

Supplemental Information for the Consolidated Financial Results for the First Quarter Ended June 30, 2020 2020 年度第 1 四半期連結業績補足資料

August 4, 2020
Sony Corporation
ソニー株式会社

Supplemental Financial Data 補足財務データ	2	
<ul style="list-style-type: none"> ■ Average / assumed foreign exchange rates ■ FY20 Estimated Foreign Exchange Impact on Annual Operating Income ■ Results by segment ■ Sales to customers by product category (to external customers) ■ Unit sales of key products ■ Sales to customers by geographic region (to external customers) ■ Depreciation and amortization (D&A) by segment ■ Amortization of film costs ■ Additions to long-lived assets and D&A ■ Additions to long-lived assets and D&A excluding Financial Services ■ Research and development (R&D) expenses ■ R&D expenses by segment ■ Restructuring charges by segment (includes related accelerated depreciation expense) ■ Period-end foreign exchange rates ■ Inventory by segment ■ Film costs (balance) ■ Long-lived assets by segment ■ Long lived assets and right-of-use assets by segment ■ Goodwill by segment ■ Return on Invested Capital (ROIC) by segment ■ Cash Flow (CF) by segment 	<ul style="list-style-type: none"> 期中平均/前提為替レート 2020 年度 為替感応度 (年間営業利益に対する影響額の試算) セグメント別業績 製品カテゴリー別売上高 (外部顧客に対するもの) 主要製品販売台数 地域別売上高 (外部顧客に対するもの) セグメント別減価償却費及び償却費 繰延映画製作費の償却費 固定資産の増加額、減価償却費及び償却費 金融分野を除くソニー連結の固定資産の増加額、減価償却費及び償却費 研究開発費 セグメント別研究開発費 セグメント別構造改革費用 (関連する加速減価償却費用を含む) 期末為替レート セグメント別棚卸資産 繰延映画製作費 (残高) セグメント別固定資産 セグメント別固定資産・使用権資産 セグメント別営業権 セグメント別 ROIC セグメント別キャッシュ・フロー 	<ul style="list-style-type: none"> 2 2 3 4 4 4 5 5 5 5 5 6 6 6 6 6 7 7 7 7 7
Game & Network Services Segment Supplemental Information (English only)	8	
<ul style="list-style-type: none"> ■ Game & Network Services segment sales breakdown ■ PlayStation®4 hardware and software unit sales ■ Number of PlayStation®Plus subscribers and Monthly Active Users on PlayStation™Network (as of the end of each quarter) ■ Previously disclosed cumulative sell-through units of PlayStation®4 hardware and software ■ Previously disclosed cumulative sell-through units of selected PlayStation®4 1st party software titles 	<ul style="list-style-type: none"> 8 8 8 9 9 	<ul style="list-style-type: none"> 8 8 8 9 9
Music Segment Supplemental Information (English only)	10	
<ul style="list-style-type: none"> ■ Music Revenue breakdown ■ Recorded Music <ul style="list-style-type: none"> - 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 anticipated over the next six months (In alphabetical order) ■ Music Publishing <ul style="list-style-type: none"> - Number of songs in the music publishing catalog owned and administered 	<ul style="list-style-type: none"> 10 10 11 11 	<ul style="list-style-type: none"> 10 10 11 11
Pictures Segment Supplemental Information (English only)	12	
<ul style="list-style-type: none"> ■ Pictures Segment Aggregated U.S. Dollar Information <ul style="list-style-type: none"> - Pictures segment sales and operating revenue and operating income (loss) - Sales by category and Motion Pictures Revenue breakdown - Film costs breakdown ■ Motion Pictures <ul style="list-style-type: none"> - Motion Pictures Box Office for films released in North America - Select films to be released in the U.S. ■ Television Productions <ul style="list-style-type: none"> - Television Series with an original broadcast on a U.S. linear network - Television Series with a new season to premiere on a U.S. linear network - Select Television Series in U.S. off-network syndication - Television Series with an original broadcast on a digital platform - Television Series with a new season to premiere on a digital platform - Television Series with an original broadcast on a non-U.S. linear network ■ Media Networks <ul style="list-style-type: none"> - Television and Digital Channels 	<ul style="list-style-type: none"> 12 13 14 15 16 	<ul style="list-style-type: none"> 12 13 14 15 16
Cautionary Statement		18

