



Supplemental Information for the Consolidated Financial Results for the Fourth Quarter Ended March 31, 2022

2021年度第4四半期連結業績補足資料

May 10, 2022
Sony Group Corporation
ソニーグループ株式会社

Supplemental Financial Data 補足財務データ

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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 ended March 31, 2022. For further detail on terminology, please refer to the Notes to Condensed Consolidated Financial Statements on page F-20 in Sony's Financial Statements for the fiscal year ended March 31, 2022. 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. |
| Entertainment, Technology & Services segment | ET&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 former Electronics Products & Solutions (EP&S) segment has been renamed the Entertainment, Technology & Services (ET&S) segment effective from April 2022. This change has not resulted in any reclassification of businesses across segments.

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-15 for the fiscal year ended March 31, 2022.

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

| (Yen) | FY20 | | | | | FY21 | | | | | FY22 May Assumption ¹ (Q1 – 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 | 113.7 | 116.1 | 112.3 | 123.0 |
| EUR | 118.5 | 124.1 | 124.5 | 127.7 | 123.7 | 131.9 | 129.8 | 130.1 | 130.4 | 130.5 | 135.0 |
| Brazilian Real | 20.1 | 19.7 | 19.4 | 19.4 | 19.6 | 20.6 | 21.1 | 20.4 | 22.2 | 21.1 | 24.9 |
| Chinese Yuan | 15.2 | 15.4 | 15.8 | 16.4 | 15.7 | 16.9 | 17.0 | 17.8 | 18.3 | 17.5 | 18.6 |
| Indian Rupee | 1.43 | 1.44 | 1.43 | 1.46 | 1.44 | 1.49 | 1.49 | 1.52 | 1.55 | 1.51 | 1.55 |
| Russian Ruble | 1.49 | 1.44 | 1.37 | 1.42 | 1.43 | 1.47 | 1.50 | 1.57 | 1.37 | 1.48 | 1.44 |

■ FY22 Estimated Foreign Exchange Impact on Annual Operating Income 2022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 | +4.0 | -5.0 | |
| ET&S | +2.0 | -2.0 | N/A |
| I&SS | -7.0 | slightly negative | |
| Net impact of above three segments | -1.0 | -7.0 | -2.5 |
| 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 | | | | | FY22 May FCT |
|-------------------|-----------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|----------------------|
| | | Q1 | Q2 | Q3 | Q4 | FY | Q1 | Q2 | Q3 | Q4 | FY | |
| G&NS | Sales | 606,109 | 506,638 | 883,226 | 660,305 | 2,656,278 | 615,810 | 645,439 | 813,264 | 665,250 | 2,739,763 | 3,660,000 |
| | OI | 123,900 | 105,368 | 80,761 | 31,689 | 341,718 | 83,259 | 82,679 | 92,896 | 87,255 | 346,089 | 305,000 |
| Music | Sales | 177,115 | 230,868 | 264,462 | 267,422 | 939,867 | 254,873 | 271,610 | 295,873 | 294,593 | 1,116,949 | 1,240,000 |
| | OI | 35,637 | 54,253 | 59,074 | 35,822 | 184,786 | 55,380 | 50,586 | 55,113 | 49,854 | 210,933 | 230,000 |
| Pictures | Sales | 175,089 | 186,552 | 191,175 | 200,171 | 752,987 | 204,736 | 260,706 | 461,234 | 312,235 | 1,238,911 | 1,330,000 |
| | OI | 27,044 | 32,814 | 20,279 | -286 | 79,851 | 25,354 | 31,629 | 149,372 | 11,038 | 217,393 | 100,000 |
| ET&S | Sales | 361,377 | 533,419 | 699,028 | 474,263 | 2,068,087 | 576,268 | 581,919 | 686,946 | 494,053 | 2,339,186 | 2,400,000 |
| | OI | -8,857 | 53,371 | 103,378 | -20,033 | 127,859 | 71,751 | 72,711 | 80,036 | -11,556 | 212,942 | 180,000 |
| I&SS | Sales | 206,186 | 307,090 | 267,028 | 232,193 | 1,012,497 | 218,057 | 278,263 | 324,813 | 255,291 | 1,076,424 | 1,470,000 |
| | OI | 26,209 | 50,767 | 51,366 | 17,542 | 145,884 | 30,479 | 49,725 | 64,650 | 10,743 | 155,597 | 200,000 |
| Financial | Revenue | 440,244 | 371,109 | 423,031 | 439,618 | 1,674,002 | 414,385 | 368,415 | 471,346 | 279,683 | 1,533,829 | 1,440,000 |
| | OI | 35,989 | 37,035 | 39,861 | 41,880 | 154,765 | 24,013 | 43,053 | 35,208 | 47,837 | 150,111 | 220,000 |
| All Other | Sales | 25,300 | 22,905 | 33,166 | 19,365 | 100,736 | 21,986 | 24,461 | 27,428 | 24,908 | 98,783 | N/A |
| | OI ¹ | 3,520 | 1,531 | 6,987 | -4,860 | 7,178 | 4,154 | 8,618 | 8,178 | -2,969 | 17,981 | -75,000 ¹ |
| Corp. Elim. | Sales | -28,471 | -53,464 | -67,141 | -56,717 | -205,793 | -49,272 | -61,448 | -49,585 | -62,027 | -222,332 | N/A |
| | OI | -21,717 | -19,915 | -9,813 | -35,341 | -86,786 | -14,322 | -20,542 | -20,270 | -53,573 | -108,707 | |
| Cons. Total | Sales | 1,962,949 | 2,105,117 | 2,693,975 | 2,236,620 | 8,998,661 | 2,256,843 | 2,369,365 | 3,031,319 | 2,263,986 | 9,921,513 | 11,400,000 |
| | OI | 221,725 | 315,224 | 351,893 | 66,413 | 955,255 | 280,068 | 318,459 | 465,183 | 138,629 | 1,202,339 | 1,160,000 |

