



## Supplemental Information for the Consolidated Financial Results for the First Quarter Ended June 30, 2022

### 2022年度第1四半期連結業績補足資料

July 29, 2022  
Sony Group Corporation  
ソニーグループ株式会社

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# Supplemental Financial Data 補足財務データ

The data and terminology hereinafter are presented in accordance with International Financial Reporting Standards ("IFRS") because Sony has adopted IFRS starting in the first quarter of the fiscal year ended March 31, 2022. For further detail on terminology, please refer to the Notes to Condensed Consolidated Financial Statements on page F-14 in Sony's Quarterly Financial Statements for the first quarter ended June 30, 2022. A footnote is added where non-IFRS data is presented.

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

Official Names	Abbreviated Names	Official Names	Abbreviated Names
Game & Network Services segment	G&NS	Corporate	Corp.
Entertainment, Technology & Services segment	ET&S	Corporate and elimination	Corp. Elim.
Imaging & Sensing Solutions segment	I&SS	All Other, Corporate and elimination	All Other, Corp.
Financial Services segment	Financial	Consolidated Total	Cons. Total
		Operating income	OI
		Property, plant and equipment	PP&E

The former Electronics Products & Solutions (EP&S) segment has been renamed the Entertainment, Technology & Services (ET&S) segment effective from April 2022. This change has not resulted in any reclassification of businesses across segments.

The data hereinafter is presented in accordance with the most recent alignment of the Segments and Categories (product categories containing sales to external customers). For details on the segmentation, please refer to the Consolidated Financial Statements on page F-10 in the Quarterly Financial Statements for the first quarter ended June 30, 2022.

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

(Yen)	FY21					FY22					FY22 May Assumption <sup>1</sup> (Q1 - Q4)	FY22 July Assumption <sup>1</sup> (Q2 - Q4)
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY		
USD	109.5	110.1	113.7	116.1	112.3	129.4					123.0	130.0
EUR	131.9	129.8	130.1	130.4	130.5	138.0					135.0	138.0
Brazilian Real	20.6	21.1	20.4	22.2	21.1	26.4					24.9	24.8
Chinese Yuan	16.9	17.0	17.8	18.3	17.5	19.6					18.6	19.4
Indian Rupee	1.49	1.49	1.52	1.55	1.51	1.68					1.55	1.65
Russian Ruble	1.47	1.50	1.57	1.37	1.48	1.94					1.44	2.37

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

(Yen)	FY21				FY22			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Period-end USD rates		110.6	111.9	115.1	122.3	136.6		
Period-end EUR rates		131.6	129.8	130.3	136.6	142.6		

## ■ FY22 Estimated Foreign Exchange Impact on Annual Operating Income 2022年度 為替感応度 (年間営業利益に対する影響額の試算)

(Billion yen)	1 yen appreciation against		1% yen appreciation against Emerging market currencies <sup>2</sup>
	USD	EUR	
G&NS	+4.0	-5.0	
ET&S	+2.0	-2.0	N/A
I&SS	-7.0	slightly negative	
Net impact of above three segments	-1.0	-7.0	-2.5
Pictures and Music total <sup>3</sup>	-2.0	N/A	N/A

<sup>1</sup> Assumed foreign exchange rates are based on company forecast.

<sup>2</sup> Emerging market currencies include Brazilian real, Chinese yuan, Indian rupee and Russian ruble.

<sup>3</sup> This is the estimated impact when converting the U.S. dollar aggregated results of Sony Pictures Entertainment Inc., Sony Music Entertainment and Sony Music Publishing LLC into Japanese yen. The impact of converting the non-U.S. dollar results of these three entities into U.S. dollars during the aggregation process is not reflected in the above numbers.

■ Results by segment セグメント別業績

(Millions of yen)		FY21					FY22						
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	July FCT
G&NS	Sales	615,810	645,439	813,264	665,250	2,739,763	604,116					3,660,000	3,620,000
	OI	83,259	82,679	92,896	87,255	346,089	52,762					305,000	255,000
Music	Sales	254,873	271,610	295,873	294,593	1,116,949	308,070					1,240,000	1,280,000
	OI	55,380	50,586	55,113	49,854	210,933	60,973					230,000	230,000
Pictures	Sales	204,736	260,706	461,234	312,235	1,238,911	341,377					1,330,000	1,380,000
	OI	25,354	31,629	149,372	11,038	217,393	50,655					100,000	100,000
ET&S	Sales	576,268	581,919	686,946	494,053	2,339,186	552,310					2,400,000	2,450,000
	OI	71,751	72,711	80,036	-11,556	212,942	53,568					180,000	180,000
I&SS	Sales	218,057	278,263	324,813	255,291	1,076,424	237,842					1,470,000	1,440,000
	OI	30,479	49,725	64,650	10,743	155,597	21,689					200,000	200,000
Financial	Revenue	414,385	368,415	471,346	279,683	1,533,829	297,756					1,440,000	1,440,000
	OI	24,013	43,053	35,208	47,837	150,111	81,306					220,000	220,000
All Other	Sales	21,986	24,461	27,428	24,908	98,783	19,334					N/A	N/A
	OI	4,154	8,618	8,178	-2,969	17,981	2,865					-75,000 <sup>1</sup>	-75,000 <sup>1</sup>
Corp. Elim.	Sales	-49,272	-61,448	-49,585	-62,027	-222,332	-49,311					N/A	N/A
	OI	-14,322	-20,542	-20,270	-53,573	-108,707	-16,855						
Cons. Total	Sales	2,256,843	2,369,365	3,031,319	2,263,986	9,921,513	2,311,494					11,400,000	11,500,000
	OI	280,068	318,459	465,183	138,629	1,202,339	306,963					1,160,000	1,110,000