Supplemental Financial Data 補足財務データ

The data and terminology hereinafter are presented in accordance with generally accepted accounting principles in the United States of America ("U.S. GAAP"). For further detail on terminology, please refer to the notes to the Consolidated Financial Statements on page F-9 and in Sony's Form 20-F for the fiscal year ended March 31, 20. A footnote is added where non-U.S. GAAP 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.
Electronics Products & Solutions segment	EP&S	Corporate and elimination	Corp. Elim.
Home Entertainment & Sound segment	HE&S	All Other, Corporate and elimination	All Other, Corp.
Imaging Products & Solutions segment	IP&S	Consolidated Total	Cons. Total
Mobile Communications segment	MC	Operating income	OI
Imaging and Sensing Solutions segment	I&SS	Property, plant and equipment	PP&E
Financial Services segment	Financial		

Sony realigned its business segments from the first quarter of the fiscal year ended March 31, 2020 to reflect modifications to the organizational structure of certain segments and a change in the Senior Executives in charge of certain segments as of April 1, 2019. In connection with this decision, the former Home Entertainment & Sound, Imaging Products & Solutions and Mobile Communications segments have been realigned as the Electronics Products & Solutions ("EP&S") segment. Effective from the first quarter of the fiscal year ended March 31, 2020, the former Semiconductors segment has been renamed the Imaging & Sensing Solutions (I&SS) segment.

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-5 for the first quarter ended June 30, 2020.

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

(Yen)	FY18	FY19					FY20					FY20 Aug Assumption ¹ (Q2 – Q4)	
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY		
USD	110.9	109.9	107.4	108.8	109.0	108.7	107.6						107.0
EUR	128.5	123.5	119.3	120.3	120.2	120.8	118.5						120.0
Brazilian Real	29.4	28.0	27.1	26.4	24.6	26.5	20.1						19.6
Chinese Yuan	16.5	16.1	15.3	15.4	15.6	15.6	15.2						15.1
Indian Rupee	1.60	1.59	1.54	1.54	1.52	1.55	1.43						1.41
Russian Ruble	1.71	1.70	1.66	1.71	1.65	1.68	1.49						1.50

■ FY20 Estimated Foreign Exchange Impact on Annual Operating Income 2020年度為替感応度（年間営業利益に対する影響額の試算）

(Billion yen)	1 yen appreciation against		1% yen appreciation against
	USD	EUR	Emerging market currencies ²
G&NS	+2.0	-2.5	
EP&S	+3.0	-1.5	N/A
I&SS	-6.0	Slightly negative	
Net impact of above three segments	-1.0	-4.0	-2.0
Pictures and Music total ³	-1.0	N/A	N/A

¹ Assumed foreign exchange rates are based on company forecast.

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

³ This is the estimated impact when converting the U.S. dollar aggregated results of Sony Pictures Entertainment Inc. ("SPE"), Sony Music Entertainment, Sony/ATV Music Publishing and EMI Music Publishing into Japanese yen. The impact of converting the non-U.S. dollar results of these four 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)		FY18	FY19					FY20					FY20 Aug FCT
			Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	
G&NS	Sales	2,310,872	457,461	454,390	632,130	433,570	1,977,551	606,109					2,500,000
	OI	311,092	73,804	64,987	53,450	46,159	238,400	124,037					240,000
Music	Sales	807,489	202,253	219,275	216,938	211,443	849,909	177,115					790,000
	OI	232,487	38,277	37,480	36,250	30,338	142,345	34,892					130,000
Pictures	Sales	986,873	186,088	260,604	236,014	329,148	1,011,854	175,089					760,000
	OI	54,599	376	39,318	5,422	23,041	68,157	24,742					41,000
EP&S	Sales	2,320,628	483,915	493,499	650,429	363,425	1,991,268	331,846					1,870,000
	OI	76,508	25,066	41,387	80,336	-59,513	87,276	-9,121					60,000
I&SS	Sales	879,330	230,678	310,724	298,007	231,167	1,070,576	206,186					1,000,000
	OI	143,874	49,528	76,378	75,182	34,496	235,584	25,426					130,000
Financial	Revenue	1,282,539	336,935	377,181	407,228	186,404	1,307,748	446,760					1,400,000
	OI	161,477	46,105	38,779	32,634	12,079	129,597	47,203					142,000
All Other	Sales	345,737	69,591	68,897	72,273	40,659	251,420	54,095					N/A
	OI	-11,127	-2,602	2,434	20,673	-4,217	16,288	3,532					-123,000 ⁴
Corp. Elim.	Sales	-267,781	-41,197	-62,311	-49,857	-47,076	-200,441	-28,281					N/A
	OI	-74,675	371	-21,808	-3,815	-46,936	-72,188	-22,316					
Cons.	Sales	8,665,687	1,925,724	2,122,259	2,463,162	1,748,740	8,259,885	1,968,919					8,300,000
Total	OI	894,235	230,925	278,955	300,132	35,447	845,459	228,395					620,000