■ 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 | 796,734 | 646,928 | 2,674,356 |
| Digital Software and Add-on Content | | 394,637 | 297,061 | 432,789 | 330,167 | 1,454,654 | 320,436 | 314,858 | 432,284 | 356,881 | 1,424,459 |
| Network Services | | 93,295 | 95,897 | 95,774 | 97,984 | 382,950 | 101,986 | 100,445 | 102,501 | 104,423 | 409,355 |
| Hardware and Others | | 111,117 | 101,586 | 337,227 | 217,179 | 767,109 | 179,736 | 213,233 | 261,949 | 185,624 | 840,542 |
| Music | | 173,735 | 228,419 | 261,724 | 263,372 | 927,250 | 252,222 | 268,543 | 292,371 | 287,396 | 1,100,532 |
| Recorded Music | | 98,086 | 123,324 | 142,112 | 152,745 | 516,267 | 151,889 | 156,300 | 183,787 | 176,804 | 668,780 |
| Streaming | | 68,900 | 78,827 | 88,063 | 101,310 | 337,100 | 109,109 | 113,296 | 119,506 | 120,457 | 462,368 |
| Others | | 29,186 | 44,497 | 54,049 | 51,435 | 179,167 | 42,780 | 43,004 | 64,281 | 56,347 | 206,412 |
| Music Publishing | | 31,096 | 37,560 | 44,997 | 43,209 | 156,862 | 47,132 | 47,310 | 51,902 | 53,990 | 200,334 |
| Visual Media & Platform | | 44,553 | 67,535 | 74,615 | 67,418 | 254,121 | 53,201 | 64,933 | 56,682 | 56,602 ² | 231,418 |
| Pictures | | 174,441 | 186,194 | 191,119 | 200,046 | 751,800 | 204,378 | 260,554 | 460,314 | 311,153 | 1,236,399 |
| Motion Pictures | | 65,077 | 85,380 | 52,634 | 62,210 | 265,301 | 79,503 | 97,089 | 191,887 | 150,361 | 518,840 |
| Television Productions | | 64,303 | 50,936 | 75,656 | 76,228 | 267,123 | 61,288 | 86,998 | 185,599 | 85,609 | 419,494 |
| Media Networks | | 45,061 | 49,878 | 62,829 | 61,608 | 219,376 | 63,587 | 76,467 | 82,828 | 75,183 | 298,065 |
| ET&S | | 354,012 | 522,350 | 679,918 | 460,607 | 2,016,887 | 566,519 | 567,905 | 679,595 | 483,867 | 2,297,886 |
| TV | | 106,568 | 204,618 | 247,870 | 149,951 | 709,007 | 221,021 | 207,179 | 269,530 | 161,107 | 858,837 |
| Audio & Video | | 47,081 | 83,887 | 116,974 | 66,033 | 313,975 | 73,089 | 75,267 | 105,330 | 73,018 | 326,704 |
| Still and Video Cameras | | 46,405 | 90,237 | 121,570 | 80,482 | 338,694 | 116,410 | 104,972 | 117,851 | 75,665 | 414,898 |
| Mobile Communications | | 94,229 | 79,140 | 111,061 | 74,150 | 358,580 | 81,413 | 99,102 | 102,339 | 83,010 | 365,864 |
| Other | | 59,729 | 64,468 | 82,443 | 89,991 | 296,631 | 74,586 | 81,385 | 84,545 | 91,067 | 331,583 |
| I&SS | | 198,371 | 283,960 | 243,899 | 211,629 | 937,859 | 197,885 | 254,159 | 305,885 | 234,271 | 992,200 |
| Financial (revenue) | | 437,989 | 368,860 | 420,780 | 437,362 | 1,664,991 | 412,130 | 366,162 | 469,092 | 277,427 | 1,524,811 |
| All Other | | 20,445 | 19,313 | 28,622 | 15,822 | 84,202 | 18,217 | 21,074 | 23,387 | 19,586 | 82,264 |
| Corp. | | 4,907 | 1,477 | 2,123 | 2,452 | 10,959 | 3,334 | 2,432 | 3,941 | 3,358 | 13,065 |
| Cons. Total | | 1,962,949 | 2,105,117 | 2,693,975 | 2,236,620 | 8,998,661 | 2,256,843 | 2,369,365 | 3,031,319 | 2,263,986 | 9,921,513 |

¹ All Other + Corp. Elim

² During Q4 FY21, Sony changed the timing of revenue recognition for royalty revenues from certain license agreements in the Music segment and recorded the difference resulting from the change as an adjustment in the same quarter. This adjustment was recorded primarily in the Visual Media & Platform, resulting in revenues for the Visual Media & Platform increasing by 6.7 billion yen.

■ 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 | 0.2 | 0.1 | 1.0 |
| PlayStation®5 | - | - | 4.5 | 3.3 | 7.8 | 2.3 | 3.3 | 3.9 | 2.0 | 11.5 |
| TVs | 1.5 | 2.7 | 3.2 | 2.0 | 9.3 | 2.2 | 2.0 | 2.6 | 1.6 | 8.5 |

■ 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 | 789,207 | 596,774 | 2,764,321 |
| United States | 464,616 | 501,783 | 652,346 | 528,941 | 2,147,686 | 603,103 | 645,457 | 895,280 | 622,181 | 2,766,021 |
| Europe | 361,959 | 367,671 | 635,873 | 452,351 | 1,817,854 | 410,724 | 437,254 | 590,111 | 432,002 | 1,870,091 |
| China | 179,579 | 232,885 | 182,729 | 167,573 | 762,766 | 183,543 | 190,329 | 216,919 | 180,215 | 771,006 |
| Asia-Pacific | 142,729 | 225,977 | 280,300 | 212,617 | 861,623 | 222,938 | 292,327 | 363,841 | 270,155 | 1,149,261 |
| Other Areas | 90,443 | 102,370 | 142,702 | 107,281 | 442,796 | 134,620 | 127,573 | 175,961 | 162,659 | 600,813 |
| Cons. total | 1,962,949 | 2,105,117 | 2,693,975 | 2,236,620 | 8,998,661 | 2,256,843 | 2,369,365 | 3,031,319 | 2,263,986 | 9,921,513 |

■ 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 | 15,611 | 16,367 | 61,219 |
| Music | 11,137 | 11,288 | 12,391 | 11,401 | 46,217 | 13,968 | 13,171 | 18,901 | 15,425 | 61,465 |
| Pictures | 63,443 | 63,452 | 82,733 | 81,267 | 290,895 | 73,190 | 99,342 | 122,045 | 101,674 | 396,251 |
| ET&S | 19,962 | 20,156 | 20,496 | 21,560 | 82,174 | 22,531 | 22,597 | 22,678 | 23,953 | 91,759 |
| I&SS | 41,074 | 40,268 | 39,286 | 38,841 | 159,469 | 41,252 | 43,055 | 44,142 | 44,393 | 172,842 |
| Financial | 11,191 | 18,907 | 17,917 | 20,583 | 68,598 | 21,285 | 25,518 | 18,484 | 28,882 | 94,169 |
| All Other, Corp. | 8,081 | 6,731 | 8,354 | 8,605 | 31,771 | 6,499 | 6,522 | 6,688 | 7,056 | 26,765 |
| Cons. Total | 166,947 | 173,588 | 194,503 | 197,073 | 732,111 | 192,964 | 225,207 | 248,549 | 237,750 | 904,470 |

■ 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 | 110,087 | 93,694 | 364,864 |

■ 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 | 12,348 | 22,632 | 69,237 |