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

(Millions of yen)		FY21					FY22					
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	
G&NS		602,158	628,536	796,734	646,928	2,674,356	588,461					
Digital Software and Add-on Content		320,436	314,858	432,284	356,881	1,424,459	285,845					
Network Services		101,986	100,445	102,501	104,423	409,355	106,523					
Hardware and Others		179,736	213,233	261,949	185,624	840,542	196,093					
Music		252,222	268,543	292,371	287,396	1,100,532	305,353					
Recorded Music		151,889	156,300	183,787	176,804	668,780	199,567					
Streaming		109,109	113,296	119,506	120,457	462,368	139,111					
Others		42,780	43,004	64,281	56,347	206,412	60,456					
Music Publishing		47,132	47,310	51,902	53,990	200,334	63,057					
Visual Media & Platform		53,201	64,933	56,682	56,602 <sup>2</sup>	231,418	42,729					
Pictures		204,378	260,554	460,314	311,153	1,236,399	341,247					
Motion Pictures		79,503	97,089	191,887	150,361	518,840	123,125					
Television Productions		61,288	86,998	185,599	85,609	419,494	139,161					
Media Networks		63,587	76,467	82,828	75,183	298,065	78,961					
ET&S		566,519	567,905	679,595	483,867	2,297,886	543,906					
TV		221,021	207,179	269,530	161,107	858,837	141,793					
Audio & Video		73,089	75,267	105,330	73,018	326,704	91,060					
Still and Video Cameras		116,410	104,972	117,851	75,665	414,898	139,703					
Mobile Communications		81,413	99,102	102,339	83,010	365,864	99,030					
Other		74,586	81,385	84,545	91,067	331,583	72,320					
I&SS		197,885	254,159	305,885	234,271	992,200	219,223					
Financial (revenue)		412,130	366,162	469,092	277,427	1,524,811	295,457					
All Other		18,217	21,074	23,387	19,586	82,264	15,557					
Corp.		3,334	2,432	3,941	3,358	13,065	2,290					
Cons. Total		2,256,843	2,369,365	3,031,319	2,263,986	9,921,513	2,311,494					

<sup>1</sup> All Other + Corp. Elim

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

■ Unit sales of key products 主要製品販売台数

(Million units)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
PlayStation®5	2.3	3.3	3.9	2.0	11.5	2.4				
TVs	2.2	2.0	2.6	1.6	8.5	1.3				

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

(Millions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Japan	701,915	676,425	789,207	596,774	2,764,321	554,194				
United States	603,103	645,457	895,280	622,181	2,766,021	707,635				
Europe	410,724	437,254	590,111	432,002	1,870,091	413,293				
China	183,543	190,329	216,919	180,215	771,006	195,320				
Asia-Pacific	222,938	292,327	363,841	270,155	1,149,261	279,003				
Other Areas	134,620	127,573	175,961	162,659	600,813	162,049				
Cons. total	2,256,843	2,369,365	3,031,319	2,263,986	9,921,513	2,311,494				

■ Depreciation & amortization by segment (including film costs, broadcasting rights and deferred insurance acquisition costs)

セグメント別減価償却費及び償却費（繰延映画製作費、テレビ放映権及び繰延保険契約費の償却費を含む）

(Millions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
G&NS	14,239	15,002	15,611	16,367	61,219	17,454				
Music	13,968	13,171	18,901	15,425	61,465	15,681				
Pictures	73,190	99,342	122,045	101,674	396,251	131,401				
ET&S	22,531	22,597	22,678	23,953	91,759	23,360				
I&SS	41,252	43,055	44,142	44,393	172,842	45,632				
Financial	21,285	25,518	18,484	28,882	94,169	33,203				
All Other, Corp.	6,499	6,522	6,688	7,056	26,765	5,566				
Cons. Total	192,964	225,207	248,549	237,750	904,470	272,297				

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

(Millions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Amortization of film costs and broadcasting rights	68,947	92,136	110,087	93,694	364,864	120,794				

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

(Millions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Amortization of DAC	15,042	19,215	12,348	22,632	69,237	26,826				

<sup>1</sup> Geographic Information shows sales and financial services revenue recognized by location of customers. Major countries and areas in each geographic segment excluding Japan, United States and China are as follows:

Europe: United Kingdom, France, Germany, Russia, Spain and Italy

Asia-Pacific: India, South Korea and Oceania

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

■ Additions to long-lived assets and right-of-use assets / Depreciation and amortization

固定資産・使用権資産の増加額、減価償却費及び償却費

(Millions of yen)	FY21					FY22						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	July FCT
Additions <sup>1</sup> :												
PP&E	120,414	69,162	66,454	92,148	348,178	89,954					470,000	470,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	28,872	48,423	85,455	66,131	228,881	33,780					160,000	170,000
Right-of-use assets	32,754	22,610	24,471	40,345	120,180	15,382					90,000	130,000
Subtotal (Capex)	182,040	140,195	176,380	198,624	697,239	139,116					720,000	770,000
Film costs and broadcasting rights	89,480	102,685	103,503	93,821	389,489	126,194					N/A	N/A
Cons. Total	271,520	242,880	279,883	292,445	1,086,728	265,310					N/A	N/A
Depreciation and amortization <sup>2</sup> :												
PP&E	56,271	57,694	59,276	62,585	235,826	62,178					285,000	285,000
Content assets excl. film costs and broadcasting rights and Other intangible assets <sup>2</sup>	47,618	55,033	58,064	61,281	221,996	68,651					255,000	255,000
Right-of-use assets	20,128	20,344	21,122	20,190	81,784	20,674					90,000	90,000
Subtotal	124,017	133,071	138,462	144,056	539,606	151,503					630,000	630,000
Film costs and broadcasting rights	68,947	92,136	110,087	93,694	364,864	120,794					N/A	N/A
Cons. Total	192,964	225,207	248,549	237,750	904,470	272,297					N/A	N/A

