.1	109.5				

For reference: Regarding Streaming revenue for Recorded Music, in connection with changes in contract terms with a portion of customers, sales from contracts previously recognized on a net basis have been adjusted to be recognized on a gross basis. The amount of difference from such adjustment throughout FY20 has been recorded collectively in Q4 FY20. The chart below shows sales revenue based on the assumption that revenue had been recorded on a gross basis from Q1 FY20 onward. [4]

Streaming	71,378	82,034	92,314	91,373	337,100
Recorded Music	100,712	126,722	146,617	142,216	516,267

[1] Download includes digital download and mobile (ringtone).
[2] Streaming includes digital audio, digital video and digital radio, and includes revenue from both subscription and ad-supported services.
[3] Other includes license revenue (public performance, broadcast and sync), merchandising and live performances, etc.
[4] Sales revenue for Q1~Q3 FY20 based on the assumption that revenue had been recorded on a gross basis is calculated by using the average USD/JPY rates for each quarter. Revenue for Q4 FY20 is calculated as the difference between the sum of such revenues for Q1~Q3 FY20 and revenues for the full year.

■ **Recorded Music**

- Top 10 best-selling recorded music projects[1] for Sony Music Entertainment, for the quarters ended June 30, 2021 and 2020 (In order of revenue contribution)

For the quarter ended June 30, 2021	
Artist	Title
Harry Styles	*Fine Line*
Lil Nas X	*Singles: Sun Goes Down, Montero (Call Me By Your Name)*
Polo G	*Hall of Fame*
Lil Tjay	*Destined 2 Win*
The Kid LAROI	*F*CK LOVE*
Doja Cat	*Planet Her*
KANG DANIEL	*YELLOW*
DJ Khaled	*KHALED KHALED*
Luke Combs	*What You See Is What You Get*
Doja Cat	*Hot Pink*

For the quarter ended June 30, 2020	
Artist	Title
Harry Styles	*Fine Line*
Future	*High Off Life*
Doja Cat	*Hot Pink*
Travis Scott	*ASTROWORLD*
Polo G	*THE GOAT*
Luke Combs	*What You See Is What You Get*
Luke Combs	*This One's for You*
Travis Scott	*Singles: Highest In The Room, The Scotts ft Kid Kudi*
Khalid	*Free Spirit*
Powfu	*Death Bed*

- Top 5 best-selling recorded music projects[1] for Sony Music Entertainment (Japan) Inc., for quarters ended June 30, 2021 and 2020 (In order of revenue contribution)

For the quarter ended June 30, 2021	
Artist	Title
Nogizaka46	*Gomenne Fingers crossed*
Hinatazaka46	*Kimishikakatan*
Sakurazaka46	*BAN*
NiziU	*Take a picture/Poppin' Shakin'*
Kenshi Yonezu	*Pale Blue*

For the quarter ended June 30, 2020	
Artist	Title
JUJU	*YOUR STORY*
milet	*eyes*
Uru	*Orion Blue*
King Gnu	*CEREMONY*
LiSA	*Gurenge*

- Selected upcoming releases[2] anticipated over the next six months (In alphabetical order)

Artist	
Bleachers	Niko Moon
Chris Young	WALK THE MOON
John Mayer	Yebba
Khalid (coming in fall 2021)	
Leon Bridges	

■ **Music Publishing**

- Number of songs in the music publishing catalog owned and administered as of March 31, 2021, 2020 and 2019 (Million songs)

	As of March 31, 2021	As of March 31, 2020	As of March 31, 2019
Total	5.03	4.86	4.53

[1] Projects are the aggregation of revenue from albums and digital track exploitation. Revenue within the quarter may also include revenue from individual tracks not associated with an album, or associated with a future album.

[2] Selected upcoming releases, which may include albums and/or tracks, are subject to change.

Pictures Segment Supplemental Information

■ **Pictures Segment Aggregated U.S. Dollar Information**

Management analyzes the results of Sony Pictures Entertainment Inc. ("SPE") in U.S. dollars, so discussion of certain portions of its results is specified as being on "a U.S. dollar basis." The underlying U.S. dollar aggregated results are described below. The underlying U.S. dollar aggregated results for Pictures are not reflected in Sony's consolidated financial statements and as such are not measured in accordance with IFRS. Sony does not believe that these measures are a substitute for the IFRS measures. However, Sony believes that disclosing the underlying U.S. dollar aggregated results provides additional useful analytical information to investors regarding the operating performance of Sony and the Pictures segment.

