

Supplemental Information for the Consolidated Financial Results for the Fourth Quarter Ended March 31, 2026 2025年度第4四半期連結業績補足資料

May 8, 2026
Sony Group Corporation
ソニーグループ株式会社

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Sony Group Corporation and its consolidated subsidiaries are together referred to as "Sony" or "Sony Group."

Supplemental Financial Data 補足財務データ

The data and terminology hereinafter are presented in accordance with IFRS® Accounting Standards as issued by the International Accounting Standards Board (“IFRS Accounting Standards”).

From the first quarter of the fiscal year ended March 31, 2026 (“FY25”), the Financial Services business has been classified as a discontinued operation and presented separately from continuing operations, comprised of Sony’s businesses excluding the Financial Services business.

Therefore, the data hereinafter represents figures for continuing operations, and “Total” represents the total amount for continuing operations. Figures for the fiscal year ended March 31, 2025 (“FY24”) have been re-presented to conform to the current presentation.

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 further detail on terminology and the segmentation, please refer to Notes to the Consolidated Financial Statements for the fiscal year ended March 31, 2026, on page 16.

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 & Sensing Solutions segment	I&SS	All Other, Corporate and elimination	All Other, Corp.
		Operating income	OI
		Operating income before depreciation and amortization	OIBDA
		Earnings before interest, taxes, depreciation and amortization	EBITDA
		Property, plant and equipment	PP&E

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

(Yen)	FY24					FY25					FY26 May Assumption ¹ (Q1 – Q4)
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	
USD	155.6	149.5	152.2	152.6	152.5	144.6	147.4	154.0	156.7	150.7	150.0
EUR	167.6	164.1	162.5	160.4	163.6	163.6	172.2	179.2	183.6	174.7	173.0
Brazilian Real	29.9	26.9	26.1	26.1	27.3	25.5	27.0	28.6	29.8	27.7	28.9
Chinese Yuan	21.5	20.8	21.1	20.9	21.1	20.0	20.6	21.7	22.6	21.2	21.7
Indian Rupee	1.87	1.78	1.80	1.76	1.80	1.69	1.69	1.73	1.72	1.71	1.61

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

(Yen)	FY24				FY25			
	Q1 ²	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Period-end USD rates	161.0	142.7	156.7	149.4	144.6	148.8	156.4	159.9
Period-end EUR rates	172.2	159.4	163.1	161.9	169.5	174.4	183.7	183.4

■ FY26 Estimated Foreign Exchange Impact on Annual Operating Income 2026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 ³
	USD	EUR	
G&NS	+2.0	-4.5	
ET&S	+1.5	-1.5	N/A
I&SS	-7.5	slightly negative	
Net impact of above three segments	-3.5	-6.0	-3.0
Pictures and Music total ⁴	-3.0	N/A	N/A

¹ Assumed foreign exchange rates are based on company forecast.

² The period-end foreign exchange USD and EUR rates for Q1 FY24 were previously erroneously disclosed as 157.6 and 169.8, respectively, and have been revised as shown in the above chart.

³ Emerging market currencies include Brazilian real, Chinese yuan and Indian rupee.

⁴ 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.

■ Sales, Operating Income by segment セグメント別売上高・営業利益

(Millions of yen)		FY24					FY25					FY26 May FCT
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	
G&NS	Sales	864,911	1,071,530	1,682,330	1,051,273	4,670,044	936,533	1,113,171	1,613,587	1,022,360	4,685,651	4,420,000
	OI	65,209	138,849	118,063	92,698	414,819	147,957	120,354	140,843	54,104	463,258	600,000
Music	Sales	442,022	448,197	481,694	470,691	1,842,604	465,341	542,361	542,446	569,962	2,120,110	2,140,000
	OI	85,893	90,360	97,424	83,578	357,255	92,807	115,377	106,411	132,391	446,986	400,000
Pictures	Sales	337,346	355,796	398,224	414,578	1,505,944	327,104	346,033	353,268	472,885	1,499,290	1,630,000
	OI	11,308	18,475	34,025	53,476	117,284	18,665	13,850	30,859	41,498	104,872	145,000
ET&S	Sales	600,915	619,759	704,519	484,082	2,409,275	534,258	575,737	658,096	492,441	2,260,532	2,250,000
	OI	64,083	70,155	77,105	-20,417	190,926	43,143	60,960	59,422	-4,941	158,584	150,000
I&SS	Sales	353,480	535,567	500,918	409,040	1,799,005	408,190	614,642	604,319	524,382	2,151,533	2,070,000
	OI	36,647	92,412	97,545	34,543	261,147	54,251	138,267	131,969	32,831	357,318	400,000
All Other	Sales	21,090	23,889	25,775	25,579	96,333	19,330	23,643	25,428	20,671	89,072	N/A
	OI	1,275	-6,483	-3,029	-9,759	-17,996	-4,968	-2,906	815	-67,587	-74,646	-95,000 ¹
Corp. Elim.	Sales	-54,403	-83,514	-100,066	-50,305	-288,288	-69,141	-107,680	-83,463	-66,284	-326,568	N/A
	OI	-15,294	-14,427	1,836	-18,915	-46,800	-11,900	-16,928	44,722	-24,759	-8,865	N/A
Total	Sales	2,565,361	2,971,224	3,693,394	2,804,938	12,034,917	2,621,615	3,107,907	3,713,681	3,036,417	12,479,620	12,300,000
	OI	249,121	389,341	422,969	215,204	1,276,635	339,955	428,974	515,041	163,537	1,447,507	1,600,000

¹ Total number of forecast for "All Other" and "Corp. Elim"

■ 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)	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
G&NS	844,288	1,034,198	1,619,876	1,045,209	4,543,571	912,810	1,070,432	1,575,656	1,011,155	4,570,053
Digital Software and Add-on Content	432,752	559,024	718,221	580,501	2,290,498	492,147	568,129	761,526	593,503	2,415,305
Network Services	159,346	160,779	176,915	172,833	669,873	172,648	182,681	199,276	208,521	763,126
Hardware and Others	252,190	314,395	724,740	291,875	1,583,200	248,015	319,622	614,854	209,131	1,391,622
Music	435,726	444,000	476,968	463,569	1,820,263	458,952	532,410	538,662	560,510	2,090,534
Recorded Music	299,279	290,236	315,339	291,178	1,196,032	301,489	320,714	354,856	368,269	1,345,328
Streaming	196,663	189,471	209,598	193,040	788,772	196,016	208,577	222,802	225,277	852,672
Others	102,616	100,765	105,741	98,138	407,260	105,473	112,137	132,054	142,992	492,656
Music Publishing	96,676	91,531	95,325	96,280	379,812	98,685	105,779	108,181	107,219	419,864
Visual Media & Platform	39,771	62,233	66,304	76,111	244,419	58,778	105,917	75,625	85,022	325,342
Pictures	336,556	353,390	397,186	411,402	1,498,534	326,206	343,296	351,673	465,121	1,486,296
Motion Pictures	133,034	150,821	168,475	157,983	610,313	107,133	105,281	121,934	161,307	495,655
Television Productions	94,285	100,728	121,085	143,183	459,281	121,627	103,352	110,385	177,008	512,372
Media Networks	109,237	101,841	107,626	110,236	428,940	97,446	134,663	119,354	126,806	478,269
ET&S	594,179	605,712	693,370	469,577	2,362,838	518,677	550,727	637,216	478,195	2,184,815
Imaging	207,025	184,159	198,315	148,140	737,639	187,299	171,828	199,801	163,537	722,465
Sound	74,067	70,747	97,423	48,301	290,538	65,871	71,310	87,518	54,147	278,846
Network Services	44,638	44,164	44,766	46,136	179,704	45,597	46,522	47,761	48,428	188,308
Displays	137,227	170,247	192,116	98,187	597,777	101,263	136,475	151,143	87,424	476,305
Other	131,222	136,395	160,750	128,813	557,180	118,647	124,592	150,993	124,659	518,891
I&SS	333,308	509,769	481,215	388,242	1,712,534	385,464	586,183	583,730	503,643	2,059,020
All Other	18,933	20,555	20,801	22,188	82,477	16,239	19,555	20,909	17,861	74,564
Corp.	2,371	3,600	3,978	4,751	14,700	3,267	5,304	5,835	-68	14,338
Total	2,565,361	2,971,224	3,693,394	2,804,938	12,034,917	2,621,615	3,107,907	3,713,681	3,036,417	12,479,620

