

Supplemental Information for the Consolidated Financial Results
for the Second Quarter Ended September 30, 2021
2021 年度第 2 四半期連結業績補足資料

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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-22 in Sony's Quarterly Financial Statements for the second quarter ended September 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	Official Names	Abbreviated Names
Game & Network Services segment	G&NS	Corporate	Corp.
Electronics Products & Solutions segment	EP&S	Corporate and elimination	Corp. Elim.
Imaging and Sensing Solutions segment	I&SS	All Other, Corporate and elimination	All Other, Corp.
Financial Services segment	Financial	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-20 for the second quarter ended September 30, 2021.

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

(Yen)	FY20					FY21					FY21 Aug Assumption ¹ (Q2 – Q4)	FY21 Oct Assumption ¹ (Q3 – Q4)
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY		
USD	107.6	106.2	104.5	105.9	106.1	109.5	110.1				110.0	111.0
EUR	118.5	124.1	124.5	127.7	123.7	131.9	129.8				131.0	130.0
Brazilian Real	20.1	19.7	19.4	19.4	19.6	20.6	21.1				22.1	20.4
Chinese Yuan	15.2	15.4	15.8	16.4	15.7	16.9	17.0				17.0	17.2
Indian Rupee	1.43	1.44	1.43	1.46	1.44	1.49	1.49				1.48	1.50
Russian Ruble	1.49	1.44	1.37	1.42	1.43	1.47	1.50				1.50	1.53

■ 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 Emerging market currencies ²
	USD	EUR	
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	Aug FCT	Oct FCT
G&NS	Sales	606,109	506,638	883,226	660,305	2,656,278	615,810	645,439				2,900,000	2,900,000
	OI	123,900	105,368	80,761	31,689	341,718	83,259	82,679				325,000	325,000
Music	Sales	177,115	230,868	264,462	267,422	939,867	254,873	271,610				1,040,000	1,070,000
	OI	35,637	54,253	59,074	35,822	184,786	55,380	50,586				190,000	200,000
Pictures	Sales	175,089	186,552	191,175	200,171	752,987	204,736	260,706				1,120,000	1,180,000
	OI	27,044	32,814	20,279	-286	79,851	25,354	31,629				90,000	108,000
EP&S	Sales	361,377	533,419	699,028	474,263	2,068,087	576,268	581,919				2,320,000	2,280,000
	OI	-8,857	53,371	103,378	-20,033	127,859	71,751	72,711				170,000	190,000
I&SS	Sales	206,186	307,090	267,028	232,193	1,012,497	218,057	278,263				1,100,000	1,100,000
	OI	26,209	50,767	51,366	17,542	145,884	30,479	49,725				140,000	150,000
Financial	Revenue	440,244	371,109	423,031	439,618	1,674,002	414,385	368,415				1,400,000	1,490,000
	OI	35,989	37,035	39,861	41,880	154,765	24,013	43,053				153,000	153,000
All Other	Sales	25,300	22,905	33,166	19,365	100,736	21,986	24,461				N/A	N/A
	OI	3,520	1,531	6,987	-4,860	7,178	4,154	8,618				-88,000 ¹	-86,000 ¹
Corp. Elim.	Sales	-28,471	-53,464	-67,141	-56,717	-205,793	-49,272	-61,448				N/A	N/A
	OI	-21,717	-19,915	-9,813	-35,341	-86,786	-14,322	-20,542					
Cons.	Sales	1,962,949	2,105,117	2,693,975	2,236,620	8,998,661	2,256,843	2,369,365				9,700,000	9,900,000
Total	OI	221,725	315,224	351,893	66,413	955,255	280,068	318,459				980,000	1,040,000

■ 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	628,536				
Digital Software and Add-on Content		394,637	297,061	432,789	330,167	1,454,654	320,436	314,858				
Network Services		93,295	95,897	95,774	97,984	382,950	101,986	100,445				
Hardware and Others		111,117	101,586	337,227	217,179	767,109	179,736	213,233				
Music		173,735	228,419	261,724	263,372	927,250	252,222	268,543				
Recorded Music		98,086	123,324	142,112	152,745	516,267	151,889	156,300				
Streaming		68,900	78,827	88,063	101,310	337,100	109,109	113,296				
Others		29,186	44,497	54,049	51,435	179,167	42,780	43,004				
Music Publishing		31,096	37,560	44,997	43,209	156,862	47,132	47,310				
Visual Media & Platform		44,553	67,535	74,615	67,418	254,121	53,201	64,933				
Pictures		174,441	186,194	191,119	200,046	751,800	204,378	260,554				
Motion Pictures		65,077	85,380	52,634	62,210	265,301	79,503	97,089				
Television Productions		64,303	50,936	75,656	76,228	267,123	61,288	86,998				
Media Networks		45,061	49,878	62,829	61,608	219,376	63,587	76,467				
EP&S		354,012	522,350	679,918	460,607	2,016,887	566,519	567,905				
TV		106,568	204,618	247,870	149,951	709,007	221,021	207,179				
Audio & Video		47,081	83,887	116,974	66,033	313,975	73,089	75,267				
Still and Video Cameras		46,405	90,237	121,570	80,482	338,694	116,410	104,972				
Mobile Communications		94,229	79,140	111,061	74,150	358,580	81,413	99,102				
Other		59,729	64,468	82,443	89,991	296,631	74,586	81,385				
I&SS		198,371	283,960	243,899	211,629	937,859	197,885	254,159				
Financial (revenue)		437,989	368,860	420,780	437,362	1,664,991	412,130	366,162				
All Other		20,445	19,313	28,622	15,822	84,202	18,217	21,074				
Corp.		4,907	1,477	2,123	2,452	10,959	3,334	2,432				
Cons. Total		1,962,949	2,105,117	2,693,975	2,236,620	8,998,661	2,256,843	2,369,365				