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 Italy

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 | | | | | FY22 May FCT |
|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|-----------|--------------------|
| | Q1 | Q2 | Q3 | Q4 | FY | Q1 | Q2 | Q3 | Q4 | FY | |
| Additions ¹ : | | | | | | | | | | | |
| PP&E | 76,188 | 74,933 | 76,904 | 73,315 | 301,340 | 120,414 | 69,162 | 66,454 | 92,148 | 348,178 | 470,000 |
| 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 | 85,455 | 62,737 | 225,487 | 160,000 |
| Right-of-use assets | 13,373 | 17,279 | 10,017 | 16,519 | 57,188 | 32,754 | 22,610 | 24,471 | 40,345 | 120,180 | 90,000 |
| Subtotal (Capex) | 117,874 | 121,117 | 135,003 | 168,399 | 542,393 | 182,040 | 140,195 | 176,380 | 195,230 | 693,845 | 720,000 |
| Film costs and broadcasting rights | 21,960 | 54,851 | 108,574 | 87,582 | 272,967 | 89,480 | 102,685 | 103,503 | 93,821 | 389,489 | N/A |
| Cons. Total | 139,834 | 175,968 | 243,577 | 255,981 | 815,360 | 271,520 | 242,880 | 279,883 | 289,051 | 1,083,334 | N/A |
| Depreciation and amortization ² : | | | | | | | | | | | |
| PP&E | 54,293 | 52,171 | 53,199 | 54,310 | 213,973 | 56,271 | 57,694 | 59,276 | 62,585 | 235,826 | 285,000 |
| 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 | 58,064 | 61,281 | 221,996 | 255,000 |
| Right-of-use assets | 19,875 | 19,893 | 19,672 | 19,982 | 79,422 | 20,128 | 20,344 | 21,122 | 20,190 | 81,784 | 90,000 |
| Subtotal | 109,759 | 116,030 | 116,168 | 121,742 | 463,699 | 124,017 | 133,071 | 138,462 | 144,056 | 539,606 | 630,000 |
| Film costs and broadcasting rights | 57,188 | 57,558 | 78,335 | 75,331 | 268,412 | 68,947 | 92,136 | 110,087 | 93,694 | 364,864 | N/A |
| Cons. Total | 166,947 | 173,588 | 194,503 | 197,073 | 732,111 | 192,964 | 225,207 | 248,549 | 237,750 | 904,470 | 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 | | | | | FY22 May FCT |
|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|-----------|--------------------|
| | Q1 | Q2 | Q3 | Q4 | FY | Q1 | Q2 | Q3 | Q4 | FY | |
| Additions ¹ : | | | | | | | | | | | |
| PP&E | 75,663 | 74,216 | 76,513 | 72,633 | 299,025 | 120,191 | 68,538 | 66,141 | 91,467 | 346,337 | 465,000 |
| 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 | 80,950 | 54,671 | 205,840 | 135,000 |
| Right-of-use assets | 11,456 | 15,164 | 5,072 | 11,913 | 43,605 | 27,923 | 17,435 | 20,742 | 34,164 | 100,264 | 80,000 |
| Subtotal (Capex) | 113,079 | 114,598 | 125,746 | 155,586 | 509,009 | 173,998 | 130,308 | 167,833 | 180,302 | 652,441 | 680,000 |
| Film costs and broadcasting rights | 21,960 | 54,851 | 108,574 | 87,582 | 272,967 | 89,480 | 102,685 | 103,503 | 93,821 | 389,489 | N/A |
| Cons. Total | 135,039 | 169,449 | 234,320 | 243,168 | 781,976 | 263,478 | 232,993 | 271,336 | 274,123 | 1,041,930 | N/A |
| Depreciation and amortization: | | | | | | | | | | | |
| PP&E | 53,833 | 51,706 | 52,800 | 53,917 | 212,256 | 55,880 | 57,299 | 58,890 | 62,196 | 234,265 | 280,000 |
| 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 | 42,598 | 35,456 | 139,954 | 160,000 |
| Right-of-use assets | 17,482 | 17,292 | 17,123 | 17,393 | 69,290 | 17,573 | 17,633 | 18,490 | 17,522 | 71,218 | 80,000 |
| Subtotal | 98,568 | 97,123 | 98,251 | 101,159 | 395,101 | 102,732 | 107,553 | 119,978 | 115,174 | 445,437 | 520,000 |
| Film costs and broadcasting rights | 57,188 | 57,558 | 78,335 | 75,331 | 268,412 | 68,947 | 92,136 | 110,087 | 93,694 | 364,864 | N/A |
| Cons. Total | 155,756 | 154,681 | 176,586 | 176,490 | 663,513 | 171,679 | 199,689 | 230,065 | 208,868 | 810,301 | N/A |

■ Research and development expenses 研究開発費

| (Millions of yen) | FY20 | | | | | FY21 | | | | | FY22 May FCT |
|--|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|--------------------|
| | Q1 | Q2 | Q3 | Q4 | FY | Q1 | Q2 | Q3 | Q4 | FY | |
| Research and development expenses ³ | 126,835 | 133,082 | 133,627 | 151,813 | 545,357 | 138,998 | 142,714 | 156,833 | 179,823 | 618,368 | 760,000 |

¹ Excluding additions for tangible and intangible assets from business combinations.

² Including amortization expense for deferred insurance acquisition costs and contract costs.

³ Sony's consolidated research and development (R&D) expenses for each quarter and the full year of FY20 and for Q1 to Q3 FY21 are revised to conform to the scope of R&D expenses for Q4 FY21 due to a change in the scope of expenses included in the Pictures segment in Q4 FY21. As a result of this revision, Sony's consolidated R&D expenses have increased by 20,182 million yen in FY20 and 12,184 million yen in Q1 to Q3 FY21 on a cumulative basis compared to the amount before the revision. This change of the scope of R&D expenses does not affect Sony's consolidated operating income and operating income of the Pictures segment for FY20 and FY21.

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

| (Millions of yen) | FY20 | FY21 |
|-------------------|---------|---------|
| G&NS | 144,562 | 175,677 |
| ET&S ¹ | 142,268 | 141,783 |
| I&SS | 168,867 | 197,974 |
| Corporate R&D | 43,298 | 48,741 |

■ 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 | -1,065 | 3,718 | 7,604 |

■ 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 | -1,071 | -37,903 | -66,177 |

■ 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 | 115.1 | 122.3 |
| Period-end EUR rates | 121.1 | 124.2 | 127.0 | 129.8 | 131.6 | 129.8 | 130.3 | 136.6 |

■ 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 | 125.3 | 75.3 | 108.1 | |
| Music | 10.1 | 9.2 | 9.7 | 12.9 | 11.1 | 10.9 | 10.9 | 11.0 | 11.8 | |
| Pictures | 2.7 | 3.1 | 3.3 | 2.7 | 3.4 | 3.1 | 6.7 | 6.5 | 7.4 | |
| ET&S | 227.4 | 219.7 | 252.6 | 218.3 | 247.2 | 285.8 | 336.2 | 324.0 | 341.3 | |
| I&SS | 250.5 | 293.1 | 262.7 | 264.1 | 282.0 | 329.2 | 351.5 | 353.7 | 391.5 | |
| All Other, Corp. | 12.7 | 15.9 | 17.4 | 19.3 | 16.9 | 16.8 | 17.4 | 17.9 | 13.9 | |
| Cons. Total | 559.8 | 588.5 | 681.4 | 605.0 | 636.7 | 758.0 | 848.0 | 788.4 | 874.0 | |

■ 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 | 259.1 | 306.9 |
| Music | 627.5 | 626.5 | 625.6 | 638.0 | 699.0 | 733.9 | 741.5 | 811.9 | 895.0 |
| Pictures | 613.7 | 570.0 | 549.0 | 565.7 | 611.5 | 627.1 | 713.7 | 721.3 | 751.7 |
| ET&S | 177.9 | 177.7 | 179.1 | 178.5 | 191.9 | 204.0 | 206.7 | 208.9 | 219.7 |
| I&SS | 574.8 | 592.3 | 606.9 | 621.8 | 620.4 | 680.9 | 694.4 | 701.0 | 722.5 |
| Financial | 128.0 | 126.6 | 138.6 | 141.4 | 140.3 | 141.4 | 145.5 | 147.7 | 153.5 |
| All Other, Corp. | 308.4 | 296.2 | 292.8 | 289.1 | 294.7 | 282.2 | 274.3 | 268.4 | 269.5 |
| Cons. Total | 2,660.6 | 2,624.2 | 2,627.0 | 2,671.8 | 2,802.2 | 2,914.4 | 3,023.9 | 3,118.3 | 3,318.8 |

¹ Research and development (R&D) expenses in the ET&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 ET&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 ET&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 | 535.9 | 554.7 |

■ 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 | 195.6 | 200.2 |
| Music | 391.3 | 389.5 | 386.8 | 387.5 | 408.4 | 468.8 | 431.8 | 447.3 | 539.1 |
| Pictures | 103.6 | 105.9 | 105.0 | 113.8 | 120.1 | 117.4 | 200.5 | 174.4 | 187.7 |
| ET&S | 11.4 | 11.1 | 11.5 | 11.4 | 11.5 | 11.8 | 11.7 | 11.8 | 11.9 |
| I&SS | 2.8 | 2.8 | 2.7 | 2.7 | 2.9 | 2.9 | 2.9 | 3.0 | 3.2 |
| Financial | 10.8 | 10.8 | 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 | 842.9 | 952.9 |

