SONY

Supplemental Information for the Consolidated Financial Results for the First Quarter Ended June 30, 2026
2026年度第１四半期連結業績補足資料

July 31, 2026
Sony Group Corporation
ソニーグループ株式会社

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

Supplemental Financial Data補足財務データ

The data and terminology hereinafter are presented in accordance with IFRS® Accounting Standards as issued by the International Accounting Standards Board ("IFRS Accounting Standards").
From the first quarter of the fiscal year ended March 31, 2026 ("FY25"), the Financial Services business has been classified as a discontinued operation and presented separately from continuing operations, comprised of Sony's businesses excluding the Financial Services business. Therefore, the data for FY25 hereinafter represents figures for continuing operations, and "Total" represents the total amount for continuing operations.
The data hereinafter is presented in accordance with the most recent alignment of the Segments and Categories (product categories containing sales to external customers). For further detail on terminology and the segmentation, please refer to Notes to the Consolidated Financial Statements for the first quarter ended June 30, 2026, on page 12.
A footnote is added where non-IFRS data is presented.

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

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

Official Names	Abbreviated Names
Corporate	Corp.
Corporate and elimination	Corp. Elim.
All Other, Corporate and elimination	All Other, Corp.
Operating income	OI
Operating income before depreciation and amortization	OIBDA
Earnings before interest, taxes, depreciation and amortization	EBITDA
Property, plant and equipment	PP&E

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

(Yen)	FY25					FY26					FY26 May Assumption [1] (Q1 － Q4)	FY26 July Assumption [1] (Q2 － Q4)
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY		
USD	144.6	147.4	154.0	156.7	150.7	159.3					150.0	153.0
EUR	163.6	172.2	179.2	183.6	174.7	185.3					173.0	175.0
Brazilian Real	25.5	27.0	28.6	29.8	27.7	31.6					28.9	29.5
Chinese Yuan	20.0	20.6	21.7	22.6	21.2	23.4					21.7	22.5
Indian Rupee	1.69	1.69	1.73	1.72	1.71	1.68					1.61	1.62

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

(Yen)	FY25				FY26			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Period-end USD rates	144.6	148.8	156.4	159.9	162.2			
Period-end EUR rates	169.5	174.4	183.7	183.4	185.1			

■ **FY26 Estimated Foreign Exchange Impact on Annual Operating Income** 2026年度 為替感応度（年間営業利益に対する影響額の試算）

(Billion yen)	1 yen appreciation against USD	1 yen appreciation against EUR	1% yen appreciation against Emerging market currencies [2]
G&NS	+2.0	-4.5	
ET&S	+1.5	-1.5	N/A
I&SS	-7.5	slightly negative	
Net impact of above three segments	-3.5	-6.0	-3.0
Pictures and Music total [3]	-3.0	N/A	N/A

The impact of the 2026 Kumamoto Earthquake, which occurred on July 28, 2026, on financial results has not been incorporated into the results forecast in this document, as it is currently difficult to reasonably estimate as of July 31st (applies to all following pages).
[1] Assumed foreign exchange rates are based on company forecast.
[2] Emerging market currencies include Brazilian real, Chinese yuan and Indian rupee.
[3] This is the estimated impact when converting the U.S. dollar aggregated results of Sony Pictures Entertainment Inc., Sony Music Entertainment and Sony Music Publishing LLC into Japanese yen. The impact of converting the non-U.S. dollar results of these three entities into U.S. dollars during the aggregation process is not reflected in the above numbers.

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

(Billions of yen)		FY25					FY26						
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	July FCT
G&NS	Sales	936.5	1,113.2	1,613.6	1,022.4	4,685.7	937.1					4,420	4,540
	OI	148.0	120.4	140.8	54.1	463.3	202.0					600	660
Music	Sales	465.3	542.4	542.4	570.0	2,120.1	562.0					2,140	2,190
	OI	92.8	115.4	106.4	132.4	447.0	105.9					400	420
Pictures	Sales	327.1	346.0	353.3	472.9	1,499.3	315.1					1,630	1,660
	OI	18.7	13.9	30.9	41.5	104.9	24.8					145	150
ET&S	Sales	534.3	575.7	658.1	492.4	2,260.5	543.9					2,250	2,250
	OI	43.1	61.0	59.4	-4.9	158.6	42.6					150	150
I&SS	Sales	408.2	614.6	604.3	524.4	2,151.5	512.7					2,070	2,110
	OI	54.3	138.3	132.0	32.8	357.3	122.2					400	420
All Other, Corp.	Sales	-49.8	-84.0	-58.0	-45.6	-237.5	-33.0					N/A	N/A
	OI	-16.9	-19.8	45.5	-92.3	-83.5	-21.0					-95 [1]	-80 [1]
Total	Sales	2,621.6	3,107.9	3,713.7	3,036.4	12,479.6	2,837.8					12,300	12,500
	OI	340.0	429.0	515.0	163.5	1,447.5	476.5					1,600	1,720

■ **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）

(Billions of yen)	FY25					FY26				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
G&NS	912.8	1,070.4	1,575.7	1,011.2	4,570.1	915.8				
Digital Software and Add-on Content	492.1	568.1	761.5	593.5	2,415.3	485.2				
Network Services	172.6	182.7	199.3	208.5	763.1	208.6				
Hardware and Others	248.0	319.6	614.9	209.1	1,391.6	222.0				
Music	459.0	532.4	538.7	560.5	2,090.5	557.9				
Recorded Music	301.5	320.7	354.9	368.3	1,345.3	381.0				
Streaming	196.0	208.6	222.8	225.3	852.7	237.1				
Others	105.5	112.1	132.1	143.0	492.7	143.9				
Music Publishing	98.7	105.8	108.2	107.2	419.9	116.0				
Visual Media & Platform	58.8	105.9	75.6	85.0	325.3	60.9				
Pictures	326.2	343.3	351.7	465.1	1,486.3	312.2				
Motion Pictures	107.1	105.3	121.9	161.3	495.7	102.7				
Television Productions	121.6	103.4	110.4	177.0	512.4	90.9				
Media Networks	97.4	134.7	119.4	126.8	478.3	118.6				
ET&S	518.7	550.7	637.2	478.2	2,184.8	534.4				
Imaging	187.3	171.8	199.8	163.5	722.5	199.7				
Sound	65.9	71.3	87.5	54.1	278.8	65.2				
Network Services	45.6	46.5	47.8	48.4	188.3	48.1				
Displays	101.3	136.5	151.1	87.4	476.3	99.3				
Other	118.6	124.6	151.0	124.7	518.9	122.2				
I&SS	385.5	586.2	583.7	503.6	2,059.0	492.8				
All Other, Corp.	19.5	24.9	26.7	17.8	88.9	24.6				
Total	2,621.6	3,107.9	3,713.7	3,036.4	12,479.6	2,837.8				