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	0.2			
PlayStation®5	-	-	4.5	3.3	7.8	2.3	3.3			
TVs	1.5	2.7	3.2	2.0	9.3	2.2	2.0			

■ Sales to customers by geographic region¹ (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	676,425			
United States	464,616	501,783	652,346	528,941	2,147,686	603,103	645,457			
Europe	361,959	367,671	635,873	452,351	1,817,854	410,724	437,254			
China	179,579	232,885	182,729	167,573	762,766	183,543	190,329			
Asia-Pacific	142,729	225,977	280,300	212,617	861,623	222,938	292,327			
Other Areas	90,443	102,370	142,702	107,281	442,796	134,620	127,573			
Cons. total	1,962,949	2,105,117	2,693,975	2,236,620	8,998,661	2,256,843	2,369,365			

■ 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	15,002			
Music	11,137	11,288	12,391	11,401	46,217	13,968	13,171			
Pictures	63,443	63,452	82,733	81,267	290,895	73,190	99,342			
EP&S	19,962	20,156	20,496	21,560	82,174	22,531	22,597			
I&SS	41,074	40,268	39,286	38,841	159,469	41,252	43,055			
Financial	11,191	18,907	17,917	20,583	68,598	21,285	25,518			
All Other, Corp.	8,081	6,731	8,354	8,605	31,771	6,499	6,522			
Cons. Total	166,947	173,588	194,503	197,073	732,111	192,964	225,207			

■ 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	92,136			

■ 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	19,215			

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	Aug FCT	Oct FCT
Additions ¹ :												
PP&E	76,188	74,933	76,904	73,315	301,340	120,414	69,162				405,000	395,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	28,313	28,905	48,082	78,565	183,865	28,872	48,423				190,000	200,000
Right-of-use assets	13,373	17,279	10,017	16,519	57,188	32,754	22,610				60,000	60,000
Subtotal (Capex)	117,874	121,117	135,003	168,399	542,393	182,040	140,195				655,000	655,000
Film costs and broadcasting rights	21,960	54,851	108,574	87,582	272,967	89,480	102,685				N/A	N/A
Cons. Total	139,834	175,968	243,577	255,981	815,360	271,520	242,880				N/A	N/A
Depreciation and amortization ² :												
PP&E	54,293	52,171	53,199	54,310	213,973	56,271	57,694				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	55,033				230,000	230,000
Right-of-use assets	19,875	19,893	19,672	19,982	79,422	20,128	20,344				75,000	75,000
Subtotal	109,759	116,030	116,168	121,742	463,699	124,017	133,071				540,000	540,000
Film costs and broadcasting rights	57,188	57,558	78,335	75,331	268,412	68,947	92,136				N/A	N/A
Cons. Total	166,947	173,588	194,503	197,073	732,111	192,964	225,207				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	Aug FCT	Oct FCT
Additions ¹ :												
PP&E	75,663	74,216	76,513	72,633	299,025	120,191	68,538				400,000	390,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	25,960	25,218	44,161	71,040	166,379	25,884	44,335				170,000	180,000
Right-of-use assets	11,456	15,164	5,072	11,913	43,605	27,923	17,435				45,000	45,000
Subtotal (Capex)	113,079	114,598	125,746	155,586	509,009	173,998	130,308				615,000	615,000
Film costs and broadcasting rights	21,960	54,851	108,574	87,582	272,967	89,480	102,685				N/A	N/A
Cons. Total	135,039	169,449	234,320	243,168	781,976	263,478	232,993				N/A	N/A
Depreciation and amortization:												
PP&E	53,833	51,706	52,800	53,917	212,256	55,880	57,299				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	32,621				140,000	140,000
Right-of-use assets	17,482	17,292	17,123	17,393	69,290	17,573	17,633				65,000	65,000
Subtotal	98,568	97,123	98,251	101,159	395,101	102,732	107,553				435,000	435,000
Film costs and broadcasting rights	57,188	57,558	78,335	75,331	268,412	68,947	92,136				N/A	N/A
Cons. Total	155,756	154,681	176,586	176,490	663,513	171,679	199,689				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	Aug FCT	Oct FCT
Research and development expenses	121,308	127,618	128,757	147,492	525,175	133,698	137,646				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	2,281			

