

## Supplemental Information for the Consolidated Financial Results for the Second Quarter Ended September 30, 2022 2022年度第2四半期連結業績補足資料

November 1, 2022  
Sony Group Corporation  
ソニーグループ株式会社

### Supplemental Financial Data 補足財務データ

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
■ 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）	3
■ Results by segment	セグメント別業績	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）	4
■ Unit sales of key products	主要製品販売台数	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 (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）	5
■ 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	5
■ Amortization of deferred insurance acquisition costs (DAC)	繰延保険契約費の償却費	5
■ 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
■ Additions to long-lived assets and right-of-use assets / D&A 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	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
■ 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）	7
■ 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）	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

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

9

■ Game & Network Services segment sales breakdown	9
■ PlayStation®5 hardware and software unit sales	9
■ Number of PlayStation®Plus subscribers and Monthly Active Users on PlayStation™Network (as of the end of each quarter)	9
■ Previously disclosed cumulative sell-through units of PlayStation®5 hardware	10
■ Previously disclosed cumulative sell-through units of selected PlayStation®4 and PlayStation®5 1st party software titles	10

### Music Segment Supplemental Information (English only)

11

■ Music Revenue breakdown	11
■ Recorded Music	12
- 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)	
■ Music Publishing	12
- Number of songs in the music publishing catalog owned and administered	

### Pictures Segment Supplemental Information (English only)

13

■ Pictures Segment Aggregated U.S. Dollar Information	13
- Pictures segment sales and operating revenue and operating income (loss)	
- Sales by category and Motion Pictures Revenue breakdown	
- Content Assets breakdown	
■ Motion Pictures	14
- Motion Pictures Box Office for films released in North America	
- Select films to be released in the U.S.	

■ Television Productions	15
- Select Television Series with an original broadcast on a U.S. linear network	
- Select Television Series with an original broadcast on a U.S. digital platform	
■ Media Networks	16
- Television and Digital Channels	
<b>Imaging &amp; Sensing Solutions Segment Supplemental Information (English only)</b>	<b>17</b>
■ Imaging & Sensing Solutions segment sales breakdown	17
■ Additions to long-lived assets for Imaging & Sensing Solutions segment	17
■ Image sensor production capacity and wafer input for the master process (photo diode etc.)	17
<b>Financial Services Segment Supplemental Information (English only)</b>	<b>18</b>
■ Financial services revenue by entity	18
■ Sony Life	18
- Revenue breakdown and Operating Income	
- Amount of Policies	
- MCEV (Market Consistent Embedded Value)	
- New business value	
- Number of Lifeplanner® Sales Specialists	19
Cautionary Statement	20

# Supplemental Financial Data 補足財務データ

The data and terminology hereinafter are presented in accordance with International Financial Reporting Standards ("IFRS") because Sony has adopted IFRS starting in the first quarter of the fiscal year ended March 31, 2022. For further detail on terminology, please refer to the Notes to Condensed Consolidated Financial Statements on page F-20 in Sony's Quarterly Financial Statements for the second quarter ended September 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-15 in the Quarterly Financial Statements for the second quarter ended September 30, 2022.

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

(Yen)	FY21					FY22					FY22 July Assumption <sup>1</sup> (Q2–Q4)	FY22 November Assumption <sup>1</sup> (Q3–Q4)
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY		
USD	109.5	110.1	113.7	116.1	112.3	129.4	138.2				130.0	140.0
EUR	131.9	129.8	130.1	130.4	130.5	138.0	139.3				138.0	138.0
Brazilian Real	20.6	21.1	20.4	22.2	21.1	26.4	26.4				24.8	25.9
Chinese Yuan	16.9	17.0	17.8	18.3	17.5	19.6	20.2				19.4	19.7
Indian Rupee	1.49	1.49	1.52	1.55	1.51	1.68	1.73				1.65	1.72
Russian Ruble	1.47	1.50	1.57	1.37	1.48	1.94	2.30				2.37	2.32