- Pictures segment sales and operating revenue ("sales") and operating income (loss) in U.S. dollars (Million USD)

	Fiscal year ended March 31, 2021[1]					Fiscal year ending March 31, 2022				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Sales	1,626	1,757	1,829	1,889	7,101	1,871				
Operating income (loss)	251	309	194	2	756	232				

- Sales by category and Motion Pictures Revenue breakdown in U.S. dollars (Million USD)

	Fiscal year ended March 31, 2021[1]					Fiscal year ending March 31, 2022				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Motion Pictures	604	803	504	585	2,496	727				
Theatrical	6	13	14	20	53	69				
Home Entertainment	319	171	149	139	778	138				
TV Distribution	258	599	311	397	1,565	481				
Others	21	20	30	29	100	39				
Television Productions	597	480	723	720	2,521	560				
Media Networks	419	470	601	582	2,072	581				
Intersegment	6	4	1	1	12	3				
Total	1,626	1,757	1,829	1,889	7,101	1,871				

- Content Assets[2] breakdown in U.S. dollars (Million USD)

	Fiscal year ended March 31, 2021[1]					Fiscal year ending March 31, 2022				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Motion Pictures	1,672	1,630	1,657	1,904	1,672	2,037				
Television Productions	1,864	1,573	1,467	1,449	1,864	1,424				
Media Networks	617	586	585	652	617	632				
Beginning Balance	4,153	3,789	3,709	4,005	4,153	4,093				
Motion Pictures	84	151	332	233	800	150				
Television Productions	-	189	459	388	1,036	468				
Media Networks	67	104	260	164	595	162				
Increase in content assets[2]	151	444	1,051	785	2,431	780				
Motion Pictures	(126)	(124)	(85)	(100)	(435)	(156)				
Television Productions	(291)	(295)	(477)	(413)	(1,476)	(307)				
Media Networks	(98)	(105)	(193)	(184)	(580)	(144)				
Amortization of content assets[2]	(515)	(524)	(755)	(697)	(2,491)	(607)				
Motion Pictures	1,630	1,657	1,904	2,037	2,037	2,031				
Television Productions	1,573	1,467	1,449	1,424	1,424	1,585				
Media Networks	586	585	652	632	632	650				
Ending Balance	3,789	3,709	4,005	4,093	4,093	4,266				

[1] Amounts for the fiscal year ended March 31, 2021 have been restated to conform with the fiscal year ending March 31, 2022 measures. This restatement facilitates comparison in light of the conversion to IFRS from U.S. GAAP. In addition, sales of new films to digital platforms have been reclassified from "Others" to "TV Distribution" in the breakdown of Motion Pictures revenue breakdown for the year ended March 31, 2021.

[2] Content Assets include capitalized direct production costs, production overhead and acquisition costs for both Motion Pictures and Television Productions as well as capitalized broadcasting rights for Media Networks.

■ **Motion Pictures**

- Motion Pictures Box Office[1] for films released in North America during the quarter ended June 30, 2021[2] (Million USD)

Title	Label	Release Date (Days in Release)[3]	North America Box Office	International Box Office	Total
The Unholy	Screen Gems	4/2/2021 (73)	$16	$16[4]	$32
Here Today	Stage 6 Films	5/7/2021 (55)	$3[4]	$0	$3
Peter Rabbit 2: The Runaway	Columbia Pictures	6/11/2021 (20)	$31[4]	$83[4]	$114

- Motion Pictures Box Office[1] for films released in North America during the quarter ended June 30, 2020[5] (Million USD)

Title	Label	Release Date (Days in Release)[3]	North America Box Office	International Box Office	Total
Not applicable					

- Select films to be released in the U.S. during the twelve months ending June 30, 2022 (Release dates and titles subject to change) Total: 16 titles