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

(Millions of yen)	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Japan	284,792	327,842	351,838	357,737	1,322,209	310,816	336,171	345,521	340,694	1,333,202
United States	893,902	999,362	1,246,909	987,622	4,127,795	892,960	963,973	1,183,320	1,024,187	4,064,440
Europe	532,618	598,236	920,300	579,780	2,630,934	557,625	648,426	973,169	647,585	2,826,805
China	274,196	344,690	351,892	273,337	1,244,115	318,222	392,506	381,188	336,761	1,428,677
Asia-Pacific	351,305	459,498	479,723	350,056	1,640,582	319,032	472,771	498,497	404,589	1,694,889
Other Areas	228,548	241,596	342,732	256,406	1,069,282	222,960	294,060	331,986	282,601	1,131,607
Total	2,565,361	2,971,224	3,693,394	2,804,938	12,034,917	2,621,615	3,107,907	3,713,681	3,036,417	12,479,620

¹ Geographic Information shows sales 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, Spain and Italy

Asia-Pacific: India, South Korea and Oceania

Other Areas: The Middle East/Africa, Brazil, Mexico and Canada

■ Depreciation & amortization by segment ¹ セグメント別減価償却費及び償却費

(Millions of yen)	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
G&NS	33,525	34,489	35,473	37,983	141,470	35,970	36,387	37,121	37,998	147,476
Music	24,126	27,171	26,740	28,052	106,089	27,892	35,911	32,954	34,146	130,903
Pictures	104,541	114,160	133,235	139,777	491,713	117,156	120,115	108,399	172,153	517,823
ET&S	26,048	25,844	25,399	22,693	99,984	23,925	24,901	26,129	28,122	103,077
I&SS	69,199	68,832	67,965	67,030	273,026	65,806	65,143	67,144	67,045	265,138
All Other	1,311	1,300	1,111	1,443	5,165	1,063	773	1,149	961	3,946
Corp. Elim.	2,924	2,091	1,905	1,221	8,141	2,587	-1,050	5,036	5,719	12,292
Total	261,674	273,887	291,828	298,199	1,125,588	274,399	282,180	277,932	346,144	1,180,655

■ 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)	FY24					FY25					FY26 May FCT
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	
Additions ² :											
PP&E	129,164	69,622	55,200	91,740	345,726	49,719	52,344	148,912	98,091	349,066	275,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	165,441	62,885	81,866	70,869	381,061	93,968	72,459	122,093	84,191	372,711	360,000
Right-of-use assets	49,718	8,113	20,998	24,170	102,999	13,240	27,299	17,899	24,731	83,169	125,000
Subtotal (Capex)	344,323	140,620	158,064	186,779	829,786	156,927	152,102	288,904	207,013	804,946	760,000
Film costs and broadcasting rights	156,790	155,158	143,844	82,701	538,493	114,913	125,512	181,546	157,662	579,633	N/A
Total	501,113	295,778	301,908	269,480	1,368,279	271,840	277,614	470,450	364,675	1,384,579	N/A
Depreciation and amortization ³ :											
PP&E	88,191	86,980	85,848	84,724	345,743	81,817	80,802	82,471	83,219	328,309	320,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	62,367	62,219	63,163	62,735	250,484	65,332	68,696	71,732	75,718	281,478	275,000
Right-of-use assets	22,578	22,584	22,388	23,587	91,137	22,023	22,671	25,196	25,413	95,303	90,000
Subtotal	173,136	171,783	171,399	171,046	687,364	169,172	172,169	179,399	184,350	705,090	685,000
Film costs and broadcasting rights	88,538	102,104	120,429	127,153	438,224	105,227	110,011	98,533	161,794	475,565	N/A
Total	261,674	273,887	291,828	298,199	1,125,588	274,399	282,180	277,932	346,144	1,180,655	N/A

¹ Including amortization not subject to reconciliation in the calculation of Adjusted OIBDA / Adjusted EBITDA.

² Excluding additions for tangible and intangible assets from business combinations and other.

³ Including amortization expense for contract costs.

■ Research and development expenses 研究開発費

(Millions of yen)	FY24					FY25					FY26 May FCT
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	
Research and development expenses	191,341	180,714	183,253	179,270	734,578	167,898	197,397	198,079	198,653	762,027	700,000

■ Research and development expenses by segment¹ セグメント別研究開発費

(Millions of yen)	FY24	FY25
G&NS	279,172	316,069
ET&S	138,864	138,037
I&SS	228,368	238,529

■ Inventory by segment セグメント別棚卸資産

(Billions of yen)	FY24				FY25			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	571.5	658.6	344.3	301.9	382.1	587.1	239.4	249.7
Music	23.1	25.6	29.5	26.1	31.3	30.7	35.7	33.6
Pictures	11.8	11.0	10.9	9.1	8.0	8.6	7.8	6.5
ET&S	352.6	377.0	350.0	299.6	319.2	375.6	351.2	322.9
I&SS	712.7	651.7	641.8	665.8	712.9	666.5	623.7	606.8
All Other, Corp.	21.0	12.3	12.5	8.3	11.3	7.7	5.9	7.9
Total	1,692.7	1,736.2	1,389.0	1,310.8	1,464.8	1,676.2	1,263.7	1,227.4

■ 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)	FY24 ³				FY25			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	611.4	554.9	585.1	568.7	568.5	531.9	549.2	479.9
Music	1,622.4	1,566.7	1,683.3	1,632.1	1,653.5	1,703.1	1,863.9	2,018.6
Pictures	1,082.1	991.2	1,088.2	995.5	956.3	981.6	1,082.9	1,071.3
ET&S	311.9	296.4	301.9	301.5	299.7	306.4	328.4	323.3
I&SS	1,160.7	1,133.7	1,111.2	1,103.0	1,074.9	1,043.4	1,107.6	1,085.2
All Other, Corp.	207.8	196.0	198.7	189.4	164.8	139.7	227.0	218.0
Total	4,996.3	4,738.9	4,968.4	4,790.2	4,717.7	4,706.1	5,159.0	5,196.3

¹ Due to the reorganization of Sony's technology-related organizations in FY24, the amount of R&D costs for Sony's research and development organization (Corporate R&D) has become immaterial. Therefore, from FY24, R&D costs for Corporate R&D are not presented separately.

² Long-lived assets include PP&E, content assets and other intangible assets.

³ Sony has reclassified some long-lived assets and right-of-use assets from All Other and Corporate to the ET&S segment for FY24, in conjunction with the new ROIC method for ET&S.