■ Additions to long-lived assets and right-of-use assets / Depreciation and amortization excluding Financial Services segment

金融分野を除くソニー連結の固定資産・使用権資産の増加額、減価償却費及び償却費

(Millions of yen)	FY21					FY22						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	July FCT
Additions <sup>1</sup> :												
PP&E	120,191	68,538	66,141	91,467	346,337	89,567					465,000	465,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	25,884	44,335	80,950	58,065	209,234	31,442					135,000	145,000
Right-of-use assets	27,923	17,435	20,742	34,164	100,264	8,877					80,000	110,000
Subtotal (Capex)	173,998	130,308	167,833	183,696	655,835	129,886					680,000	720,000
Film costs and broadcasting rights	89,480	102,685	103,503	93,821	389,489	126,194					N/A	N/A
Cons. Total	263,478	232,993	271,336	277,517	1,045,324	256,080					N/A	N/A
Depreciation and amortization:												
PP&E	55,880	57,299	58,890	62,196	234,265	61,788					280,000	280,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	29,279	32,621	42,598	35,456	139,954	38,558					160,000	160,000
Right-of-use assets	17,573	17,633	18,490	17,522	71,218	17,954					80,000	80,000
Subtotal	102,732	107,553	119,978	115,174	445,437	118,300					520,000	520,000
Film costs and broadcasting rights	68,947	92,136	110,087	93,694	364,864	120,794					N/A	N/A
Cons. Total	171,679	199,689	230,065	208,868	810,301	239,094					N/A	N/A

<sup>1</sup> Excluding additions for tangible and intangible assets from business combinations.

<sup>2</sup> Including amortization expense for deferred insurance acquisition costs and contract costs.

■ Research and development expenses 研究開発費

(Millions of yen)	FY21					FY22						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	July FCT
Research and development expenses <sup>1</sup>	138,998	142,714	156,833	179,823	618,368	157,091					760,000	790,000

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

(Millions of yen)	FY21
G&NS	175,677
ET&S	141,783
I&SS	197,974
Corporate R&D	48,741

■ Interest expenses, net, recorded in Financial income and Financial expense

金融収益・金融費用に計上される支払利息（純額）

(Millions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Interest expenses, net	2,670	2,281	-1,065	3,718	7,604	842				

■ Gain on revaluation of equity securities, net, recorded in Financial income and Financial expense

金融収益・金融費用に計上される資本性金融資産の再評価益（純額）

(Millions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Gain on revaluation of equity securities, net	-898	-26,305	-1,071	-37,903	-66,177	-22,732				

■ Inventory by segment セグメント別棚卸資産

(Billions of yen)	FY21				FY22			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	112.2	125.3	75.3	108.1	146.2			
Music	10.9	10.9	11.0	11.8	13.9			
Pictures	3.1	6.7	6.5	7.4	7.1			
ET&S	285.8	336.2	324.0	341.3	438.7			
I&SS	329.2	351.5	353.7	391.5	471.7			
All Other, Corp.	16.8	17.4	17.9	13.9	16.1			
Cons. Total	758.0	848.0	788.4	874.0	1,093.7			

■ Long-lived assets<sup>2</sup> 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)	FY21				FY22			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	244.9	247.8	259.1	306.9	323.7			
Music	733.9	741.5	811.9	895.0	958.1			
Pictures	627.1	713.7	721.3	751.7	841.2			
ET&S	204.0	206.7	208.9	219.7	225.0			
I&SS	680.9	694.4	701.0	722.5	750.0			
Financial	141.4	145.5	147.7	153.5	156.0			
All Other, Corp.	282.2	274.3	268.4	269.5	270.1			
Cons. Total	2,914.4	3,023.9	3,118.3	3,318.8	3,524.1			

<sup>1</sup> Sony's consolidated research and development (R&D) expenses for Q1 to Q3 FY21 were revised to conform to the scope of R&D expenses for Q4 FY21 due to a change in the scope of expenses included in the Pictures segment in Q4 FY21. As a result of this revision, Sony's consolidated R&D expenses have increased by 12,184 million yen in Q1 to Q3 FY21 on a cumulative basis compared to the amount before the revision. This change of the scope of R&D expenses does not affect Sony's consolidated operating income and operating income of the Pictures segment for FY21.

<sup>2</sup> Long-lived assets include PP&E, content assets and other intangible assets.

## ■ 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)	FY21				FY22			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Film costs and broadcasting rights	476.4	523.5	535.9	554.7	613.7			

## ■ Goodwill by segment セグメント別のれん

(Billions of yen)	FY21				FY22			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	178.2	178.1	195.6	200.2	217.5			
Music	468.8	431.8	447.3	539.1	588.4			
Pictures	117.4	200.5	174.4	187.7	241.8			
ET&S	11.8	11.7	11.8	11.9	11.9			
I&SS	2.9	2.9	3.0	3.2	3.6			
Financial	10.8	10.8	10.8	10.8	10.8			
All Other, Corp.	-	-	-	-	-			
Cons. Total	789.9	835.8	842.9	952.9	1,074.0			

## ■ Return on Invested Capital (ROIC) by segment セグメント別ROIC<sup>1</sup>

(Billions of yen)	FY21			FY22 May FCT
	ROIC	Return <sup>2</sup>	Invested Capital <sup>3</sup>	ROIC
G&NS	41.9%	235.4	561.4	23.5%
Music	12.9%	143.4	1,110.0	11.9%
Pictures	15.5%	147.8	955.0	6.4%
ET&S	27.6%	144.8	524.4	18.9%
I&SS (new method)	11.9%	105.8	889.6	12.0%
I&SS (previous method)	10.2%	105.8	1,036.4	-