Title	Talent	Expected Release Date	Label
Escape Room: Tournament of Champions	Taylor Russell, Logan Miller, Indya Moore, Holland Roden, Thomas Cocquerel and Carlito Olivero	7/16/2021	Columbia Pictures
Don't Breathe 2	Stephen Lang, Brendan Sexton III, Madelyn Grace	8/13/2021	Screen Gems
Show Me The Father	TBD	9/10/2021	Sony / AFFIRM Films
Venom: Let There Be Carnage	Tom Hardy, Michelle Williams, Naomie Harris, Reid Scott, Stephen Graham and Woody Harrelson	9/24/2021	Columbia Pictures
Hotel Transylvania: Transformania	Andy Samberg, Selena Gomez, Kathryn Hahn, Jim Gaffigan, Steve Buscemi, Molly Shannon, David Spade, Keegan-Michael Key, Brian Hull, Fran Drescher, Brad Abrell and Asher Blinkoff	10/1/2021	Columbia Pictures / Sony Pictures Animation
Ghostbusters: Afterlife	Carrie Coon, Finn Wolfhard, McKenna Grace, Annie Potts, Ernie Hudson and Paul Rudd	11/11/2021	Columbia Pictures
Resident Evil: Welcome to Raccoon City	Kaya Scodelario, Hannah John-Kamen, Robbie Amell, Tom Hopper, Avan Jogia, with Donal Logue and Neal McDonough	11/24/2021	Screen Gems
A Journal For Jordan	Michael B. Jordan and Chanté Adams	12/10/2021	Columbia Pictures
Spider-Man™: No Way Home	Tom Holland, Zendaya, Jacob Batalon and Marisa Tomei	12/17/2021	Columbia Pictures
The Man From Toronto	Kevin Hart, Woody Harrelson, Kaley Cuoco, Jasmine Mathews, Lela Loren, Jencarlos Canela, Pierson Fode and Ellen Barkin	1/14/2022	Columbia Pictures
Sony / Marvel Morbius	Jared Leto, Matt Smith, Adria Arjona, Jared Harris, Al Madrigal and Tyrese Gibson	1/28/2022	Columbia Pictures
Uncharted	Tom Holland, Mark Wahlberg, Sophia Ali, Tati Gabrielle and Antonio Banderas	2/18/2022	Columbia Pictures
Bullet Train	Brad Pitt	4/8/2022	Columbia Pictures
65	Adam Driver, Ariana Greenblatt	5/13/2022	Columbia Pictures
Oh Hell No	Ice Cube, Jack Black	6/17/2022	Columbia Pictures
Where the Crawdads Sing	Daisy Edgar-Jones, Taylor John Smith, Harris Dickinson, Michael Hyatt, Sterling Macer, Jr. and David Strathairn	6/24/2022	Columbia Pictures / 3000 Pictures

- Select films to be released in the U.S. from July 1, 2022 onward (Release dates and titles subject to change) Total: 4 titles

Title	Expected Release Date	Label
Lyle, Lyle, Crocodile	7/22/2022	Columbia Pictures
Spider-Man™: Into the Spider-Verse Sequel	10/7/2022	Columbia Pictures / Sony Pictures Animation
The Nightingale	12/23/2022	TriStar Pictures
Kraven The Hunter	1/13/2023	Columbia Pictures

[1] Source (unless otherwise noted): Box Office Mojo for North America and Sony Pictures Releasing International for International Box Office; International Box Office results will vary in any given quarter depending on the timing of release in each territory in which rights are owned; table includes Sony Pictures Classics' films with U.S. Box Office greater than $10 million, if any; table also includes films of Stage 6 Films with International Box Office in the licensed territories greater than $10 million, if any.
[2] Data as of June 30, 2021.
[3] Days in North America theatrical release up to and including the last day of the reporting quarter end.
[4] Still in release as of the last day of the reporting quarter end.
[5] Data as of June 30, 2020.

■ Television Productions

- Television Series with an original broadcast on a U.S. linear network[1] during the quarters ended June 30, 2021 and 2020[2]

For the quarter ended June 30, 2021		
Series	Season	Network
$100,000 Pyramid	5	ABC
Black Monday	3	Showtime
Celebrity Dating Game	1	ABC
Days of our Lives	56	NBC
Men in Kilts: A Road Trip with Sam and Graham	1	Starz
Shark Tank	12	ABC
S.W.A.T.	4	CBS
The Blacklist	8	NBC
The Goldbergs	8	ABC
The Good Doctor	4	ABC
The Young and the Restless	49	CBS
The Dr. Oz Show	12	First Run Syndication[3]
Jeopardy!	37	First Run Syndication[3]
Wheel of Fortune	38	First Run Syndication[3]

For the quarter ended June 30, 2020		
Series	Season	Network
Better Call Saul	5	AMC
Black Monday	2	Showtime
Days of our Lives	55	NBC
For Life	1	ABC
Indebted	1	NBC
One Day at a Time	4	Pop TV
Outlander	5	Starz
Schooled	2	ABC
Shark Tank	11	ABC
S.W.A.T.	3	CBS
The Blacklist	7	NBC
The Goldbergs	7	ABC
The Young and the Restless	47	CBS
The Dr. Oz Show	11	First Run Syndication[3]
Jeopardy!	36	First Run Syndication[3]
The Mel Robbins Show	1	First Run Syndication[3]
Wheel of Fortune	37	First Run Syndication[3]

- Television Series with a new season to premiere on a U.S. linear network[1] from July 1, 2021 onward[2] (Releases subject to change)