■ **Sales to customers by geographic region [2] (to external customers)** 地域別売上高（外部顧客に対するもの）

(Billions of yen)	FY25					FY26				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Japan	310.8	336.2	345.5	340.7	1,333.2	305.1				
United States	893.0	964.0	1,183.3	1,024.2	4,064.4	960.8				
Europe	557.6	648.4	973.2	647.6	2,826.8	597.7				
China	318.2	392.5	381.2	336.8	1,428.7	343.6				
Asia-Pacific	319.0	472.8	498.5	404.6	1,694.9	386.0				
Other Areas	223.0	294.1	332.0	282.6	1,131.6	244.6				
Total	2,621.6	3,107.9	3,713.7	3,036.4	12,479.6	2,837.8				

The impact of the 2026 Kumamoto Earthquake, which occurred on July 28, 2026, on financial results has not been incorporated into the above results forecast, as it is currently difficult to reasonably estimate (applies to all following pages).

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

[2] Geographic Information shows sales recognized by location of customers. Major countries and areas in each geographic segment excluding Japan, United States and China are as follows:
Europe: United Kingdom, France, Germany, Spain and Italy
Asia-Pacific: India, South Korea, Vietnam, and Oceania
Other Areas: The Middle East/Africa, Brazil, Mexico and Canada

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

(Billions of yen)	FY25					FY26				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
G&NS	36.0	36.4	37.1	38.0	147.5	33.5				
Music	27.9	35.9	33.0	34.1	130.9	31.3				
Pictures	117.2	120.1	108.4	172.2	517.8	85.2				
ET&S	23.9	24.9	26.1	28.1	103.1	27.2				
I&SS	65.8	65.1	67.1	67.0	265.1	66.5				
All Other, Corp.	3.7	-0.3	6.2	6.7	16.2	7.1				
Total	274.4	282.2	277.9	346.1	1,180.7	250.8				

■ **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

(Billions of yen)	FY25					FY26						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	July FCT
Additions [2]:												
PP&E	49.7	52.3	148.9	98.1	349.1	41.3					275	320
Content assets excl. film costs and broadcasting rights and Other intangible assets	94.0	72.5	122.1	84.2	372.7	72.5					360	315
Right-of-use assets	13.2	27.3	17.9	24.7	83.2	58.5					125	125
Subtotal (Capex)	156.9	152.1	288.9	207.0	804.9	172.3					760	760
Film costs and broadcasting rights	114.9	125.5	181.5	157.7	579.6	143.4					N/A	N/A
Total	271.8	277.6	470.5	364.7	1,384.6	315.7					N/A	N/A
Depreciation and amortization [3]:												
PP&E	81.8	80.8	82.5	83.2	328.3	81.5					320	320
Content assets excl. film costs and broadcasting rights and Other intangible assets	65.3	68.7	71.7	75.7	281.5	70.6					275	290
Right-of-use assets	22.0	22.7	25.2	25.4	95.3	25.7					90	90
Subtotal	169.2	172.2	179.4	184.4	705.1	177.8					685	700
Film costs and broadcasting rights	105.2	110.0	98.5	161.8	475.6	73.0					N/A	N/A
Total	274.4	282.2	277.9	346.1	1,180.7	250.8					N/A	N/A

[1] Including amortization not subject to reconciliation in the calculation of Adjusted OIBDA / Adjusted EBITDA.
[2] Excluding additions for tangible and intangible assets from business combinations and other.
[3] Including amortization expense for contract costs.

■ **Research and development expenses** 研究開発費

(Billions of yen)	FY25					FY26						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	July FCT
Research and development expenses	167.9	197.4	198.1	198.7	762.0	177.2					700	710

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

(Billions of yen)	FY25
G&NS	316.1
ET&S	138.0
I&SS	238.5

■ **Inventory by segment** セグメント別棚卸資産

(Billions of yen)	FY25				FY26			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	382.1	587.1	239.4	249.7	293.3			
Music	31.3	30.7	35.7	33.6	41.2			
Pictures	8.0	8.6	7.8	6.5	5.8			
ET&S	319.2	375.6	351.2	322.9	366.9			
I&SS	712.9	666.5	623.7	606.8	652.0			
All Other, Corp.	11.3	7.7	5.9	7.9	5.9			
Total	1,464.8	1,676.2	1,263.7	1,227.4	1,365.1			

■ **Long-lived assets [1] 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)	FY25				FY26			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	568.5	531.9	549.2	479.9	489.1			
Music	1,653.5	1,703.1	1,863.9	2,018.6	2,056.4			
Pictures	956.3	981.6	1,082.9	1,071.3	1,136.3			
ET&S	299.7	306.4	328.4	323.3	322.3			
I&SS	1,074.9	1,043.4	1,107.6	1,085.2	1,091.9			
All Other, Corp.	164.8	139.7	227.0	218.0	215.8			
Total	4,717.7	4,706.1	5,159.0	5,196.3	5,311.8			

[1] 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)	FY25				FY26			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Film costs and broadcasting rights	666.1	689.1	779.9	771.2	837.8			

■ **Goodwill by segment** セグメント別のれん

(Billions of yen)	FY25				FY26			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	452.8	462.2	479.9	487.6	493.4			
Music	722.4	744.1	790.7	864.9	879.9			
Pictures	275.6	281.6	295.4	285.4	292.1			
ET&S	20.8	21.3	30.5	30.7	30.9			
I&SS	4.9	5.0	5.2	5.3	5.4			
All Other, Corp.	-	-	-	-	-			
Total	1,476.5	1,514.2	1,601.7	1,673.9	1,701.7			