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

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

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

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

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

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

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

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

(Investing CF) G&NS: -13.0 bln yen, Music: 1.5 bln yen, Pictures: -5.8 bln yen, ET&S: -27.1 bln yen, I&SS: -11.5 bln yen, All Other and Corporate and elimination: -0.1 bln yen, Adjustment: 56.0 bln yen

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



## Game & Network Services Segment Supplemental Information

### ■ Game & Network Services segment sales breakdown

(Millions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Hardware <sup>1</sup>	120,629	160,635	201,534	106,664	589,462	134,696				
Game Software	346,034	343,003	461,877	402,462	1,553,377	302,418				
Physical Software <sup>2</sup>	25,598	28,145	29,593	45,581	128,917	16,573				
Digital Software <sup>3</sup>	114,372	126,691	181,859	147,920	570,842	101,019				
Add-on Content <sup>4</sup>	206,063	188,167	250,426	208,961	853,617	184,826				
Network Services <sup>5</sup>	101,986	100,444	102,501	104,423	409,355	106,523				
Others <sup>6</sup>	47,161	41,356	47,351	51,702	187,569	60,478				
Segment Total Sales	615,810	645,439	813,264	665,250	2,739,763	604,116				

### ■ PlayStation®5 hardware and software unit sales

(Million units)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
PlayStation®5 hardware <sup>7</sup>	2.3	3.3	3.9	2.0	11.5	2.4				
Full game software <sup>8</sup> (PlayStation®4/ PlayStation®5)	63.6	76.4	92.7	70.5	303.2	47.1				
First party titles	10.5	7.6	11.3	14.5	43.9	6.4				
Full game software (PlayStation®4/ PlayStation®5) digital download ratio <sup>9</sup>	71%	62%	62%	71%	66%	79%				

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

(Million)	FY21				FY22			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
PlayStation®Plus	46.3	47.2	48.0	47.4	47.3			
Monthly Active Users <sup>10</sup>	105	104	111	106	102			

<sup>1</sup> Hardware is revenue from game consoles such as PlayStation®4 and PlayStation®5.

<sup>2</sup> Physical Software is revenue from first party game software for PlayStation® consoles sold on discs to retailers and royalties from third party software sold on discs.

<sup>3</sup> Digital Software is revenue from full game downloads of both first and third party titles sold via the PlayStation™Store.

<sup>4</sup> 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.

<sup>5</sup> Network Services is revenue recognized through the PlayStation™Network of PlayStation®Plus, PlayStation™Now and advertising revenue. This does not include Game Software and Add-on Content revenue.

<sup>6</sup> Others includes revenue from peripherals including PlayStation®VR consoles and revenue from sales of first-party titles on platforms other than PlayStation® consoles.

<sup>7</sup> Hardware units are disclosed on a sell-in basis.

<sup>8</sup> Software unit sales include PlayStation®4 and PlayStation®5 software, including software bundled with PlayStation®4, PlayStation®5 and PlayStation®VR in all regions.

<sup>9</sup> 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.

<sup>10</sup> Monthly Active Users is an estimated total number of unique accounts that played games or used services on the PlayStation™Network during the last month of the quarter and is based on company research, and may be updated in the future.

■ Previously disclosed cumulative sell-through units of PlayStation®4 hardware and software<sup>1</sup>

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

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

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

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

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

Title	Platform	Release Date (in the U.S.)	Number of global cumulative sell-through units <sup>3</sup> (million)	As of (Number of Days in Release)
<i>Bloodborne</i>	PlayStation®4	3/26/2015	1.0	4/5/2015 (11) <sup>4</sup>
<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) <sup>5</sup>
			7.6	2/15/2018 (353)
			10.0	12/31/2018 (672)
			20.0*	11/28/2021 (1,734)
GOD OF WAR	PlayStation®4	4/20/2018	3.1	4/22/2018 (3)
			5.0	5/20/2018 (31)
<i>Detroit: Become Human</i>	PlayStation®4	5/25/2018	19.5	8/21/2021 (1,220)
			2.0	12/12/2018 (202)
<i>Marvel's Spider-Man</i>	PlayStation®4	9/7/2018	3.2	8/31/2019 (464)
			3.3	9/9/2018 (3)
<i>The Last of Us Part II</i>	PlayStation®4	6/19/2020	9.0	11/25/2018 (80)
			13.2	7/28/2019 (325)
<i>Ghost of Tsushima</i>	PlayStation®4	7/17/2020	4.0	6/21/2020 (3)
			2.4	7/19/2020 (3)
<i>Ghost of Tsushima Director's Cut</i>	PlayStation®5	8/20/2021	5.0	11/11/2020 (118)
			6.5	3/22/2021 (249)
<i>Marvel's Spider-Man: Miles Morales</i>	PlayStation®5	11/12/2020	8.0*	10/10/2021 (-)
			6.5	7/18/2021 (249)
<i>Demon's Souls</i>	PlayStation®5	11/12/2020	1.4	9/19/2021 (312)
<i>Returnal</i>	PlayStation®5	4/30/2021	0.56	7/18/2021 (80)
<i>Ratchet &amp; Clank: Rift Apart</i>	PlayStation®5	6/11/2021	1.1	7/18/2021 (38)

\* Combined unit sales for both PlayStation®4 and PC

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

<sup>1</sup> Sell-through units are estimated by Sony Interactive Entertainment.

<sup>2</sup> PlayStation®4 and PlayStation®5 software unit sales do not include add-on content.