Airing after July 1, 2021		
Series	Season[4]	Network
A Spy Among Friends	1	Charter
Better Call Saul	6	AMC
Celebrity Wheel of Fortune	2	ABC
Days of our Lives	57/58	NBC
Dinner at the Center of the Earth	1	Showtime
Fantasy Island	1	Fox
Jeopardy! College Tournament	1	ABC
Last of Us	1	HBO
Outlander	6/7	Starz
Shark Tank	13	ABC
S.W.A.T.	5	CBS
The Blacklist	9	NBC
The Goldbergs	9	ABC
The Good Doctor	5/6	ABC
The Young and the Restless	50/51	CBS
The Dr. Oz Show	13/14	First Run Syndication[3]

- Select Television Series in U.S. off-network syndication[5]

As of June 30, 2021		
Community	*The Blacklist*	*The King of Queens*
Rules of Engagement	*The Dr. Oz Show*	*The Steve Harvey Show*
Seinfeld	*The Goldbergs*	*Unforgettable*
Shark Tank	*The Good Doctor*	*Wheel of Fortune*

- Television Series with an original broadcast on a digital platform[6] during the quarters ended June 30, 2021 and 2020[2]

For the quarter ended June 30, 2021		
Series	Season	Network
For All Mankind	2	Apple
Them: Covenant	1	Amazon

For the quarter ended June 30, 2020		
Series	Season	Network
#Freerayshawn	1	Quibi
Crossing Swords	1	Hulu
Future Man	3	Hulu
Murder House Flip	1	Quibi
White Lines	1	Netflix

[1] Linear networks include free, basic or pay television.
[2] Series produced or co-produced by SPE's television production operations; however, series independently produced or co-produced by SPE's Media Networks are not included.
[3] First Run Syndication series are originally produced for and aired on local television stations throughout the U.S.
[4] Only reflects the next season(s) that has been committed to by the network.
[5] Off-network syndication series have previously aired on U.S. linear networks and are currently re-airing on other U.S. linear networks or digital platforms or both.
[6] Digital platforms include advertising supported video-on-demand and subscription video-on-demand ("SVOD"). The network has multi-territory rights to the series, unless otherwise noted.

- Television Series with a new season to premiere on a digital platform[1] from July 1, 2021 onward[2] (Releases subject to change)

Airing after July 1, 2021					
Series	Season[3]	Network	Series	Season[3]	Network
A League of Their Own	1	Amazon	*Platonic*	1	Apple
After Party	1	Apple	*Sausage Party*	1/2	Amazon
Atypical	4	Netflix	*Sex Education*	3	Netflix
Cobra Kai	4	Netflix	*Silk*	1/2	Amazon
Copy That	1	Youtube	*The Boys*	3	Amazon
Crossing Swords	2	Hulu	*The Boys Anthology*	1	Amazon
For All Mankind	3	Apple	*The Boys Spin-off*	1	Amazon
Good Times	1	Netflix	*The Crown*	5/6	Netflix
Gordita Chronicles	1	HBO Max	*Them: Covenant*	2	Amazon
I Know What You Did Last Summer	1	Amazon	*Wheel of Time*	1/2	Amazon
Obliterated	1	Netflix	*Woke*	2	Hulu

- Television Series with an original broadcast on a non-U.S. linear network[4] during the quarters ended June 30, 2021 and 2020[2]

For the quarter ended June 30, 2021			
Series	Season	Network	Territory
Europe, Middle East and Africa:			
Biete Rostlaube, suche Traumauto	9	VOX	Germany
Die Höhle der Löwen	8	VOX	Germany
Der Lehrer	9	RTL	Germany
Goodbye House	2	RTE	Ireland
Deep Bay	1	NTV	Russia
Midwives	4	Rossiya 1	Russia
Gino's Win Your Wish List	3	Channel 5	United Kingdom
Latin America:			
De Férias com o Ex	7	MTV	Brazil
Dono do Lar	3	Multishow	Brazil
Lugar Incomum	1	Multishow	Brazil
No Gás- Coca Cola	1	Multishow	Brazil
Papo com o Ex	4	MTV	Brazil
Quem Quer Ser Um Milionário	7	Globo	Brazil
Se Sobreviver Não Case	2	Multishow	Brazil
La Reina del Flow	2	Caracol	Colombia
Manual para Galanes	2	Claro Video	Panregional
Asia and Australia:			
Amazing Grace	1	Nine	Australia

