SONY

Supplemental Information for the Consolidated Financial Results for the First Quarter Ended June 30, 2025
2025年度第１四半期連結業績補足資料

August 7, 2025
Sony Group Corporation
ソニーグループ株式会社

Supplemental Financial Data 補足財務データ 3

■ Average / assumed foreign exchange rates 期中平均／前提為替レート 3
■ Period-end foreign exchange rates 期末為替レート 3
■ FY25 Estimated Foreign Exchange Impact on Annual Operating Income 2025年度　為替感応度（年間営業利益に対する影響額の試算） 3
■ Sales, Operating Income by segment セグメント別売上高・営業利益 4
■ 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） 5
■ Sales to customers by geographic region (to external customers) 地域別売上高（外部顧客に対するもの） 5
■ Depreciation and amortization (D&A) by segment セグメント別減価償却費及び償却費 6
■ Additions to long-lived assets and right-of-use assets / D&A 固定資産・使用権資産の増加額、減価償却費及び償却費 6
■ Research and development expenses 研究開発費 7
■ Research and development expenses by segment セグメント別研究開発費 7
■ Inventory by segment セグメント別棚卸資産 7
■ Long-lived assets and right-of-use assets by segment セグメント別固定資産・使用権資産 7
■ 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） 8
■ Goodwill by segment セグメント別のれん 8
■ Return on Invested Capital (ROIC) by segment セグメント別ROIC 8
■ Cash Flow (CF) by segment セグメント別キャッシュ・フロー 8
■ Reconciliation Table for Adjusted OIBDA by segment セグメント別調整後OIBDA調整表 9
■ Reconciliation Table for Adjusted EBITDA 調整後EBITDA調整表 10
■ Adjusted Income 調整後利益 10
■ Non-Recurring Profit and Loss 非経常的な損益 11

Game & Network Services Segment Supplemental Information (English only) 12

■ Game & Network Services segment sales breakdown 12
■ PlayStation®5 hardware and software unit sales 12
■ Number of Monthly Active Users on PlayStation™Network (as of the end of each quarter) 12
■ Cumulative sell-through units of PlayStation®5 hardware 13
■ Cumulative sell-through units of selected first party software titles 13

Music Segment Supplemental Information (English only) 14

■ Music Revenue breakdown 14
■ Profit Contribution from Visual Media & Platform in Music segment 14
■ Recorded Music 15
- Top 10 best-selling recorded music projects for Sony Music Entertainment
- Top 5 best-selling recorded music projects for Sony Music Entertainment (Japan) Inc.
- Selected upcoming releases for Sony Music Entertainment anticipated over the next six months (In alphabetical order) 16
■ Music Publishing 16
- Number of songs in the music publishing catalog owned and administered

Pictures Segment Supplemental Information (English only) 17

■ Pictures Segment Aggregated U.S. Dollar Information 17
- Pictures segment sales and operating revenue, operating income (loss) and Adjusted OIBDA
- Sales by category and Motion Pictures Revenue breakdown
- Content Assets breakdown

■ Motion Pictures 18
- Motion Pictures Box Office for films released in North America
- Selected films to be released in the U.S. 19

■ Television Productions 20
- Selected Television Series with an original broadcast on a U.S. linear network
- Selected Television Series with an original broadcast on a U.S. digital platform

■ Media Networks 21
- Television and Digital Channels
- Number of Channels and Subscribers (Total)

Entertainment, Technology & Services Segment Supplemental Information (English only) 22

■ Entertainment, Technology & Services segment sales breakdown by product category (before elimination of intersegment transactions) 22
■ Entertainment, Technology & Services segment sales breakdown by business portfolio category (Area Expansion, Business Growth/Generation, Structural Reform/Transformation) 22

Imaging & Sensing Solutions Segment Supplemental Information (English only) 23

■ Imaging & Sensing Solutions segment sales breakdown 23
■ Image sensor sales breakdown 23
■ Additions to long-lived assets for Imaging & Sensing Solutions segment 23
■ Image sensor production capacity and wafer input for the master process (photo diode etc.) 23

Cautionary Statement 24

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 ending 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 first quarter ended June 30, 2025, on page 9.
A footnote is added where non-IFRS data is presented.