## ■ 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	144.7		
Period-end EUR rates	131.6	129.8	130.3	136.6	142.6	142.2		

## ■ 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					July FCT	Nov FCT
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY		
G&NS	Sales	615,810	645,439	813,264	665,250	2,739,763	604,116	720,735				3,620,000	3,630,000
	OI	83,259	82,679	92,896	87,255	346,089	52,762	42,132				255,000	225,000
Music	Sales	254,873	271,610	295,873	294,593	1,116,949	308,070	359,319				1,280,000	1,370,000
	OI	55,380	50,586	55,113	49,854	210,933	60,973	78,733				230,000	265,000
Pictures	Sales	204,736	260,706	461,234	312,235	1,238,911	341,377	337,468				1,380,000	1,450,000
	OI	25,354	31,629	149,372	11,038	217,393	50,655	27,620				100,000	115,000
ET&S	Sales	576,268	581,919	686,946	494,053	2,339,186	552,310	677,045				2,450,000	2,510,000
	OI	71,751	72,711	80,036	-11,556	212,942	53,568	77,840				180,000	180,000
I&SS	Sales	218,057	278,263	324,813	255,291	1,076,424	237,842	398,366				1,440,000	1,440,000
	OI	30,479	49,725	64,650	10,743	155,597	21,689	73,987				200,000	220,000
Financial	Revenue	414,385	368,415	471,346	279,683	1,533,829	297,756	304,478				1,440,000	1,310,000
	OI	24,013	43,053	35,208	47,837	150,111	81,306	54,628				220,000	220,000
All Other	Sales	21,986	24,461	27,428	24,908	98,783	19,334	20,732				N/A	N/A
	OI	4,154	8,618	8,178	-2,969	17,981	2,865	4,848				-75,000 <sup>1</sup>	-65,000 <sup>1</sup>
Corp. Elim.	Sales	-49,272	-61,448	-49,585	-62,027	-222,332	-49,311	-66,264				N/A	N/A
	OI	-14,322	-20,542	-20,270	-53,573	-108,707	-16,855	-15,746					
Cons. Total	Sales	2,256,843	2,369,365	3,031,319	2,263,986	9,921,513	2,311,494	2,751,879				11,500,000	11,600,000
	OI	280,068	318,459	465,183	138,629	1,202,339	306,963	344,042				1,110,000	1,160,000

■ Sales to customers by product category (to external customers) 製品カテゴリ別 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	702,718			
Digital Software and Add-on Content		320,436	314,858	432,284	356,881	1,424,459	285,845	332,859			
Network Services		101,986	100,445	102,501	104,423	409,355	106,523	117,006			
Hardware and Others		179,736	213,233	261,949	185,624	840,542	196,093	252,853			
Music		252,222	268,543	292,371	287,396	1,100,532	305,353	356,928			
Recorded Music		151,889	156,300	183,787	176,804	668,780	199,567	223,960			
Streaming		109,109	113,296	119,506	120,457	462,368	139,111	151,930			
Others		42,780	43,004	64,281	56,347	206,412	60,456	72,030			
Music Publishing		47,132	47,310	51,902	53,990	200,334	63,057	73,489			
Visual Media & Platform		53,201	64,933	56,682	56,602 <sup>2</sup>	231,418	42,729	59,479			
Pictures		204,378	260,554	460,314	311,153	1,236,399	341,247	335,580			
Motion Pictures		79,503	97,089	191,887	150,361	518,840	123,125	123,791			
Television Productions		61,288	86,998	185,599	85,609	419,494	139,161	114,586			
Media Networks		63,587	76,467	82,828	75,183	298,065	78,961	97,203			
ET&S		566,519	567,905	679,595	483,867	2,297,886	543,906	666,732			
TV		221,021	207,179	269,530	161,107	858,837	141,793	226,751			
Audio & Video		73,089	75,267	105,330	73,018	326,704	91,060	99,887			
Still and Video Cameras		116,410	104,972	117,851	75,665	414,898	139,703	147,862			
Mobile Communications		81,413	99,102	102,339	83,010	365,864	99,030	93,227			
Other		74,586	81,385	84,545	91,067	331,583	72,320	99,005			
I&SS		197,885	254,159	305,885	234,271	992,200	219,223	369,580			
Financial (revenue)		412,130	366,162	469,092	277,427	1,524,811	295,457	300,836			
All Other		18,217	21,074	23,387	19,586	82,264	15,557	17,643			
Corp.		3,334	2,432	3,941	3,358	13,065	2,290	1,862			
Cons. Total		2,256,843	2,369,365	3,031,319	2,263,986	9,921,513	2,311,494	2,751,879			