For the quarter ended June 30, 2020			
Series	Season	Network	Territory
Europe, Middle East and Africa:			
Newlywed Game	25	France 2	France
Qui Veut Gagner Des Millions? (Who Wants To Be A Millionaire)	17	TF1	France
Biete Rostlaube, suche Traumauto	8	VOX	Germany
Die Höhle der Löwen	7	VOX	Germany
Die Dr. Wimmer Show (Dr. Oz format)	1	Sat.1	Germany
Mine is Better	1	UTV	Russia
Momsters	5	UTV	Russia
To Forgive or To Revenge	2	UTV	Russia
Celebrity Snoop Dogs	1	C4	United Kingdom
Pretty Single	1	BBC NI / BBC Scotland	United Kingdom
Quiz	1	ITV	United Kingdom
Sitting in Limbo	1	BBC	United Kingdom
Strike Back	8	Sky	United Kingdom
Who Wants To Be A Millionaire	34[5]	ITV	United Kingdom
Latin America:			
Bugados	2	Gloob	Brazil
De Férias com o Ex	6	MTV	Brazil
Dono do Lar	2	Multishow	Brazil
Made in Japão	1	Record	Brazil
No Gás do Justa Dance	1	Multishow	Brazil
Soltos em Floripa	1	Amazon	Brazil
Vai Passar	1	Multishow	Brazil
Enamorandonos (Love is Calling)	1	TV Azteca	Mexico
En la Luna Con Jesus Guzman	1	Canal Sony	Mexico
Shark Tank Mexico	5	Canal Sony	Mexico

[1] Digital platforms include advertising supported video-on-demand and subscription video-on-demand ("SVOD"). The network has multi-territory rights to the series, unless otherwise noted.
[2] Series produced or co-produced by SPE's television production operations; however, series independently produced or co-produced by SPE's Media Networks are not included.
[3] Only reflects the next season(s) that has been committed to by the network.
[4] Linear networks free, basic or pay television.
[5] The previous season as of June 30, 2020 was erroneously listed as Season 33.

■ **Media Networks**

- Television and Digital Channels as of June 30, 2021

As of June 30, 2021					As of June 30, 2020
Television and Digital Channels[1]	Country / Region	Launch Year[2]	Sony's Owner-ship	Number of Subscribers[3] (mil.)	Number of Subscribers[3] (mil.)
Europe, Middle East and Africa:					
AXN Iberia	Spain, Portugal, Angola, Mozambique, Cape Verde	1998	100%	10.7	10.5
AXN White Iberia	Spain, Portugal, Angola, Mozambique, Cape Verde	2006	100%	10.3	10.1
AXN Black	Portugal, Angola, Mozambique, Cape Verde	2011	100%	4.7	4.5
AXN Central Europe[4]	Bulgaria, Czech Republic, Slovakia, Poland, Romania, Hungary, Adria	2003	100%	50.6	49.8
AXN SPIN Central Europe	Poland, Romania	2012	100%	10.1	9.5
AXN Germany	Austria, Germany, Switzerland	2004	100%	3.3	3.3
Animax Germany	Austria, Germany, Switzerland	2007	100%	–	–
Sony Channel Germany	Austria, Germany, Switzerland	2013	100%	0.8	0.9
Sony Sci-Fi Russia	Russia, CIS, Georgia, Ukraine	2007	88%	*	13.8
Sony Channel Russia	Russia, CIS, Georgia, Ukraine	2009	88%	*	11.1
Sony Channel Baltics	Estonia, Latvia, Lithuania	2010	88%	*	1.5
Sony Turbo Russia	Russia, CIS, Georgia, Ukraine	2012	88%	*	7.4
Sony Turbo Baltics	Estonia, Latvia, Lithuania	2012	88%	*	1.0
UK Channels[5]	United Kingdom, Malta	2014	100%	*	93.4
Viva	Israel	2014	50%	*	1.7
Viva Plus	Israel	2014	50%	*	1.7
Viasat 3	Hungary	2015	100%	3.5	3.4
Viasat 6	Hungary	2015	100%	3.3	3.3
Latin America:					
Sony Channel OLA	Central America, South America (excluding Brazil), the Caribbean Basin islands	1995	100%	25.6	27.0
AXN OLA	Central America, South America (excluding Brazil), the Caribbean Basin islands	1999	100%	24.8	25.9
Sony Channel Brazil	Brazil	1996	100%	9.3	10.9
AXN Brazil	Brazil	1999	100%	8.1	9.7
Sony Channel Mexico	Mexico	1996	100%	15.4	15.1
AXN Mexico	Mexico	1999	100%	9.3	9.3

Note: N/A means there are or were no subscribers.
* means the television and digital channels are or were not owned, or broadcast, by SPE.
– means that SPE does not disclose the number of subscribers for SVOD services.