For reference: financial results of MC ご参考: MC の業績

MC	Sales ⁵	487,330	100,550	77,714	113,500	70,380	362,144	94,229					N/A
	OI	-97,136	1,039	635	6,965	-29,696	-21,057	11,036					N/A

⁴ All Other + Corp. Elim.

⁵ Sales and operating revenue to external customers.

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

(Millions of yen)	FY18	FY19					FY20				
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
G&NS	2,224,622	441,750	438,046	616,576	423,388	1,919,760	599,049				
Digital Software and Add-on Content	1,102,231	215,964	226,889	304,982	262,461	1,010,296	394,637				
Network Services	326,524	83,606	84,377	85,484	83,798	337,265	93,295				
Hardware and Others	795,867	142,180	126,780	226,110	77,129	572,199	111,117				
Music	795,025	200,038	216,742	213,861	207,951	838,592	173,735				
Recorded Music	426,926	111,962	112,202	125,939	117,050	467,153	98,086				
Streaming	227,513	66,482	66,797	72,812	69,948	276,039	68,900				
Others	199,413	45,480	45,405	53,127	47,102	191,114	29,186				
Music Publishing	106,666	39,290	38,407	39,716	40,065	157,478	31,096				
Visual Media & Platform	261,433	48,786	66,133	48,206	50,836	213,961	44,553				
Pictures	985,270	185,759	260,387	235,702	328,866	1,010,714	174,441				
Motion Pictures	436,017	80,870	140,371	101,345	152,475	475,061	65,077				
Television Productions	288,816	46,486	61,546	72,572	120,620	301,224	64,303				
Media Networks	260,437	58,403	58,470	61,785	55,771	234,429	45,061				
EP&S	2,303,167	480,656	486,311	645,818	357,095	1,969,880	327,393				
TV	788,423	147,761	166,479	235,859	96,414	646,513	106,568				
Audio & Video	362,580	78,743	83,754	121,742	61,821	346,060	47,081				
Still and Video Cameras	421,506	100,254	99,606	122,031	62,251	384,142	46,405				
Mobile Communications	487,330	100,550	77,714	113,500	70,380	362,144	94,229				
Other	243,328	53,348	58,758	52,686	66,229	231,021	33,110				
I&SS	770,622	211,175	285,579	277,816	210,689	985,259	198,371				
Financial (revenue)	1,274,708	334,820	375,089	405,382	184,556	1,299,847	444,916				
All Other	299,806	60,632	57,943	63,129	33,295	214,999	46,097				
Corp.	12,467	10,894	2,162	4,878	2,900	20,834	4,917				
Cons. Total	8,665,687	1,925,724	2,122,259	2,463,162	1,748,740	8,259,885	1,968,919				

■ Unit sales of key products 主要製品販売台数

(Million units)	FY18	FY19					FY20				
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
PlayStation®4 ⁶	17.8	3.2	2.8	6.0	1.4	13.5	1.9				
TVs	11.3	2.0	2.5	3.4	1.4	9.3	1.5				
Smartphones	6.5	0.9	0.6	1.3	0.4	3.2	0.8				

■ Sales to customers by geographic region⁷ (to external customers) 地域別売上高（外部顧客に対するもの）