<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	3.3			
TVs	2.2	2.0	2.6	1.6	8.5	1.3	1.8			

■ 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	604,342			
United States	603,103	645,457	895,280	622,181	2,766,021	707,635	775,388			
Europe	410,724	437,254	590,111	432,002	1,870,091	413,293	506,859			
China	183,543	190,329	216,919	180,215	771,006	195,320	239,865			
Asia-Pacific	222,938	292,327	363,841	270,155	1,149,261	279,003	437,743			
Other Areas	134,620	127,573	175,961	162,659	600,813	162,049	187,682			
Cons. total	2,256,843	2,369,365	3,031,319	2,263,986	9,921,513	2,311,494	2,751,879			

■ 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	22,048			
Music	13,968	13,171	18,901	15,425	61,465	15,681	16,438			
Pictures	73,190	99,342	122,045	101,674	396,251	131,401	118,040			
ET&S	22,531	22,597	22,678	23,953	91,759	23,360	24,759			
I&SS	41,252	43,055	44,142	44,393	172,842	45,632	48,189			
Financial	21,285	25,518	18,484	28,882	94,169	33,203	34,687			
All Other, Corp.	6,499	6,522	6,688	7,056	26,765	5,566	6,127			
Cons. Total	192,964	225,207	248,549	237,750	904,470	272,297	270,288			

■ 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	105,978			

■ 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	28,146			

<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	July FCT	Nov FCT
Additions <sup>1</sup> :												
PP&E	120,414	69,162	66,454	92,148	348,178	89,954	156,964				470,000	480,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	28,872	48,423	85,455	66,131	228,881	33,780	45,366				170,000	200,000
Right-of-use assets	32,754	22,610	24,471	40,345	120,180	15,382	19,161				130,000	120,000
Subtotal (Capex)	182,040	140,195	176,380	198,624	697,239	139,116	221,491				770,000	800,000
Film costs and broadcasting rights	89,480	102,685	103,503	93,821	389,489	126,194	171,629				N/A	N/A
Cons. Total	271,520	242,880	279,883	292,445	1,086,728	265,310	393,120				N/A	N/A
Depreciation and amortization <sup>2</sup> :												
PP&E	56,271	57,694	59,276	62,585	235,826	62,178	66,513				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	76,291				255,000	265,000
Right-of-use assets	20,128	20,344	21,122	20,190	81,784	20,674	21,506				90,000	90,000
Subtotal	124,017	133,071	138,462	144,056	539,606	151,503	164,310				630,000	640,000
Film costs and broadcasting rights	68,947	92,136	110,087	93,694	364,864	120,794	105,978				N/A	N/A
Cons. Total	192,964	225,207	248,549	237,750	904,470	272,297	270,288				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	July FCT	Nov FCT
Additions <sup>1</sup> :												
PP&E	120,191	68,538	66,141	91,467	346,337	89,567	156,588				465,000	475,000
Content assets excl. film costs and broadcasting rights and Other intangible assets	25,884	44,335	80,950	58,065	209,234	31,442	40,575				145,000	175,000
Right-of-use assets	27,923	17,435	20,742	34,164	100,264	8,877	14,102				110,000	100,000
Subtotal (Capex)	173,998	130,308	167,833	183,696	655,835	129,886	211,265				720,000	750,000
Film costs and broadcasting rights	89,480	102,685	103,503	93,821	389,489	126,194	171,629				N/A	N/A
Cons. Total	263,478	232,993	271,336	277,517	1,045,324	256,080	382,894				N/A	N/A
Depreciation and amortization:												
PP&E	55,880	57,299	58,890	62,196	234,265	61,788	66,124				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	44,771				160,000	160,000
Right-of-use assets	17,573	17,633	18,490	17,522	71,218	17,954	18,728				80,000	80,000
Subtotal	102,732	107,553	119,978	115,174	445,437	118,300	129,623				520,000	520,000
Film costs and broadcasting rights	68,947	92,136	110,087	93,694	364,864	120,794	105,978				N/A	N/A
Cons. Total	171,679	199,689	230,065	208,868	810,301	239,094	235,601				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	July FCT	Nov FCT
Research and development expenses <sup>1</sup>	138,998	142,714	156,833	179,823	618,368	157,091	181,401				790,000	780,000