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

(Billions of yen)	FY25			FY26 May FCT
	ROIC [1]	Return [2]	Invested Capital [3]	ROIC [1, 2, 3]
G&NS	23.3%	315.0	1,350.7	33.2% [4]
Music	11.5%	304.0	2,638.4	9.6%
Pictures	5.2%	71.3	1,380.1	7.0%
ET&S	20.1%	107.8	537.3	17.5%
I&SS	13.7%	243.0	1,777.6	15.3%

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

(Billions of yen)	FY25		
	Operating CF [5]	Investing CF [5]	Free CF [5] (Operating CF + Investing CF)
G&NS	715.8	-147.5	568.3
Music	287.5	-141.2	146.3
Pictures	129.6	-53.2	76.4
ET&S	207.1	-109.8	97.3
I&SS	596.8	-252.5	344.3
All Other, Corp. and Adjustment [6]	29.5	-80.0	-50.5
Total	1,966.3	-784.2	1,182.1

[1] ROIC by segment is not a measure in accordance with IFRS Accounting Standards. However, Sony believes that this disclosure may be useful information to investors.
[2] Operating Income after tax. Tax rates applied to all segments are 32% for FY25 and FY26 May FCT.
[3] The total of long-lived assets, goodwill, investment and inventory have been used for G&NS. The total of equity and net debt have been used for Music, Pictures, ET&S and I&SS (deposits in group companies are excluded from debt). The amount of inventory of G&NS and the invested capital of Music, Pictures, ET&S and I&SS have been calculated by averaging the amount of each at five points in time – the beginning of the fiscal year and the end of each four quarters. The amount of long-lived assets, goodwill and investment of G&NS have been calculated by averaging the amount at the beginning and the end of the fiscal year.
[4] The figure for the FY26 May forecast for ROIC in the G&NS segment was previously erroneously disclosed as 32.2%, and has been revised as shown in the above chart.
[5] Operating CF by segment, Investing CF by segment and Free CF are not a measure in accordance with IFRS Accounting Standards. However, Sony believes that this disclosure may be useful information to investors. The calculation of Operating CF, Investing CF and Free CF for each segment differs from the calculation of the Consolidated Statement of Cash Flows in the Consolidated Financial Statements as follows:
- Increases and decreases in restricted cash held by each segment are excluded from Operating CF
- Increases and decreases in fixed-term deposits held by each segment are excluded from Investing CF
- Expenditures for leases are included in Investing CF (instead of Financing CF)

These result in the following amount being adjusted in the Investing CF figures shown above:
(Operating CF) No significant adjustment for FY25.
(Investing CF) G&NS: -21.4 bln yen, Music: -16.5 bln yen, Pictures: -12.0 bln yen, ET&S: -21.7 bln yen, I&SS: -20.2 bln yen, All Other, Corporate and elimination: 4.0 bln yen, Adjustment: 87.8 bln yen
[6] “Adjustment” stands for numbers placed for the purpose of matching the total of segments’ Operating CF and Investing CF with “Total”.

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

(Billions of yen)		FY25					FY26						
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	July FCT
G&NS	OI	148.0	120.4	140.8	54.1	463.3	202.0					600	660
	Depreciation and Amortization [2]	30.0	29.4	29.3	29.6	118.2	26.1					N/A	N/A
	Non-recurring (profit) / loss [3]	-	49.8	-	88.6	138.4	-					N/A	N/A
	Adjusted OIBDA	177.9	199.5	170.1	172.3	719.8	228.1					705	770
Music	OI	92.8	115.4	106.4	132.4	447.0	105.9					400	420
	Depreciation and Amortization [2]	24.3	24.5	26.8	27.0	102.6	28.5					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	-41.8	-41.8	-					N/A	N/A
	Adjusted OIBDA	117.1	139.8	133.2	117.5	507.8	134.4					510	540
Pictures	OI	18.7	13.9	30.9	41.5	104.9	24.8					145	150
	Depreciation and Amortization [2]	12.6	13.3	13.6	14.0	53.5	13.7					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	27.1	27.1	-					N/A	N/A
	Adjusted OIBDA	31.3	27.2	44.4	82.6	185.5	38.5					195	200
ET&S	OI	43.1	61.0	59.4	-4.9	158.6	42.6					150	150
	Depreciation and Amortization [2]	23.9	24.9	26.1	28.1	103.1	27.2					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	-	-	-					N/A	N/A
	Adjusted OIBDA	67.1	85.9	85.6	23.2	261.7	69.8					260	260
I&SS	OI	54.3	138.3	132.0	32.8	357.3	122.2					400	420
	Depreciation and Amortization [2]	65.8	65.1	67.1	67.0	265.1	66.5					N/A	N/A
	Non-recurring (profit) / loss [3]	-	-	-	36.4	36.4	-					N/A	N/A
	Adjusted OIBDA	120.1	203.4	199.1	136.2	658.8	188.7					655	680
All Other, Corp.	OI	-16.9	-19.8	45.5	-92.3	-83.5	-21.0					-95	-80
	Depreciation and Amortization [2]	4.2	3.5	6.7	7.6	22.0	6.1					N/A	N/A
	Non-recurring (profit) / loss [3]	-	8.0	-43.9	-	-35.9	-					N/A	N/A
	Adjusted OIBDA	-12.6	-8.4	8.4	-84.8	-97.4	-15.0					N/A	N/A
Total	OI	340.0	429.0	515.0	163.5	1,447.5	476.5					1,600	1,720
	Depreciation and Amortization [2]	160.9	160.7	169.7	173.3	664.6	168.1					N/A	N/A
	Non-recurring (profit) / loss [3]	-	57.7	-43.9	110.2	124.1	-					N/A	N/A
	Adjusted OIBDA	500.8	647.4	640.8	447.1	2,236.2	644.6					2,250	2,390

[1] Adjusted OIBDA is not a measure in accordance with IFRS Accounting Standards. However, Sony believes that this disclosure may be useful information to investors. Adjusted OIBDA is calculated by the following formula:
Adjusted OIBDA = Operating income + Depreciation and amortization expense - the profit and loss amount that Sony deems non-recurring.