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

| (Billions of yen) | FY20 | | | FY21 | | | FY22 May FCT |
|------------------------|-------|---------------------|-------------------------------|-------|---------------------|-------------------------------|--------------|
| | ROIC | Return ² | Invested Capital ³ | ROIC | Return ² | Invested Capital ³ | ROIC |
| G&NS | 47.5% | 232.4 | 489.6 | 41.9% | 235.4 | 561.4 | 23.5% |
| Music | 14.2% | 125.7 | 882.5 | 12.9% | 143.4 | 1,110.0 | 11.9% |
| Pictures | 7.1% | 54.3 | 769.5 | 15.5% | 147.8 | 955.0 | 6.4% |
| ET&S | 21.7% | 86.9 | 399.8 | 27.6% | 144.8 | 524.4 | 18.9% |
| I&SS (new method) | - | - | - | 11.9% | 105.8 | 889.6 | 12.0% |
| I&SS (previous method) | 11.3% | 99.2 | 879.7 | 10.2% | 105.8 | 1,036.4 | - |

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

| (Billions of yen) | FY21 | | |
|--|--------------|--------------|---------------------------------------|
| | Operating CF | Investing CF | Free CF (Operating CF + Investing CF) |
| G&NS | 247.5 | -91.6 | 155.9 |
| Music | 66.1 | -174.9 | -108.8 |
| Pictures | 185.7 | -83.7 | 102.1 |
| ET&S | 157.2 | -92.7 | 64.6 |
| I&SS | 167.7 | -258.9 | -91.2 |
| All Other, Corporate and elimination and Adjustment ⁵ | -10.9 | -9.3 | -20.2 |
| Cons. Total without Financial Services | 813.3 | -711.1 | 102.2 |

¹ ROIC by segment is not a measure in accordance with IFRS. However, Sony believes that this disclosure may be useful information to investors. In the I&SS segment, the method of calculating ROIC has been changed to the "new method," as described in notes 2 and 3 below, from the FY22 forecast. Under the new method, invested capital is calculated by using the total of equity and net debt, while invested capital under the previous method was calculated using the total of long-lived assets, goodwill, investments and inventory. For comparison, ROIC for the I&SS segment in FY21 calculated using the new method is also presented in the above chart.

² Operating Income after tax. Tax rates applied to all segments are 32% for FY20, FY21 and FY22.

³ The total of long-lived assets, goodwill, investment and inventory have been used for G&NS, ET&S and I&SS (previous method). The total of equity and net debt have been used for Music, Pictures and I&SS (new method) (deposits in group companies are excluded from debt). The amount of inventory of G&NS, ET&S and I&SS (previous method) and the invested capital of Music, Pictures and I&SS (new method) 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, ET&S and I&SS (previous method) 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 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 Investing CF figures shown above:

(Investing CF) G&NS: -13.0 bln yen, Music: 1.5 bln yen, Pictures: -5.8 bln yen, ET&S: -27.1 bln yen, I&SS: -11.5 bln yen, All Other and Corporate and elimination: -0.1 bln yen, Adjustment: 56.0 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 | 201,534 | 106,664 | 589,462 |
| Game Software | 432,575 | 331,167 | 485,395 | 345,572 | 1,594,710 | 346,034 | 343,003 | 461,877 | 402,462 | 1,553,377 |
| Physical Software ² | 37,938 | 34,168 | 52,605 | 15,406 | 140,117 | 25,598 | 28,145 | 29,593 | 45,581 | 128,917 |
| Digital Software ³ | 147,730 | 125,273 | 176,233 | 93,247 | 542,484 | 114,372 | 126,691 | 181,859 | 147,920 | 570,842 |
| Add-on Content ⁴ | 246,907 | 171,726 | 256,556 | 236,919 | 912,108 | 206,063 | 188,167 | 250,426 | 208,961 | 853,617 |
| Network Services ⁵ | 93,295 | 95,959 | 95,774 | 97,984 | 383,012 | 101,986 | 100,444 | 102,501 | 104,423 | 409,355 |
| Others ⁶ | 24,714 | 38,051 | 64,227 | 35,930 | 162,921 | 47,161 | 41,356 | 47,351 | 51,702 | 187,569 |
| Segment Total Sales ⁷ | 606,109 | 506,638 | 883,226 | 660,305 | 2,656,278 | 615,810 | 645,439 | 813,264 | 665,250 | 2,739,763 |

■ 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 | 0.2 | 0.1 | 1.0 |
| PlayStation®5 hardware | - | - | 4.5 | 3.3 | 7.8 | 2.3 | 3.3 | 3.9 | 2.0 | 11.5 |
| Full game software ⁹ (PlayStation®4/ PlayStation®5) | 91.4 | 81.8 | 104.2 | 61.4 | 338.8 | 63.6 | 76.4 | 92.7 | 70.5 | 303.2 |
| First party titles | 18.7 | 12.8 | 19.0 | 7.9 | 58.4 | 10.5 | 7.6 | 11.3 | 14.5 | 43.9 |
| Full game software (PlayStation®4/ PlayStation®5) digital download ratio ¹⁰ | 74% | 59% | 53% | 79% | 65% | 71% | 62% | 62% | 71% | 66% |

■ 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 | 48.0 | 47.4 |
| Monthly Active Users ¹¹ | 114 | 108 | 114 | 109 | 105 | 104 | 111 | 106 |

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 software¹

| 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) |
| | | | 20.0* | 11/28/2021 (1,734) |
| GOD OF WAR | PlayStation®4 | 4/20/2018 | 3.1 | 4/22/2018 (3) |
| | | | 5.0 | 5/20/2018 (31) |
| <i>Detroit: Become Human</i> | PlayStation®4 | 5/25/2018 | 19.5 | 8/21/2021 (1,220) |
| | | | 2.0 | 12/12/2018 (202) |
| <i>Marvel's Spider-Man</i> | PlayStation®4 | 9/7/2018 | 3.2 | 8/31/2019 (464) |
| | | | 3.3 | 9/9/2018 (3) |
| <i>The Last of Us Part II</i> | PlayStation®4 | 6/19/2020 | 9.0 | 11/25/2018 (80) |
| | | | 13.2 | 7/28/2019 (325) |
| <i>Ghost of Tsushima</i> | PlayStation®4 | 7/17/2020 | 4.0 | 6/21/2020 (3) |
| | | | 2.4 | 7/19/2020 (3) |
| <i>Ghost of Tsushima Director's Cut</i> | PlayStation®5 | 8/20/2021 | 5.0 | 11/11/2020 (118) |
| | | | 6.5 | 3/22/2021 (249) |
| <i>Marvel's Spider-Man: Miles Morales</i> | PlayStation®5 | 11/12/2020 | 8.0* | 10/10/2021 (-) |
| | | | 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) |