■ 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	1,373			

■ 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	-6,932			

■ 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	412.5		
Music	10.9	10.9	11.0	11.8		13.9	17.6		
Pictures	3.1	6.7	6.5	7.4		7.1	9.0		
ET&S	285.8	336.2	324.0	341.3		438.7	491.6		
I&SS	329.2	351.5	353.7	391.5		471.7	466.2		
All Other, Corp.	16.8	17.4	17.9	13.9		16.1	19.5		
Cons. Total	758.0	848.0	788.4	874.0		1,093.7	1,416.4		

■ 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	477.4		
Music	733.9	741.5	811.9	895.0	958.1	983.0		
Pictures	627.1	713.7	721.3	751.7	841.2	949.7		
ET&S	204.0	206.7	208.9	219.7	225.0	229.3		
I&SS	680.9	694.4	701.0	722.5	750.0	834.9		
Financial	141.4	145.5	147.7	153.5	156.0	158.9		
All Other, Corp.	282.2	274.3	268.4	269.5	270.1	267.6		
Cons. Total	2,914.4	3,023.9	3,118.3	3,318.8	3,524.1	3,900.8		

<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	708.0		

■ 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	432.0		
Music	468.8	431.8	447.3	539.1	588.4	608.9		
Pictures	117.4	200.5	174.4	187.7	241.8	267.9		
ET&S	11.8	11.7	11.8	11.9	11.9	12.0		
I&SS	2.9	2.9	3.0	3.2	3.6	3.8		
Financial	10.8	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	1,335.4		

■ 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 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	131,861 <sup>3</sup>	179,245			
Game Software	346,034	343,003	461,877	402,462	1,553,377	305,254 <sup>3</sup>	369,977			
Physical Software <sup>2</sup>	25,598	28,145	29,593	45,581	128,917	19,409 <sup>3</sup>	37,118			
Digital Software <sup>4</sup>	114,372	126,691	181,859	147,920	570,842	101,019	144,549			
Add-on Content <sup>5</sup>	206,063	188,167	250,426	208,961	853,617	184,826	188,310			
Network Services <sup>6</sup>	101,986	100,444	102,501	104,423	409,355	106,523	117,006			
Others <sup>7</sup>	47,161	41,356	47,351	51,702	187,569	60,478	54,508			
Segment Total Sales	615,810	645,439	813,264	665,250	2,739,763	604,116	720,735			

### ■ 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>8</sup>	2.3	3.3	3.9	2.0	11.5	2.4	3.3			
Full game software <sup>9</sup> (PlayStation®4/ PlayStation®5)	63.6	76.4	92.7	70.5	303.2	47.2 <sup>11</sup>	62.5			
First party titles	10.5	7.6	11.3	14.5	43.9	6.6 <sup>11</sup>	6.7			
Full game software (PlayStation®4/ PlayStation®5) digital download ratio <sup>10</sup>	71%	62%	62%	71%	66%	79%	63%			

### ■ 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	45.4		
Monthly Active Users <sup>12</sup>	105	104	111	106	103	102		

<sup>1</sup> Hardware is revenue from game consoles including 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, 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.