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

Official Names	Abbreviated Names
Game & Network Services segment	G&NS
Entertainment, Technology & Services segment	ET&S
Imaging & Sensing Solutions segment	I&SS

Official Names	Abbreviated Names
Corporate	Corp.
Corporate and elimination	Corp. Elim.
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					FY25 May Assumption [1] (Q1 － Q4)	FY25 August Assumption [1] (Q2 － Q4)
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY		
USD	155.6	149.5	152.2	152.6	152.5	144.6					143.0	143.0
EUR	167.6	164.1	162.5	160.4	163.6	163.6					153.0	157.0
Brazilian Real	29.9	26.9	26.1	26.1	27.3	25.5					25.1	26.3
Chinese Yuan	21.5	20.8	21.1	20.9	21.1	20.0					19.7	19.9
Indian Rupee	1.87	1.78	1.80	1.76	1.80	1.69					1.67	1.67

■ 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			
Period-end EUR rates	172.2	159.4	163.1	161.9	169.5			

■ FY25 Estimated Foreign Exchange Impact on Annual Operating Income 2025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 [3]
G&NS	+2.5	-4.5	
ET&S	+1.0	-1.5	N/A
I&SS	-7.5	slightly negative	
Net impact of above three segments	-4.0	-6.0	-2.5
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						
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	August FCT
G&NS	Sales	864,911	1,071,530	1,682,330	1,051,273	4,670,044	936,533					4,300,000	4,320,000
	OI	65,209	138,849	118,063	92,698	414,819	147,957					480,000	500,000
Music	Sales	442,022	448,197	481,694	470,691	1,842,604	465,341					1,850,000	1,870,000
	OI	85,893	90,360	97,424	83,578	357,255	92,807					355,000	360,000
Pictures	Sales	337,346	355,796	398,224	414,578	1,505,944	327,104					1,500,000	1,500,000
	OI	11,308	18,475	34,025	53,476	117,284	18,665					125,000	125,000
ET&S	Sales	600,915	619,759	704,519	484,082	2,409,275	534,258					2,280,000	2,280,000
	OI	64,083	70,155	77,105	-20,417	190,926	43,143					180,000	180,000
I&SS	Sales	353,480	535,567	500,918	409,040	1,799,005	408,190					1,960,000	1,960,000
	OI	36,647	92,412	97,545	34,543	261,147	54,251					280,000	280,000
All Other	Sales	21,090	23,889	25,775	25,579	96,333	19,330					N/A	N/A
	OI	1,275	-6,483	-3,029	-9,759	-17,996	-4,968					-40,000 [1]	-45,000 [1]
Corp. Elim.	Sales	-54,403	-83,514	-100,066	-50,305	-288,288	-69,141					N/A	N/A
	OI	-15,294	-14,427	1,836	-18,915	-46,800	-11,900					N/A	N/A
Total	Sales	2,565,361	2,971,224	3,693,394	2,804,938	12,034,917	2,621,615					11,700,000	11,700,000
	OI (before tariff impact) [2]	249,121	389,341	422,969	215,204	1,276,635	N/A					1,380,000	1,400,000
	OI (after tariff impact) [2]	N/A	N/A	N/A	N/A	N/A	339,955					1,280,000	1,330,000

[1] Total number of forecast for “All Other” and “Corp. Elim”

[2] The above tariff impact is the estimated impact on the forecast for operating income of the continuing operations from the series of changes in U.S. tariff policy at this time. The estimated impact is calculated based on the tariff rates announced as of August 1, 2025. The actual impact could vary significantly from this estimation if future tariff policy or other factors are changed (applies to all following pages).

■ **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				
Digital Software and Add-on Content	432,752	559,024	718,221	580,501	2,290,498	492,147				
Network Services	159,346	160,779	176,915	172,833	669,873	172,648				
Hardware and Others	252,190	314,395	724,740	291,875	1,583,200	248,015				
Music	435,726	444,000	476,968	463,569	1,820,263	458,952				
Recorded Music	299,279	290,236	315,339	291,178	1,196,032	301,489				
Streaming	196,663	189,471	209,598	193,040	788,772	196,016				
Others	102,616	100,765	105,741	98,138	407,260	105,473				
Music Publishing	96,676	91,531	95,325	96,280	379,812	98,685				
Visual Media & Platform	39,771	62,233	66,304	76,111	244,419	58,778				
Pictures	336,556	353,390	397,186	411,402	1,498,534	326,206				
Motion Pictures	133,034	150,821	168,475	157,983	610,313	107,133				
Television Productions	94,285	100,728	121,085	143,183	459,281	121,627				
Media Networks	109,237	101,841	107,626	110,236	428,940	97,446				
ET&S	594,179	605,712	693,370	469,577	2,362,838	518,677				
Imaging	207,025	184,159	198,315	148,140	737,639	187,299				
Sound	74,067	70,747	97,423	48,301	290,538	65,871				
Network Services	44,638	44,164	44,766	46,136	179,704	45,597				
Displays	137,227	170,247	192,116	98,187	597,777	101,263				
Other	131,222	136,395	160,750	128,813	557,180	118,647				
I&SS	333,308	509,769	481,215	388,242	1,712,534	385,464				
All Other	18,933	20,555	20,801	22,188	82,477	16,239				
Corp.	2,371	3,600	3,978	4,751	14,700	3,267				
Total	2,565,361	2,971,224	3,693,394	2,804,938	12,034,917	2,621,615				