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

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)	FY24				FY25			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Film costs and broadcasting rights	757.9	702.1	772.3	686.8	666.1	689.1	779.9	771.2

■ Goodwill by segment セグメント別のれん

(Billions of yen)	FY24				FY25			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	487.2	446.7	476.1	460.6	452.8	462.2	479.9	487.6
Music	760.3	691.9	753.6	729.6	722.4	744.1	790.7	864.9
Pictures	304.0	271.0	296.9	283.2	275.6	281.6	295.4	285.4
ET&S	16.6	15.5	20.9	20.6	20.8	21.3	30.5	30.7
I&SS	4.2	3.7	4.1	3.8	4.9	5.0	5.2	5.3
All Other, Corp.	-	-	-	-	-	-	-	-
Total	1,572.3	1,428.8	1,551.6	1,497.8	1,476.5	1,514.2	1,601.7	1,673.9

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

(Billions of yen)	FY24			FY25			FY26 May FCT
	ROIC ¹	Return ²	Invested Capital ³	ROIC ¹	Return ²	Invested Capital ³	ROIC ^{1, 2, 3}
G&NS	18.5%	282.1	1,522.5	23.3%	315.0	1,350.7	32.2%
Music	10.5%	242.9	2,320.1	11.5%	304.0	2,638.4	9.6%
Pictures	5.7%	79.8	1,399.1	5.2%	71.3	1,380.1	7.0%
ET&S	26.5%	129.8	489.0	20.1%	107.8	537.3	17.5%
I&SS	9.8%	177.6	1,806.3	13.7%	243.0	1,777.6	15.3%

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

(Billions of yen)	FY25		
	Operating CF ⁴	Investing CF ⁴	Free CF ⁴ (Operating CF + Investing CF)
G&NS	715.8	-147.5	568.3
Music	287.5	-141.2	146.3
Pictures	129.6	-53.2	76.4
ET&S	207.1	-109.8	97.3
I&SS	596.8	-252.5	344.3
All Other, Corporate and elimination and Adjustment ⁵	29.5	-80.0	-50.5
Total	1,966.3	-784.2	1,182.1

¹ ROIC by segment is not a measure in accordance with IFRS Accounting Standards. 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 FY25 and FY26 May FCT.

³ The total of long-lived assets, goodwill, investment and inventory have been used for G&NS. The total of equity and net debt have been used for Music, Pictures, ET&S and I&SS (deposits in group companies are excluded from debt). The amount of inventory of G&NS and the invested capital of Music, Pictures, ET&S and I&SS 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 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 Accounting Standards. 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 Consolidated Statement of Cash Flows 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 Financing CF)

These result in the following amount being adjusted in the Investing CF figures shown above:

(Operating CF) No significant adjustment for FY25.

(Investing CF) G&NS: -21.4 bln yen, Music: -16.5 bln yen, Pictures: -12.0 bln yen, ET&S: -21.7 bln yen, I&SS: -20.2 bln yen, All Other, Corporate and elimination: 4.0 bln yen, Adjustment: 87.8 bln yen

⁵ "Adjustment" stands for numbers placed for the purpose of matching the total of segments' Operating CF and Investing CF with "Total".

■ Reconciliation Table for Adjusted OIBDA ¹ by segment セグメント別調整後OIBDA調整表

(Billions of yen)		FY24					FY25					FY26 May FCT
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	
G&NS	OI	65.2	138.8	118.1	92.7	414.8	148.0	120.4	140.8	54.1	463.3	600.0
	Depreciation and Amortization ²	30.4	30.1	29.9	32.4	122.9	30.0	29.4	29.3	29.6	118.2	N/A
	Non-recurring (profit) / loss ³	-	-	-	-	-	-	49.8	-	88.6	138.4	N/A
	Adjusted OIBDA	95.7	169.0	148.0	125.1	537.7	177.9	199.5	170.1	172.3	719.8	705.0
Music	OI	85.9	90.4	97.4	83.6	357.3	92.8	115.4	106.4	132.4	447.0	400.0
	Depreciation and Amortization ²	21.8	21.4	24.0	24.7	91.9	24.3	24.5	26.8	27.0	102.6	N/A
	Non-recurring (profit) / loss ³	-	-	-	-	-	-	-	-	-41.8	-41.8	N/A
	Adjusted OIBDA	107.7	111.8	121.4	108.3	449.1	117.1	139.8	133.2	117.5	507.8	510.0
Pictures	OI	11.3	18.5	34.0	53.5	117.3	18.7	13.9	30.9	41.5	104.9	145.0
	Depreciation and Amortization ²	16.5	14.0	13.0	13.5	57.0	12.6	13.3	13.6	14.0	53.5	N/A
	Non-recurring (profit) / loss ³	-	-	-	-	-	-	-	-	27.1	27.1	N/A
	Adjusted OIBDA	27.8	32.5	47.1	66.9	174.3	31.3	27.2	44.4	82.6	185.5	195.0
ET&S	OI	64.1	70.2	77.1	-20.4	190.9	43.1	61.0	59.4	-4.9	158.6	150.0
	Depreciation and Amortization ²	26.0	25.8	25.4	22.7	100.0	23.9	24.9	26.1	28.1	103.1	N/A
	Non-recurring (profit) / loss ³	-	-	-	-	-	-	-	-	-	-	N/A
	Adjusted OIBDA	90.1	96.0	102.5	2.3	290.9	67.1	85.9	85.6	23.2	261.7	260.0
I&SS	OI	36.6	92.4	97.5	34.5	261.1	54.3	138.3	132.0	32.8	357.3	400.0
	Depreciation and Amortization ²	69.2	68.8	68.0	67.0	273.0	65.8	65.1	67.1	67.0	265.1	N/A
	Non-recurring (profit) / loss ³	-	-	-	-	-	-	-	-	36.4	36.4	N/A
	Adjusted OIBDA	105.8	161.2	165.5	101.6	534.2	120.1	203.4	199.1	136.2	658.8	655.0
All Other	OI	1.3	-6.5	-3.0	-9.8	-18.0	-5.0	-2.9	0.8	-67.6	-74.6	-95.0 ⁴
	Depreciation and Amortization ²	1.3	1.3	1.1	1.4	5.2	1.1	0.8	1.1	1.0	3.9	N/A
	Non-recurring (profit) / loss ³	-	-	-	-	-	-	-	-	-	-	N/A
	Adjusted OIBDA	2.6	-5.2	-1.9	-8.3	-12.8	-3.9	-2.1	2.0	-66.6	-70.7	-75.0 ⁴
Corp. Elim.	OI	-15.3	-14.4	1.8	-18.9	-46.8	-11.9	-16.9	44.7	-24.8	-8.9	N/A
	Depreciation and Amortization ²	3.5	3.3	3.3	2.3	12.4	3.2	2.7	5.6	6.6	18.1	N/A
	Non-recurring (profit) / loss ³	-	-	-	-	-	-	8.0	-43.9	-	-35.9	N/A
	Adjusted OIBDA	-11.8	-11.1	5.1	-16.6	-34.5	-8.7	-6.2	6.4	-18.1	-26.7	N/A
Total	OI	249.1	389.3	423.0	215.2	1,276.6	340.0	429.0	515.0	163.5	1,447.5	1,600.0
	Depreciation and Amortization ²	168.7	164.8	164.7	164.0	662.3	160.9	160.7	169.7	173.3	664.6	N/A
	Non-recurring (profit) / loss ³	-	-	-	-	-	-	57.7	-43.9	110.2	124.1	N/A
	Adjusted OIBDA	417.9	554.2	587.7	379.2	1,938.9	500.8	647.4	640.8	447.1	2,236.2	2,250.0

¹ Adjusted OIBDA is not a measure in accordance with IFRS Accounting Standards. However, Sony believes that this disclosure may be useful information to investors. Adjusted OIBDA is calculated by the following formula:

Adjusted OIBDA = Operating income + Depreciation and amortization expense - the profit and loss amount that Sony deems non-recurring.

² Depreciation and Amortization excludes amortization for film costs, broadcasting rights and internally developed game content and master recordings included in Content assets (applies to all following pages).

³ Items included in operating income. For further details about non-recurring profit and loss, please refer to page 12 (applies to all following pages).

⁴ Total number of forecast for "All Other" and "Corp. Elim."