[1] Individual channels may have more than one feed; total channel feeds were 125 as of June 30, 2021.
[2] Launch year represents the year the first iteration of the channel was launched in its first territory or acquired by Sony.
[3] Subscriber numbers are SPE estimates; SPE does not disclose the number of subscribers for SVOD services.
[4] Includes AXN Black and AXN White.
[5] UK Channels includes channels previously categorized under CSC Media Group UK, Movies4Men UK, and Sony Movies Channel UK and now consist of Tiny Pop, Pop, Pop Max, Sony Movies Action, Sony Movie Channel, Sony Movies Classic, and Sony Channel.

Television and Digital Channels[1]	Country / Region	Launch Year[2]	Sony's Owner-ship	As of June 30, 2021 Number of Subscribers[3] (mil.)	As of June 30, 2020 Number of Subscribers[3] (mil.)
Asia and Australia[4]:					
India Channels[5]	India, North America, Europe, the Pacific, SE Asia, Australia, Middle East and Africa	1995	100%	468.3	357.1
AXN Japan	Japan	1998	65%	6.9	7.4
Animax Japan	Japan	1998	50%	8.0	8.5
Kids Station	Japan	2018	51%	7.6	7.8
AXN Mystery Japan	Japan	2008	100%	6.3	6.5
FMN	Indonesia	2013	50%	0.3	0.3
North America:					
GSN	U.S.	1994	100%	51.1	49.6
Crackle Plus[6]	U.S.	2019	0%	*	N/A
Sony Movie Channel U.S.	U.S.	2010	100%	3.9	4.5
CineSony	U.S.	2012	100%	2.6	3.4
Hollywood Suite 90s Movies	Canada	2012	47%	1.0	0.8
Hollywood Suite 2000s Movies	Canada	2012	47%	1.0	0.8
getTV	U.S.	2014	100%	39.4	46.3
Funimation	U.S., Canada, Europe, Africa, Latin America, Australia and New Zealand	2017	100%	–	–
Pure Flix	U.S., Canada	2020	100%	–	*
FAST Channels[7]	U.S.	2020	100%	N/A	*

Note: N/A means there are or were no subscribers.
* means the television and digital channels are or were not owned, or broadcast, by SPE.
– means that SPE does not disclose the number of subscribers for SVOD services.

Since June 30, 2020 SPT has sold, closed, acquired, or rebranded the following channels:
-in Israel, sold its 50% stake in Dori to JV partner on July 8, 2020.
-in the UK, temporarily rebranded Sony Movies Classic to Sony Movies Christmas from September 24, 2020 to January 5, 2021.

Since September 30, 2020 SPT has sold, closed, acquired, or rebranded the following channels:
-on December 14, 2020, exercised its put option to sell 49% Crackle Plus[6] stake to its joint venture partner.
-on December 15, 2020, acquired 100% of Pure Flix.

Since December 31, 2020 SPT has sold, close, acquired, or rebranded the following channels:
-on March 31,2021, sold 100% of Sony Channel Baltics and Sony Turbo Baltics.

Since March 31, 2021 SPT has sold, closed, acquired, or rebranded the following channels:
-on May 14, 2021, sold 100% of UK Channels.
-on June 23, 2021, sold its stake in Sony Sci-Fi Russia, Sony Channel Russia, and Sony Turbo Russia.
-on June 1, 2021, launched TEN Sports 4 in India.

Number of Channels and Subscribers (Total)

	As of June 30, 2021	As of June 30, 2020
Number of Channels (Total)	56	67
Number of Subscribers[3] [5] (Total) (mil.)	Approx. 786.3	Approx. 817.8[8]

[1] Individual channels may have more than one feed; total channel feeds were 125 as of June 30, 2021.
[2] Launch year represents the year the first iteration of the channel was launched in its first territory or acquired by Sony.
[3] Subscriber numbers are SPE estimates; SPE does not disclose the number of subscribers for SVOD services.
[4] The following Asia and Australia channels were sold in prior years: AXN Asia, Animax Asia, ONE, AXN Korea, Animax Korea, Crackle Australia, GEM Asia.
[5] India Channels comprise the following: SET, SAB, PIX, ATHH, SIX, PAL, MAX, MAX 2, WAH, Sony Le PLEX, Sony BBC Earth, Sony ROX HD, Sony YAY!, and the TEN Sports Channels. The first of the India Channels was launched in 1995 with the others launched at various times thereafter. International subscribers (subscribers from outside of India) account for 1.4 million and 1.7 million of the totals noted for June 30, 2021 and 2020, respectively. SPE also operates SonyLIV, a digital on demand general entertainment service offered in India, Pakistan, and the U.S that was launched on January 23, 2013 as LIV rebranded to SonyLIV on June 18, 2020.
[6] In connection with the establishment of the Crackle Plus joint venture, SPE received, among other things, 37,000 units of preferred equity and 1,000 units of common equity of Crackle Plus and SPE also received the right to require Chicken Soup for the Soul Entertainment Inc. ("CSSE"), SPE's Crackle Plus joint venture partner, to purchase all of SPE's interest in Crackle Plus (the "Put Option"). On December 14, 2020, SPE exercised the Put Option. In January 2021, CSSE satisfied the Put Option and, in accordance with the joint venture agreements, elected in its sole discretion to pay SPE fully in CSSE 9.75% Series A Cumulative Redeemable Preferred Shares.
[7] SPE has launched five FAST (Free Ad-Supported Streaming TV) Channels; these channels are ad supported and have no subscribers.
In the current fiscal year, SPE has launched the following FAST channels:
-in the US, launched the Game Show Central on March 25, 2020.
-in the US, launched Sony Canal Competencias and Sony Canal Comedias on July 29, 2020.
-in the US, launched Sony Canal Novelas on September 9, 2020.
-in the US, launched Cinevault Westerns on February 11, 2021
[8] The prior total for June 30, 2020 was erroneously calculated to be 814.4 million; it has been corrected to 817.8 million.