■ **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				
United States	893,902	999,362	1,246,909	987,622	4,127,795	892,960				
Europe	532,618	598,236	920,300	579,780	2,630,934	557,625				
China	274,196	344,690	351,892	273,337	1,244,115	318,222				
Asia-Pacific	351,305	459,498	479,723	350,056	1,640,582	319,032				
Other Areas	228,548	241,596	342,732	256,406	1,069,282	222,960				
Total	2,565,361	2,971,224	3,693,394	2,804,938	12,034,917	2,621,615				

[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				
Music	24,126	27,171	26,740	28,052	106,089	27,892				
Pictures	104,541	114,160	133,235	139,777	491,713	117,156				
ET&S	26,048	25,844	25,399	22,693	99,984	23,925				
I&SS	69,199	68,832	67,965	67,030	273,026	65,806				
All Other	1,311	1,300	1,111	1,443	5,165	1,063				
Corp. Elim.	2,924	2,091	1,905	1,221	8,141	2,587				
Total	261,674	273,887	291,828	298,199	1,125,588	274,399				

■ **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						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	August FCT
Additions [2]:												
PP&E	129,164	69,622	55,200	91,740	345,726	49,719					370,000	370,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	165,441	62,885	81,866	70,869	381,061	93,968					280,000	300,000
Right-of-use assets	49,718	8,113	20,998	24,170	102,999	13,240					50,000	50,000
Subtotal (Capex)	344,323	140,620	158,064	186,779	829,786	156,927					700,000	720,000
Film costs and broadcasting rights	156,790	155,158	143,844	82,701	538,493	114,913					N/A	N/A
Total	501,113	295,778	301,908	269,480	1,368,279	271,840					N/A	N/A
Depreciation and amortization [3]:												
PP&E	88,191	86,980	85,848	84,724	345,743	81,817					340,000	340,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	62,367	62,219	63,163	62,735	250,484	65,332					265,000	265,000
Right-of-use assets	22,578	22,584	22,388	23,587	91,137	22,023					80,000	80,000
Subtotal	173,136	171,783	171,399	171,046	687,364	169,172					685,000	685,000
Film costs and broadcasting rights	88,538	102,104	120,429	127,153	438,224	105,227					N/A	N/A
Total	261,674	273,887	291,828	298,199	1,125,588	274,399					N/A	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						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	August FCT
Research and development expenses	191,341	180,714	183,253	179,270	734,578	167,898					710,000	710,000

■ **Research and development expenses by segment** [1] セグメント別研究開発費

(Millions of yen)	FY24
G&NS	279,172
ET&S	138,864
I&SS	228,368

■ **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			
Music	23.1	25.6	29.5	26.1	31.3			
Pictures	11.8	11.0	10.9	9.1	8.0			
ET&S	352.6	377.0	350.0	299.6	319.2			
I&SS	712.7	651.7	641.8	665.8	712.9			
All Other, Corp.	21.0	12.3	12.5	8.3	11.3			
Total	1,692.7	1,736.2	1,389.0	1,310.8	1,464.8			

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

(Billions of yen)	FY24 [3]				FY25			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	611.4	554.9	585.1	568.7	568.5			
Music	1,622.4	1,566.7	1,683.3	1,632.1	1,653.5			
Pictures	1,082.1	991.2	1,088.2	995.5	956.3			
ET&S	311.9	296.4	301.9	301.5	299.7			
I&SS	1,160.7	1,133.7	1,111.2	1,103.0	1,074.9			
All Other, Corp.	207.8	196.0	198.7	189.4	164.8			
Total	4,996.3	4,738.9	4,968.4	4,790.2	4,717.7			

[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			

■ **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			
Music	760.3	691.9	753.6	729.6	722.4			
Pictures	304.0	271.0	296.9	283.2	275.6			
ET&S	16.6	15.5	20.9	20.6	20.8			
I&SS	4.2	3.7	4.1	3.8	4.9			
All Other, Corp.	-	-	-	-	-			
Total	1,572.3	1,428.8	1,551.6	1,497.8	1,476.5			

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

(Billions of yen)	FY24			FY25 May FCT
	ROIC [1]	Return [2]	Invested Capital [3]	ROIC [1, 2, 3]
G&NS	18.5%	282.1	1,522.5	23.3%
Music	10.5%	242.9	2,320.1	10.2%
Pictures	5.7%	79.8	1,399.1	6.4%
ET&S (new method) [4]	26.5%	129.8	489.0	22.4%
ET&S (previous method) [4]	20.6%	129.8	628.8	-
I&SS	9.8%	177.6	1,806.3	10.4%

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

(Billions of yen)	FY24		
	Operating CF [5]	Investing CF [5]	Free CF [5] (Operating CF + Investing CF)
G&NS	865.9	-151.7	714.2
Music	158.3	-253.7	-95.4
Pictures	216.9	-85.2	131.7
ET&S	275.0	-96.5	178.5
I&SS	457.3	-376.9	80.4
All Other, Corporate and elimination and Adjustment [6]	-2.1	60.8	58.7
Total	1,971.3	-903.2	1,068.1

---

[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 FY24 and FY25 May FCT.