■ Reconciliation Table for Adjusted EBITDA ¹ 調整後EBITDA調整表

(Billions of yen)	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Net income attributable to Sony Group Corporation's stockholders	210.2	291.8	341.1	224.4	1,067.4	259.0	311.4	377.3	83.1	1,030.9
Net income attributable to noncontrolling interests	4.2	1.3	1.8	10.9	18.3	3.8	7.0	3.1	10.5	24.4
Income taxes	72.5	91.4	104.8	-11.3	257.5	93.8	123.4	119.8	30.2	367.1
Interest expenses / (income), net, recorded in Financial income (expense)	-0.3	1.6	-5.3	-6.0	-10.0	-9.0	-6.4	-5.2	-6.7	-27.3
(Gain) / loss on revaluation of equity instruments, net, recorded in Financial income (expense)	-30.9	-16.3	-11.2	-19.4	-77.8	-30.6	-9.9	14.8	23.1	-2.6
Depreciation and amortization expense	168.7	164.8	164.7	164.0	662.3	160.9	160.7	169.7	173.3	664.6
Non-recurring (profit) / loss	-	-	-	-	-	-	57.7	-43.9	110.2	124.1
Adjusted EBITDA	424.4	534.7	595.9	362.6	1,917.7	477.9	644.0	635.6	423.7	2,181.1

■ Adjusted Income ² 調整後利益

(Billions of yen)	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Operating income										
Before Adjustment	249.1	389.3	423.0	215.2	1,276.6	340.0	429.0	515.0	163.5	1,447.5
Non-recurring (profit) / loss	-	-	-	-	-	-	+57.7	-43.9	+110.2	+124.1
Adjusted	249.1	389.3	423.0	215.2	1,276.6	340.0	486.7	471.1	273.8	1,571.6
Income before income taxes										
Before Adjustment	286.9	384.5	447.7	224.1	1,343.2	356.6	441.8	500.2	123.8	1,422.4
Non-recurring (profit) / loss	-	-	-	-	-	-	+57.7	-43.9	+116.6	+130.5
Adjusted	286.9	384.5	447.7	224.1	1,343.2	356.6	499.5	456.3	240.4	1,552.9
Income taxes										
Before Adjustment	72.5	91.4	104.8	-11.3	257.5	93.8	123.4	119.8	30.2	367.1
Non-recurring (profit) / loss	-	-	-	+83.7	+83.7	+9.9	+16.1	-10.5	+51.8	+58.9
Adjusted	72.5	91.4	104.8	72.4	341.2	103.7	139.5	109.2	82.0	426.0
Net income attributable to Sony Group Corporation's stockholders										
Before Adjustment	210.2	291.8	341.1	224.4	1,067.4	259.0	311.4	377.3	83.1	1,030.9
Non-recurring (profit) / loss	-	-	-	-83.7	-83.7	-9.9	+41.6	-33.4	+58.4	+64.6
Adjusted	210.2	291.8	341.1	140.7	983.7	249.1	353.0	343.9	148.0	1,102.5

¹ Adjusted EBITDA is not a measure in accordance with IFRS Accounting Standards. However, Sony believes that this disclosure may be useful information to investors. Adjusted EBITDA is calculated by the following formula:

Adjusted EBITDA = Net income attributable to Sony Group Corporation's stockholders + Net income attributable to noncontrolling interests + Income taxes + Interest expenses, net, recorded in Financial income and Financial expense - Gain on revaluation of equity instruments, net, recorded in Financial income and Financial expense + Depreciation and amortization expense - the profit and loss amount that Sony deems non-recurring

² Adjusted Income is not a measure in accordance with IFRS Accounting Standards. However, Sony believes that this disclosure may be useful information to investors. Adjusted Income does not include non-recurring profit and loss.

■ Non-Recurring Profit and Loss 非経常的な損益

(Billions of yen)	FY24				
	Q1	Q2	Q3	Q4	FY
Items included in operating income (before adjustment)	-	-	-	-	-
Items included in financial income (expense) (before adjustment)	-	-	-	-	-
Items included in income before income taxes (before adjustment)	-	-	-	-	-
Items included in income taxes (before adjustment)	-	-	-	-83.7	-83.7
Decrease in tax expense from repayment of capital from a subsidiary	-	-	-	-48.4	-48.4
Decrease in tax expense from the dissolution of a subsidiary	-	-	-	-35.3	-35.3
Items included in net income attributable to noncontrolling interests	-	-	-	-	-
Items included in net income attributable to Sony Group Corporation's stockholders (before adjustment)	-	-	-	+83.7	+83.7

(Billions of yen)	FY25				
	Q1	Q2	Q3	Q4	FY
Items included in operating income (before adjustment)	-	-57.7	+43.9	-105.2	-119.1
Recording of impairment losses against Bungie, Inc.'s intangible and other assets (G&NS segment)	-	-31.5	-	-88.6	-120.1
Recording of expenses resulting from a correction in the amount of certain previously capitalized development costs (G&NS segment)	-	-18.3	-	-	-18.3
Impairment loss related to sales of long-lived assets (All Other)	-	-8.0	-	-	-8.0
Realization of unrealized gains on land transferred by Sony Group Corporation to Sony Life Insurance Co., Ltd. in past fiscal years, in connection with an execution of a partial spin-off of the Financial Services business (Corp. Elim.) ¹	-	-	+43.9	-	+43.9
Recording of remeasurement gain from the acquisition of additional equity interest in Peanuts Holdings LLC (Music segment)	-	-	-	+34.7	+34.7
Recording of remeasurement gain from the acquisition of additional equity interest in an affiliate previously accounted for using the equity method (Music segment)	-	-	-	+7.2	+7.2
Impairment losses against assets associated with Pixomondo, which operates VFX and virtual production businesses, and related shutdown costs (Pictures segment)	-	-	-	-27.1	-27.1
Loss associated with the sale of equity interest of Sony Semiconductor Israel Ltd. (I&SS segment)	-	-	-	-19.9	-19.9
Impairment losses against a portion of the display device business's long-lived assets (I&SS segment)	-	-	-	-16.5	-16.5
Items included in financial income (expense) (before adjustment)	-	-	-	-6.4	-6.4
Loss associated with the sale of equity interest of Sony Semiconductor Israel Ltd.	-	-	-	-6.4	-6.4
Items included in income before income taxes (before adjustment)	-	-57.7	+43.9	-111.6	-125.5
Items included in income taxes (before adjustment)	-9.8 ²	-16.1	+10.5	-50.1	-57.5
Decrease in tax expense from refunds of taxes paid in previous years in Japan	-9.8 ²	-	-	-	-9.8
Decrease in tax expense from the sale of equity interest of a subsidiary	-	-	-	-18.8	-18.8
Tax effect with regard to the "Items included in income before taxes (before adjustment)" ³ excluding the tax expense which is separately presented above	-	-16.1	+10.5	-31.3	-28.9
Items included in net income attributable to noncontrolling interests	-	-	-	-	-
Items included in net income attributable to Sony Group Corporation's stockholders (before adjustment)	+9.8 ²	-41.6	+33.4	-61.5	-64.6

¹ This item was previously erroneously disclosed as being included in "All Other," and has been revised to be included in "Corp. Elim." as shown in the above chart.

² The figure for "Decrease in tax expense from refunds of taxes paid in previous years in Japan" was previously disclosed as -9.9, and has been retrospectively revised as shown in the above chart.

³ Tax effect with regard to the "Items included in income before taxes (before adjustment)" is calculated using the effective tax rate applicable to the relevant period.

Game & Network Services Segment Supplemental Information

■ Game & Network Services segment sales breakdown

(Millions of yen)	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Hardware ¹	146,348	218,224	584,806	183,308	1,132,687	153,279	230,943	450,405	109,798	944,425
Game Software	486,484	612,339	784,135	625,125	2,508,083	540,189	629,344	835,477	636,013	2,641,023
Physical Software ²	20,629	34,301	44,350	21,879	121,159	22,711	35,396	49,281	17,718	125,106
Digital Software ³	141,889	258,619	322,622	226,669	949,799	199,538	268,280	343,432	244,437	1,055,688
Add-on Content ⁴	290,864	300,405	395,599	353,832	1,340,699	292,609	299,848	418,093	349,066	1,359,617
Other Software ⁵	33,103	19,014	21,564	22,744	96,425	25,330	25,820	24,670	24,792	100,612
Network Services ⁶	159,346	160,779	176,915	172,833	669,873	172,648	182,681	199,276	208,521	763,126
Others ⁷	72,732	80,188	136,475	70,007	359,402	70,418	70,202	128,429	68,027	337,076
Segment Total Sales	864,911	1,071,530	1,682,330	1,051,273	4,670,044	936,533	1,113,171	1,613,587	1,022,359	4,685,651

■ PlayStation®5 hardware and software unit sales

(Million units)	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
PlayStation®5 hardware ⁸	2.4	3.8	9.5	2.8	18.5	2.5	4.0 ⁹	7.9 ⁹	1.5	16.0
Full game software ¹⁰ (PlayStation®4/ PlayStation®5)	53.6	77.7	95.9	76.1	303.3	65.9	80.3	97.2	74.6	317.9
First party titles	6.0	5.3	11.6	5.9	28.9	6.9	6.3	13.2	5.8	32.1
Full game software digital download ratio ¹¹ (PlayStation®4/ PlayStation®5)	80%	70%	74%	80%	76%	83%	72%	76%	85%	78%

■ Number of PlayStation Monthly Active Users (as of the end of each quarter)

(Million)	FY24				FY25			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Monthly Active Users ¹¹	116	116	129	124	123	119	133	125

¹ Hardware is revenue from game consoles including PlayStation®4 and PlayStation®5.