■ 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	-26,305			

■ 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	111.9		
Period-end EUR rates	121.1	124.2	127.0	129.8	131.6	129.8		

■ 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	125.3		
Music	10.1	9.2	9.7	12.9	11.1	10.9	10.9		
Pictures	2.7	3.1	3.3	2.7	3.4	3.1	6.7		
EP&S	227.4	219.7	252.6	218.3	247.2	285.8	336.2		
I&SS	250.5	293.1	262.7	264.1	282.0	329.2	351.5		
All Other, Corp.	12.7	15.9	17.4	19.3	16.9	16.8	17.4		
Cons. Total	559.8	588.5	681.4	605.0	636.7	758.0	848.0		

■ Long-lived assets² 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	247.8		
Music	627.5	626.5	625.6	638.0	699.0	733.9	741.5		
Pictures	613.7	570.0	549.0	565.7	611.5	627.1	713.7		
EP&S	177.9	177.7	179.1	178.5	191.9	204.0	206.7		
I&SS	574.8	592.3	606.9	621.8	620.4	680.9	694.4		
Financial	128.0	126.6	138.6	141.4	140.3	141.4	145.5		
All Other, Corp.	308.4	296.2	292.8	289.1	294.7	282.2	274.3		
Cons. Total	2660.6	2,624.2	2,627.0	2,671.8	2,802.2	2,914.4	3,023.9		

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	523.5		

■ 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	178.1		
Music	391.3	389.5	386.8	387.5	408.4	468.8	431.8		
Pictures	103.6	105.9	105.0	113.8	120.1	117.4	200.5		
EP&S	11.4	11.1	11.5	11.4	11.5	11.8	11.7		
I&SS	2.8	2.8	2.7	2.7	2.9	2.9	2.9		
Financial	10.8	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	835.8		

■ Return on Invested Capital (ROIC) by segment セグメント別 ROIC¹

(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	160,635			
Game Software	432,575	331,167	485,395	345,572	1,594,710	346,034	343,003			
Physical Software ²	37,938	34,168	52,605	15,406	140,117	25,598	28,145			
Digital Software ³	147,730	125,273	176,233	93,247	542,484	114,372	126,691			
Add-on Content ⁴	246,907	171,726	256,556	236,919	912,108	206,063	188,167			
Network Services ⁵	93,295	95,959	95,774	97,985	383,012	101,986	100,444			
Others ⁶	24,714	38,051	64,227	35,930	162,921	47,161	41,356			
Segment Total Sales ⁷	606,109	506,638	883,226	660,305	2,656,278	615,810	645,439			

■ 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	0.2			
PlayStation®5 hardware	-	-	4.5	3.3	7.8	2.3	3.3			
Full game software ⁹ (PlayStation®4/ PlayStation®5)	91.4	81.8	104.2	61.4	338.8	63.6	76.4			
First party titles	18.7	12.8	19.0	7.9	58.4	10.5	7.6			
Full game software (PlayStation®4/ PlayStation®5) digital download ratio ¹⁰	74%	59%	53%	79%	65%	71%	62%			

■ 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	47.2		
Monthly Active Users ¹¹	114	108	114	109	105	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)
<i>Bloodborne</i>	PlayStation®4	3/26/2015	1.0	4/5/2015 (11) ⁴
<i>Uncharted 4: A Thief's End</i>	PlayStation®4	5/10/2016	2.7	5/16/2016 (7)
			8.7	12/21/2016 (226)
<i>Horizon Zero Dawn</i>	PlayStation®4	2/28/2017	2.6	3/13/2017 (14) ⁵
			7.6	2/15/2018 (353)
			10.0	12/31/2018 (672)
<i>God of War</i>	PlayStation®4	4/20/2018	3.1	4/22/2018 (3)
			5.0	5/20/2018 (31)
			19.5	8/21/2021 (1,220)
<i>Detroit: Become Human</i>	PlayStation®4	5/25/2018	2.0	12/12/2018 (202)
			3.2	8/31/2019 (464)
			3.3	9/9/2018 (3)
<i>Marvel's Spider-Man</i>	PlayStation®4	9/7/2018	9.0	11/25/2018 (80)
			13.2	7/28/2019 (325)
			4.0	6/21/2020 (3)
<i>The Last of Us Part II</i>	PlayStation®4	6/19/2020	2.4	7/19/2020 (3)
			5.0	11/11/2020 (118)
			6.5	3/22/2021 (249)
<i>Marvel's Spider-Man: Miles Morales</i>	PlayStation®4 PlayStation®5	11/12/2020	6.5	7/18/2021 (249)
<i>Demon's Souls</i>	PlayStation®5	11/12/2020	1.4	9/19/2021 (312)
<i>Returnal</i>	PlayStation®5	4/30/2021	0.56	7/18/2021 (80)
<i>Ratchet & Clank: Rift Apart</i>	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	20,248			
Digital	76,509	87,531	94,683	109,769	368,492	115,869	119,443			
Download ¹	7,609	8,704	6,619	8,461	31,393	6,761	6,147			
Streaming ²	68,900	78,827	88,063	101,310	337,100	109,109	113,296			
Other ³	8,886	9,504	12,338	19,300	50,028	15,236	16,609			
Recorded Music	98,086	123,324	142,112	152,745	516,267	151,889	156,300			
Streaming ²	13,906	16,130	20,488	20,254	70,778	23,607	23,704			
Other	17,190	21,430	24,509	22,955	86,084	23,525	23,606			
Music Publishing	31,096	37,560	44,997	43,209	156,862	47,132	47,310			
Mobile Gaming	25,920	43,060	34,907	34,400	138,287	17,960	39,865			
Other	18,633	24,475	39,708	33,018	115,834	35,241	25,068			
Visual Media & Platform	44,553	67,535	74,615	67,418	254,121	53,201	64,933			
(Yen)										
Average USD rates	107.6	106.2	104.5	105.9	106.1	109.5	110.1			