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

[4] In the ET&S segment, the method of calculating ROIC has been changed to the "new method," as described in notes 2 and 3 below, from the FY25 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 ET&S segment in FY24 calculated using the new method is also presented in the above chart.

[5] 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 each of the Operating CF and the Investing CF figures shown above:
(Operating CF) All Other and Corporate and elimination: -0.7 bln yen, Adjustment: 0.7 bln yen
(Investing CF) G&NS: -24.4 bln yen, Music: -15.9 bln yen, Pictures: -39.4 bln yen, ET&S: -30.2 bln yen, I&SS: -26.7 bln yen, All Other and Corporate and elimination: 7.7 bln yen, Adjustment: 128.9 bln yen

[6] “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						
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	August FCT
G&NS	OI	65.2	138.8	118.1	92.7	414.8	148.0					480.0	500.0
	Depreciation and Amortization [2]	30.4	30.1	29.9	32.4	122.9	30.0					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	-	-	-					N/A	N/A
	Adjusted OIBDA	95.7	169.0	148.0	125.1	537.7	177.9					600.0	620.0
Music	OI	85.9	90.4	97.4	83.6	357.3	92.8					355.0	360.0
	Depreciation and Amortization [2]	21.8	21.4	24.0	24.7	91.9	24.3					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	-	-	-					N/A	N/A
	Adjusted OIBDA	107.7	111.8	121.4	108.3	449.1	117.1					445.0	450.0
Pictures	OI	11.3	18.5	34.0	53.5	117.3	18.7					125.0	125.0
	Depreciation and Amortization [2]	16.5	14.0	13.0	13.5	57.0	12.6					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	-	-	-					N/A	N/A
	Adjusted OIBDA	27.8	32.5	47.1	66.9	174.3	31.3					175.0	175.0
ET&S	OI	64.1	70.2	77.1	-20.4	190.9	43.1					180.0	180.0
	Depreciation and Amortization [2]	26.0	25.8	25.4	22.7	100.0	23.9					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	-	-	-					N/A	N/A
	Adjusted OIBDA	90.1	96.0	102.5	2.3	290.9	67.1					285.0	285.0
I&SS	OI	36.6	92.4	97.5	34.5	261.1	54.3					280.0	280.0
	Depreciation and Amortization [2]	69.2	68.8	68.0	67.0	273.0	65.8					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	-	-	-					N/A	N/A
	Adjusted OIBDA	105.8	161.2	165.5	101.6	534.2	120.1					550.0	550.0
All Other	OI	1.3	-6.5	-3.0	-9.8	-18.0	-5.0					-40.0 [4]	-45.0 [4]
	Depreciation and Amortization [2]	1.3	1.3	1.1	1.4	5.2	1.1					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	-	-	-					N/A	N/A
	Adjusted OIBDA	2.6	-5.2	-1.9	-8.3	-12.8	-3.9					-15.0 [4]	-20.0 [4]
Corp. Elim.	OI	-15.3	-14.4	1.8	-18.9	-46.8	-11.9					N/A	N/A
	Depreciation and Amortization [2]	3.5	3.3	3.3	2.3	12.4	3.2					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	-	-	-					N/A	N/A
	Adjusted OIBDA	-11.8	-11.1	5.1	-16.6	-34.5	-8.7					N/A	N/A
Total	OI	249.1	389.3	423.0	215.2	1,276.6	340.0					1,280.0	1,330.0
	Depreciation and Amortization [2]	168.7	164.8	164.7	164.0	662.3	160.9					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	-	-	-					N/A	N/A
	Adjusted OIBDA	417.9	554.2	587.7	379.2	1,938.9	500.8					1,940.0	1,990.0

[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 11 (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				
Net income attributable to noncontrolling interests	4.2	1.3	1.8	10.9	18.3	3.8				
Income taxes	72.5	91.4	104.8	-11.3	257.5	93.8				
Interest expenses / (income), net, recorded in Financial income (expense)	-0.3	1.6	-5.3	-6.0	-10.0	-9.0				
(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				
Depreciation and amortization expense	168.7	164.8	164.7	164.0	662.3	160.9				
Non-recurring (profit) / loss	-	-	-	-	-	-				
Adjusted EBITDA	424.4	534.7	595.9	362.6	1,917.7	477.9				