² Physical Software is revenue from first party game software for PlayStation® consoles sold on discs to retailers, royalties from third party software sold on discs and revenue from first and third party game software sold bundled with PlayStation® consoles and PlayStation®VR.

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 Other Software is revenue from sales of first-party titles and other titles published by Sony Interactive Entertainment, including add-on content, on platforms other than PlayStation® consoles.

⁶ Network Services is revenue recognized through PlayStation®Plus and advertising revenue. This does not include Game Software revenue.

⁷ Others primarily includes revenue from peripherals, including PlayStation®VR.

⁸ Hardware units are disclosed on a sell-in basis.

⁹ The figures for PlayStation®5 hardware units for Q2 and Q3 FY25 were previously erroneously disclosed as 3.9 and 8.0, respectively, and have been revised as shown in the above chart.

¹⁰ Software unit sales include PlayStation®4 and PlayStation®5 software, including software bundled with PlayStation® consoles and PlayStation®VR in all regions.

¹¹ 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.

¹² Monthly Active Users is an estimated total number of unique accounts that played games or used services online on PlayStation during the last month of the quarter and is based on company research, and may be updated in the future.

■ Cumulative sell-through units of PlayStation®5 hardware ¹

As of	Number of cumulative sell-through units (million)
7/18/2021	10.0
12/31/2022	30.0
7/16/2023	40.0
12/9/2023	50.0

■ Cumulative sell-through units of selected first party software titles ²

Title	Platform	Release Date (in the U.S.)	Number of global cumulative sell-through units (million)	As of (Number of Days in Release)
<i>Bloodborne</i>	PlayStation®4	3/26/2015	1.0	4/5/2015 (11) ³
<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) ⁴
			7.6	2/15/2018 (353)
<i>Horizon Zero Dawn Complete Edition</i>	PC	8/7/2020	10.0	12/31/2018 (672)
			20.0 *	11/28/2021 (1,734)
<i>God of War</i>	PlayStation®4	4/20/2018	3.1	4/22/2018 (3)
			5.0	5/20/2018 (31)
	PC	1/15/2022	19.5	8/21/2021 (1,220)
<i>Detroit: Become Human</i>	PlayStation®4	5/25/2018	23.0 *	11/1/2022 (1,656)
			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>Marvel's Spider-Man Remastered</i>	PlayStation®5 PC	8/12/2022	9.0	11/25/2018 (80)
			13.2	7/28/2019 (325)
<i>The Last of Us Part II</i>	PlayStation®4	6/19/2020	4.0	6/21/2020 (3)
<i>The Last of Us Part II Remastered</i>	PlayStation®5	1/19/2024	2.4	7/19/2020 (3)
<i>Ghost of Tsushima</i>	PlayStation®4	7/17/2020	5.0	11/11/2020 (118)
			6.5	3/22/2021 (249)
<i>Ghost of Tsushima Director's Cut</i>	PlayStation®5 PC	8/20/2021 5/16/2024	8.0	10/10/2021 (450)
			9.7	7/3/2022 (716)
			13.0 *	8/11/2024 (1,486)
<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 PC	4/30/2021 2/15/2023	0.56	7/18/2021 (80)
				7/18/2021 (38)
<i>Ratchet & Clank: Rift Apart</i>	PlayStation®5 PC	6/11/2021 7/26/2023	1.1	7/18/2021 (38)
				7/18/2021 (38)
<i>Horizon Forbidden West</i>	PlayStation®4 PlayStation®5	2/18/2022	8.4	5/9/2023 (445)
				PC
	PlayStation®4 PlayStation®5	11/9/2022	5.1 11.0	11/13/2022 (5) 1/22/2023 (75)
<i>God of War Ragnarök</i>	PlayStation®4 PlayStation®5	11/9/2022	15.0	11/19/2023 (375)
			2.5	10/20/2023 (1)
			5.0	10/30/2023 (11)
<i>Marvel's Spider-Man 2</i>	PlayStation®5	10/20/2023	10.0	2/4/2024 (107)
			12.0 *	5/5/2024 (87)
<i>ASTRO BOT</i>	PlayStation®5	9/6/2024	1.5	11/3/2024 (58)
<i>Ghost of Yōtei</i>	PlayStation®5	10/2/2025	3.3	11/2/2025 (32)

* Combined unit sales for both PlayStation® hardware and PC

¹ Numbers of sell-through units of PlayStation®5 hardware are estimated by Sony Interactive Entertainment.

² Numbers of sell-through units of first party software are estimated by Sony Interactive Entertainment. They do not include add-on content.

³ As of April 4, 2015 for sales in North America and Europe.

⁴ As of March 12, 2017 for sales in North America and Europe.

Music Segment Supplemental Information

■ Music Revenue breakdown (to external customers)

(Millions of yen)	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Physical	23,589	25,483	30,229	26,852	106,152	26,093	27,251	35,283	37,871	126,498
Digital	203,113	197,036	216,035	200,477	816,661	205,847	215,474	229,716	231,377	882,415
Download ¹	6,450	7,565	6,436	7,437	27,889	9,831	6,897	6,913	6,101	29,743
Streaming ²	196,663	189,471	209,598 ⁴	193,040	788,772	196,016	208,577	222,802	225,277	852,672
Other ³	72,578	67,718	69,075	63,849	273,219	69,549	77,988	89,857	99,021	336,415
Recorded Music	299,279	290,236	315,339	291,178	1,196,032	301,489	320,714	354,856	368,269	1,345,328
Streaming ²	56,511	52,929	56,281	55,456	221,177	56,747	65,128	64,322	63,073	249,270
Other	40,165	38,602	39,044	40,824	158,635	41,938	40,652	43,859	44,145	170,594
Music Publishing	96,676	91,531	95,325	96,280	379,812	98,685	105,779	108,181	107,219	419,864
Gaming	17,593	29,681	21,145	23,186	91,604	26,038	39,263	24,945	22,925	113,172
Other	22,178	32,552	45,159	52,925	152,815	32,740	66,654	50,680	62,097	212,170
Visual Media & Platform	39,771	62,233	66,304	76,111	244,419	58,778	105,917	75,625	85,022	325,342
Segment Total Sales	435,726	444,000	476,968	463,569	1,820,263	458,952	532,410	538,662	560,510	2,090,534

(Yen)	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Average USD rates	155.6	149.5	152.2	152.6	152.5	144.6	147.37	153.99	156.7	150.7

■ Profit Contribution from Visual Media & Platform in Music segment ⁵

	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4 ⁶	FY ⁶
Percentage	slightly less than 10%	slightly less than 20%	slightly more than 10%	approx. 15%	slightly more than 10%	slightly more than 10%	slightly less than 30%	approx. 15%	slightly less than 30%	slightly more than 20%

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 The impact of a change in revenue recognition from a net basis to a gross basis for sales from a digital service provider has been included in the number of revenue of Streaming for Q3 FY24.

⁵ Profit Contribution from Visual Media & Platform is a ratio of the operating income of Visual Media & Platform to that of the Music segment. The operating income of Visual Media & Platform should include certain profit from Sony Music Entertainment in the U.S., however, as the amount of such profit is de-minimis, the profit contributions from Visual Media & Platform in Music segment above are calculated based only on the profit from Sony Music Entertainment (Japan), Inc.