<sup>3</sup> From Q2 FY22, Physical Software has been reclassified to include revenue from first and third party game software sold bundled with PlayStation® consoles and PlayStation®VR, part of which was previously included in Hardware. Figures for Hardware and Physical Software for Q1 FY22 have been restated in accordance with this change. Because the impact of this reclassification on the figures disclosed prior to Q1 FY22 is immaterial, such figures have not been restated.

<sup>4</sup> Digital Software is revenue from full game downloads of both first and third party titles sold via the PlayStation™Store.

<sup>5</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>6</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.

\*PlayStation™Now has been integrated into the new PlayStation®Plus service during Q1 FY22, and no longer exists as an independent service.

<sup>7</sup> Others includes revenue from peripherals including PlayStation®VR and revenue from sales of first-party titles on platforms other than PlayStation® consoles.

<sup>8</sup> Hardware units are disclosed on a sell-in basis.

<sup>9</sup> Software unit sales include PlayStation®4 and PlayStation®5 software, including software bundled with PlayStation® consoles and PlayStation®VR in all regions.

<sup>10</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>11</sup> The previous number of total units of Full game software for Q1 FY22 was erroneously listed as 47.1 and the number of First party titles as 6.4.

<sup>12</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®5 hardware<sup>1</sup>

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<sup>2</sup>

Title	Platform	Release Date (in the U.S.)	Number of global cumulative sell-through units (million)	As of (Number of Days in Release)
<i>Bloodborne</i>	PlayStation®4	3/26/2015	1.0	4/5/2015 (11) <sup>3</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>4</sup>
			7.6	2/15/2018 (353)
			10.0	12/31/2018 (672)
			20.0*	11/28/2021 (1,734)
<i>GOD OF WAR</i>	PlayStation®4	4/20/2018	3.1	4/22/2018 (3)
			5.0	5/20/2018 (31)
<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> Sell-through units of PlayStation®4 and PlayStation®5 software are estimated by Sony Interactive Entertainment. They do not include add-on content.

<sup>3</sup> As of April 4, 2015 for sales in North America and Europe.

<sup>4</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	24,347			
Digital	115,869	119,443	126,410	128,872	490,594	146,703	166,064			
Download <sup>1</sup>	6,761	6,147	6,903	8,415	28,226	7,591	14,136			
Streaming <sup>2</sup>	109,109	113,296	119,506	120,457	462,368	139,111	151,930			
Other <sup>3</sup>	15,236	16,609	24,361	27,220	83,425	27,267	33,548			
Recorded Music	151,889	156,300	183,787	176,804	668,780	199,567	223,960			
Streaming <sup>2</sup>	23,607	23,704	26,001	27,646	100,958	33,425	42,192			
Other	23,525	23,606	25,901	26,344	99,376	29,632	31,298			
Music Publishing	47,132	47,310	51,902	53,990	200,334	63,057	73,489			
Gaming <sup>5</sup>	17,960	39,865	26,715	26,383	110,923	19,904	39,237			
Other	35,241	25,068	29,967	30,219	120,495	22,825	20,242			
Visual Media & Platform	53,201	64,933	56,682	56,602 <sup>4</sup>	231,418	42,729	59,479			
Total	252,222	268,534	292,371	287,396	1,100,532	305,353	356,928			
(Yen)										
Average USD rates	109.5	110.1	113.7	116.1	112.3	129.4	138.2			

<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 September 30, 2022 and 2021 (In order of revenue contribution)