■ **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				
Non-recurring (profit) / loss	-	-	-	-	-	-				
Adjusted	249.1	389.3	423.0	215.2	1,276.6	340.0				
Income before income taxes										
Before Adjustment	286.9	384.5	447.7	224.1	1,343.2	356.6				
Non-recurring (profit) / loss	-	-	-	-	-	-				
Adjusted	286.9	384.5	447.7	224.1	1,343.2	356.6				
Income taxes										
Before Adjustment	72.5	91.4	104.8	-11.3	257.5	93.8				
Non-recurring (profit) / loss	-	-	-	+83.7	+83.7	+9.9				
Adjusted	72.5	91.4	104.8	72.4	341.2	103.7				
Net income attributable to Sony Group Corporation's stockholders										
Before Adjustment	210.2	291.8	341.1	224.4	1,067.4	259.0				
Non-recurring (profit) / loss	-	-	-	-83.7	-83.7	-9.9				
Adjusted	210.2	291.8	341.1	140.7	983.7	249.1				

[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					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Items included in operating income (before adjustment)	-	-	-	-	-	-				
Items included in income before income taxes (before adjustment)	-	-	-	-	-	-				
Items included in income taxes (before adjustment)	-	-	-	-83.7	-83.7	-9.9				
Decrease in tax expense from repayment of capital from a subsidiary (FY24)	-	-	-	-48.4	-48.4	-				
Decrease in tax expense from the dissolution of a subsidiary (FY24)	-	-	-	-35.3	-35.3	-				
Decrease in tax expense from refunds of taxes paid in previous years in Japan (FY25)	-	-	-	-	-	-9.9				
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	+9.9				

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				
Game Software	486,484	612,339	784,135	625,125	2,508,083	540,189				
Physical Software [2]	20,629	34,301	44,350	21,879	121,159	22,711				
Digital Software [3]	141,889	258,619	322,622	226,669	949,799	199,538				
Add-on Content [4]	290,864	300,405	395,599	353,832	1,340,699	292,609				
Other Software [5]	33,103	19,014	21,564	22,744	96,425	25,330				
Network Services [6]	159,346	160,779	176,915	172,833	669,873	172,648				
Others [7]	72,732	80,188	136,475	70,007	359,402	70,418				
Segment Total Sales	864,911	1,071,530	1,682,330	1,051,273	4,670,044	936,533				

■ **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				
Full game software [9] (PlayStation®4/ PlayStation®5)	53.6	77.7	95.9	76.1	303.3	65.9				
First party titles	6.0	5.3	11.6	5.9	28.9	6.9				
Full game software digital download ratio [10] (PlayStation®4/ PlayStation®5)	80%	70%	74%	80%	76%	83%				

■ **Number of Monthly Active Users on PlayStation™Network (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			

[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 the PlayStation™Network of 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] Software unit sales include PlayStation®4 and PlayStation®5 software, including software bundled with PlayStation® consoles 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.

■ **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)
Bloodborne	PlayStation®4	3/26/2015	1.0	4/5/2015 (11) [3]
Uncharted 4: A Thief's End	PlayStation®4	5/10/2016	2.7	5/16/2016 (7)
			8.7	12/21/2016 (226)
Horizon Zero Dawn	PlayStation®4	2/28/2017	2.6	3/13/2017 (14) [4]
			7.6	2/15/2018 (353)
			10.0	12/31/2018 (672)
Horizon Zero Dawn Complete Edition	PC	8/7/2020	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)
	PC	1/15/2022	19.5	8/21/2021 (1,220)
			23.0 *	11/1/2022 (1,656)
Detroit: Become Human	PlayStation®4	5/25/2018	2.0	12/12/2018 (202)
			3.2	8/31/2019 (464)
Marvel's Spider-Man	PlayStation®4	9/7/2018	3.3	9/9/2018 (3)
			9.0	11/25/2018 (80)
Marvel's Spider-Man Remastered	PlayStation®5 PC	8/12/2022	13.2	7/28/2019 (325)
The Last of Us Part II *The Last of Us Part II Remastered*	PlayStation®4 PlayStation®5	6/19/2020 1/19/2024	4.0	6/21/2020 (3)
Ghost of Tsushima	PlayStation®4	7/17/2020	2.4	7/19/2020 (3)
			5.0	11/11/2020 (118)
			6.5	3/22/2021 (249)
Ghost of Tsushima Director's Cut	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)
Marvel's Spider-Man: Miles Morales	PlayStation®4 PlayStation®5	11/12/2020	6.5	7/18/2021 (249)
Demon's Souls	PlayStation®5	11/12/2020	1.4	9/19/2021 (312)
Returnal	PlayStation®5 PC	4/30/2021 2/15/2023	0.56	7/18/2021 (80)
Ratchet & Clank: Rift Apart	PlayStation®5 PC	6/11/2021 7/26/2023	1.1	7/18/2021 (38)
Horizon Forbidden West	PlayStation®4 PlayStation®5 PC	2/18/2022 3/21/2024	8.4	5/9/2023 (445)
God of War Ragnarök	PlayStation®4 PlayStation®5	11/9/2022	5.1	11/13/2022 (5)
			11.0	1/22/2023 (75)
			15.0	11/19/2023 (375)
Marvel's Spider-Man 2	PlayStation®5	10/20/2023	2.5	10/20/2023 (1)
			5.0	10/30/2023 (11)
			10.0	2/4/2024 (107)
Helldivers 2	PlayStation®5 PC	2/8/2024	12.0 *	5/5/2024 (87)
ASTRO BOT	PlayStation®5	9/6/2024	1.5	11/3/2024 (58)