⁶ The impact of a remeasurement gain from the acquisition of additional equity interest in Peanuts Holdings LLC (34.7 bln yen) has been included in the calculation of profit contribution from Visual Media & Platform for Q4 FY25 and FY25. Without this impact, the percentage of profit contribution from Visual Media & Platform in Q4 FY25 and FY25 would be "mid-single digits" and "slightly less than 20%," respectively.

■ Recorded Music

- Top 10 best-selling recorded music projects ¹ for Sony Music Entertainment, for the fiscal years ended March 31, 2026 and 2025 (In order of revenue contribution)

For the fiscal year ended March 31, 2026		For the fiscal year ended March 31, 2025	
Artist	Title	Artist	Title
Bad Bunny (Rimas Entertainment)	<i>DeBí TIRAR Más FOToS</i>	SZA	<i>SOS Deluxe: LANA</i>
SZA	<i>SOS</i>	Beyoncé	<i>COWBOY CARTER</i>
Tate McRae	<i>So Close To What</i>	Future & Metro Boomin	<i>WE STILL DON'T TRUST YOU</i>
Harry Styles	<i>Kiss All The Time. Disco, Occasionally.</i>	Travis Scott	<i>UTOPIA</i>
Bad Bunny (Rimas Entertainment)	<i>Un Verano Sin Ti</i>	Tyler, The Creator	<i>CHROMAKOPIA</i>
Michael Jackson	<i>Thriller</i>	Michael Jackson	<i>Thriller</i>
PARTYNEXTDOOR	<i>Some \$exy \$ongs 4 U</i>	Tyler, The Creator	<i>IGOR</i>
Fuerza Regida	<i>111XPANTIA</i>	Luke Combs	<i>This One's for You</i>
Tyler, The Creator	<i>CHROMAKOPIA</i>	ATEEZ	<i>GOLDEN HOUR : Part.2</i>
ROSALÍA	<i>LUX</i>	Tate McRae	<i>THINK LATER</i>

For the quarter ended March 31, 2026		For the quarter ended March 31, 2025	
Artist	Title	Artist	Title
Bad Bunny (Rimas Entertainment)	<i>DeBí TIRAR Más FOToS</i>	SZA	<i>SOS Deluxe: LANA</i>
Harry Styles	<i>Kiss All The Time. Disco, Occasionally.</i>	Tate McRae	<i>So Close to What</i>
ATEEZ	<i>GOLDEN HOUR : Part.4</i>	LISA	<i>Alter Ego</i>
Bad Bunny (Rimas Entertainment)	<i>Un Verano Sin Ti</i>	Tyler, The Creator	<i>CHROMAKOPIA</i>
BLACKPINK	<i>BLACKPINK The 3rd MINI ALBUM [DEADLINE]</i>	Tyler, The Creator	<i>IGOR</i>
Tate McRae	<i>So Close To What</i>	Travis Scott	<i>UTOPIA</i>
ROSALÍA	<i>LUX</i>	Central Cee	<i>CAN'T RUSH GREATNESS</i>
SZA	<i>SOS</i>	Rauw Alejandro	<i>Cosa Nuestra</i>
Megan Moroney	<i>Cloud 9</i>	JENNIE	<i>Ruby</i>
A\$AP Rocky	<i>Don't Be Dumb</i>	Michael Jackson	<i>Thriller</i>

- Top 5 best-selling recorded music projects ¹ for Sony Music Entertainment (Japan) Inc., for the fiscal years ended March 31, 2026 and 2025 (In order of revenue contribution)

For the fiscal year ended March 31, 2026		For the fiscal year ended March 31, 2025	
Artist	Title	Artist	Title
SixTONES	<i>MILESixTONES -Best Tracks-</i>	Kenshi Yonezu	<i>LOST CORNER</i>
Stray Kids	<i>Hollow</i>	Stray Kids	<i>GIANT</i>
Nogizaka46	<i>Same numbers</i>	SixTONES	<i>GOLD</i>
Nogizaka46	<i>My respect</i>	Hikaru Utada	<i>SCIENCE FICTION</i>
Nogizaka46	<i>Biryani</i>	Sakurazaka46	<i>Jigoujitoku</i>

For the quarter ended March 31, 2026		For the quarter ended March 31, 2025	
Artist	Title	Artist	Title
SixTONES	<i>MILESixTONES -Best Tracks-</i>	SixTONES	<i>GOLD</i>
Nogizaka46	<i>My respect</i>	Nogizaka46	<i>navel orange</i>
Sakurazaka46	<i>The growing up train</i>	Sakurazaka46	<i>UDAGAWA GENERATION</i>
Hinatazaka46	<i>Cliffhanger</i>	SixTONES	<i>Barrier</i>
HANA	<i>HANA</i>	Hinatazaka46	<i>Sotsugyosyashindakega Sitteru</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 releases ¹ for Sony Music Entertainment anticipated over the next six months (In alphabetical order)

Artist	
Chris Brown	Foo Fighters
Kapo	Maluma
Myles Smith	Oscar Maydon
Rauw Alejandro	Rvssian
Shakira	The Strokes

■ Music Publishing

- Number of songs in the music publishing catalog owned and administered as of March 31, 2026, 2025 and 2024 (Million songs)

	As of March 31, 2026	As of March 31, 2025	As of March 31, 2024
Total	5.45	6.63	6.24

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 Accounting Standards. Sony does not believe that these measures are a substitute for the IFRS Accounting Standards 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"), operating income (loss) and Adjusted OIBDA in U.S. dollars (Million USD)

	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Sales	2,166	2,385	2,619	2,729	9,899	2,263	2,347	2,295	3,012	9,917
Operating income (loss)	73	124	223	354	774	129	93	197	268	687
Adjusted OIBDA	179	218	308	443	1,148	216	183	286	528	1,213

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

	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Motion Pictures	852	1,010	1,108	1,038	4,008	742	714	792	1,028	3,276
Theatrical	322	237	244	97	900	132	114	98	150	494
Home Entertainment	126	169	176	167	638	106	126	112	153	497
Television	141	175	181	266	763	144	138	133	273	688
Streaming Services	207	290	363	407	1,267	233	237	337	331	1,138
Other	56	139	144	101	440	127	99	112	121	459
Television Productions	607	678	797	946	3,028	841	701	718	1,127	3,387
Media Networks	702	681	707	724	2,814	674	913	775	808	3,170
Intersegment	5	16	7	21	49	6	19	10	49	84
Segment Total Sales	2,166	2,385	2,619	2,729	9,899	2,263	2,347	2,295	3,012	9,917

- Content Assets ¹ breakdown in U.S. dollars (Million USD)

	FY24				FY25			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Motion Pictures	1,794	1,737	1,656	1,576	1,619	1,819	2,186	2,227
Television Productions	1,879	2,124	2,225	1,964	1,874	1,652	1,645	1,435
Media Networks	1,042	1,060	1,042	1,053	1,070	1,105	1,109	1,116
Segment Total	4,715	4,921	4,923	4,593	4,563	4,576	4,940	4,778

¹ Content Assets include capitalized direct production costs, production overhead and acquisition costs for both Motion Pictures and Television Productions as well as capitalized broadcasting rights for Media Networks.