* Combined unit sales for both PlayStation®4 and PC

** Combined unit sales of *Ghost of Tsushima* and *Ghost of Tsushima Director's Cut*

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 | 33,018 | 20,712 | 94,762 |
| Digital | 76,509 | 87,531 | 94,683 | 109,769 | 368,492 | 115,869 | 119,443 | 126,410 | 128,872 | 490,594 |
| Download ¹ | 7,609 | 8,704 | 6,619 | 8,461 | 31,393 | 6,761 | 6,147 | 6,903 | 8,415 | 28,226 |
| Streaming ² | 68,900 | 78,827 | 88,063 | 101,310 | 337,100 | 109,109 | 113,296 | 119,506 | 120,457 | 462,368 |
| Other ³ | 8,886 | 9,504 | 12,338 | 19,300 | 50,028 | 15,236 | 16,609 | 24,361 | 27,220 | 83,425 |
| Recorded Music | 98,086 | 123,324 | 142,112 | 152,745 | 516,267 | 151,889 | 156,300 | 183,787 | 176,804 | 668,780 |
| Streaming ² | 13,906 | 16,130 | 20,488 | 20,254 | 70,778 | 23,607 | 23,704 | 26,001 | 27,646 | 100,958 |
| Other | 17,190 | 21,430 | 24,509 | 22,955 | 86,084 | 23,525 | 23,606 | 25,901 | 26,344 | 99,376 |
| Music Publishing | 31,096 | 37,560 | 44,997 | 43,209 | 156,862 | 47,132 | 47,310 | 51,902 | 53,990 | 200,334 |
| Mobile Gaming | 25,920 | 43,060 | 34,907 | 34,400 | 138,287 | 17,960 | 39,865 | 26,715 | 26,383 | 110,923 |
| Other | 18,633 | 24,475 | 39,708 | 33,018 | 115,834 | 35,241 | 25,068 | 29,967 | 30,219 | 120,495 |
| Visual Media & Platform | 44,553 | 67,535 | 74,615 | 67,418 | 254,121 | 53,201 | 64,933 | 56,682 | 56,602 ⁴ | 231,418 |
| (Yen) | | | | | | | | | | |
| Average USD rates | 107.6 | 106.2 | 104.5 | 105.9 | 106.1 | 109.5 | 110.1 | 113.7 | 116.1 | 112.3 |

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.⁵

| | | | | | |
|----------------|---------|---------|---------|---------|---------|
| 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 During Q4 FY21, Sony changed the timing of revenue recognition for royalty revenues from certain license agreements in the Music segment and recorded the difference resulting from the change as an adjustment in the same quarter. This adjustment was recorded primarily in Mobile Gaming and Other within Visual Media & Platform, resulting in revenues for Mobile Gaming and Other increasing by 0.6 billion yen and 6.1 billion yen, respectively.

⁵ 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 fiscal years and quarters ended March 31, 2022 and 2021 (In order of revenue contribution)

| For the fiscal year ended March 31, 2022 | | For the fiscal year ended March 31, 2021 | |
|--|-------------------------------------|--|-------------------------------------|
| Artist | Title | Artist | Title |
| Adele | 30 | Harry Styles | <i>Fine Line</i> |
| Doja Cat | <i>Planet Her</i> | AC/DC | <i>POWER UP</i> |
| The Kid LAROI | <i>F*CK LOVE 3+: OVER YOU</i> | Luke Combs | <i>What You See Is What You Get</i> |
| Lil Nas X | <i>MONTERO</i> | Doja Cat | <i>Hot Pink</i> |
| Harry Styles | <i>Fine Line</i> | Future | <i>High Off Life</i> |
| Polo G | <i>Hall of Fame</i> | Polo G | <i>THE GOAT</i> |
| Luke Combs | <i>What You See Is What You Get</i> | Travis Scott | <i>ASTROWORLD</i> |
| Doja Cat | <i>Hot Pink</i> | Luke Combs | <i>This One's for You</i> |
| Travis Scott | <i>ASTROWORLD</i> | The Kid LAROI | <i>F*CK LOVE (Savage)</i> |
| Rauw Alejandro | <i>VICE VERSA</i> | Jawsh 685 | <i>Jawsh 685 Release</i> |

| For the quarter ended March 31, 2022 | | For the quarter ended March 31, 2021 | |
|--------------------------------------|-------------------------------------|--------------------------------------|-------------------------------------|
| Artist | Title | Artist | Title |
| Doja Cat | <i>Planet Her</i> | Harry Styles | <i>Fine Line</i> |
| Lil Nas X | <i>MONTERO</i> | The Kid LAROI | <i>F*CK LOVE (Savage)</i> |
| The Kid LAROI | <i>F*CK LOVE 3+: OVER YOU</i> | Foo Fighters | <i>Medicine At Midnight</i> |
| Harry Styles | <i>Fine Line</i> | Doja Cat | <i>Hot Pink</i> |
| TOOL | <i>Fear Inoculum</i> | Luke Combs | <i>What You See Is What You Get</i> |
| Lil Durk | <i>7720</i> | Miley Cyrus | <i>Plastic Hearts</i> |
| Polo G | <i>Hall of Fame</i> | Polo G | <i>THE GOAT</i> |
| Rod Wave | <i>SoulFly</i> | Travis Scott | <i>ASTROWORLD</i> |
| Rauw Alejandro | <i>VICE VERSA</i> | 24kGoldn | <i>El Dorado</i> |
| Luke Combs | <i>What You See Is What You Get</i> | AC/DC | <i>POWER UP</i> |

- Top 5 best-selling recorded music projects¹ for Sony Music Entertainment (Japan) Inc., for the fiscal years and quarters ended March 31, 2022 and 2021 (In order of revenue contribution)

| For the fiscal year ended March 31, 2022 | | For the fiscal year ended March 31, 2021 | |
|--|--------------------------------|--|--|
| Artist | Title | Artist | Title |
| SixSTONES | <i>City</i> | Kenshi Yonezu | <i>STRAY SHEEP</i> |
| Nogizaka46 | <i>Time Flies</i> | SixTONES | <i>1ST</i> |
| Nogizaka46 | <i>Gomenne Fingers crossed</i> | Hinatazaka46 | <i>Hinatazaka</i> |
| Nogizaka46 | <i>Kimi ni Shikarareta</i> | Keyakizaka46 | <i>Eien Yori Nagai Isshun ~Ano Koro, Tashikani Sonzaishita Watashitachi~</i> |
| Nogizaka46 | <i>Actually...</i> | LiSA | <i>Homura</i> |

| For the quarter ended March 31, 2022 | | For the quarter ended March 31, 2021 | |
|--------------------------------------|--------------------|--------------------------------------|-------------------------------------|
| Artist | Title | Artist | Title |
| Nogizaka46 | <i>Actually...</i> | Nogizaka46 | <i>Boku wa Boku no Suki ni Naru</i> |
| Hikaru Utada | <i>BAD MODE</i> | SixTONES | <i>Boku ga Boku Janai Mitai da</i> |
| SixTONES | <i>Kyomei</i> | Little Glee Monster | <i>GRADAT[∞]N</i> |
| Yuuri | <i>Ichi</i> | Hikaru Utada | <i>One Last Kiss</i> |
| Sakurazaka46 | <i>Samidare yo</i> | millennium parade | <i>THE MILLENNIUM PARADE</i> |

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.