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 projects¹ for Sony Music Entertainment, for the quarters ended September 30, 2021 and 2020 (In order of revenue contribution)

For the quarter ended September 30, 2021		For the quarter ended September 30, 2020	
Artist	Title	Artist	Title
Doja Cat	<i>Planet Her</i>	Harry Styles	<i>Fine Line</i>
The Kid LAROI	<i>F*CK LOVE</i>	Jawsh 685	<i>Jawsh 685 Releases</i>
Lil Nas X	<i>MONTERO</i>	Future	<i>High Off Life</i>
Harry Styles	<i>Fine Line</i>	Polo G	<i>THE GOAT</i>
Polo G	<i>Hall of Fame</i>	Travis Scott	<i>ASTROWORLD</i>
Bob Dylan	<i>Springtime In New York: The Bootleg Series, Vol. 16 (1980-1985)</i>	Doja Cat	<i>Hot Pink</i>
John Mayer	<i>Sob Rock</i>	KANG DANIEL	<i>MAGENTA</i>
Luke Combs	<i>What You See Is What You Get</i>	Luke Combs	<i>What You See Is What You Get :</i>
Måneskin	<i>Teatro d'ira - Vol. I</i>	Bob Dylan	<i>Rough and Rowdy Ways</i>
Tyler, The Creator	<i>CALL ME IF YOU GET LOST</i>	Luke Combs	<i>This Ones's for You</i>

- Top 5 best-selling recorded music projects¹ for Sony Music Entertainment (Japan) Inc., for the quarters ended September 30, 2021 and 2020 (In order of revenue contribution)

For the quarter ended September 30, 2021		For the quarter ended September 30, 2020	
Artist	Title	Artist	Title
Nogizaka46	<i>Kimi ni Shikarareta</i>	Kenshi Yonezu	<i>STRAY SHEEP</i>
SixTONES	<i>Mascara</i>	Hinatazaka46	<i>Hinatazaka</i>
Nanabun no niyuuni	<i>An eternal prime number named 11.</i>	SixTONES	<i>NAVIGATOR</i>
=LOVE	<i>Weekend Citron</i>	Keyakizaka46	<i>Eien Yori Nagai Isshun ~Ano Koro, Tashikani Sonzaishita Watashitachi~</i>
Creepy Nuts	<i>Case</i>	MAN WITH A MISSION	<i>MAN WITH A "BEST" MISSION</i>

- Selected upcoming releases² anticipated over the next six months (In alphabetical order)

Artist	
21 Savage	Future
A\$AP Rocky	Giveon
Adele	James Arthur
Alicia Keys	Old Dominion
Black Eyed Peas	Ozzy Osbourne
Camila Cabello	Rick Ross
Chris Brown	Ryan Hurd
Fedez	Travis Scott
French Montana	

■ 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	2,369			
Operating income (loss)	251	309	194	2	756	232	288			

- 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	883			
Theatrical	6	13	14	20	53	69	66			
Home Entertainment	319	171	149	139	778	138	130			
TV Distribution	258	599	311	397	1,565	481	621			
Others	21	20	30	29	100	39	66			
Television Productions	597	480	723	720	2,521	560	790			
Media Networks	419	470	601	582	2,072	581	695			
Intersegment	6	4	1	1	12	3	1			
Total	1,626	1,757	1,829	1,889	7,101	1,871	2,369			

- Content Assets² 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	2,031			
Television Productions	1,864	1,573	1,467	1,449	1,864	1,424	1,585			
Media Networks	617	586	585	652	617	632	650			
Beginning Balance	4,153	3,789	3,709	4,005	4,153	4,093	4,266			
Motion Pictures	84	151	332	233	800	150	123			
Television Productions	-	189	459	388	1,036	468	571			
Media Networks	67	104	260	164	595	162	512			
Increase in content assets ²	151	444	1,051	785	2,431	780	1,206			
Motion Pictures	(126)	(124)	(85)	(100)	(435)	(156)	(212)			
Television Productions	(291)	(295)	(477)	(413)	(1,476)	(307)	(451)			
Media Networks	(98)	(105)	(193)	(184)	(580)	(144)	(179)			
Amortization and other decrease of content assets ²	(515)	(524)	(755)	(697)	(2,491)	(607)	(842)			
Motion Pictures	1,630	1,657	1,904	2,037	2,037	2,031	1,942			
Television Productions	1,573	1,467	1,449	1,424	1,424	1,585	1,705			
Media Networks	586	585	652	632	632	650	983			
Ending Balance	3,789	3,709	4,005	4,093	4,093	4,266	4,630			