* 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				
Digital	203,113	197,036	216,035	200,477	816,661	205,847				
Download [1]	6,450	7,565	6,436	7,437	27,889	9,831				
Streaming [2]	196,663	189,471	209,598 [4]	193,040	788,772	196,016				
Other [3]	72,578	67,718	69,075	63,849	273,219	69,549				
Recorded Music	299,279	290,236	315,339	291,178	1,196,032	301,489				
Streaming [2]	56,511	52,929	56,281	55,456	221,177	56,747				
Other	40,165	38,602	39,044	40,824	158,635	41,938				
Music Publishing	96,676	91,531	95,325	96,280	379,812	98,685				
Gaming	17,593	29,681	21,145	23,186	91,604	26,038				
Other	22,178	32,552	45,159	52,925	152,815	32,740				
Visual Media & Platform	39,771	62,233	66,304	76,111	244,419	58,778				
Segment Total Sales	435,726	444,000	476,968	463,569	1,820,263	458,952				
(Yen)										
Average USD rates	155.6	149.5	152.2	152.6	152.5	144.6				

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

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

[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.

■ **Recorded Music**

- Top 10 best-selling recorded music projects [1] for Sony Music Entertainment, for the quarters ended June 30, 2025 and 2024 (In order of revenue contribution)

For the quarter ended June 30, 2025		For the quarter ended June 30, 2024	
Artist	Title	Artist	Title
Bad Bunny (Rimas Entertainment)	*DeBÍ TiRAR MáS FOToS*	Beyoncé	Beyoncé
SZA	*SOS*	Future & Metro Boomin	Future & Metro Boomin
Sleep Token	*Even in Arcadia*	SZA	SZA
Tate McRae	*So Close to What*	Travis Scott	Travis Scott
Bad Bunny (Rimas Entertainment)	*Un Verano Sin Ti*	Luke Combs	Luke Combs
Pink Floyd	*Pink Floyd at Pompeii - MCMLXXII*	Tyla	Tyla
ATEEZ	*GOLDEN HOUR : Part.3*	Tate McRae	Tate McRae
Bruce Springsteen	*Tracks II: The Lost Albums*	Luke Combs	Luke Combs
JENNIE	*Ruby*	Doja Cat	Doja Cat
Miley Cyrus	*Something Beautiful*	21 Savage	21 Savage

- Top 5 best-selling recorded music projects [1] for Sony Music Entertainment (Japan) Inc., for the quarters ended June 30, 2025 and 2024 (In order of revenue contribution)

For the quarter ended June 30, 2025		For the quarter ended June 30, 2024	
Artist	Title	Artist	Title
Stray Kids	*Hollow*	Hikaru Utada	*SCIENCE FICTION*
Sakurazaka46	*Addiction*	Sakurazaka46	*Jigoujitoku*
Sakurazaka46	*Make or Break*	Nogizaka46	*chancewabyoudo*
Hinatazaka46	*Love yourself!*	Hinatazaka46	*KIMI ha honeydew*
Kenshi Yonezu	*Plazma / BOW AND ARROW*	SixTONES	*Neiro*

[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	
Camilo	Fuerza Regida
Emilia	Malcolm Todd
Miley Cyrus	Milo J
Old Dominion	Oasis
Ozuna	Rauw Alejandro

■ Music Publishing

- Number of songs in the music publishing catalog owned and administered as of March 31, 2025, 2024 and 2023 (Million songs)

	As of March 31, 2025	As of March 31, 2024	As of March 31, 2023
Total	6.63	6.24	5.76

[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				
Operating income (loss)	73	124	223	354	774	129				
Adjusted OIBDA	179	218	308	443	1,148	216				

- 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				
Theatrical	322	237	244	97	900	132				
Home Entertainment	126	169	176	167	638	106				
Television	141	175	181	266	763	144				
Streaming Services	207	290	363	407	1,267	233				
Other	56	139	144	101	440	127				
Television Productions	607	678	797	946	3,028	841				
Media Networks	702	681	707	724	2,814	674				
Intersegment	5	16	7	21	49	6				
Segment Total Sales	2,166	2,385	2,619	2,729	9,899	2,263				

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

	FY24					FY25				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Motion Pictures	1,794	1,737	1,656	1,576	1,576	1,619				
Television Productions	1,879	2,124	2,225	1,964	1,964	1,874				
Media Networks	1,042	1,060	1,042	1,053	1,053	1,070				
Segment Total	4,715	4,921	4,923	4,593	4,593	4,563				

[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 quarter ended June 30, 2025 [2] (Million USD)