- Selected upcoming releases¹ for Sony Music Entertainment anticipated over the next six months (In alphabetical order)

| Artist | |
|--------------|------------------|
| 21 Savage | Giveon |
| Arcade Fire | Harry Styles |
| DJ Khaled | Ozzy Osbourne |
| Future | Tate McRae |
| Gavin Degraw | The Chainsmokers |
| George Ezra | Three Days Grace |

■ Music Publishing

- Number of songs in the music publishing catalog owned and administered as of March 31, 2022, 2021 and 2020 (Million songs)

| | As of March 31, 2022 | As of March 31, 2021 | As of March 31, 2020 |
|-------|----------------------|----------------------|----------------------|
| Total | 5.46 | 5.03 | 4.86 |

¹ 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 | 4,063 | 2,688 | 10,991 |
| Operating income (loss) | 251 | 309 | 194 | 2 | 756 | 232 | 288 | 1,341 | 101 | 1,935 |

- 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 | 1,688 | 1,296 | 4,594 |
| Theatrical | 6 | 13 | 14 | 20 | 53 | 69 | 66 | 955 | 456 | 1,546 |
| Home Entertainment | 319 | 171 | 149 | 139 | 778 | 138 | 130 | 174 | 322 | 764 |
| Television ¹ | 135 | 238 | 172 | 224 | 769 | 140 | 190 | 169 | 262 | 761 |
| Streaming Services ¹ | 123 | 361 | 139 | 173 | 796 | 341 | 431 | 285 | 167 | 1,224 |
| Others | 21 | 20 | 30 | 29 | 100 | 39 | 66 | 105 | 89 | 299 |
| Television Productions | 597 | 480 | 723 | 720 | 2,521 | 560 | 790 | 1,638 | 736 | 3,724 |
| Media Networks | 419 | 470 | 601 | 582 | 2,072 | 581 | 695 | 729 | 647 | 2,652 |
| Intersegment | 6 | 4 | 1 | 1 | 12 | 3 | 1 | 8 | 9 | 21 |
| Total | 1,626 | 1,757 | 1,829 | 1,889 | 7,101 | 1,871 | 2,369 | 4,063 | 2,688 | 10,991 |

- 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 | 1,630 | 1,657 | 1,904 | 2,037 | 2,037 | 2,031 | 1,942 | 1,787 | 1,726 | 1,726 |
| Television Productions | 1,573 | 1,467 | 1,449 | 1,424 | 1,424 | 1,585 | 1,705 | 1,837 | 1,870 | 1,870 |
| Media Networks | 586 | 585 | 652 | 632 | 632 | 650 | 983 | 989 | 942 | 942 |
| Total | 3,789 | 3,709 | 4,005 | 4,093 | 4,093 | 4,266 | 4,630 | 4,613 | 4,538 | 4,538 |

¹ In the third quarter of the fiscal year ending March 31, 2022, the Motion Pictures revenue breakdown has been revised. The former revenue category "TV Distribution" has been split into two categories, "Television" and "Streaming Services". Amounts for the fiscal year ended March 31, 2021 and for the first and second quarters of the fiscal year ending March 31, 2022 have been restated to conform to the new classifications.

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 fiscal year ended March 31, 2022² (Million USD)

| Title | Label | Release Date (Days in Release) ³ | | North America Box Office | International Box Office | Total |
|---|---------------------|--|-------|-----------------------------|-----------------------------|---------|
| <i>The Unholy</i> | Screen Gems | 4/2/2021 | (97) | \$16 | \$18 | \$34 |
| <i>Here Today</i> | Stage 6 Films | 5/7/2021 | (56) | \$3 | \$0 | \$3 |
| <i>Peter Rabbit 2: The Runaway</i> | Columbia Pictures | 6/11/2021 | (59) | \$41 | \$120 | \$161 |
| <i>Escape Room: Tournament of Champions</i> | Columbia Pictures | 7/16/2021 | (38) | \$25 | \$30 ⁴ | \$55 |
| <i>Don't Breathe 2</i> | Screen Gems | 8/13/2021 | (59) | \$33 | \$21 | \$54 |
| <i>Show Me the Father</i> | Sony / Affirm Films | 9/10/2021 | (28) | \$2 | \$0 ⁵ | \$2 |
| <i>Venom: Let There Be Carnage</i> | Columbia Pictures | 10/01/2021 | (119) | \$214 | \$293 ⁴ | \$507 |
| <i>A Mouthful of Air</i> | Stage 6 Films | 10/29/2021 | (14) | \$0 | \$0 | \$0 |
| <i>Ghostbusters: Afterlife</i> | Columbia Pictures | 11/19/2021 | (112) | \$129 | \$75 ⁴ | \$204 |
| <i>Resident Evil: Welcome to Raccoon City</i> | Screen Gems | 11/24/2021 | (86) | \$17 ⁵ | \$22 ⁶ | \$39 |
| <i>Spider-Man™: No Way Home</i> | Columbia Pictures | 12/17/2021 | (105) | \$801 ⁴ | \$1,092 ⁴ | \$1,893 |
| <i>A Journal for Jordan</i> | Columbia Pictures | 12/25/2021 | (48) | \$7 | \$0 ⁴ | \$7 |
| <i>Uncharted</i> | Columbia Pictures | 2/18/2022 | (42) | \$135 ⁴ | \$229 ⁴ | \$364 |
| <i>Umma</i> | Stage 6 Films | 3/18/2022 | (14) | \$2 ⁴ | \$0 ⁴ | \$2 |

- Motion Pictures Box Office¹ for films released in North America during the fiscal year ended March 31, 2021⁷ (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 | (70) | \$4 | \$1 | \$5 |
| <i>The Last Shift</i> | Stage 6 Films | 9/25/2020 | (56) | \$1 | \$0 | \$1 |
| <i>Yellow Rose</i> | Stage 6 Films | 10/9/2020 | (34) | \$0 | \$0 | \$0 |
| <i>The Kid Detective</i> | Stage 6 Films | 10/9/2020 | (28) | \$0 | \$0 | \$0 |
| <i>The Last Vermeer</i> | TriStar Pictures | 11/20/2020 | (35) | \$1 | \$0 | \$1 |
| <i>Monster Hunter</i> | Stage 6 Films | 12/18/2020 | (104) | \$15 | \$23 | \$38 |
| <i>Long Weekend</i> | Stage 6 Films | 3/12/2021 | (20) | \$1 | \$0 | \$1 |

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 March 31, 2022.

³ Days in North America theatrical release up to and including the last day of the reporting year end.

⁴ Still in release as of the last day of the reporting year end.

⁵ SPE has limited territory rights.

⁶ SPE has limited territory rights; still in release internationally as of the last day of the reporting year end.

⁷ Data as of March 31, 2021.

- Select films to be released in the U.S. during the twelve months ending March 31, 2023 (Release dates and titles subject to change)
Total: 13 titles

| Title | Talent | Expected Release Date | Label |
|-------------------------------------|--|-----------------------|-----------------------------------|
| <i>Morbius</i> | Jared Leto, Matt Smith, Adria Arjona, Jared Harris, Al Madrigal, Tyrese Gibson | 4/1/2022 | Columbia Pictures |
| <i>Father Stu</i> | Mark Wahlberg, Mel Gibson, Jacki Weaver, Teresa Ruiz | 4/13/2022 | Columbia Pictures |
| <i>Where the Crawdads Sing</i> | Daisy Edgar-Jones, Taylor John Smith, Harris Dickinson, Michael Hyatt, Sterling Macer, Jr. and David Strathairn | 7/15/2022 | Columbia Pictures / 3000 Pictures |
| <i>Bullet Train</i> | Brad Pitt, Joey King, Aaron Taylor-Johnson, Brian Tyree Henry, Andrew Koji, Hiroyuki Sanada, Michael Shannon, Benito A Martínez Ocasio | 7/29/2022 | Columbia Pictures |
| <i>The Bride</i> | Nathalie Emmanuel, Thomas Doherty, Stephanie Corneliussen, Alana Boden, Courtney Taylor, Hugh Skinner, Sean Pertwee | 8/26/2022 | Screen Gems |
| <i>The Woman King</i> | Viola Davis, Thuso Mbedu, John Boyega, Lashana Lynch, Sheila Atim, Adrienne Warren, Jayme Lawson, Hero Fiennes-Tiffin | 9/16/2022 | TriStar Pictures |
| <i>Lyle, Lyle, Crocodile</i> | Javier Bardem, Constance Wu, Winslow Fegley, Scoot McNairy, Brett Gelman and Shawn Mendes as Lyle | 10/7/2022 | Columbia Pictures |
| <i>Devotion</i> | Jonathan Majors, Glen Powell, Christina Jackson, Thomas Sadoski, Joe Jonas, Daren Kagasoff, Spencer Neville, Nick Hargrove | 10/28/2022 | Columbia Pictures |
| <i>I Wanna Dance With Somebody</i> | Naomi Ackie, Stanley Tucci, Nafessa Williams, Clarke Peters, Tamara Tunie, Ashton Sanders | 12/21/2022 | TriStar Pictures |
| <i>A Man Called Otto</i> | Tom Hanks, Mariana Treviño, Rachel Keller, Manuel Garcia-Rulfo | 12/25/2022 | Columbia Pictures |
| <i>Kraven the Hunter</i> | Aaron Taylor-Johnson, Russell Crowe, Ariana DeBose, Fred Hechinger | 1/13/2023 | Columbia Pictures |
| <i>Harold and the Purple Crayon</i> | Zachary Levi, Lil Rel Howery, Zoey Deschanel, Jemaine Clement | 1/27/2023 | Columbia Pictures |
| <i>It's All Coming Back to Me</i> | Priyanka Chopra Jonas, Sam Heughan, Celine Dion | 2/10/2023 | Screen Gems |