■ Motion Pictures

- Motion Pictures Box Office ¹ for films released in North America during the fiscal year ended March 31, 2026 ² (Million USD)

Title	Label	Release Date (Days in Release) ³		North America Box Office	International Box Office	Total
<i>Until Dawn</i>	Screen Gems	4/25/2025	(32)	\$20	\$34	\$54
<i>Karate Kid: Legends</i>	Columbia Pictures	5/30/2025	(42)	\$52	\$65	\$117
<i>Bring Her Back</i>	Stage 6 Films	5/30/2025	(56)	No Rights	\$20 ⁴	\$20
<i>Materialists</i>	Stage 6 Films	6/13/2025	(91)	No Rights	\$65 ⁴	\$65
<i>28 Years Later</i>	Columbia Pictures	6/20/2025	(45)	\$70	\$81	\$151
<i>I Know What You Did Last Summer</i>	Columbia Pictures	7/18/2025	(42)	\$32	\$33	\$65
<i>Caught Stealing</i>	Columbia Pictures	8/29/2025	(35)	\$19	\$14	\$33
<i>Demon Slayer: Kimetsu no Yaiba Infinity Castle</i>	Sony Pictures / Crunchyroll	9/12/2025	(145)	\$137	\$217 ⁶	\$354
<i>A Big Bold Beautiful Journey</i>	Columbia Pictures	9/19/2025	(21)	\$7	\$15	\$22
<i>Soul On Fire</i>	Affirm Films	10/10/2025	(56)	\$7	\$0	\$7
<i>Chainsaw Man – The Movie: Reze Arc</i>	Sony Pictures / Crunchyroll	10/24/2025	(56)	\$43	\$75 ⁶	\$118
<i>Nuremberg</i>	Sony Pictures Classics	11/07/2025	(91)	\$15	No Rights	\$15
<i>Sisu: Road to Revenge</i>	Screen Gems	11/21/2025	(21)	\$5	\$5 ⁴	\$10
<i>Anaconda</i>	Columbia Pictures	12/25/2025	(85)	\$65	\$70 ⁵	\$135
<i>28 Years Later: The Bone Temple</i>	Columbia Pictures	01/16/2026	(35)	\$25	\$33 ⁵	\$58
<i>Clika</i>	Columbia Pictures	01/23/2026	(42)	\$3	\$0	\$3
GOAT	Columbia Pictures / Sony Pictures Animation	02/13/2026	(47)	\$101 ⁵	\$82 ⁵	\$183

- Motion Pictures Box Office ¹ for films released in North America during the fiscal year ended March 31, 2025 ⁷ (Million USD)

Title	Label	Release Date (Days in Release) ³		North America Box Office	International Box Office	Total
<i>Tarot</i>	Screen Gems	5/3/2024	(63)	\$19	\$30	\$49
<i>The Garfield Movie</i>	Columbia Pictures	5/24/2024	(105)	\$92	\$143 ⁴	\$235
<i>Bad Boys: Ride or Die</i>	Columbia Pictures	6/7/2024	(91)	\$194	\$211	\$405
<i>Fly Me to the Moon</i>	Columbia Pictures	7/12/2024	(56)	\$20	\$22	\$42
<i>Harold and the Purple Crayon</i>	Columbia Pictures	8/2/2024	(63)	\$18	\$14	\$32
<i>It Ends with Us</i>	Columbia Pictures	8/9/2024	(91)	\$148	\$203	\$351
<i>The Forge</i>	Affirm Films	8/23/2024	(98)	\$29	\$11	\$40
<i>AfrAid</i>	Columbia Pictures	8/30/2024	(28)	\$7	\$6	\$13
<i>Saturday Night</i>	Columbia Pictures	10/11/2024	(63)	\$10	\$0	\$10
<i>Venom: The Last Dance</i>	Columbia Pictures	10/25/2024	(77)	\$140	\$339	\$479
<i>Here</i>	Tristar Pictures	11/01/2024	(42)	\$12	No Rights	\$12
<i>Kraven the Hunter</i>	Columbia Pictures	12/13/2024	(63)	\$25	\$37	\$62
<i>One of Them Days</i>	TriStar Pictures	1/17/2025	(74)	\$50 ⁵	\$2 ⁵	\$52
<i>I'm Still Here</i>	Sony Pictures Classics / Sony Pictures International Productions	1/31/2025	(60)	\$6 ⁵	\$25 ⁶	\$31
<i>Heart Eyes</i>	Screen Gems	2/07/2025	(53)	\$30 ⁵	No Rights	\$30
<i>Becoming Led Zeppelin</i>	Sony Pictures Classics	2/07/2025	(53)	\$10 ⁵	\$2 ⁶	\$12
<i>Paddington in Peru</i>	Columbia Pictures	2/14/2025	(46)	\$45 ⁵	\$35 ⁶	\$80

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 year 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 selected films of Stage 6 and other specialty labels with International Box Office in the licensed territories greater than \$10 million, if any.

² Data as of March 31, 2026.

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

⁴ SPE has limited territory rights.

⁵ Still in release as of the last day of the reporting year end.

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, 2025.

**- Selected films to be released in the U.S. during the twelve months ending March 31, 2027 (Release dates and titles subject to change)
Total: 12 titles**

Title	Talent	Expected Release Date	Label
<i>That Time I Got Reincarnated as a Slime the Movie: Tears of the Azure Sea</i>	Japanese voice cast: Saori Onishi, Asuna Tomari, Miho, Okasaki, Koichi Domoto, Koji Yusa, M · A · O, Sayaka Sembongi, Hisako Kanemoto, Anzu Haruno, Tomoaki Maeno, Lynn, Nao Kosaka, Kaho Fujishima English voice cast: Allegra Clark, Ryan Reynolds, Brittney Karbowski, Christopher Corey Smith, Yuri Lowenthal, Michelle Rojas, Tia Ballard, Amber Lee Connors, Lucien Dodge, Jad Saxton, Chris Rager, Jill Harris, Natalie Van Sistine, Marianne Bray	05/01/2026	Sony Pictures / Crunchyroll
<i>The Breadwinner</i>	Nate Bargatze, Mandy Moore, Colin Jost, Zach Cherry, Martin Herlihy, Kate Berlant, with Kumail Nanjiani and Will Forte	05/29/2026	Tristar Pictures
<i>Spider-Man: Brand New Day</i>	Tom Holland, Zendaya, Sadie Sink, Jacob Batalon, Jon Bernthal, Trammel Tillman, Michael Mando and Mark Ruffalo	07/31/2026	Columbia Pictures
<i>Insidious: Out of the Further</i>	Amelia Eve, Brandon Perea, Lin Shaye	08/21/2026	Screen Gems
<i>Resident Evil</i>	Austin Abrams, Zach Cherry, Kali Reis, and Paul Walter Hauser	09/18/2026	Columbia Pictures
<i>The Social Reckoning</i>	Mikey Madison, Jeremy Allen White, Wunmi Mosaku, Betty Gilpin, Billy Magnussen, with Bill Burr and Jeremy Strong	10/09/2026	Columbia Pictures
<i>Flywheel: Ignition of the Soul</i>	Mario Bregieira, Pérola Faria, Gui Tavares, Felipe Folgosi, Adriano Canindé, Elizeu Rodrigues with Alex Kendrick	10/16/2026	AFFIRM Films
<i>Klara and the Sun</i>	Jenna Ortega, Amy Adams, Mia Tharia, Aran Murphy, with Steve Buscemi and Natasha Lyonne	10/23/2026	Columbia Pictures
<i>Archangel</i>	Jim Caviezel, Olivia Thirlby, Garret Dillahunt, with Shea Whigham	11/06/2026	Columbia Pictures
<i>Jumanji: Open World</i>	Dwayne Johnson, Jack Black, Kevin Hart, Karen Gillan, Alex Wolff, Madison Iseman, Morgan Turner, Ser'Darius Blain, Rhys Darby, Nick Jonas and Danny DeVito	12/25/2026	Columbia Pictures
<i>The Nightingale</i>	Dakota Fanning, Elle Fanning	02/12/2027	Tristar Pictures
<i>Live Like That</i>	Esai Morales, Roselyn Sanchez, Cameron Arnett, Ian Casselberry, Richard Cabral, Carlos Pratts, Jesse Garcia	02/26/2027	Affirm Films

- Selected films to be released in the U.S. from April 1, 2027, onward (Release dates and titles subject to change) Total: 10 titles