Title	Label	Release Date (Days in Release) [3]		North America Box Office	International Box Office	Total
Until Dawn	Screen Gems	4/25/2025	(32)	$20	$33[4]	$53
Karate Kid: Legends	Columbia Pictures	5/30/2025	(32)	$52[4]	$51[4]	$103
Materialists	Stage 6 Films	6/13/2025	(18)	No Rights	$10[5]	$10
28 Years Later	Columbia Pictures	6/20/2025	(11)	$52[4]	$54[4]	$106

- Motion Pictures Box Office [1] for films released in North America during the quarter ended June 30, 2024 [6] (Million USD)

Title	Label	Release Date (Days in Release) [3]		North America Box Office	International Box Office	Total
Tarot	Screen Gems	5/3/2024	(58)	$19[4]	$30[4]	$49
The Garfield Movie	Columbia Pictures	5/24/2024	(37)	$90[4]	$125[5]	$215
Bad Boys: Ride or Die	Columbia Pictures	6/7/2024	(23)	$126[4]	$168[4]	$294

[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 June 30, 2025.
[3] Days in North America theatrical release up to and including the last day of the reporting quarter end.
[4] Still in release as of the last day of the reporting quarter end.
[5] SPE has limited territory rights; still in release internationally as of the last day of the reporting quarter end.
[6] Data as of June 30, 2024.

- Selected films to be released in the U.S. during the twelve months ending June 30, 2026 (Release dates and titles subject to change) Total: 12 titles

Title	Talent	Expected Release Date	Label
I Know What You Did Last Summer	Madelyn Cline, Chase Sui Wonders, Jonah Hauer-King, Tyriq Withers, Sarah Pidgeon, Billy Campbell, Gabbriette Bechtel, Austin Nichols, Freddie Prinze Jr., Jennifer Love Hewitt	7/18/2025	Columbia Pictures
Caught Stealing	Austin Butler, Regina King, Zoë Kravitz, Matt Smith, Liev Schreiber, Vincent D'Onofrio, Griffin Dunne, Benito Martínez Ocasio, Carol Kane	8/29/2025	Columbia Pictures
Demon Slayer: Kimetsu no Yaiba Infinity Castle	TBD	9/12/2025	Sony / Crunchyroll
A Big Bold Beautiful Journey	Margot Robbie, Colin Farrell, Kevin Kline, Phoebe Waller-Bridge	9/19/2025	Columbia Pictures
Soul On Fire	Joel Courtney, John Corbett, Stephanie Szostak, Masey McLain, Devon Franklin, William H. Macy	10/10/2025	Affirm Films
Chainsaw Man – The Movie: Reze Arc	TBD	10/29/2025	Sony Pictures
SISU Sequel	Jorma Tommila, Richard Brake, Stephen Lang	11/21/2025	Screen Gems
Scarlet	TBD	12/12/2025	Sony Pictures
Anaconda	Paul Rudd, Jack Black, Steve Zahn, Thandiwe Newton, Daniela Melchior, Selton Mello	12/25/2025	Columbia Pictures
28 Years Later: The Bone Temple	TBD	1/16/2026	Columbia Pictures
GOAT	Stephen Curry, Caleb McLaughlin, Gabrielle Union, Nick Kroll, Nicola Coughlan, David Harbour, Jenifer Lewis, Patton Oswalt	2/13/2026	Columbia Pictures / Sony Pictures Animation
The Breadwinner	Nate Bargatze, Mandy Moore, Will Forte, Colin Jost, Kumail Nanjiani, Zach Cherry, Kate Berlant, Martin Herlihy, Stella Grace Fitzgerald, Birdie Borria, Charlotte Ann Tucker	3/13/2026	Tristar Pictures

- Selected films to be released in the U.S. from July 1, 2026, onward (Release dates and titles subject to change) Total: 13 titles

Title	Expected Release Date	Label
Shiver	7/03/2026	Columbia Pictures
Spider-Man: Brand New Day	7/31/2026	Columbia Pictures
Sony/Blumhouse Insidious	8/21/2026	Screen Gems
Resident Evil	9/18/2026	Columbia Pictures
Jumanji 3	12/11/2026	Columbia Pictures
The Nightingale	2/12/2027	Tristar Pictures
Buds	3/12/2027	Columbia Pictures / Sony Pictures Animation
The Legend of Zelda	5/07/2027	Columbia Pictures
Spider-Man: Beyond the Spider-Verse	6/25/2027	Columbia Pictures / Sony Pictures Animation
The Beatles – A Four-Film Cinematic Event	April 2028	Columbia Pictures

■ **Television Productions**

- Selected Television Series with an original broadcast on a U.S. linear network [1] during the quarters ended June 30, 2025 and 2024 [2]