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 Office¹ for films released in North America during the quarter ended September 30, 2021² (Million USD)

Title	Label	Release Date (Days in Release) ³	North America Box Office	International Box Office	Total
<i>Escape Room: Tournament of Champions</i>	Columbia Pictures	7/16/2021 (42)	\$25	\$28 ⁴	\$53
<i>Don't Breathe 2</i>	Screen Gems	8/13/2021 (49)	\$32 ⁴	\$18 ⁴	\$50
<i>Show Me the Father</i>	Sony / Affirm Films	9/10/2021 (21)	\$2 ⁴	\$0	\$2

- Motion Pictures Box Office¹ for films released in North America during the quarter ended September 30, 2020⁵ (Million USD)

Title	Label	Release Date (Days in Release) ³	North America Box Office	International Box Office	Total
<i>The Broken Hearts Gallery</i>	TriStar Pictures	9/11/2020 (20)	\$3	\$1	\$4
<i>The Last Shift</i>	Stage 6 Films	9/25/2020 (6)	\$0	\$0	\$0

- Select films to be released in the U.S. during the twelve months ending September 30, 2022 (Release dates and titles subject to change) Total: 14 titles

Title	Talent	Expected Release Date	Label
<i>Venom: Let There Be Carnage</i>	Tom Hardy, Michelle Williams, Naomie Harris, Reid Scott, Stephen Graham and Woody Harrelson	10/01/2021	Columbia Pictures
<i>A Mouthful of Air</i>	Amanda Seyfried, Finn Wittrock, Paul Giamatti, Amy Irving, Jennifer Carpenter and Michael Gaston	10/29/2021	Stage 6 Films
<i>Ghostbusters: Afterlife</i>	Carrie Coon, Finn Wolfhard, McKenna Grace, Annie Potts and Paul Rudd	11/19/2021	Columbia Pictures
<i>Resident Evil: Welcome to Raccoon City</i>	Kaya Scodelario, Hannah John-Kamen, Robbie Amell, Tom Hopper, Avan Jogia, with Donal Logue and Neal McDonough	11/24/2021	Screen Gems
<i>A Journal for Jordan</i>	Michael B. Jordan, Chanté Adams and Jalon Christian	12/10/2021	Columbia Pictures
<i>Spider-Man™: No Way Home</i>	Tom Holland, Zendaya, Benedict Cumberbatch, Jacob Batalon, Jon Favreau and Marisa Tomei	12/17/2021	Columbia Pictures
<i>The Man from Toronto</i>	Kevin Hart, Woody Harrelson, Kaley Cuoco, Jasmine Mathews, Lela Loren, Pierson Fode, Jencarlos Canela and Ellen Barkin	1/14/2022	Columbia Pictures
<i>Sony / Marvel Morbius</i>	Jared Leto, Matt Smith, Adria Arjona, Jared Harris, Al Madrigal and Tyrese Gibson	1/28/2022	Columbia Pictures
<i>Uncharted</i>	Tom Holland, Mark Wahlberg, Sophia Ali, Tati Gabrielle and Antonio Banderas	2/18/2022	Columbia Pictures
<i>Bullet Train</i>	Brad Pitt, Joey King, Andrew Koji, Brian Tyree Henry, Michael Shannon, Aaron Taylor-Johnson, Hiroyuki Sanada and Benito A Martínez Ocasio	4/8/2022	Columbia Pictures
<i>65</i>	Adam Driver, Ariana Greenblatt	5/13/2022	Columbia Pictures
<i>Oh Hell No</i>	Jack Black, Ice Cube	6/17/2022	Columbia Pictures
<i>Where the Crawdads Sing</i>	Daisy Edgar-Jones, Taylor John Smith, Harris Dickinson, Michael Hyatt, Sterling Macer, Jr. and David Strathairn	6/24/2022	Columbia Pictures / 3000 Pictures
<i>Untitled George Forman Biopic</i>	Khris Davis and Sullivan Jones	9/16/2022	Sony / Affirm Films

- Select films to be released in the U.S. from October 1, 2022 onward (Release dates and titles subject to change) Total: 5 titles

Title	Expected Release Date	Label
<i>Spider-Man™: Into the Spider-Verse Sequel</i>	10/7/2022	Columbia Pictures / Sony Pictures Animation
<i>Lyle, Lyle, Crocodile</i>	11/18/2022	Columbia Pictures
<i>I Wanna Dance with Somebody</i>	12/23/2022	TriStar Pictures
<i>Kraven the Hunter</i>	1/13/2023	Columbia Pictures
<i>Harold and the Purple Crayon</i>	1/27/2023	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 September 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 September 30, 2020.