- Select films to be released in the U.S. from April 1, 2023, onward (Release dates and titles subject to change) Total: 9 titles

| Title | Expected Release Date | Label |
|---|-----------------------|---|
| <i>Untitled George Foreman Biopic</i> | 4/7/2023 | Sony / Affirm Films |
| <i>65</i> | 4/14/2023 | Columbia Pictures |
| <i>Spider-Man™: Across the Spider-Verse</i> | 6/2/2023 | Columbia Pictures / Sony Pictures Animation |
| <i>Untitled Sony/Marvel Universe</i> | 6/23/2023 | Columbia Pictures |
| <i>Madame Web</i> | 7/7/2023 | Columbia Pictures |
| <i>The Equalizer 3</i> | 9/1/2023 | Columbia Pictures |
| <i>Untitled Sony/Marvel Universe</i> | 10/6/2023 | Columbia Pictures |
| <i>El Muerto</i> | 1/12/2024 | Columbia Pictures |
| <i>Spider-Man™: Across the Spider-Verse</i> | 3/29/2024 | Columbia Pictures / Sony Pictures Animation |

■ Television Productions

- Television Series with an original broadcast on a U.S. linear network¹ during the quarters ended March 31, 2022 and 2021²

| For the quarter ended March 31, 2022 | | | For the quarter ended March 31, 2021 | | |
|--|--------|------------------------------------|---|-----------------|------------------------------------|
| Series | Season | Network | Series | Season | Network |
| <i>Celebrity Wheel of Fortune</i> | 2 | ABC | <i>Call Your Mother</i> | 1 | ABC |
| <i>Jeopardy! National College Championship</i> | 1 | ABC | <i>Celebrity Wheel of Fortune</i> | 1 | ABC |
| <i>Outlander</i> | 6 | Starz | <i>For Life</i> | 2 | ABC |
| <i>Shark Tank</i> | 13 | ABC | <i>Men in Kilts : A Road Trip with Sam and Graham</i> | 1 | Starz |
| <i>S.W.A.T.</i> | 5 | CBS | <i>Shark Tank</i> | 12 | ABC |
| <i>The Blacklist</i> | 9 | NBC | <i>S.W.A.T.</i> | 4 | CBS |
| <i>The Goldbergs</i> | 9 | ABC | <i>The Blacklist</i> | 8 | NBC |
| <i>The Good Doctor</i> | 5 | ABC | <i>The Goldbergs</i> | 8 | ABC |
| <i>Days of Our Lives</i> | 57 | NBC | <i>The Good Doctor</i> | 4 | ABC |
| <i>The Young and the Restless</i> | 49 | CBS | <i>Days of our Lives</i> | 56 | NBC |
| <i>Dr. Oz Show</i> | 13 | First Run Syndication ³ | <i>The Young and the Restless</i> | 48 ⁷ | CBS |
| <i>The Good Dish</i> | 1 | First Run Syndication ³ | <i>Dr. Oz Show</i> | 12 | First Run Syndication ³ |
| <i>Jeopardy!</i> | 38 | First Run Syndication ³ | <i>Jeopardy!</i> | 37 | First Run Syndication ³ |
| <i>Wheel of Fortune</i> | 39 | First Run Syndication ³ | <i>Wheel of Fortune</i> | 38 | First Run Syndication ³ |

- Select Television Series with a new season to premiere on a U.S. linear network¹ from April, 2022 onward² (Releases subject to change)

| Airing after April 1, 2022 | | | | | |
|----------------------------|---------------------|---------|-----------------------------------|---------------------|----------|
| Series | Season ⁴ | Network | Series | Season ⁴ | Network |
| <i>Accused</i> | 1 | Fox | <i>Men in Kilts</i> | 2 | Starz |
| <i>A Spy Among Friends</i> | 1 | Charter | <i>Outlander</i> | 7 | Starz |
| <i>Better Call Saul</i> | 6 | AMC | <i>Panhandled</i> | 1 | Charter |
| <i>City Primeval</i> | 1 | FX | <i>S.W.A.T.</i> | 6 | ABC |
| <i>Days of Our Lives</i> | 58 | NBC | <i>Sweetness</i> | 1 | Showtime |
| <i>Fantasy Island</i> | 2 | Fox | <i>The \$100,000 Pyramid</i> | 6 | ABC |
| <i>Good Doctor</i> | 6 | ABC | <i>The Young and the Restless</i> | 50/51 | CBS |
| <i>Last of Us</i> | 1 | HBO | | | |

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

| For the quarter ended March 31, 2022 | | |
|--------------------------------------|----------------------------|-----------------------------|
| <i>Chain Reaction</i> | <i>Rules of Engagement</i> | <i>S.W.A.T.</i> |
| <i>Damages</i> | <i>Seinfeld</i> | <i>Unforgettable</i> |
| <i>The Goldbergs</i> | <i>Shark Tank</i> | <i>Walker, Texas Ranger</i> |
| <i>The King of Queens</i> | | |

- Television Series with an original broadcast on a digital platform⁶ during the quarters ended March 31, 2022 and 2021²

| For the quarter ended March 31, 2022 | | | For the quarter ended March 31, 2021 | | |
|--------------------------------------|--------|---------|--------------------------------------|--------|----------------|
| Series | Season | Network | Series | Season | Network |
| <i>Afterparty</i> | 1 | Apple | <i>Behind Her Eyes</i> | 1 | Netflix |
| <i>Diabolical</i> | 1 | Amazon | <i>Cobra Kai</i> | 3 | Netflix |
| <i>Ideias à Venda</i> | 1 | Netflix | <i>Coyote</i> | 1 | CBS All Access |
| | | | <i>For All Mankind</i> | 2 | Apple |
| | | | <i>Memórias do Tablet do Terror</i> | 1 | Netflix |
| | | | <i>Soltos em Floripa</i> | 2 | Amazon |

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.

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.

⁷ The previous season as of March 31, 2021 was erroneously listed as Season 49.