For the quarter ended September 30, 2022		For the quarter ended September 30, 2021	
Artist	Title	Artist	Title
Beyoncé	<i>RENAISSANCE</i>	Doja Cat	<i>Planet Her</i>
Harry Styles	<i>Harry's House</i>	The Kid LAROI	<i>F*CK LOVE</i>
Future	<i>I NEVER LIKED YOU</i>	Lil Nas X	<i>MONTERO</i>
Doja Cat	<i>Planet Her</i>	Harry Styles	<i>Fine Line</i>
Ozzy Osbourne	<i>Patient Number 9</i>	Polo G	<i>Hall of Fame</i>
Lil Durk	<i>7220</i>	Bob Dylan	<i>Springtime In New York: The Bootleg Series, Vol. 16 (1980-1985)</i>
Chris Brown	<i>Breezy</i>	John Mayer	<i>Sob Rock</i>
Harry Styles	<i>Fine Line</i>	Luke Combs	<i>What You See Is What You Get</i>
Michael Jackson	<i>Thriller</i>	Måneskin	<i>Teatro d'ira - Vol. I</i>
The Kid LAROI	<i>F*CK LOVE 3+: OVER YOU</i>	Tyler, The Creator	<i>CALL ME IF YOU GET LOST</i>

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

For the quarter ended September 30, 2022		For the quarter ended September 30, 2021	
Artist	Title	Artist	Title
Nogizaka46	<i>Suki to Iu no wa Rock daze!</i>	Nogizaka46	<i>Kimi ni Shikarareta</i>
Sakurazaka46	<i>As you know ?</i>	SixTONES	<i>Mascara</i>
NiziU	<i>CLAP CLAP</i>	Nanabun no nijuuni	<i>An eternal prime number named 11</i>
=LOVE	<i>Be Selfish</i>	=LOVE	<i>Weekend Citron</i>
SEIKIMA II	<i>BLOODIEST</i>	Creepy Nuts	<i>Case</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
Bruce Springsteen	First Aid Kit
Future	Lamb of God
Madison Beer	Maluma
Manuel Turizo	Marc Anthony
Meghan Trainor	Natti Natasha
Omar Montes	Rauw Alejandro

## ■ 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	2,439			
Operating income (loss)	232	288	1,314 <sup>3</sup>	101	1,935	394	202			

### - 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	898			
Theatrical	69	66	955	456	1,546	116	206			
Home Entertainment	138	130	174	322	764	282	140			
Television <sup>1</sup>	140	190	169	262	761	151	187			
Streaming Services <sup>1</sup>	341	431	285	167	1,224	351	320			
Others	39	66	105	89	299	53	45			
Television Productions	560	790	1,638	736	3,724	1,076	824			
Media Networks	581	695	729	647	2,652	610	704			
Intersegment	3	1	8	9	21	1	13			
Total	1,871	2,369	4,063	2,688	10,991	2,640	2,439			

### - 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	1,684			
Television Productions	1,585	1,705	1,837	1,870	1,870	1,912	2,250			
Media Networks	650	983	989	942	942	946	1,000			
Total	4,266	4,630	4,613	4,538	4,538	4,523	4,934			

<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 September 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>Where the Crawdads Sing</i>	Columbia Pictures / 3000 Pictures	7/15/2022	(78)	\$90 <sup>4</sup>	\$42 <sup>4</sup>	\$132
<i>Bullet Train</i>	Columbia Pictures	8/5/2022	(57)	\$100 <sup>4</sup>	\$133 <sup>4</sup>	\$233
<i>The Invitation</i>	Screen Gems	8/26/2022	(36)	\$24 <sup>4</sup>	\$10 <sup>4</sup>	\$34
<i>The Woman King</i>	TriStar Pictures	9/16/2022	(15)	\$41 <sup>4</sup>	\$3 <sup>4</sup>	\$44

- Motion Pictures Box Office<sup>1</sup> for films released in North America during the quarter ended September 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>Escape Room: Tournament of Champions</i>	Columbia Pictures	7/16/2021	(42)	\$25	\$28 <sup>4</sup>	\$53
<i>Don't Breathe 2</i>	Screen Gems	8/13/2021	(49)	\$32 <sup>4</sup>	\$18 <sup>4</sup>	\$50
<i>Show Me the Father</i>	Sony / Affirm Films	9/10/2021	(21)	\$2 <sup>4</sup>	\$0	\$2