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

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

■ **Reconciliation Table for Adjusted EBITDA** [1] 調整後EBITDA調整表

(Billions of yen)	FY25					FY26				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Net income attributable to Sony Group Corporation's stockholders	259.0	311.4	377.3	83.1	1,030.9	342.2				
Net income attributable to noncontrolling interests	3.8	7.0	3.1	10.5	24.4	7.8				
Income taxes	93.8	123.4	119.8	30.2	367.1	127.5				
Interest expenses / (income), net, recorded in Financial income (expense)	-9.0	-6.4	-5.2	-6.7	-27.3	-6.6				
(Gain) / loss on revaluation of equity instruments, net, recorded in Financial income (expense)	-30.6	-9.9	14.8	23.1	-2.6	-0.4				
Depreciation and amortization expense	160.9	160.7	169.7	173.3	664.6	168.1				
Non-recurring (profit) / loss	-	57.7	-43.9	110.2	124.1	-				
Adjusted EBITDA	477.9	644.0	635.6	423.7	2,181.1	638.6				

■ **Adjusted Income** [2] 調整後利益

(Billions of yen)	FY25					FY26				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Operating income										
Before Adjustment	340.0	429.0	515.0	163.5	1,447.5	476.5				
Non-recurring (profit) / loss	-	+57.7	-43.9	+110.2	+124.1	-				
Adjusted	340.0	486.7	471.1	273.8	1,571.6	476.5				
Income before income taxes										
Before Adjustment	356.6	441.8	500.2	123.8	1,422.4	477.5				
Non-recurring (profit) / loss	-	+57.7	-43.9	+116.6	+130.5	-				
Adjusted	356.6	499.5	456.3	240.4	1,552.9	477.5				
Income taxes										
Before Adjustment	93.8	123.4	119.8	30.2	367.1	127.5				
Non-recurring (profit) / loss	+9.9	+16.1	-10.5	+51.8	+58.9	-				
Adjusted	103.7	139.5	109.2	82.0	426.0	127.5				
Net income attributable to Sony Group Corporation's stockholders										
Before Adjustment	259.0	311.4	377.3	83.1	1,030.9	342.2				
Non-recurring (profit) / loss	-9.9	+41.6	-33.4	+64.8	+71.6	-				
Adjusted	249.1	353.0	343.9	148.0	1,102.5	342.2				

[1] Adjusted EBITDA is not a measure in accordance with IFRS Accounting Standards. However, Sony believes that this disclosure may be useful information to investors. Adjusted EBITDA is calculated by the following formula:
Adjusted EBITDA = Net income attributable to Sony Group Corporation's stockholders + Net income attributable to noncontrolling interests + Income taxes + Interest expenses, net, recorded in Financial income and Financial expense - Gain on revaluation of equity instruments, net, recorded in Financial income and Financial expense + Depreciation and amortization expense - the profit and loss amount that Sony deems non-recurring

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

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

(Billions of yen)	FY25				
	Q1	Q2	Q3	Q4	FY
Items included in operating income (before adjustment)	-	-57.7	+43.9	-110.2	-124.1
Recording of impairment losses against Bungie, Inc.'s intangible and other assets (G&NS segment)	-	-31.5	-	-88.6	-120.1
Recording of expenses resulting from a correction in the amount of certain previously capitalized development costs (G&NS segment)	-	-18.3	-	-	-18.3
Impairment loss related to sales of long-lived assets (All Other)	-	-8.0	-	-	-8.0
Realization of unrealized gains on land transferred by Sony Group Corporation to Sony Life Insurance Co., Ltd. in past fiscal years, in connection with an execution of a partial spin-off of the Financial Services business (Corp. Elim.) [1]	-	-	+43.9	-	+43.9
Recording of remeasurement gain from the acquisition of additional equity interest in Peanuts Holdings LLC (Music segment)	-	-	-	+34.7	+34.7
Recording of remeasurement gain from the acquisition of additional equity interest in an affiliate previously accounted for using the equity method (Music segment)	-	-	-	+7.2	+7.2
Impairment losses against assets associated with Pixomondo, which operates VFX and virtual production businesses, and related shutdown costs (Pictures segment)	-	-	-	-27.1	-27.1
Loss associated with the sale of equity interest of Sony Semiconductor Israel Ltd. (I&SS segment)	-	-	-	-19.9	-19.9
Impairment losses against a portion of the display device business's long-lived assets (I&SS segment)	-	-	-	-16.5	-16.5
Items included in financial income (expense) (before adjustment)	-	-	-	-6.4	-6.4
Loss associated with the sale of equity interest of Sony Semiconductor Israel Ltd.	-	-	-	-6.4	-6.4
Items included in income before income taxes (before adjustment)	-	-57.7	+43.9	-116.6	-130.5
Items included in income taxes (before adjustment)	-9.8 [2]	-16.1	+10.5	-51.8	-58.9
Decrease in tax expense from refunds of taxes paid in previous years in Japan	-9.8 [2]	-	-	-	-9.8
Decrease in tax expense from the sale of equity interest of a subsidiary	-	-	-	-18.8	-18.8
Tax effect with regard to the "Items included in income before taxes (before adjustment)" [3] excluding the tax expense which is separately presented above	-	-16.1	+10.5	-33.0	-30.3
Items included in net income attributable to noncontrolling interests	-	-	-	-	-
Items included in net income attributable to Sony Group Corporation's stockholders (before adjustment)	+9.8 [2]	-41.6	+33.4	-64.8	-71.6

(Billions of yen)	FY26				
	Q1	Q2	Q3	Q4	FY
Items included in operating income (before adjustment)	-				
Items included in financial income (expense) (before adjustment)	-				
Items included in income before income taxes (before adjustment)	-				
Items included in income taxes (before adjustment)	-				
Items included in net income attributable to noncontrolling interests	-				
Items included in net income attributable to Sony Group Corporation's stockholders (before adjustment)	-				

[1] This item was previously erroneously disclosed as being included in "All Other," and has been revised to be included in "Corp. Elim." as shown in the above chart.
[2] The figure for "Decrease in tax expense from refunds of taxes paid in previous years in Japan" was previously disclosed as -9.9, and has been retrospectively revised as shown in the above chart.
[3] Tax effect with regard to the "Items included in income before taxes (before adjustment)" is calculated using the effective tax rate applicable to the relevant period.