For the quarter ended June 30, 2025		
Series	Season	Network
Alert: Missing Persons Unit	3	FOX
American Idol	23	ABC
Celebrity Jeopardy!	3	ABC
Celebrity Wheel of Fortune	5	ABC
Jeopardy! Masters	3	ABC
Raid the Cage	2	CBS
Shark Tank	16	ABC
S.W.A.T.	8	CBS
The $100,000 Pyramid	8	ABC
The Last of Us	2	HBO
The Young and the Restless	52	CBS
Jeopardy!	41	First Run Syndication [3]
Wheel of Fortune	42	First Run Syndication [3]

For the quarter ended June 30, 2024		
Series	Season	Network
Alert: Missing Persons Unit	2	FOX
American Idol	22	ABC
Celebrity Wheel of Fortune	4	ABC
Jeopardy! Masters	2	ABC
S.W.A.T.	7	CBS
Shark Tank	15	ABC
So You Think You Can Dance	18	FOX
SuperKitties	2	Disney Junior
The Good Doctor	7	ABC
The Young and the Restless	51	CBS
Jeopardy!	40	First Run Syndication [3]
Wheel of Fortune	41	First Run Syndication [3]

- Selected Television Series with an original broadcast on a U.S. digital platform [4] during the quarters ended June 30, 2025 and 2024 [2]

For the quarter ended June 30, 2025		
Series	Season	Network
Days of Our Lives	60	Peacock
Department Q	1	Netflix
Nine Bodies in a Mexican Morgue	1	MGM+
The Creature Cases	5	Netflix
The Narrow Road to the Deep North	1	Amazon
Wheel of Time	3	Amazon
Yo No Soy Mendoza	1	Netflix

For the quarter ended June 30, 2024		
Series	Season	Network
Dark Matter	1	Apple
Days of Our Lives	59	Peacock
Good Times	1	Netflix
Them	2	Amazon
The Boys	4	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"). The network has multi-territory rights to the series, unless otherwise noted.

■ **Media Networks**

- Television and Digital Channels as of June 30, 2025 and 2024

	As of June 30, 2025		As of June 30, 2024	
Television and Digital Channels [1]	Number of Subscribers [2] (mil)	Number of Channels	Number of Subscribers [2] (mil)	Number of Channels
Europe, Middle East and Africa:	23.4	4	24.0	4
Latin America:	89.8	3	92.5	3
India:	268.9 [3]	26 [3]	420.7	27
North America:	138.6	5	126.5	4

- Number of Channels and Subscribers (Total)

	As of June 30, 2025	As of June 30, 2024
Number of Channels (Total)	38 [3]	38
Number of Subscribers [2] (Total) (mil.)	520.7 [3]	663.7

[1] Individual channels may have more than one feed; total channel feeds were 78 [3] as of June 30, 2025.
[2] Subscriber numbers are SPE estimates; SPE does not disclose the number of subscribers for SVOD services.
[3] The figures for Number of Subscribers for India, Number of Channels for India, Number of Channels (Total) and Number of Subscribers (Total) as of June 30, 2025 were previously erroneously disclosed as 423.5, 28, 40 and 675.2, respectively, and have been revised as shown in the above chart. Total channel feeds as of June 30, 2025 were previously erroneously disclosed as 81 and has been revised to 78 (These revisions have been made as of November 11).

Entertainment, Technology & Services Segment Supplemental Information

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

(Millions of yen)	FY23	FY24
Imaging [2]	715,678	739,324
Sound [3]	296,069	291,040
Network Services [4]	184,307	183,377
Displays [5]	662,413	597,617
Other [6]	595,251	597,917
Segment Total Sales	2,453,718	2,409,275

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

(Millions of yen)	FY23	FY24
Area Expansion [8]	1,011,747	1,030,364
Business Growth/Generation [9]	257,487	265,001
Structural Reform/Transformation [10]	887,288	800,378
All Other Businesses * [11]	297,196	313,532
Segment Total Sales	2,453,718	2,409,275
* Sales of products associated with another segment	139,060	171,318

[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 FY23 and 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 FY23 and 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						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	August FCT
Image Sensors	320,496	503,494	456,482	374,399	1,654,870	363,774					1,790,000	1,790,000
Other	32,984	32,073	44,436	34,641	144,135	44,416					170,000	170,000
Segment Total Sales	353,480	535,567	500,918	409,040	1,799,005	408,190					1,960,000	1,960,000

■ **Image sensor sales breakdown**

(Millions of yen)	FY23	FY24
Mobile application	1,207,763	1,357,171
Other applications	242,422	297,699
Image Sensors Total	1,450,185	1,654,870

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

(Billions of yen)	FY24	FY25
		Aug FCT
Segment total	268.7	285.0
for Image Sensors	227.4	260.0

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

(Thousands of slices)	FY24				FY25			
	Q1	Q2	Q3	Q4	Q1	Q2 August FCT	Q3	Q4
Production capacity	148	152	154	159	159	159		
Wafer input	144	152	149 [2]	153	156	157		

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

(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 business;

(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 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.