- Select films to be released in the U.S. during the twelve months ending September 30, 2023 (Release dates and titles subject to change) Total: 16 titles

Title	Talent	Expected Release Date	Label
<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>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>A Man Called Otto</i>	Tom Hanks, Mariana Treviño, Rachel Keller, Manuel Garcia-Rulfo	12/25/2022	Columbia Pictures
<i>Untitled True Haunting</i>	Erin Moriarty, Jamie Campbell Bower	1/6/2023	Screen Gems
<i>It's All Coming Back to Me</i>	Priyanka Chopra Jonas, Sam Heughan, Celine Dion	2/10/2023	Screen Gems
<i>Missing</i>	Storm Reid and Nia Long	2/24/2023	Screen Gems
<i>65</i>	Adam Driver, Ariana Greenblatt, Chloe Coleman	3/10/2023	Columbia Pictures
<i>Untitled George Foreman Biopic</i>	Khris Davis, Jasmine Matthews, John Magaro, Sullivan Jones, Lawrence Gilliard Jr., with Sonja Sohn and Forest Whitaker	3/31/2023	Sony / Affirm Films
<i>The Pope's Exorcist</i>	Russell Crowe, Alex Essoe, Laurel Marsden, Cornell S. John, Peter DeSouza-Feighoney, Franco Nero	4/7/2023	Screen Gems
<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, Natalie Morales, Scott MacArthur, Matthew Broderick, Laura Benati, Andrew Barth Feldman	6/16/2023	Columbia Pictures
<i>Harold and the Purple Crayon</i>	Zachary Levi, Lil Rel Howery, Jemaine Clement, Tanya Reynolds and Zooey Deschanel	6/30/2023	Columbia Pictures
<i>Insidious 5</i>	Ty Simpkins, Patrick Wilson, Rose Byrne, Sinclair Daniel, Peter Dager, Hiam Abbass	7/7/2023	Screen Gems
<i>Gran Turismo</i>	Archie Madekwe, David Harbour, Orlando Bloom, Darren Barnet	8/11/2023	Columbia Pictures
<i>The Equalizer 3</i>	Denzel Washington, Dakota Fanning, Gaia Scodellaro	9/1/2023	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 September 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 September 30, 2021.

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

Title	Expected Release Date	Label
<i>Kraven the Hunter</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>Madame Web</i>	2/16/2024	Columbia Pictures
<i>Spider-Man™: Beyond the Spider-Verse</i>	3/29/2024	Columbia Pictures / Sony Pictures Animation
<i>Garfield</i>	5/24/2024	Columbia Pictures
<i>Karate Kid</i>	6/7/2024	Columbia Pictures
<i>Untitled Sony/Marvel Universe</i>	7/12/2024	Columbia Pictures

#### ■ Television Productions

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

For the quarter ended September 30, 2022			For the quarter ended September 30, 2021		
Series	Season	Network	Series	Season	Network
<i>The \$100,000 Pyramid</i>	6	ABC	<i>The \$100,000 Pyramid</i>	5	ABC
<i>Better Call Saul</i>	6	AMC	<i>Black Monday</i>	3	Showtime
<i>Celebrity Jeopardy!</i>	1	ABC	<i>Celebrity Dating Game</i>	1	ABC
<i>Celebrity Wheel of Fortune</i>	3	ABC	<i>Celebrity Wheel of Fortune</i>	2	ABC
<i>The Goldbergs</i>	10	ABC	<i>Fantasy Island</i>	1	Fox
<i>Shark Tank</i>	14	ABC	<i>The Goldbergs</i>	9	ABC
<i>So You Think You Can Dance</i>	17	FOX	<i>Days of Our Lives</i>	56/57	NBC
<i>Talking Saul</i>	3	AMC	<i>The Young and the Restless</i>	48/49	CBS
<i>Days of Our Lives</i>	57	NBC	<i>The Dr. Oz Show</i>	13	First Run Syndication <sup>3</sup>
<i>The Young and the Restless</i>	49/50	CBS	<i>Wheel of Fortune</i>	38/39	First Run Syndication <sup>3</sup>
<i>Wheel of Fortune</i>	40	First Run Syndication <sup>3</sup>	<i>Jeopardy!</i>	37/38	First Run Syndication <sup>3</sup>
<i>Jeopardy!</i>	38/39	First Run Syndication <sup>3</sup>			