Game & Network Services Segment Supplemental Information

■ **Game & Network Services segment sales breakdown**

(Billions of yen)	FY25					FY26				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Hardware [1]	153.3	230.9	450.4	109.8	944.4	138.3				
Game Software	540.2	629.3	835.5	636.0	2,641.0	526.6				
Physical Software [2]	22.7	35.4	49.3	17.7	125.1	20.5				
Digital Software [3]	199.5	268.3	343.4	244.4	1,055.7	192.0				
Add-on Content [4]	292.6	299.8	418.1	349.1	1,359.6	293.2				
Other Software [5]	25.3	25.8	24.7	24.8	100.6	20.8				
Network Services [6]	172.6	182.7	199.3	208.5	763.1	208.6				
Others [7]	70.4	70.2	128.4	68.0	337.1	63.6				
Segment Total Sales	936.5	1,113.2	1,613.6	1,022.4	4,685.7	937.1				

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

(Million units)	FY25					FY26				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
PlayStation®5 hardware [8]	2.5	4.0 [9]	7.9 [9]	1.5	16.0	1.6				
Full game software [10] (PlayStation®4/ PlayStation®5)	65.9	80.3	97.2	74.6	317.9	66.1				
First party titles	6.9	6.3	13.2	5.8	32.1	6.0				
Full game software digital download ratio [11] (PlayStation®4/ PlayStation®5)	83%	72%	76%	85%	78%	82%				

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

(Million)	FY25				FY26			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Monthly Active Users [12]	123	119	133	126	125			

---

[1] Hardware is revenue from game consoles including PlayStation®4 and PlayStation®5.
[2] Physical Software is revenue from first party game software for PlayStation® consoles sold on discs to retailers, royalties from third party software sold on discs and revenue from first and third party game software sold bundled with PlayStation® consoles and PlayStation®VR.
[3] Digital Software is revenue from full game downloads of both first and third party titles sold via the PlayStation™Store, which is recognized on a gross basis at the retail transaction price.
[4] Add-on Content is revenue from digital content other than full games sold via the PlayStation™ Store, such as in-game currency, in-game items and expansion packages, which is recognized on a gross basis at the retail transaction price.
[5] Other Software is revenue from sales of first-party titles and other titles published by Sony Interactive Entertainment, including add-on content, on platforms other than PlayStation® consoles.
[6] Network Services is revenue recognized through PlayStation®Plus and advertising revenue. This does not include Game Software revenue.
[7] Others primarily includes revenue from peripherals, including PlayStation®VR.
[8] Hardware units are disclosed on a sell-in basis.
[9] The figures for PlayStation®5 hardware units for Q2 and Q3 FY25 were previously erroneously disclosed as 3.9 and 8.0, respectively, and have been revised as shown in the above chart.
[10] Software unit sales include PlayStation®4 and PlayStation®5 software, including software bundled with PlayStation® consoles and PlayStation®VR in all regions.
[11] Full game software digital download ratio is calculated by dividing PlayStation®4 and PlayStation®5 full game software units sold via digital transactions by total full game software units.
[12] Monthly Active Users is an estimated total number of unique accounts that played games or used services online on PlayStation during the last month of the quarter and is based on company research, and may be updated in the future.

■ **Cumulative sell-in units of PlayStation®5 hardware**

As of March 31,	Number of cumulative sell-in units (million)
2021	7.8
2022	19.3
2023	38.4
2024	59.2
2025	77.7
2026	93.7

■ **Cumulative sell-through units of selected first party software titles** [1]

Title	Platform	Release Date (in the U.S.)	Number of global cumulative sell-through units (million)	As of (Number of Days in Release)
Bloodborne	PlayStation®4	3/26/2015	1.0	4/5/2015 (11) [2]
Uncharted 4: A Thief's End	PlayStation®4	5/10/2016	2.7	5/16/2016 (7)
			8.7	12/21/2016 (226)
Horizon Zero Dawn	PlayStation®4	2/28/2017	2.6	3/13/2017 (14) [3]
			7.6	2/15/2018 (353)
			10.0	12/31/2018 (672)
Horizon Zero Dawn Complete Edition	PC	8/7/2020	20.0 *	11/28/2021 (1,734)
God of War	PlayStation®4	4/20/2018	3.1	4/22/2018 (3)
			5.0	5/20/2018 (31)
	PC	1/15/2022	19.5	8/21/2021 (1,220)
			23.0 *	11/1/2022 (1,656)
Detroit: Become Human	PlayStation®4	5/25/2018	2.0	12/12/2018 (202)
			3.2	8/31/2019 (464)
Marvel's Spider-Man	PlayStation®4	9/7/2018	3.3	9/9/2018 (3)
			9.0	11/25/2018 (80)
Marvel's Spider-Man Remastered	PlayStation®5 PC	8/12/2022	13.2	7/28/2019 (325)
The Last of Us Part II *The Last of Us Part II Remastered*	PlayStation®4 PlayStation®5	6/19/2020 1/19/2024	4.0	6/21/2020 (3)
Ghost of Tsushima	PlayStation®4	7/17/2020	2.4	7/19/2020 (3)
			5.0	11/11/2020 (118)
			6.5	3/22/2021 (249)
Ghost of Tsushima Director's Cut	PlayStation®5 PC	8/20/2021 5/16/2024	8.0	10/10/2021 (450)
			9.7	7/3/2022 (716)
			13.0 *	8/11/2024 (1,486)
Marvel's Spider-Man: Miles Morales	PlayStation®4 PlayStation®5	11/12/2020	6.5	7/18/2021 (249)
Demon's Souls	PlayStation®5	11/12/2020	1.4	9/19/2021 (312)
Returnal	PlayStation®5 PC	4/30/2021 2/15/2023	0.56	7/18/2021 (80)
Ratchet & Clank: Rift Apart	PlayStation®5 PC	6/11/2021 7/26/2023	1.1	7/18/2021 (38)
Horizon Forbidden West	PlayStation®4 PlayStation®5 PC	2/18/2022 3/21/2024	8.4	5/9/2023 (445)
God of War Ragnarök	PlayStation®4 PlayStation®5	11/9/2022	5.1	11/13/2022 (5)
			11.0	1/22/2023 (75)
			15.0	11/19/2023 (375)
Marvel's Spider-Man 2	PlayStation®5	10/20/2023	2.5	10/20/2023 (1)
			5.0	10/30/2023 (11)
			10.0	2/4/2024 (107)
Helldivers 2	PlayStation®5 PC	2/8/2024	12.0 *	5/5/2024 (87)
ASTRO BOT	PlayStation®5	9/6/2024	1.5	11/3/2024 (58)
Ghost of Yōtei	PlayStation®5	10/2/2025	3.3	11/2/2025 (32)

* Combined unit sales for both PlayStation® hardware and PC

[1] Numbers of sell-through units of first party software are estimated by Sony Interactive Entertainment. They do not include add-on content.
[2] As of April 4, 2015 for sales in North America and Europe.
[3] As of March 12, 2017 for sales in North America and Europe.