Title	Expected Release Date	Label
<i>The Legend of Zelda</i>	05/07/2027	Columbia Pictures
<i>Spider-Man: Beyond the Spider-Verse</i>	06/18/2027	Columbia Pictures / Sony Pictures Animation
<i>Untitled Sony Pictures Animation</i>	10/08/2027	Columbia Pictures / Sony Pictures Animation
<i>Helldivers</i>	11/10/2027	Columbia Pictures
<i>Buds</i>	12/22/2027	Columbia Pictures / Sony Pictures Animation
<i>Grandgear</i>	02/18/2028	Columbia Pictures
<i>The Beatles – A Four-Film Cinematic Event</i>	April 2028	Columbia Pictures

■ Television Productions

- Selected Television Series with an original broadcast on a U.S. linear network ¹ during the quarters ended March 31, 2026 and 2025 ²

For the quarter ended March 31, 2026			For the quarter ended March 31, 2025		
Series	Season	Network	Series	Season	Network
<i>American Idol</i>	24	ABC	<i>Alert: Missing Persons Unit</i>	3	FOX
<i>Celebrity Jeopardy!</i>	4	ABC	<i>American Idol</i>	23	ABC
<i>Celebrity Wheel of Fortune</i>	6	ABC	<i>Celebrity Jeopardy!</i>	3	ABC
<i>Doc</i>	2	FOX	<i>Doc</i>	1	FOX
<i>Shark Tank</i>	17	ABC	<i>Raid the Cage</i>	2	CBS
<i>The Young and the Restless</i>	53	CBS	<i>Shark Tank</i>	16	ABC
<i>Universal Basic Guys</i>	2	FOX	<i>S.W.A.T.</i>	8	CBS
<i>Jeopardy!</i>	42	First Run Syndication ³	<i>The \$100,000 Pyramid</i>	8	ABC
<i>Wheel of Fortune</i>	43	First Run Syndication ³	<i>The Young and the Restless</i>	52	CBS
			<i>Jeopardy!</i>	41	First Run Syndication ³
			<i>Wheel of Fortune</i>	42	First Run Syndication ³

- Selected Television Series with an original broadcast on a U.S. digital platform ⁴ during the quarters ended March 31, 2026 and 2025 ²

For the quarter ended March 31, 2026			For the quarter ended March 31, 2025		
Series	Season	Network	Series	Season	Network
<i>Days of Our Lives</i>	61	Peacock	<i>Clean Slate</i>	1	Amazon
<i>For All Mankind</i>	5	Apple TV	<i>Cobra Kai</i>	6	Netflix
<i>Outlander</i>	8	Starz	<i>Days of Our Lives</i>	60	Peacock
<i>Red Eye</i>	2	Hulu	<i>Goosebumps</i>	2	Disney+
<i>The Night Agent</i>	3	Netflix	<i>Long Bright River</i>	1	Peacock
			<i>Nine Bodies in a Mexican Morgue</i>	1	MGM+
			<i>Outlander</i>	7	Starz
			<i>Pop Culture Jeopardy!</i>	1	Amazon
			<i>The Night Agent</i>	2	Netflix
			<i>Wheel of Time</i>	3	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 Digital platforms include advertising supported video-on-demand ("AVOD") and subscription video-on-demand ("SVOD").

■ Media Networks

- Television and Digital Channels as of March 31, 2026 and 2025

As of March 31, 2026			As of March 31, 2025	
Television and Digital Channels ¹	Number of Subscribers ² (mil)	Number of Channels	Number of Subscribers ² (mil)	Number of Channels
<i>Europe, Middle East and Africa:</i>	26.1	4	23.1	4
<i>Latin America:</i>	93.7	3	87.5	3
<i>India:</i>	273.7	26	373.8	27
<i>North America:</i>	138.2	5	142.9	5

- Number of Channels and Subscribers (Total)

	As of March 31, 2026	As of March 31, 2025
Number of Channels (Total)	38	39
Number of Subscribers ² (Total) (mil.)	531.7	627.3

¹ Individual channels may have more than one feed; total channel feeds were 79 as of March 31, 2026.

² Subscriber numbers are SPE estimates; SPE does not disclose the number of subscribers for SVOD services.

Entertainment, Technology & Services Segment Supplemental Information

■ Entertainment, Technology & Services segment sales breakdown by product category ¹ (before elimination of intersegment transactions)

(Millions of yen)	FY24	FY25
Imaging ²	739,324	723,610
Sound ³	291,040	279,189
Network Services ⁴	183,377	191,411
Displays ⁵	597,617	477,463
Other ⁶	597,917	588,859
Segment Total Sales	2,409,275	2,260,532

■ Entertainment, Technology & Services segment sales breakdown by business portfolio category (Area Expansion, Business Growth/Generation, Structural Reform/Transformation) ⁷

(Millions of yen)	FY24	FY25
Area Expansion ⁸	1,030,364	1,002,798
Business Growth/Generation ⁹	265,001	280,335
Structural Reform/Transformation ¹⁰	800,378	638,539
All Other Businesses ^{* 11}	313,532	338,860
Segment Total Sales	2,409,275	2,260,532
* Sales of products associated with another segment	171,318	194,357

¹ Sony has realigned its product categories in the ET&S segment due to changes in business categories from Q1 FY25. In accordance with this realignment, results for FY24 in the table above have been reclassified to conform to the current presentation.

² Imaging includes image and video content creation products and solutions including interchangeable lens cameras and interchangeable lenses.

³ Sound includes headphones and wireless speakers.

⁴ Network Services includes internet-related services.

⁵ Displays includes display products such as LCD and OLED televisions as well as projectors.

⁶ Other includes smartphones, home audio products and medical equipment, as well as sports officiating support and content production support services.

⁷ Starting from FY25, to more clearly communicate the strategic intent of management of the ET&S segment, Sony has decided to disclose the results of the segment in greater detail, classified by business portfolio category rather than the previous classification of the growth and profit axis. In accordance with this change, the figures for FY24 have also been reclassified to conform to the current business portfolio categories.

⁸ Area Expansion includes the Imaging business and the Sound business.

⁹ Business Growth/Generation includes the Network Services business, the Sports business, the Life Science business, the New Content Creation business, and other new businesses.

¹⁰ Structural Reform/Transformation includes the Displays business including LCD and OLED televisions and projectors, the Smartphone business and the Home Audio business.

¹¹ All Other businesses mainly includes sales of products associated with another segment and sales of medical equipment excluding the Life Science business.

Imaging & Sensing Solutions Segment Supplemental Information

■ Imaging & Sensing Solutions segment sales breakdown

(Millions of yen)	FY24					FY25					FY26
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT
Image Sensors	320,496	503,494	456,482	374,399	1,654,870	363,774	573,644	568,836	477,021	1,983,276	1,900,000
Other	32,984	32,073	44,436	34,641	144,135	44,416	40,998	35,483	47,361	168,257	170,000
Segment Total Sales	353,480	535,567	500,918	409,040	1,799,005	408,190	614,642	604,319	524,382	2,151,533	2,070,000

■ Image sensor sales breakdown

(Millions of yen)	FY24	FY25
Mobile application	1,357,171	1,561,148
Other applications	297,699	422,128
Image Sensors Total	1,654,870	1,983,276

■ Additions to long-lived assets for Imaging & Sensing Solutions segment

(Billions of yen)	FY24	FY25	FY26 May FCT
Segment total	268.7	265.3	205.0
for Image Sensors	227.4	246.7	185.0

■ Image sensor production capacity and wafer input for the master process (photo diode etc.) ¹

(Thousands of slices)	FY24				FY25				FY26
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1 May FCT
Production capacity	148	152	154	159	159	157	161	162	154
Wafer input	144	152	149 ²	153	156	155	160	150	151

¹ The figures are based on 300mm wafers and are simple averages of each month during the quarter. The figures are based on company research and may be updated in the future.

² The figure of Wafer input for Q3 FY24 was previously erroneously disclosed as 151 and has been revised as shown in the above chart.

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. 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) risks related to catastrophic disasters, geopolitical conflicts, pandemic disease or similar events;
- (xv) 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
- (xvi) 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 developments relating to the situations in Ukraine and Russia and in the Middle East, as well as the series of changes in U.S. tariff policy, 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.