<sup>3</sup> Sell-through units are estimated by Sony Interactive Entertainment. They do not include add-on content.

<sup>4</sup> As of April 4, 2015 for sales in North America and Europe.

<sup>5</sup> As of March 12, 2017 for sales in North America and Europe.

# Music Segment Supplemental Information

## ■ Music Revenue breakdown

(Millions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Physical	20,784	20,248	33,018	20,712	94,762	25,598				
Digital	115,869	119,443	126,410	128,872	490,594	146,703				
Download <sup>1</sup>	6,761	6,147	6,903	8,415	28,226	7,591				
Streaming <sup>2</sup>	109,109	113,296	119,506	120,457	462,368	139,111				
Other <sup>3</sup>	15,236	16,609	24,361	27,220	83,425	27,267				
Recorded Music	151,889	156,300	183,787	176,804	668,780	199,567				
Streaming <sup>2</sup>	23,607	23,704	26,001	27,646	100,958	33,425				
Other	23,525	23,606	25,901	26,344	99,376	29,632				
Music Publishing	47,132	47,310	51,902	53,990	200,334	63,057				
Gaming <sup>5</sup>	17,960	39,865	26,715	26,383	110,923	19,904				
Other	35,241	25,068	29,967	30,219	120,495	22,825				
Visual Media & Platform	53,201	64,933	56,682	56,602 <sup>4</sup>	231,418	42,729				
Total	252,222	268,534	292,371	287,396	1,100,532	305,353				
(Yen)										
Average USD rates	109.5	110.1	113.7	116.1	112.3	129.4				

<sup>1</sup> Download includes digital download and mobile (ringtone).

<sup>2</sup> Streaming includes digital audio, digital video and digital radio, and includes revenue from both subscription and ad-supported services.

<sup>3</sup> Other includes license revenue (public performance, broadcast and sync), merchandising and live performances, etc.

<sup>4</sup> During Q4 FY21, Sony changed the timing of revenue recognition for royalty revenues from certain license agreements in the Music segment and recorded the difference resulting from the change as an adjustment in the same quarter. This adjustment was recorded primarily in Mobile Gaming<sup>5</sup> and Other within Visual Media & Platform, resulting in revenues for Mobile Gaming<sup>5</sup> and Other increasing by 0.6 billion yen and 6.1 billion yen, respectively.

<sup>5</sup> The category name "Mobile Gaming" which was previously used in this material has been reclassified and renamed to "Gaming" from Q1 FY22. "Gaming" includes sales of mobile gaming, software for PCs and game consoles and sales related to software development contracts. The impact of this reclassification is immaterial and figures prior to Q1 FY22 are not restated.

■ Recorded Music

- Top 10 best-selling recorded music projects<sup>1</sup> for Sony Music Entertainment, for the quarters ended June 30, 2022 and 2021 (In order of revenue contribution)

For the quarter ended June 30, 2022		For the quarter ended June 30, 2021	
Artist	Title	Artist	Title
Harry Styles	<i>Harry's House</i>	Harry Styles	<i>Fine Line</i>
Future	<i>I NEVER LIKED YOU</i>	Lil Nas X	<i>Singles: Sun Goes Down, Montero (Call Me By Your Name)</i>
Doja Cat	<i>Planet Her</i>	Polo G	<i>Hall of Fame</i>
Lil Durk	<i>7220</i>	Lil Tjay	<i>Destined 2 Win</i>
Lil Nas X	<i>MONTERO</i>	The Kid LAROI	<i>F*CK LOVE</i>
Harry Styles	<i>Fine Line</i>	Doja Cat	<i>Planet Her</i>
Tyler, The Creator	<i>CALL ME IF YOU GET LOST</i>	KANG DANIEL	<i>YELLOW</i>
The Kid LAROI	<i>F*CK LOVE 3+: OVER YOU</i>	DJ Khaled	<i>KHALED KHALED</i>
Camila Cabello	<i>Familia</i>	Luke Combs	<i>What You See Is What You Get</i>
TOOL	<i>Fear Inoculum</i>	Doja Cat	<i>Hot Pink</i>

- Top 5 best-selling recorded music projects<sup>1</sup> for Sony Music Entertainment (Japan) Inc., for the quarters ended June 30, 2022 and 2021 (In order of revenue contribution)

For the quarter ended June 30, 2022		For the quarter ended June 30, 2021	
Artist	Title	Artist	Title
Hinatazaka46	<i>Bokunanka</i>	Nogizaka46	<i>Gomenne Fingers crossed</i>
SixTONES	<i>Watashi</i>	Hinatazaka46	<i>Kimishikakatan</i>
Stray Kids	<i>CIRCUS</i>	Sakurazaka46	<i>BAN</i>
Sakurazaka46	<i>Samidare yo</i>	NiziU	<i>Take a picture/Poppin' Shakin'</i>
Kenshi Yonezu	<i>M87</i>	Kenshi Yonezu	<i>Pale Blue</i>

- Selected upcoming releases<sup>2</sup> for Sony Music Entertainment anticipated over the next six months (In alphabetical order)

Artist
21 Savage
Black Eyed Peas
DJ Khaled
King Princess
Meghan Trainor
Steve Lacy

■ Music Publishing

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

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

<sup>1</sup> 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.

<sup>2</sup> Selected upcoming releases, which may include albums and/or tracks, are subject to change.