Music Segment Supplemental Information

■ **Music Revenue breakdown (to external customers)**

(Billions of yen)	FY25					FY26				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Physical	26.1	27.3	35.3	37.9	126.5	29.7				
Digital	205.8	215.5	229.7	231.4	882.4	244.2				
Download [1]	9.8	6.9	6.9	6.1	29.7	7.2				
Streaming [2]	196.0	208.6	222.8	225.3	852.7	237.1				
Other [3]	69.5	78.0	89.9	99.0	336.4	107.0				
Recorded Music	301.5	320.7	354.9	368.3	1,345.3	381.0				
Streaming [2]	56.7	65.1	64.3	63.1	249.3	67.8				
Other	41.9	40.7	43.9	44.1	170.6	48.2				
Music Publishing	98.7	105.8	108.2	107.2	419.9	116.0				
Gaming	26.0	39.3	24.9	22.9	113.2	13.6				
Other	32.7	66.7	50.7	62.1	212.2	47.3				
Visual Media & Platform	58.8	105.9	75.6	85.0	325.3	60.9				
Segment Total Sales	459.0	532.4	538.7	560.5	2,090.5	557.9				
(Yen)										
Average USD rates	144.6	147.37	153.99	156.7	150.7	159.3				

■ **Profit Contribution from Visual Media & Platform in Music segment [4]**

	FY25					FY26				
	Q1	Q2	Q3	Q4 [5]	FY [5]	Q1	Q2	Q3	Q4	FY
Percentage	slightly more than 10%	slightly less than 30%	approx. 15%	slightly less than 30%	slightly more than 20%	approx. 10%				

---

[1] Download includes digital download and mobile (ringtone).
[2] Streaming includes digital audio, digital video and digital radio, and includes revenue from both subscription and ad-supported services.
[3] Other includes license revenue (public performance, broadcast and sync), merchandising and live performances, etc.
[4] Profit Contribution from Visual Media & Platform is a ratio of the operating income of Visual Media & Platform to that of the Music segment. The operating income of Visual Media & Platform should include certain profit from Sony Music Entertainment in the U.S., however, as the amount of such profit is de-minimis, the profit contributions from Visual Media & Platform in Music segment above are calculated based only on the profit from Sony Music Entertainment (Japan), Inc.
[5] The impact of a remeasurement gain from the acquisition of additional equity interest in Peanuts Holdings LLC (34.7 bln yen) has been included in the calculation of profit contribution from Visual Media & Platform for Q4 FY25 and FY25. Without this impact, the percentage of profit contribution from Visual Media & Platform in Q4 FY25 and FY25 would be “mid-single digits” and “slightly less than 20%,” respectively.

■ **Recorded Music**

- Top 10 best-selling recorded music projects [1] for Sony Music Entertainment, for the quarters ended June 30, 2026 and 2025 (In order of revenue contribution)

For the quarter ended June 30, 2026		For the quarter ended June 30, 2025	
Artist	Title	Artist	Title
Michael Jackson	*Thriller*	Bad Bunny (Rimas Entertainment)	*DeBÍ TiRAR MáS FOToS*
Ella Langley	*Dandelion*	SZA	*SOS*
Bad Bunny (Rimas Entertainment)	*DeBÍ TiRAR MáS FOToS*	Sleep Token	*Even in Arcadia*
Michael Jackson	*Bad*	Tate McRae	*So Close to What*
RAYE	*THIS MUSIC MAY CONTAIN HOPE.*	Bad Bunny (Rimas Entertainment)	*Un Verano Sin Ti*
Bad Bunny (Rimas Entertainment)	*Un Verano Sin Ti*	Pink Floyd	*Pink Floyd at Pompeii - MCMLXXII*
SZA	*SOS*	ATEEZ	*GOLDEN HOUR : Part.3*
Luke Combs	*The Way I Am*	Bruce Springsteen	*Tracks II: The Lost Albums*
Ella Langley	*still hungover*	JENNIE	*Ruby*
Peso Pluma and Tito Double	*DINASTÍA*	Miley Cyrus	*Something Beautiful*

- Top 5 best-selling recorded music projects [1] for Sony Music Entertainment (Japan) Inc., for the quarters ended June 30, 2026 and 2025 (In order of revenue contribution)

For the quarter ended June 30, 2026		For the quarter ended June 30, 2025	
Artist	Title	Artist	Title
Nogizaka46	*Saigoni kaidanwokakeagattanoha itsuda?*	Stray Kids	*Hollow*
Sakurazaka46	*Lonesome rabbit / What's "KAZOKU"?*	Sakurazaka46	*Addiction*
Hinatazaka46	*Kind of love*	Sakurazaka46	*Make or Break*
NiziU	*Portfolio*	Hinatazaka46	*Love yourself!*
IVE	*LUCID DREAM*	Kenshi Yonezu	*Plazma / BOW AND ARROW*

- Selected upcoming releases [2] for Sony Music Entertainment anticipated over the next six months (In alphabetical order)

Artist	
Becky G	Corey Kent
Future	Gusttavo Lima
Sara Bareilles	Steve Lacy
The Strokes	Tyla
Zach John King	

■ **Music Publishing**

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

	As of March 31, 2026	As of March 31, 2025	As of March 31, 2024
Total	7.57 [3]	6.63	6.24

[1] Projects are the aggregation of revenue from albums and digital track exploitation. Revenue within the quarter may also include revenue from individual tracks not associated with an album or associated with a future album.
[2] Selected upcoming releases, which may include albums and/or tracks, are subject to change.
[3] The number of songs in the music publishing catalog owned and administered as of March 31, 2026 was previously erroneously disclosed as 5.45, and has been revised as shown in the above chart.