■ **Television Productions**

- **Television Series with an original broadcast on a U.S. linear network¹ during the quarters ended September 30, 2021 and 2020²**

For the quarter ended September 30, 2021			For the quarter ended September 30, 2020		
Series	Season	Network	Series	Season	Network
<i>The \$100,000 Pyramid</i>	5	ABC	<i>Black Monday</i>	2	Showtime
<i>Black Monday</i>	3	Showtime	<i>L.A.'s Finest</i>	2	Charter
<i>Celebrity Dating Game</i>	1	ABC	<i>United We Fall</i>	1	NBC
<i>Celebrity Wheel of Fortune</i>	2	ABC	<i>Days of our Lives</i>	55/56	NBC
<i>Fantasy Island</i>	1	Fox	<i>The Young and the Restless</i>	48/49	CBS
<i>The Goldbergs</i>	9	ABC	<i>The Dr. Oz Show</i>	12	First Run Syndication ³
<i>Days of our Lives</i>	56/57	NBC	<i>Jeopardy!</i>	36/37	First Run Syndication ³
<i>The Young and the Restless</i>	48/49	CBS	<i>Wheel of Fortune</i>	37/38	First Run Syndication ³
<i>The Dr. Oz Show</i>	13	First Run Syndication ³			
<i>Wheel of Fortune</i>	38/39	First Run Syndication ³			
<i>Jeopardy!</i>	37/38	First Run Syndication ³			

- **Television Series with a new season to premiere on a U.S. linear network¹ from October 1, 2021 onward² (Releases subject to change)**

Airing after October 1, 2021					
Series	Season ⁴	Network	Series	Season ⁴⁷	Network
<i>A Spy Among Friends</i>	1	Charter	<i>Outlander</i>	6/7	Starz
<i>Accused</i>	1	Fox	<i>Shark Tank</i>	13	ABC
<i>Better Call Saul</i>	5	AMC	<i>S.W.A.T.</i>	5	CBS
<i>Days of our Lives</i>	58	NBC	<i>The Blacklist</i>	9	NBC
<i>Dinner at the Center of the Earth</i>	1	Showtime	<i>The Young and the Restless</i>	50/51	CBS
<i>Jeopardy! College Tournament</i>	1	ABC	<i>The Dr. Oz Show</i>	14	First Run Syndication ³
<i>Last of Us</i>	1	HBO			

- **Select Television Series in U.S. off-network syndication⁵**

As of September 30, 2021		
<i>Chain Reaction</i>	<i>The King of Queens</i>	<i>S.W.A.T.</i>
<i>Community</i>	<i>Outlander</i>	<i>The Steve Harvey Show</i>
<i>Damages</i>	<i>Rules of Engagement</i>	<i>Unforgettable</i>
<i>The Goldbergs</i>	<i>Seinfeld</i>	<i>Walker, Texas Ranger</i>
<i>The Jeff Foxworthy Show</i>	<i>Shark Tank</i>	

- **Television Series with an original broadcast on a digital platform⁶ during the quarters ended September 30, 2021 and 2020²**

For the quarter ended September 30, 2021			For the quarter ended September 30, 2020		
Series	Season	Network	Series	Season	Network
<i>Atypical</i>	4	Netflix	<i>De Brutus Nada</i>	1	Pantaya
<i>Beyond Salem</i>	1	Peacock	<i>The Boys</i>	2	Amazon
<i>Sex Education</i>	3	Netflix	<i>Woke</i>	1	Hulu

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 platform¹ from October 1, 2021 onward² (Releases subject to change)

Airing after October 1, 2021					
Series	Season ³	Network	Series	Season ³	Network
<i>A League of Their Own</i>	1	Amazon	<i>Obliterated</i>	1	Netflix
<i>After Party</i>	1	Apple	<i>Platonic</i>	1	Apple
<i>Cobra Kai</i>	4/5	Netflix	<i>Sausage Party</i>	1/2	Amazon
<i>Copy That</i>	1	Youtube	<i>Silk</i>	1	Amazon
<i>Creature Cases</i>	1	Netflix	<i>The Boys</i>	3	Amazon
<i>Crossing Swords</i>	2	Hulu	<i>The Boys Spin-Off</i>	1	Amazon
<i>For All Mankind</i>	3	Apple	<i>The Crown</i>	5/6	Netflix
<i>Good Times</i>	1	Netflix	<i>The Night Agent</i>	1	Netflix
<i>Gordita Chronicles</i>	1	HBO Max	<i>Them: Covenant</i>	2	Amazon
<i>Hilda</i>	3	Netflix	<i>Wheel of Time</i>	1/2	Amazon
<i>I Know What You Did Last Summer</i>	1	Amazon	<i>Woke</i>	2	Amazon

- Television Series with an original broadcast on a non-U.S. linear⁴ network during the quarters ended September 30, 2021 and 2020⁴⁵

For the quarter ended September 30, 2021			
Series	Season	Network	Territory

Europe, Middle East and Africa:

<i>Dragons' Den</i>	8	VOX	Germany
<i>The Code (The Bletchley Circle)</i>	2	Channel One	Russia
<i>Golden Father</i>	1	Rossiya	Russia
<i>Who Wants To Be A Millionaire</i>	36	ITV	United Kingdom
<i>There's No Place Like Tyrone</i>	3	BBC NI	Northern Ireland
<i>Farm to Feast Best Menu Wins</i>	1	BBC NI	Northern Ireland
<i>Fast Food Face Off</i>	1	BBC NI	Northern Ireland

Latin America:

<i>Bugados</i>	3	Globo	Brazil
<i>A Treta Não Tira Férias</i>	4	MTV	Brazil
<i>Top Chef</i>	3	Record	Brazil
<i>La Reina del Flow</i>	2	Caracol	Colombia

For the quarter ended September 30, 2020			
Series	Season	Network	Territory

Europe, Middle East and Africa:

<i>Dragons' Den</i>	7	VOX	Germany
<i>Die Dr. Wimmer Show (Dr. Oz format)</i>	2	NDR	Germany
<i>Momsters</i>	6	UTV	Russia
<i>To Forgive or To Revenge</i>	3	UTV	Russia
<i>Doc Martin (Doctor Martov)</i>	1	Channel One	Russia
<i>The Code (The Bletchley Circle)</i>	2	Channel One	Russia
<i>Call That Hard Work</i>	1	BBC	United Kingdom
<i>Celebrity Snoop Dogs</i>	1	Channel 4	United Kingdom
<i>Who Wants To Be A Millionaire</i>	34	ITV	United Kingdom

Latin America:

<i>Top Chef</i>	2	Record	Brazil
<i>Who Wants To Be A Millionaire</i>	5	Globo	Brazil
<i>Se Sobreviver, Case</i>	1	Multishow	Brazil
<i>Manual para Galanes</i>	1	Claro Video	Panregional
<i>Shark Tank Mexico</i>	5	Canal Sony	Mexico
<i>Enamorandonos (Love is Calling)</i>	1	TV Azteca	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.

■ Media Networks

- Television and Digital Channels as of September 30, 2021

As of September 30, 2021					As of September 30, 2020
Television and Digital Channels ¹	Country / Region	Launch Year ²	Sony's Ownership	Number of Subscribers ³ (mil.)	Number of Subscribers ³ (mil.)
Europe, Middle East and Africa:					
<i>AXN Iberia</i>	Spain, Portugal, Angola, Mozambique, Cape Verde	1998	100%	10.8	10.6
<i>AXN White Iberia</i>	Spain, Portugal, Angola, Mozambique, Cape Verde	2006	100%	10.4	10.2
<i>AXN Black</i>	Portugal, Angola, Mozambique, Cape Verde	2011	100%	*	4.6
<i>AXN Central Europe⁴</i>	Bulgaria, Czech Republic, Slovakia, Poland, Romania, Hungary, Adria	2003	100%	*	48.7
<i>AXN SPIN Central Europe</i>	Poland, Romania	2012	100%	*	9.8
<i>AXN Germany</i>	Austria, Germany, Switzerland	2004	100%	3.2	3.3
<i>Animax Germany</i>	Austria, Germany, Switzerland	2007	100%	–	–
<i>Sony Channel Germany</i>	Austria, Germany, Switzerland	2013	100%	0.8	0.9
<i>Sony Sci-Fi Russia</i>	Russia, CIS, Georgia, Ukraine	2007	88%	*	13.8
<i>Sony Channel Russia</i>	Russia, CIS, Georgia, Ukraine	2009	88%	*	11.1
<i>Sony Channel Baltics</i>	Estonia, Latvia, Lithuania	2010	88%	*	1.5
<i>Sony Turbo Russia</i>	Russia, CIS, Georgia, Ukraine	2012	88%	*	7.1
<i>Sony Turbo Baltics</i>	Estonia, Latvia, Lithuania	2012	88%	*	1.0
<i>UK Channels⁵</i>	United Kingdom, Malta	2014	100%	*	93.9
<i>Viasat 3</i>	Hungary	2015	100%	*	3.4
<i>Viasat 6</i>	Hungary	2015	100%	*	3.3
Latin America:					
<i>Sony Channel OLA</i>	Central America, South America (excluding Brazil), the Caribbean Basin islands	1995	100%	25.7	24.1
<i>AXN OLA</i>	Central America, South America (excluding Brazil), the Caribbean Basin islands	1999	100%	23.9	24.0
<i>Sony Channel Brazil</i>	Brazil	1996	100%	9.1	10.3
<i>AXN Brazil</i>	Brazil	1999	100%	7.9	9.0
<i>Sony Channel Mexico</i>	Mexico	1996	100%	15.3	15.3
<i>AXN Mexico</i>	Mexico	1999	100%	9.4	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 89 as of September 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.