# Pictures Segment Supplemental Information

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

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

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

	Fiscal year ended March 31, 2022 <sup>1</sup>					Fiscal year ending March 31, 2023				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Sales	1,871	2,369	4,063	2,688	10,991	2,640				
Operating income (loss)	232	288	1,314 <sup>3</sup>	101	1,935	394				

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

	Fiscal year ended March 31, 2022 <sup>1</sup>					Fiscal year ending March 31, 2023				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Motion Pictures	727	883	1,688	1,296	4,594	953				
Theatrical	69	66	955	456	1,546	116				
Home Entertainment	138	130	174	322	764	282				
Television <sup>1</sup>	140	190	169	262	761	151				
Streaming Services <sup>1</sup>	341	431	285	167	1,224	351				
Others	39	66	105	89	299	53				
Television Productions	560	790	1,638	736	3,724	1,076				
Media Networks	581	695	729	647	2,652	610				
Intersegment	3	1	8	9	21	1				
Total	1,871	2,369	4,063	2,688	10,991	2,640				

### - Content Assets<sup>2</sup> breakdown in U.S. dollars (Million USD)

	Fiscal year ended March 31, 2022 <sup>1</sup>					Fiscal year ending March 31, 2023				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Motion Pictures	2,031	1,942	1,787	1,726	1,726	1,665				
Television Productions	1,585	1,705	1,837	1,870	1,870	1,912				
Media Networks	650	983	989	942	942	946				
Total	4,266	4,630	4,613	4,538	4,538	4,523				

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

<sup>2</sup> 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.

<sup>3</sup> The previous Operating income (loss) as of March 31, 2022 was erroneously disclosed as 1,341.

■ Motion Pictures

- Motion Pictures Box Office<sup>1</sup> for films released in North America during the quarter ended June 30, 2022<sup>2</sup> (Million USD)

Title	Label	Release Date (Days in Release) <sup>3</sup>	North America Box Office	International Box Office	Total
<i>Morbius</i>	Columbia Pictures	4/1/2022 (84)	\$74	\$93 <sup>4</sup>	\$167
<i>Father Stu</i>	Columbia Pictures	4/13/2022 (72)	\$21	\$1 <sup>4</sup>	\$22

- Motion Pictures Box Office<sup>1</sup> for films released in North America during the quarter ended June 30, 2021<sup>5</sup> (Million USD)

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

- Select films to be released in the U.S. during the twelve months ending June 30, 2023 (Release dates and titles subject to change) Total: 17 titles

Title	Talent	Expected Release Date	Label
<i>Where the Crawdads Sing</i>	Daisy Edgar-Jones, Taylor John Smith, Harris Dickinson, Michael Hyatt, Sterling Macer, Jr. and David Strathairn	7/15/2022	Columbia Pictures / 3000 Pictures
<i>Bullet Train</i>	Brad Pitt, Joey King, Aaron Taylor-Johnson, Brian Tyree Henry, Andrew Koji, Hiroyuki Sanada, Michael Shannon, Benito A Martínez Ocasio and Sandra Bullock	8/5/2022	Columbia Pictures
<i>The Invitation</i>	Nathalie Emmanuel, Thomas Doherty, Stephanie Corneliussen, Alana Boden, Courtney Taylor, Hugh Skinner, Sean Pertwee	8/26/2022	Screen Gems
<i>Spider-Man™: No Way Home – The More Fun Stuff Version</i>	Tom Holland, Zendaya, Benedict Cumberbatch, Jacob Batalon, Jon Favreau, with Marisa Tomei	9/2/2022	Columbia Pictures
<i>The Woman King</i>	Viola Davis, Thuso Mbedu, Lashana Lynch, Sheila Atim, Hero Fiennes-Tiffin and John Boyega	9/16/2022	TriStar Pictures
<i>Lyle, Lyle, Crocodile</i>	Javier Bardem, Constance Wu, Winslow Fegley, Scoot McNairy, Brett Gelman and Shawn Mendes as Lyle	10/7/2022	Columbia Pictures
<i>Devotion</i>	Jonathan Majors, Glen Powell, Christina Jackson, Joe Jonas and Thomas Sadoski	11/23/2022	Columbia Pictures
<i>A Man Called Otto</i>	Tom Hanks, Mariana Treviño, Rachel Keller, Manuel Garcia-Rulfo	12/14/2022	Columbia Pictures
<i>I Wanna Dance With Somebody</i>	Naomi Ackie, Stanley Tucci, Ashton Sanders, Tamara Tunie, Nafessa Williams and Clarke Peters	12/21/2022	TriStar Pictures
<i>Kraven the Hunter</i>	Aaron Taylor-Johnson, Russell Crowe, Ariana DeBose, Fred Hechinger	1/13/2023	Columbia Pictures
<i>Harold and the Purple Crayon</i>	Zachary Levi, Lil Rel Howery, Zooey Deschanel, Jemaine Clement	1/27/2023	Columbia Pictures
<i>It's All Coming Back to Me</i>	Priyanka Chopra Jonas, Sam Heughan, Celine Dion	2/10/2023	Screen Gems
<i>Untitled George Foreman Biopic</i>	Khris Davis, Forest Whitaker, Sullivan Jones, Sonia Sohn, Jasmine Matthews	3/31/2023	Sony / AFFIRM Films
<i>The Pope's Exorcist</i>	Russell Crowe	4/7/2023	Screen Gems
<i>65</i>	Adam Driver, Ariana Greenblatt, Chloe Coleman	4/28/2023	Columbia Pictures
<i>Spider-Man™: Across the Spider-Verse</i>	Oscar Isaac, Shameik Moore, Hailee Steinfeld, Brian Tyree Henry, Luna Lauren Velez, Greta Lee, Issa Rae, Rachel Dratch, Jorma Taccone, Shea Whigham, Jason Schwartzman	6/2/2023	Columbia Pictures / Sony Pictures Animation
<i>No Hard Feelings</i>	Jennifer Lawrence	6/16/2023	Columbia Pictures

<sup>1</sup> Source (unless otherwise noted): Box Office Mojo for North America and Sony Pictures Releasing International for International Box Office; International Box Office results will vary in any given quarter depending on the timing of release in each territory in which rights are owned; table includes Sony Pictures Classics' films with U.S. Box Office greater than \$10 million, if any; table also includes films of Stage 6 Films with International Box Office in the licensed territories greater than \$10 million, if any.