- Select Television Series with an original broadcast on a U.S. digital platform<sup>4</sup> during the quarters ended September 30, 2022 and 2021<sup>2</sup>

For the quarter ended September 30, 2022			For the quarter ended September 30, 2021		
Series	Season	Network	Series	Season	Network
<i>The Boys</i>	3	Amazon	<i>Atypical</i>	4	Netflix
<i>Cobra Kai</i>	5	Netflix	<i>Beyond Salem</i>	1	Peacock
<i>Days of Our Lives</i>	58	Peacock	<i>Sex Education</i>	3	Netflix
<i>Beyond Salem</i>	2	Peacock			
<i>For All Mankind</i>	3	Apple			
<i>League of their Own</i>	1	Amazon			
<i>Murder House Flip</i>	2	Roku			
<i>Panhandle</i>	1	Spectrum			
<i>Queer Eye (Brazil)</i>	1	Netflix			

<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> 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.

■ **Media Networks**

- **Television and Digital Channels as of September 30, 2022**

As of September 30, 2022			As of September 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>	29.8	6	29.9 <sup>3</sup>	6
<b>Latin America:</b>	91.3	3	91.3	2
<b>Asia and Australia:</b>	491.4	29	497.5	31
<b>for India Channels:</b>	476.5	27	468.9	27
<b>North America</b>	109.8	4	100.0	4

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

	As of September 30, 2022	As of September 30, 2021
Number of Channels (Total)	42	43
Number of Subscribers <sup>2</sup> (Total) (mil.)	722.31	718.7 <sup>4</sup>

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

<sup>2</sup> Subscriber numbers are SPE estimates; SPE does not disclose the actual number of subscribers for SVOD services.

<sup>3</sup> The previous number of subscribers as of September 30, 2021 was erroneously listed as Approx. 25.2.

<sup>4</sup> The previous number of subscribers as of September 30, 2021 was erroneously listed as Approx. 714.0.



## 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 Nov FCT
Image Sensors	187,212	245,339	291,640	223,137	947,327	218,580	368,752			1,290,000
Other	30,845	32,924	33,173	32,154	129,097	19,262	29,614			150,000
<b>Segment Total Sales</b>	<b>218,057</b>	<b>278,263</b>	<b>324,813</b>	<b>255,291</b>	<b>1,076,424</b>	<b>237,842</b>	<b>398,366</b>			<b>1,440,000</b>

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

(Billions of yen)	FY21	FY22 Nov FCT
Segment total	255.8	380.0
for Image Sensors	237.1	355.0

### ■ 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	Q3 Nov FCT	Q4
Production capacity	135	140	130	122	132	112	135	
Wafer input	137	139	135	121	126	120	135	

<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	251,811			
Sony Assurance	32,748	33,312	33,918	34,411	134,390	34,864	35,201			
Sony Bank	10,093	10,006	11,225	12,532	43,856	12,781	15,304			

## ■ 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	251,811			
Insurance premiums	231,806	239,950	235,668	235,667	943,092	228,252	249,260			
Investment income (GA <sup>2</sup> )	34,707	44,617	29,957	53,632	162,913	90,991	59,441			
Investment income (SA <sup>3</sup> )	104,584	38,451	159,107	(59,212)	242,930	(71,701)	(57,283)			
Others	334	366	375	469	1,545	391	392			
Operating Income	35,088	38,755	30,850	42,537	147,230	75,210	26,316			

### - 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	59,858		

	FY21					FY22				
	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	1,687			

### - 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	2,112.9		

### - 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	35.0			

<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	5,352		

## 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.