Financial Services Segment Supplemental Information

The financial figures for Sony Life Insurance Co., Ltd.("Sony Life"), Sony Assurance Inc.("Sony Assurance") and Sony Bank Inc.("Sony Bank") in this item are presented in accordance with IFRS. These figures do not match the figures presented in accordance with accounting principles generally accepted in Japan disclosed by Sony Financial Holdings Inc., Sony Life, Sony Assurance or Sony Bank.

■ **Financial services revenue by entity** [1]

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Sony Life[2]	388,961	322,289	372,125	398,099	1,481,474	371,432				
Sony Assurance	30,482	30,959	31,566	32,054	125,062	32,748				
Sony Bank	13,511	11,019	12,117	8,107	44,754	10,093				

■ **Sony Life (stand-alone basis)**

- Revenue breakdown and Operating Income

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Revenue	388,961	322,289	372,125	398,099	1,481,474	371,432				
Insurance premiums	217,156	217,109	228,753	237,604	900,622	231,806				
Investment income (GA[3])	24,567	36,460	34,713	30,320	126,059	34,707				
Investment income (SA[4])	146,894	68,423	108,358	129,778	453,452	104,584				
Others	346	297	301	396	1,341	334				
Operating Income	23,194	29,835	32,161	48,373	133,564	35,088				

- Amount of Policies

(Billions of yen)	FY20				FY21			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Policy amount in force[5] as of the end of each quarter	51,403	51,973	52,623	53,611	54,935			

	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
New policy amount[6]	660	1,359	1,524	1,583	5,126	1,683				

- MCEV (Market Consistent Embedded Value) (as of the end of each quarter)[7]

(Billions of yen)	FY20				FY21			
	Q1	Q2	Q3	Q4[8]	Q1	Q2	Q3	Q4
MCEV	1,724.8	1,737.8	1,756.4	1,966.6	1,987.8			

*MCEV for Q4 FY19 was 1,713.5 billion yen.

- New business value[7]

(Billions of yen)	FY20					FY21[8]				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
New business value	7.8	15.9	19.8	25.1	68.6	35.1				

[1] Revenues of Sony Life and Sony Assurance are stand-alone figures, while that of Sony Bank is the consolidated figure including revenues of its subsidiaries.
[2] On April 1, 2021, Sony Life merged with its subsidiary, Sony Life With Insurance Co. Ltd.(SLWIC). The figures for Sony Life in FY21 include the results of former SLWIC; however, these results are not included in figures for Sony Life in the comparative FY20.
[3] GA (General Account): Account for managing financial assets not included in separate accounts. This account guarantees policyholders a certain assumed interest rate, while the life insurance company bears the asset management risk.
[4] SA (Separate Account): Separate accounts are used for variable life insurance, variable annuities and other insurance products to invest assets separately from the other financial assets owned by an insurance company in order to pay investment returns directly to policyholders.
[5] Total amount of protection provided by life insurance companies for policyholders.
[6] Total amount of protection provided for new policies sold in each quarter.
[7] MCEV is an indicator used to evaluate corporate value in the life insurance company. MCEV covers only policy amount in force as of the date of valuation, and excludes the potential value of future new business. Some parts of the calculations of 'MCEV' and 'New business value' adopts simplified method except for those of 'Mar.' and the validity of the calculations has not been verified by outside specialists.
[8] As of March 31, 2021, insurance risk factors are revised in line with the introduction of mortality/morbidity trends and others. Please note that this change will be applied to the new business value starting from FY21 and was not applied to the new business value in FY20. By applying the same methodology, MCEV as of March 31, 2020 is restated as 1,876.4(Billions of yen).