<sup>2</sup> Data as of June 30, 2022.

<sup>3</sup> Days in North America theatrical release up to and including the last day of the reporting quarter end.

<sup>4</sup> Still in release as of the last day of the reporting quarter end.

<sup>5</sup> Data as of June 30, 2021.

- Select films to be released in the U.S. from July 1, 2023, onward (Release dates and titles subject to change) Total: 8 titles

Title	Expected Release Date	Label
<i>Insidious 5</i>	07/07/2023	Screen Gems
<i>Gran Turismo</i>	8/11/2023	Columbia Pictures
<i>The Equalizer 3</i>	9/1/2023	Columbia Pictures
<i>Madame Web</i>	10/6/2023	Columbia Pictures
<i>Ghostbusters Sequel</i>	12/20/2023	Columbia Pictures
<i>El Muerto</i>	1/12/2024	Columbia Pictures
<i>Spider-Man™: Beyond the Spider-Verse</i>	3/29/2024	Columbia Pictures / Sony Pictures Animation
<i>Untitled Sony/Marvel Universe</i>	06/07/2024	Columbia Pictures

■ Television Productions

- Television Series with an original broadcast on a U.S. linear network<sup>1</sup> during the quarters ended June 30, 2022 and 2021<sup>2</sup>

For the quarter ended June 30, 2022			For the quarter ended June 30, 2021		
Series	Season	Network	Series	Season	Network
<i>Better Call Saul</i>	6	AMC	<i>\$100,000 Pyramid</i>	5	ABC
<i>Days of Our Lives</i>	57	NBC	<i>Black Monday</i>	3	Showtime
<i>Outlander</i>	6	Starz	<i>Celebrity Dating Game</i>	1	ABC
<i>Shark Tank</i>	13	ABC	<i>Days of our Lives</i>	56	NBC
<i>S.W.A.T.</i>	5	CBS	<i>Men in Kilts : A Road Trip with Sam and Graham</i>	1	Starz
<i>Talking Saul</i>	3	AMC	<i>Shark Tank</i>	12	ABC
<i>The Blacklist</i>	9	NBC	<i>S.W.A.T.</i>	4	CBS
<i>The Goldbergs</i>	9	ABC	<i>The Blacklist</i>	8	NBC
<i>The Good Doctor</i>	5	ABC	<i>The Goldbergs</i>	8	ABC
<i>The Young and the Restless</i>	49	CBS	<i>The Good Doctor</i>	4	ABC
<i>The Good Dish</i>	1	First Run Syndication <sup>3</sup>	<i>The Young and the Restless</i>	48 <sup>6</sup>	CBS
<i>Jeopardy!</i>	38	First Run Syndication <sup>3</sup>	<i>The Dr. Oz Show</i>	12	First Run Syndication <sup>3</sup>
<i>Wheel of Fortune</i>	39	First Run Syndication <sup>3</sup>	<i>Jeopardy!</i>	37	First Run Syndication <sup>3</sup>
			<i>Wheel of Fortune</i>	38	First Run Syndication <sup>3</sup>

- Select Television Series in U.S. off-network syndication<sup>4</sup>

For the quarter ended June 30, 2022		
<i>Chain Reaction</i>	<i>Seinfeld</i>	<i>The King of Queens</i>
<i>Damages</i>	<i>Shark Tank</i>	<i>The Nanny</i>
<i>Fantasy Island</i>	<i>S.W.A.T.</i>	<i>Unforgettable</i>
<i>Married... with Children</i>	<i>The Goldbergs</i>	<i>Walker, Texas Ranger</i>
<i>Rules of Engagement</i>	<i>The Good Doctor</i>	

- Television Series with an original broadcast on a digital platform<sup>5</sup> during the quarters ended June 30, 2022 and 2021<sup>2</sup>

For the quarter ended June 30, 2022			For the quarter ended June 30, 2021		
Series	Season	Network	Series	Season	Network
<i>For All Mankind</i>	3	Apple	<i>For All Mankind</i>	2	Apple
<i>Gordita Chronicles</i>	1	HBO Max	<i>Them: Covenant</i>	1	Amazon
<i>Reputacion Dudosa</i>	1	Claro Video			
<i>The Boys</i>	3	Amazon			
<i>The Creature Cases</i>	1	Netflix			
<i>Woke</i>	2	Hulu			

<sup>1</sup> Linear networks include free, basic or pay television.

<sup>2</sup> 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.

<sup>3</sup> First Run Syndication series are originally produced for and aired on local television stations throughout the U.S.

<sup>4</sup> Off-network syndication series have previously aired on U.S. linear networks and are currently re-airing on other U.S. linear networks.

<sup>5</sup> Digital platforms include advertising supported video-on-demand and subscription video-on-demand ("SVOD"). The network has multi-territory rights to the series, unless otherwise noted.

<sup>6</sup> The previous season as of June 30, 2021 was erroneously listed as Season 49.