Pictures Segment Supplemental Information

■ Pictures Segment Aggregated U.S. Dollar Information

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

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

	FY25					FY26				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Sales	2,263	2,347	2,295	3,012	9,917	1,978				
Operating income (loss)	129	93	197	268	687	156				
Adjusted OIBDA	216	183	286	528	1,213	242				

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

	FY25					FY26				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Motion Pictures	742	714	792	1,028	3,276	645				
Theatrical	132	114	98	150	494	30				
Home Entertainment	106	126	112	153	497	110				
Television	144	138	133	273	688	124				
Streaming Services	233	237	337	331	1,138	236				
Other	127	99	112	121	459	145				
Television Productions	841	701	718	1,127	3,387	571				
Media Networks	674	913	775	808	3,170	744				
Intersegment	6	19	10	49	84	18				
Segment Total Sales	2,263	2,347	2,295	3,012	9,917	1,978				

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

	FY25				FY26			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Motion Pictures	1,619	1,819	2,186	2,227	2,410			
Television Productions	1,874	1,652	1,645	1,435	1,451			
Media Networks	1,070	1,105	1,109	1,116	1,249			
Segment Total	4,563	4,576	4,940	4,778	5,110			

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

■ **Motion Pictures**

- Motion Pictures Box Office [1] for films released in North America during the quarter ended June 30, 2026 [2] (Million USD)

Title	Label	Release Date (Days in Release) [3]		North America Box Office	International Box Office	Total
The Breadwinner	Tristar Pictures	05/29/2026	(33)	$20 [4]	$0 [4]	$20

- Motion Pictures Box Office [1] for films released in North America during the quarter ended June 30, 2025 [6] (Million USD)

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

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

[2] Data as of June 30, 2026.

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

[4] Still in release as of the last day of the reporting quarter end.

[5] SPE has limited territory rights; still in release internationally as of the last day of the reporting quarter end.

[6] Data as of June 30, 2025.

- Selected films to be released in the U.S. during the twelve months ending June 30, 2027 (Release dates and titles subject to change) Total: 13 titles

Title	Expected Release Date	Label
Spider-Man: Brand New Day	07/31/2026	Columbia Pictures
Insidious: Out of the Further	08/21/2026	Screen Gems
Resident Evil	09/18/2026	Columbia Pictures
The Social Reckoning	10/09/2026	Columbia Pictures
Flywheel: Ignition of the Soul	10/16/2026	AFFIRM Films
Klara and the Sun	10/23/2026	Columbia Pictures
Archangel	11/06/2026	Columbia Pictures
Jumanji: Open World	12/25/2026	Columbia Pictures
Live Like That	02/26/2027	AFFIRM Films
The Nightingale	03/19/2027	Tristar Pictures
The Legend of Zelda	04/30/2027	Columbia Pictures
Skeletons	06/04/2027	Columbia Pictures
Spider-Man: Beyond the Spider-Verse	06/18/2027	Columbia Pictures / Sony Pictures Animation

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

Title	Expected Release Date	Label
Fake Skating	07/16/2027	Columbia Pictures
The Comebacker	07/30/2027	Columbia Pictures
The Haunting of Hotel Transylvania	10/08/2027	Columbia Pictures / Sony Pictures Animation
Helldivers	11/10/2027	Columbia Pictures
Buds	12/22/2027	Columbia Pictures / Sony Pictures Animation
Grandgear	02/18/2028	Columbia Pictures
The Beatles – A Four-Film Cinematic Event	April 2028	Columbia Pictures

■ **Television Productions**

- Selected Television Series with an original broadcast on a U.S. linear network [1] during the quarters ended June 30, 2026 and 2025 [2]

For the quarter ended June 30, 2026		
Series	Season	Network
American Idol	24	ABC
Celebrity Jeopardy!	4	ABC
Doc	2	FOX
Shark Tank	17	ABC
Spider-Noir	1	MGM+
The Young and the Restless	53	CBS
Universal Basic Guys	2	FOX
Jeopardy!	42	First Run Syndication [3]
Wheel of Fortune	43	First Run Syndication [3]

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

- Selected Television Series with an original broadcast on a U.S. digital platform [4] during the quarters ended June 30, 2026 and 2025 [2]

For the quarter ended June 30, 2026		
Series	Season	Network
Celebrity Wheel of Fortune	6	Disney+; Hulu
Days of Our Lives	61	Peacock
For All Mankind	5	Apple TV
Outlander	8	Starz
Pop Culture Jeopardy!	2	Netflix
Rosario Tijeras	5	Netflix
Star City	1	Apple TV
The Boys	5	Amazon

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

[1] Linear networks include free, basic or pay television.
[2] Series produced or co-produced by SPE's television production operations; however, series independently produced or co-produced by SPE's Media Networks are not included.
[3] First Run Syndication series are originally produced for and aired on local television stations throughout the U.S.
[4] Digital platforms include advertising supported video-on-demand ("AVOD") and subscription video-on-demand ("SVOD").

■ **Media Networks**

- Number of Channels [1]

	As of June 30, 2026	As of June 30, 2025
Number of Channels [1]	38	38

- Number of Crunchyroll Paid Subscribers [2]

	As of March 31, 2026
Number of Crunchyroll Paid Subscribers	Over 21 million

[1] Individual channels may have more than one feed; total channel feeds were 79 as of June 30, 2026. The channel information above does not include subscription video-on-demand (“SVOD”), advertising-supported video-on-demand (“AVOD”), and free ad-supported streaming television ("FAST") channels, or channels that are not consolidated by SPE.

[2] The number of Crunchyroll Paid Subscribers is based on Sony Pictures Entertainment's most recent public disclosure. Sony does not regularly disclose this information and, accordingly, it may not be updated in future disclosures.