- Select Television Series with a new season to premiere on a digital platform¹ from April 1, 2022 onward² (Releases subject to change)

| Airing after April 1, 2022 | | | | | |
|------------------------------|---------------------|---------|------------------------|---------------------|---------|
| Series | Season ³ | Network | Series | Season ³ | Network |
| <i>Afterparty</i> | 2 | Apple | <i>Platonic</i> | 1 | Apple |
| <i>A League of Their Own</i> | 1 | Amazon | <i>Sausage Party</i> | 1/2 | Amazon |
| <i>Cobra Kai</i> | 5 | Netflix | <i>The Boys</i> | 3 | Amazon |
| <i>Creature Cases</i> | 1 | Netflix | <i>The Crown</i> | 5/6 | Netflix |
| <i>Dark Matter</i> | 1 | Apple | <i>The Night Agent</i> | 1 | Netflix |
| <i>For All Mankind</i> | 3 | Apple | <i>Them</i> | 2 | Amazon |
| <i>Good Times</i> | 1 | Netflix | <i>Three Pines</i> | 1 | Amazon |
| <i>Goosebumps</i> | 1 | Disney+ | <i>Twisted Metal</i> | 1 | Peacock |
| <i>Gordita Chronicles</i> | 1 | HBO Max | <i>Varsity</i> | 1 | Amazon |
| <i>Hilda</i> | 3 | Netflix | <i>Wheel of Time</i> | 2 | Amazon |
| <i>Murder House Flip</i> | 2 | Roku | <i>Woke</i> | 2 | Amazon |
| <i>Obliterated</i> | 1 | Netflix | | | |

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.

■ Media Networks

- Television and Digital Channels as of March 31, 2022

| As of March 31, 2022 | | | | | As of March 31, 2021 |
|--|--|--------------------------|------------------|---|---|
| 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% | 10.7 | 10.8 |
| <i>AXN White Iberia</i> | Spain, Portugal, Angola, Mozambique, Cape Verde | 2006 | 100% | 10.4 | 10.4 |
| <i>AXN Movies⁴</i> | Portugal, Angola, Mozambique, Cape Verde | 2011 | 100% | 4.7 | 4.7 |
| <i>AXN Central Europe⁵</i> | Bulgaria, Czech Republic, Slovakia, Poland, Romania, Hungary, Adria | 2003 | 100% | * | 50.3 |
| <i>AXN SPIN Central Europe</i> | Poland, Romania | 2012 | 100% | * | 10.0 |
| <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% | * | 14.5 |
| <i>Sony Channel Russia</i> | Russia, CIS, Georgia, Ukraine | 2009 | 88% | * | 12.0 |
| <i>Sony Turbo Russia</i> | Russia, CIS, Georgia, Ukraine | 2012 | 88% | * | 7.0 |
| <i>UK Channels⁶</i> | United Kingdom, Malta | 2014 | 100% | * | 93.7 |
| <i>Viasat 3</i> | Hungary | 2015 | 100% | * | 3.5 |
| <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% | 25.3 | 24.6 |
| <i>AXN OLA</i> | Central America, South America (excluding Brazil), the Caribbean Basin islands | 1999 | 100% | 23.7 | 24.6 |
| <i>Sony Channel Brazil</i> | Brazil | 1996 | 100% | 8.4 | 9.7 |
| <i>AXN Brazil</i> | Brazil | 1999 | 100% | 7.3 | 8.5 |
| <i>Sony Channel Mexico</i> | Mexico | 1996 | 100% | 15.4 | 15.4 |
| <i>AXN Mexico</i> | Mexico | 1999 | 100% | 9.5 | 9.4 |

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 85 as of March 31, 2022.

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 AXN Black was rebranded to AXN Movies in Portugal on February 17th, 2020

⁵ Includes AXN Black and AXN White.

⁶ 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 March 31, 2022 | | | | | As of March 31, 2021 |
|--|---|--------------------------|------------------|---|---|
| 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 Channels</i> | India, North America, Europe, the Pacific, SE Asia, Australia, Middle East and Africa | 1995 | 100% | 454.9 | 468.2 |
| <i>AXN Japan</i> | Japan | 1998 | 65% ⁶ | * | 7.3 |
| <i>Animax Japan</i> | Japan | 1998 | 66% ⁶ | 7.8 | 8.3 |
| <i>Kids Station</i> | Japan | 2018 | 67% | 7.4 | 7.7 |
| <i>AXN Mystery Japan</i> | Japan | 2008 | 100% | * | 6.4 |
| <i>FMN</i> | Indonesia | 2013 | 50% | * | 0.3 |
| North America: | | | | | |
| <i>GSN</i> | U.S. | 1994 | 100% | 55.0 | 52.8 |
| <i>Crackle Plus⁷</i> | U.S. | 2019 | 0% | * | * |
| <i>Sony Movie Channel U.S.</i> | U.S. | 2010 | 100% | 3.6 | 4.1 |
| <i>CineSony</i> | U.S. | 2012 | 100% | 3.0 | 3.3 |
| <i>Hollywood Suite 90s Movies</i> | Canada | 2012 | 47% | 1.1 | 1.0 |
| <i>Hollywood Suite 2000s Movies</i> | Canada | 2012 | 47% | 1.1 | 1.0 |
| <i>getTV</i> | U.S. | 2014 | 100% | 47.0 | 38.6 |
| <i>Funimation</i> | U.S., Canada, Europe, Africa, Australia and New Zealand | 2017 | 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 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.

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

- on October 1, 2021, sold 65% of AXN Japan & 100% of AXN Mystery Japan.

Number of Channels and Subscribers (Total)

| | As of March 31, 2022 | As of March 31, 2021 |
|---|----------------------|----------------------|
| Number of Channels (Total) | 41 | 65 |
| Number of Subscribers ^{3,5} (Total) (mil.) | 700.3 | Approx. 915.4 |

¹ Individual channels may have more than one feed; total channel feeds were 85 as of March 31, 2022.

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, Sony KAL, 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 1.3 million and 1.3 million of the totals noted for March 31, 2022 and 2021, 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 six 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.
- in the US, launched Sony KAL on December 9, 2021

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 | 425,107 | 230,556 | 1,350,481 |
| Sony Assurance | 30,482 | 30,959 | 31,566 | 32,054 | 125,062 | 32,748 | 33,312 | 33,918 | 34,411 | 134,390 |
| Sony Bank | 13,511 | 11,019 | 12,117 | 8,107 | 44,754 | 10,093 | 10,006 | 11,225 | 12,532 | 43,856 |

■ 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 | 425,107 | 230,556 | 1,350,481 |
| Insurance premiums | 217,156 | 217,109 | 228,753 | 237,604 | 900,622 | 231,806 | 239,950 | 235,668 | 235,667 | 943,092 |
| Investment income (GA ⁴) | 24,567 | 36,460 | 34,713 | 30,320 | 126,059 | 34,707 | 44,617 | 29,957 | 53,632 | 162,913 |
| Investment income (SA ⁵) | 146,894 | 68,423 | 108,358 | 129,778 | 453,452 | 104,584 | 38,451 | 159,107 | (59,212) | 242,930 |
| Others | 346 | 297 | 301 | 396 | 1,341 | 334 | 366 | 375 | 469 | 1,545 |
| Operating Income | 23,194 | 29,835 | 32,161 | 48,373 | 133,564 | 35,088 | 38,755 | 30,850 | 42,537 | 147,230 |

- 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 | 56,636 | 57,651 |

| | 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 | 1,644 | 1,688 | 6,655 |

- 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 | 2,039.8 | 2,066.4 |

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

- New business value⁸

| (Billions of yen) | FY20 | | | | | FY21 ⁹ | | | | |
|--------------------|------|------|------|------|------|-------------------|------|------|------|-------|
| | 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 | 34.2 | 35.7 | 139.4 |

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 the 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 |
| Lifepanner® Sales Specialists | 5,123 | 5,146 | 5,094 | 5,191 | 5,161 | 5,211 | 5,201 | 5,338 |

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. Sony adopted IFRS starting in the three months ended June 30, 2021, in lieu of the previously applied generally accepted accounting principles in the United States. The results for the fiscal year ended March 31, 2021 are also presented in accordance with 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, geopolitical conflicts, 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 and developments relating to the situation in Russia and Ukraine 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.