■ Media Networks

- Television and Digital Channels as of June 30, 2022

As of June 30, 2022			As of June 30, 2021	
Television and Digital Channels <sup>1</sup>	Number of Subscribers <sup>2</sup> (mil)	Number of Channels	Number of Subscribers <sup>2</sup> (mil.)	Number of Channels
<b>Europe, Middle East and Africa:</b>	29.6	6	97.3	19
<b>Latin America:</b>	89.1	3	92.5	2
<b>Asia and Australia:</b>	484.6	29	497.4	31
<b>for India Channels:</b>	469.5	27	468.3	27
<b>North America:</b>	111.3	4	99.0	4

**Number of Channels and Subscribers (Total)**

	As of June 30, 2022	As of June 30, 2021
Number of Channels (Total)	42	56
Number of Subscribers <sup>2</sup> (Total) (mil.)	714.6	786.2 <sup>3</sup>

<sup>1</sup> Individual channels may have more than one feed; total channel feeds were 87 as of June 30, 2022.

<sup>2</sup> Subscriber numbers are SPE estimates; the number of subscribers for SVOD services is excluded.

<sup>3</sup> The previous number of subscribers as of June 30, 2021 was erroneously listed as Approx. 786.3.



## Imaging & Sensing Solutions Segment Supplemental Information

### ■ Imaging & Sensing Solutions segment sales breakdown

(Millions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY July FCT
Image Sensors	187,212	245,339	291,640	223,137	947,327	218,580				1,270,000
Other	30,845	32,924	33,173	32,154	129,097	19,262				170,000
Segment Total Sales	218,057	278,263	324,813	255,291	1,076,424	237,842				1,440,000

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

(Billions of yen)	FY21	FY22 July FCT
Segment total	255.8	375.0
for Image Sensors	237.1	350.0

### ■ Image sensor production capacity and wafer input for the master process (photo diode etc.)<sup>1</sup>

(Thousands of slices)	FY21				FY22			
	Q1	Q2	Q3	Q4	Q1	Q2 July FCT	Q3	Q4
Production capacity	135	140	130	122	132	114		
Wafer input	137	139	135	121	126	124		

<sup>1</sup> The figures are based on 300mm wafers. The production capacity is as of the end of each quarter and the input is the simple average of each month during the quarter. The figures are based on company research and may be updated in the future.

# Financial Services Segment Supplemental Information

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

## ■ Financial services revenue by entity<sup>1</sup>

(Millions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Sony Life	371,432	323,385	425,107	230,556	1,350,481	247,933				
Sony Assurance	32,748	33,312	33,918	34,411	134,390	34,864				
Sony Bank	10,093	10,006	11,225	12,532	43,856	12,781				

## ■ Sony Life (stand-alone basis)

### - Revenue breakdown and Operating Income

(Millions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Revenue	371,432	323,385	425,107	230,556	1,350,481	247,933				
Insurance premiums	231,806	239,950	235,668	235,667	943,092	228,252				
Investment income (GA <sup>2</sup> )	34,707	44,617	29,957	53,632	162,913	90,991				
Investment income (SA <sup>3</sup> )	104,584	38,451	159,107	(59,212)	242,930	(71,701)				
Others	334	366	375	469	1,545	391				
Operating Income	35,088	38,755	30,850	42,537	147,230	75,210				

### - Amount of Policies

(Billions of yen)	FY21				FY22			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Policy amount in force <sup>4</sup> as of the end of each quarter	54,935	55,713	56,636	57,651	58,918			

	FY21					FY21				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
New policy amount <sup>5</sup>	1,683	1,639	1,644	1,688	6,655	1,707				

### - MCEV (Market Consistent Embedded Value) (as of the end of each quarter)<sup>6</sup>

(Billions of yen)	FY21				FY22			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
MCEV	1,987.8	2,012.7	2,039.8	2,066.4	2,107.6			

### - New business value<sup>6</sup>

(Billions of yen)	FY21					FY22				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
New business value	35.1	34.4	34.2	35.7	139.4	35.2				

<sup>1</sup> Revenues of Sony Life and Sony Assurance are stand-alone figures, while that of Sony Bank is the consolidated figure including revenues of its subsidiaries.

<sup>2</sup> GA (General Account): Account for managing financial assets not included in separate accounts. This account guarantees policyholders a certain assumed interest rate, while the life insurance company bears the asset management risk.

<sup>3</sup> SA (Separate Account): Separate accounts are used for variable life insurance, variable annuities and other insurance products to invest assets separately from the other financial assets owned by an insurance company in order to pay investment returns directly to policyholders.

<sup>4</sup> Total amount of protection provided by life insurance companies for policyholders.

<sup>5</sup> Total amount of protection provided for new policies sold in each quarter.

<sup>6</sup> MCEV is an indicator used to evaluate corporate value in the life insurance company. MCEV covers only policy amount in force as of the date of valuation, and excludes the potential value of future new business. Some parts of the calculations of 'MCEV' and 'New business value' adopts simplified method except for those of 'Mar.' and the validity of the calculations has not been verified by outside specialists.

**Number of Lifeplanner® Sales Specialists (as of the end of each quarter) (consolidated basis)**

	FY21				FY22			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Lifeplanner® Sales Specialists	5,161	5,211	5,201	5,338	5,296			

## 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 Japanese equity markets on the revenue and operating income of the Financial Services segment;
- (xv) shifts in customer demand for financial services such as life insurance and Sony's ability to conduct successful asset liability management in the Financial Services segment;
- (xvi) risks related to catastrophic disasters, geopolitical conflicts, pandemic disease or similar events;
- (xvii) the ability of Sony, its third-party service providers or business partners to anticipate and manage cybersecurity risk, including the risk of unauthorized access to Sony's business information and the personally identifiable information of its employees and customers, potential business disruptions or financial losses; and
- (xviii) the outcome of pending and/or future legal and/or regulatory proceedings.

Risks and uncertainties also include the impact of any future events with material adverse impact. The continued impact of COVID-19 and developments relating to the situation in Ukraine and Russia 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.