Entertainment, Technology & Services Segment Supplemental Information

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

(Billions of yen)	FY24	FY25
Imaging [2]	739.3	723.6
Sound [3]	291.0	279.2
Network Services [4]	183.4	191.4
Displays [5]	597.6	477.5
Other [6]	597.9	588.9
Segment Total Sales	2,409.3	2,260.5

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

(Billions of yen)	FY24	FY25
Area Expansion [8]	1,030.4	1,002.8
Business Growth/Generation [9]	265.0	280.3
Structural Reform/Transformation [10]	800.4	638.5
All Other Businesses * [11]	313.5	338.9
Segment Total Sales	2,409.3	2,260.5
* Sales of products associated with another segment	171.3	194.4

[1] Sony has realigned its product categories in the ET&S segment due to changes in business categories from Q1 FY25. In accordance with this realignment, results for FY24 in the table above have been reclassified to conform to the current presentation.
[2] Imaging includes image and video content creation products and solutions including interchangeable lens cameras and interchangeable lenses.
[3] Sound includes headphones and wireless speakers.
[4] Network Services includes internet-related services.
[5] Displays includes display products such as LCD and OLED televisions as well as projectors.
[6] Other includes smartphones, home audio products and medical equipment, as well as sports officiating support and content production support services.
[7] Starting from FY25, to more clearly communicate the strategic intent of management of the ET&S segment, Sony has decided to disclose the results of the segment in greater detail, classified by business portfolio category rather than the previous classification of the growth and profit axis. In accordance with this change, the figures for FY24 have also been reclassified to conform to the current business portfolio categories.
[8] Area Expansion includes the Imaging business and the Sound business.
[9] Business Growth/Generation includes the Network Services business, the Sports business, the Life Science business, the New Content Creation business, and other new businesses.
[10] Structural Reform/Transformation includes the Displays business including LCD and OLED televisions and projectors, the Smartphone business and the Home Audio business.
[11] All Other businesses mainly includes sales of products associated with another segment and sales of medical equipment excluding the Life Science business.

Imaging & Sensing Solutions Segment Supplemental Information

■ **Imaging & Sensing Solutions segment sales breakdown**

(Billions of yen)	FY25					FY26						
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	May FCT	July FCT
Image Sensors	363.8	573.6	568.8	477.0	1,983.3	468.7					1,900.0	1,930.0
Other	44.4	41.0	35.5	47.4	168.3	44.1					170.0	180.0
Segment Total Sales	408.2	614.6	604.3	524.4	2,151.5	512.7					2,070.0	2,110.0

■ **Image sensor sales breakdown**

(Billions of yen)	FY24	FY25
Mobile application	1,357.2	1,561.1
Other applications	297.7	422.1
Image Sensors Total	1,654.9	1,983.3

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

(Billions of yen)	FY25	FY26 July FCT
Segment total	265.3	235.0
for Image Sensors	246.7	215.0

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

(Thousands of slices)	FY25				FY26			
	Q1	Q2	Q3	Q4	Q1	Q2 July FCT	Q3	Q4
Production capacity	159	157	161	162	158	159		
Wafer input	156	155	160	150	153	153		

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

Cautionary Statement

Statements made in this material with respect to Sony's current plans, estimates, strategies and beliefs and other statements that are not historical facts are forward-looking statements about the future performance of Sony. Forward-looking statements include, but are not limited to, those statements using words such as "believe," "expect," "plans," "strategy," "prospects," "forecast," "estimate," "project," "anticipate," "aim," "intend," "seek," "may," "might," "could" or "should," and words of similar meaning in connection with a discussion of future operations, financial performance, events or conditions. From time to time, oral or written forward-looking statements may also be included in other materials released to the public. These statements are based on management's assumptions, judgments and beliefs in light of the information currently available to it. Sony cautions investors that a number of important risks and uncertainties could cause actual results to differ materially from those discussed in the forward-looking statements, and therefore investors should not place undue reliance on them. Investors also should not rely on any obligation of Sony to update or revise any forward-looking statements, whether as a result of new information, future events or otherwise. Sony disclaims any such obligation. Risks and uncertainties that might affect Sony include, but are not limited to:

(i) Sony's ability to maintain product quality and customer satisfaction with its products and services;

(ii) Sony's ability to continue to design and develop and win acceptance of, as well as achieve sufficient cost reductions for, its products and services, including image sensors, game and network platforms, smartphones and televisions, which are offered in highly competitive markets characterized by severe price competition and continual new product and service introductions, rapid development in technology and subjective and changing customer preferences;

(iii) Sony's ability to implement successful hardware, software, and content integration strategies, and to develop and implement successful sales and distribution strategies in light of new technologies and distribution platforms;

(iv) the effectiveness of Sony's strategies and their execution, including but not limited to the success of Sony's acquisitions, joint ventures, investments, capital expenditures, restructurings and other strategic initiatives;

(v) changes in laws, regulations and government policies in the markets in which Sony and its third-party suppliers, service providers and business partners operate, including those related to taxation, as well as growing consumer focus on corporate social responsibility;

(vi) Sony's continued ability to identify the products, services and market trends with significant growth potential, to devote sufficient resources to research and development, to prioritize investments and capital expenditures correctly and to recoup its investments and capital expenditures, including those required for technology development and product capacity;

(vii) Sony's reliance on external business partners, including for the procurement of parts, components, software and network services for its products or services, the manufacturing, marketing and distribution of its products, and its other business operations;

(viii) the global economic and political environment in which Sony operates and the economic and political conditions in Sony's markets, particularly levels of consumer spending;

(ix) Sony's ability to meet operational and liquidity needs as a result of significant volatility and disruption in the global financial markets or a ratings downgrade;

(x) Sony's ability to forecast demands, manage timely procurement and control inventories;

(xi) foreign exchange rates, particularly between the yen and the U.S. dollar, the euro and other currencies in which Sony makes significant sales and incurs production costs, or in which Sony's assets, liabilities and operating results are denominated;

(xii) Sony's ability to recruit, retain and maintain productive relations with highly skilled personnel;

(xiii) Sony's ability to prevent unauthorized use or theft of intellectual property rights, to obtain or renew licenses relating to intellectual property rights and to defend itself against claims that its products or services infringe the intellectual property rights owned by others;

(xiv) risks related to catastrophic disasters, geopolitical conflicts, pandemic disease or similar events;

(xv) the ability of Sony, its third-party service providers or business partners to anticipate and manage cybersecurity risk, including the risk of unauthorized access to Sony's business information and the personally identifiable information of its employees and customers, potential business disruptions or financial losses; and

(xvi) the outcome of pending and/or future legal and/or regulatory proceedings.

Risks and uncertainties also include the impact of any future events with material adverse impact. The continued impact of developments relating to the situations in Ukraine and Russia and in the Middle East, as well as the series of changes in U.S. tariff policy, could heighten many of the risks and uncertainties noted above. Important information regarding risks and uncertainties is also set forth in Sony's most recent Form 20-F, which is on file with the U.S. Securities and Exchange Commission.