(Millions of yen)	FY18	FY19					FY20				
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Japan	2,591,784	627,522	669,258	729,225	446,474	2,472,479	730,551				
United States	1,982,135	435,028	429,935	545,581	453,846	1,864,390	464,616				
Europe	1,862,166	362,947	407,059	543,709	384,076	1,697,791	361,001				
China	770,416	201,088	249,320	246,122	148,705	845,235	179,579				
Asia-Pacific	912,193	183,103	250,038	263,026	195,859	892,026	142,729				
Other Areas	546,993	116,036	116,649	135,499	119,780	487,964	90,443				
Cons. total	8,665,687	1,925,724	2,122,259	2,463,162	1,748,740	8,259,885	1,968,919				

⁶ Hardware unit sales have been re-classified from previously disclosed figures to reflect the impacts of products that were returned and refurbished products that were sold.

⁷ Geographic Information shows sales and operating 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 Sweden
 Asia-Pacific: India, South Korea and Oceania
 Other Areas: The Middle East/Africa, Brazil, Mexico and Canada

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

(Millions of yen)	FY18	FY19					FY20				
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
G&NS	29,023	6,812	6,878	7,230	8,215	29,135	8,475				
Music	21,259	6,779	7,268	7,176	7,914	29,137	7,402				
Pictures	24,081	5,753	5,362	5,151	5,399	21,665	4,343				
EP&S	61,749	15,081	14,550	15,215	18,445	63,291	14,808				
I&SS	110,746	29,439	32,128	34,661	37,807	134,035	39,210				
Financial	91,179	22,151	23,084	14,919	46,513	106,667	8,853				
All Other, Corp.	35,989	7,397	7,257	7,102	10,956	32,712	7,010				
Cons. Total	374,026	93,412	96,527	91,454	135,249	416,642	90,101				

■ Amortization of film costs 繰延映画製作費の償却費

(Millions of yen)	FY18	FY19					FY20				
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Amortization of film costs	348,493	56,546	81,854	74,284	117,125	329,809	56,858				

■ Additions to long-lived assets and depreciation and amortization 固定資産の増加額、減価償却費及び償却費

(Millions of yen)	FY18	FY19					FY20					FY20 Aug FCT
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	
Total additions to long-lived assets ⁸	344,097	95,057	120,489	123,352	174,163	513,061	103,907					500,000
Additions to PP&E	245,142	73,020	85,587	92,469	129,162	380,238	76,239					385,000
Additions to intangible assets	98,955	22,037	34,902	30,883	45,001	132,823	27,668					115,000
Total depreciation and amortization ⁹	374,026	93,412	96,527	91,454	135,249	416,642	90,101					415,000
Depreciation of PP&E	177,002	45,653	48,022	50,929	61,148	205,752	55,524					220,000
Amortization of intangible assets ⁹	197,024	47,759	48,505	40,525	74,101	210,890	34,577					195,000

■ Additions to long-lived assets and depreciation and amortization excluding Financial Services

金融分野を除くソニー連結の固定資産の増加額、減価償却費及び償却費

(Millions of yen)	FY18	FY19					FY20					FY20 Aug FCT
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	
Total additions to long-lived assets ⁸	324,339	93,207	114,658	119,902	163,651	491,418	101,674					480,000
Additions to PP&E	242,812	72,516	85,338	91,976	126,471	376,301	75,714					380,000
Additions to intangible assets	81,527	20,691	29,320	27,926	37,180	115,117	25,960					100,000
Total depreciation and amortization ⁹	282,847	71,261	73,443	76,535	88,736	309,975	81,248					335,000
Depreciation of PP&E	174,530	45,085	47,439	50,328	60,529	203,381	54,893					215,000
Amortization of intangible assets ⁹	108,317	26,176	26,004	26,207	28,207	106,594	26,355					120,000

■ Research and development expenses 研究開発費

(Millions of yen)	FY18	FY19					FY20					FY20 Aug FCT
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	
Research and development expenses	481,202	113,614	122,076	121,282	142,318	499,290	121,308					515,000

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

(Millions of yen)	FY17	FY18	FY19
G&NS	106,227	116,308	126,701
EP&S	172,068	162,836	145,877
I&SS	107,209	124,215	143,480
Corporate R&D	44,901	45,918	44,099

⁸ Excluding additions for tangible and intangible assets from business combinations.