As of September 30, 2021					As of September 30, 2020
Television and Digital Channels ¹	Country / Region	Launch Year ²	Sony's Ownership	Number of Subscribers ³ (mil.)	Number of Subscribers ³ (mil.)
Asia and Australia⁴					
<i>India Channels⁵</i>	India, North America, Europe, the Pacific, SE Asia, Australia, Middle East and Africa	1995	100%	468.9	417.6
<i>AXN Japan</i>	Japan	1998	65%	6.9	7.3
<i>Animax Japan</i>	Japan	1998	66% ⁶	7.9	8.3
<i>Kids Station</i>	Japan	2018	67% ^{6,4}	7.5	7.7
<i>AXN Mystery Japan</i>	Japan	2008	100%	6.3	6.4
<i>FMN</i>	Indonesia	2013	50%	*	0.3
North America:					
<i>GSN</i>	U.S.	1994	100%	49.8	51.0
<i>Crackle Plus⁷</i>	U.S.	2019	0%	*	N/A
<i>Sony Movie Channel U.S.</i>	U.S.	2010	100%	3.8	4.3
<i>CineSony</i>	U.S.	2012	100%	3.1	3.3
<i>Hollywood Suite 90s Movies</i>	Canada	2012	47%	1.1	0.9
<i>Hollywood Suite 2000s Movies</i>	Canada	2012	47%	1.1	0.8
<i>getTV</i>	U.S.	2014	100%	41.1	46.0
<i>Funimation/Crunchyroll</i>	North America, Europe, SE Asia, Middle East and Africa, Latin America, Australia and New Zealand	2017/ 2021	100%	–	–
<i>Pure Flix</i>	U.S., Canada	2020	100%	–	*
<i>FAST Channels⁸</i>	U.S.	2020	100%	N/A	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 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 Plus⁵ 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% stake 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% stake of UK Channels.
- on June 1, 2021, launched TEN Sports 4 in India.
- on June 23, 2021, sold its stake of Sony Sci-Fi Russia, Sony Channel Russia and Sony Turbo Russia.

Since June 30, 2021 SPT has sold, closed, acquired, or rebranded the following channels:

- on August 9, 2021, acquired 100% of Crunchyroll.
- on September 17, 2021, sold 50% stake of FMN.
- on September 30, 2021, sold 100% of AXN Black, AXN Central Europe, AXN SPIN Central Europe, and Viasat 3 & 6.

Number of Channels and Subscribers (Total)

	As of September 30, 2021	As of September 30, 2020
Number of Channels (Total)	43	65
Number of Subscribers ^{3, 5} (Total) (mil.)	Approx. 714.0	Approx. 869.1 ⁹

¹ Individual channels may have more than one feed; total channel feeds were 89 as of September 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, AATH, SIX, PAL, MAX, MAX 2, WAH, Sony BBC Earth, Sony YAY!, Sony Marathi, 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 1.3 million of the totals noted for September 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 and rebranded to SonyLIV on June 18, 2020.

⁶ On August 31st, 2021, SPT acquired Mitsui's ownership stake in Animax Japan and Kids Station.

⁷ 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.

⁸ 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.

⁹ The prior total for September 30, 2020 was erroneously calculated to be 868.7m; it has been corrected to 869.1.

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 Group Inc.¹, Sony Life, Sony Assurance or Sony Bank.

■ Financial services revenue by entity²

(Millions of yen)	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Sony Life ³	388,961	322,289	372,125	398,099	1,481,474	371,432	323,385			
Sony Assurance	30,482	30,959	31,566	32,054	125,062	32,748	33,312			
Sony Bank	13,511	11,019	12,117	8,107	44,754	10,093	10,006			

■ 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	323,385			
Insurance premiums	217,156	217,109	228,753	237,604	900,622	231,806	239,950			
Investment income (GA ⁴)	24,567	36,460	34,713	30,320	126,059	34,707	44,617			
Investment income (SA ⁵)	146,894	68,423	108,358	129,778	453,452	104,584	38,451			
Others	346	297	301	396	1,341	334	366			
Operating Income	23,194	29,835	32,161	48,373	133,564	35,088	38,755			

- Amount of Policies

(Billions of yen)	FY20				FY21			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Policy amount in force ⁶ as of the end of each quarter	51,403	51,973	52,623	53,611	54,935	55,713		

	FY20					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
New policy amount ⁷	660	1,359	1,524	1,583	5,126	1,683	1,639			

- MCEV (Market Consistent Embedded Value) (as of the end of each quarter)⁸

(Billions of yen)	FY20				FY21			
	Q1	Q2	Q3	Q4 ⁹	Q1	Q2	Q3	Q4
MCEV	1,724.8	1,737.8	1,756.4	1,966.6	1,987.8	2,012.7		

⁸MCEV for Q4 FY19 was 1,713.5 billion yen.

- New business value⁷

(Billions of yen)	FY20					FY21				
	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	34.4			

¹ On October 1, 2021, Sony Financial Group Inc. changed its company name from Sony Financial Holdings Inc.

² 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.

³ 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.

⁴ 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.

⁵ 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.

⁶ Total amount of protection provided by life insurance companies for policyholders.

⁷ Total amount of protection provided for new policies sold in each quarter.

⁸ 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.

⁹ 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	5,211		

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.