- Number of Lifeplanner® Sales Specialists (as of the end of each quarter)

	FY20				FY21			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Lifeplanner® Sales Specialists	5,123	5,146	5,094	5,191	5,161			

Cautionary Statement

Statements made in this material with respect to Sony's current plans, estimates, strategies and beliefs and other statements that are not historical facts are forward-looking statements about the future performance of Sony. Forward-looking statements include, but are not limited to, those statements using words such as "believe," "expect," "plans," "strategy," "prospects," "forecast," "estimate," "project," "anticipate," "aim," "intend," "seek," "may," "might," "could" or "should," and words of similar meaning in connection with a discussion of future operations, financial performance, events or conditions. From time to time, oral or written forward-looking statements may also be included in other materials released to the public. These statements are based on management's assumptions, judgments and beliefs in light of the information currently available to it. Sony cautions investors that a number of important risks and uncertainties could cause actual results to differ materially from those discussed in the forward-looking statements, and therefore investors should not place undue reliance on them. Please note that Sony has disclosed the consolidated financial statements and its forecast for consolidated results for the fiscal year ending March 31, 2022 based on International Financial Reporting Standards (IFRS). Investors also should not rely on any obligation of Sony to update or revise any forward-looking statements, whether as a result of new information, future events or otherwise. Sony disclaims any such obligation. Risks and uncertainties that might affect Sony include, but are not limited to:

(i) Sony's ability to maintain product quality and customer satisfaction with its products and services;

(ii) Sony's ability to continue to design and develop and win acceptance of, as well as achieve sufficient cost reductions for, its products and services, including image sensors, game and network platforms, smartphones and televisions, which are offered in highly competitive markets characterized by severe price competition and continual new product and service introductions, rapid development in technology and subjective and changing customer preferences;

(iii) Sony's ability to implement successful hardware, software, and content integration strategies, and to develop and implement successful sales and distribution strategies in light of new technologies and distribution platforms;

(iv) the effectiveness of Sony's strategies and their execution, including but not limited to the success of Sony's acquisitions, joint ventures, investments, capital expenditures, restructurings and other strategic initiatives;

(v) changes in laws, regulations and government policies in the markets in which Sony and its third-party suppliers, service providers and business partners operate, including those related to taxation, as well as growing consumer focus on corporate social responsibility;

(vi) Sony's continued ability to identify the products, services and market trends with significant growth potential, to devote sufficient resources to research and development, to prioritize investments and capital expenditures correctly and to recoup its investments and capital expenditures, including those required for technology development and product capacity;

(vii) Sony's reliance on external business partners, including for the procurement of parts, components, software and network services for its products or services, the manufacturing, marketing and distribution of its products, and its other business operations;

(viii) the global economic and political environment in which Sony operates and the economic and political conditions in Sony's markets, particularly levels of consumer spending;

(ix) Sony's ability to meet operational and liquidity needs as a result of significant volatility and disruption in the global financial markets or a ratings downgrade;

(x) Sony's ability to forecast demands, manage timely procurement and control inventories;

(xi) foreign exchange rates, particularly between the yen and the U.S. dollar, the euro and other currencies in which Sony makes significant sales and incurs production costs, or in which Sony's assets, liabilities and operating results are denominated;

(xii) Sony's ability to recruit, retain and maintain productive relations with highly skilled personnel;

(xiii) Sony's ability to prevent unauthorized use or theft of intellectual property rights, to obtain or renew licenses relating to intellectual property rights and to defend itself against claims that its products or services infringe the intellectual property rights owned by others;

(xiv) the impact of changes in interest rates and unfavorable conditions or developments (including market fluctuations or volatility) in the Japanese equity markets on the revenue and operating income of the Financial Services segment;

(xv) shifts in customer demand for financial services such as life insurance and Sony's ability to conduct successful asset liability management in the Financial Services segment;

(xvi) risks related to catastrophic disasters, pandemic disease or similar events;

(xvii) the ability of Sony, its third-party service providers or business partners to anticipate and manage cybersecurity risk, including the risk of unauthorized access to Sony's business information and the personally identifiable information of its employees and customers, potential business disruptions or financial losses; and

(xviii) the outcome of pending and/or future legal and/or regulatory proceedings.

Risks and uncertainties also include the impact of any future events with material adverse impact. The continued impact of COVID-19 could heighten many of the risks and uncertainties noted above. Important information regarding risks and uncertainties is also set forth in Sony's most recent Form 20-F, which is on file with the U.S. Securities and Exchange Commission.