⁹ Including amortization expense for deferred insurance acquisition costs and contract costs. Not including amortization of film costs.

■ Restructuring charges by segment (includes related accelerated depreciation expense¹⁰)

セグメント別構造改革費用（関連する加速減価償却費用を含む）

(Millions of yen)	FY18	FY19					FY20					FY20 Aug FCT
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY	
G&NS	-	-	-	-	-	-	-	-	-	-	-	N/A
Music	3,192	-	485	405	2,295	3,185	-	-	-	-		
Pictures	4,795	-	191	87	267	545	2	-	-	-		
EP&S	16,097	1,892	4,708	2,776	5,351	14,727	213	-	-	-		
I&SS	-	-	-	-	-	-	-	-	-	-		
Financial	-	-	-	-	-	-	-	-	-	-		
All Other, Corp.	9,007	1,706	896	939	2,968	6,509	282	-	-	-		
Cons. Total	33,091	3,598	6,280	4,207	10,881	24,966	497	-	-	-	25,000	

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

(Yen)	FY19				FY20			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Period-end USD rates	107.8	107.9	109.7	108.8	107.7	-	-	-
Period-end EUR rates	122.5	118.0	121.8	119.6	121.1	-	-	-

■ Inventory by segment セグメント別棚卸資産

(Billions of yen)	FY19				FY20			
	Q1	Q2	Q3	Q4	Q1 ¹¹	Q2	Q3	Q4
G&NS	116.3	198.0	75.7	56.3	47.5	-	-	-
Music	17.1	19.3	21.8	17.5	9.2	-	-	-
Pictures	31.7	31.6	33.0	25.7	3.1	-	-	-
EP&S	220.8	254.3	213.0	206.5	204.8	-	-	-
I&SS	264.2	235.7	227.9	250.5	293.2	-	-	-
All Other, Corp.	43.5	40.6	36.0	33.5	31.0	-	-	-
Cons. Total	693.6	779.5	607.4	590.0	588.8	-	-	-

■ Film costs (balance) 繰延映画製作費（残高）

(Billions of yen)	FY19				FY20			
	Q1	Q2	Q3	Q4	Q1 ¹¹	Q2	Q3	Q4
Film costs	431.8	434.8	487.4	427.3	417.6	-	-	-

¹⁰ Accelerated depreciation related to restructuring is incurred when the useful life or salvage value of restructured assets is changed. Accelerated depreciation is not included in restructuring charges recorded in accordance with U.S. GAAP, but Sony includes it for the purposes of measuring the impact of restructuring. Sony discloses restructuring charges in accordance with U.S. GAAP in Form 20-F and the Quarterly Securities Reports.

¹¹ Sony adopted updates in the accounting guidance related to Film costs and broadcasting rights (ASU 2019-02), which is effective from April 1, 2020 and applied prospectively. As a result of adoption, Sony reclassified 24.1 billion yen of broadcasting rights in the Pictures segment and 7.4 billion yen of animation film production costs in the Music segment included in inventories to film costs.

■ Long-lived assets¹² 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)	FY19				FY20			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	202.4	213.7	226.0	230.7	235.2			
Music	620.8	614.9	635.2	619.5	618.0			
Pictures	161.0	165.4	168.7	161.8	158.7			
EP&S	167.6	171.6	175.0	175.5	176.4			
I&SS	454.1	489.2	523.2	579.1	596.2			
Financial	113.6	116.9	118.1	127.0	125.1			
All Other, Corp.	287.0	274.0	274.7	314.0	302.5			
Cons. Total	2,006.5	2045.7	2,120.9	2,207.6	2,212.1			

■ Goodwill by segment セグメント別営業権

(Billions of yen)	FY19				FY20			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
G&NS	153.0	152.9	171.7	171.0	170.6			
Music	393.2	390.0	400.2	391.3	389.5			
Pictures	139.9	141.1	155.0	152.4	154.4			
EP&S	11.9	12.1	12.2	12.2	12.2			
I&SS	46.0	46.0	46.3	46.2	46.0			
Financial	7.2	7.2	7.2	10.8	10.8			
All Other, Corp.	-	-	-	-	-			
Cons. Total	751.2	749.4	792.7	783.9	783.5			

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

(Billions of yen)	FY18			FY19 ¹³			FY20 Aug FCT
	ROIC	Return ¹⁴	Invested Capital ¹⁵	ROIC	Return ¹⁴	Invested Capital ¹⁵	ROIC
G&NS	54.9%	211.5	385.1	35.9%	162.1	451.8	34.3%
Music	36.1%	158.1	437.7	12.0%	96.8	807.7	10.1%
Pictures	4.5%	37.1	828.8	5.6%	46.4	821.4	3.5%
EP&S	12.9%	52.0	404.8	15.5%	59.3	381.8	9.5%
I&SS	14.6%	97.8	669.4	20.3%	160.2	789.7	9.0%

■ Cash Flow(CF) by segment セグメント別キャッシュ・フロー¹⁶

(Billions of yen)	FY19		
	Operating CF	Investing CF	Free CF (Operating CF + Investing CF)
G&NS	180.5	-73.2	107.3
Music	121.1	-56.2	64.9
Pictures	141.5	-40.5	101.0
EP&S	123.8	-108.9	14.9
I&SS	308.9	-224.6	84.3
All Other, Corporate and elimination and Adjustment	-112.9	140.3	27.4
Cons. Total without Financial Services	762.9	-363.1	399.8

¹² Long-lived assets include PP&E and intangible assets.

¹³ Adjusted to reflect the impact of the change in the accounting method for leases that became effective on April 1, 2019.

¹⁴ Operating Income after tax. Tax rates applied to all segments are 32% for FY18 and FY19.

¹⁵ The total of long-lived assets, goodwill, investment and inventory have been used for G&NS, EP&S and I&SS. The total of equity and net debt have been used for Music and Pictures (deposits in group companies are excluded from debt). The amount of inventory of G&NS, EP&S and I&SS and the invested capital of Music and Pictures 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, EP&S and I&SS have been calculated by averaging the amount at the beginning and the end of the fiscal year.

¹⁶ The calculation of Investing CF for each segment differs from the calculation of the Statement of Cash Flows for Sony without Financial Services in the Financial Statement as follows:

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

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

(Operating CF) G&NS: 11.5 bln yen, Music: 9.8 bln yen, Pictures: 7.1 bln yen, EP&S: 26.4 bln yen, I&SS: 7.5 bln yen, All Other and Corporate and elimination: -2.2 bln yen, Adjustment: -60.1 bln yen

(Investing CF) G&NS: -11.8 bln yen, Music: -29.4 bln yen, Pictures: -7.1 bln yen, EP&S: -40.2 bln yen, I&SS: -8.6 bln yen, All Other and Corporate and elimination: -17.7 bln yen, Adjustment: 114.8 bln yen

"Adjustment" is the total offset to the above adjustments made to the Operating CF and the Investing CF for each segment.

Operating CF by segment, Investing CF by segment and Free CF are not a measure in accordance with U.S. GAAP. However, Sony believes that this disclosure may be useful information to investors.

Game & Network Services Segment Supplemental Information

■ Game & Network Services segment sales breakdown

(Millions of yen)	FY18	FY19					FY20				
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Hardware ¹⁷	527,701	101,614	78,850	148,472	42,975	371,910	55,622				
Game Software	1,293,744	241,311	255,563	347,079	282,816	1,126,769	432,479				
Physical Software ¹⁸	191,513	25,347	28,674	42,097	20,354	116,473	37,841				
Digital Software ¹⁹		66,051	82,930	130,602	96,837	376,420	147,730				
Add-on Content ²⁰	1,102,231	149,913	143,958	174,380	165,624	633,876	246,907				
Network Services ²¹	326,525	83,606	84,377	85,484	83,797	337,265	93,295				
Others ²²	162,903	30,930	35,600	51,095	23,981	141,607	24,714				
Segment Total Sales	2,310,873	457,461	454,390	632,130	433,569	1,977,551	606,109				

■ PlayStation®4 (PS4™) hardware and software unit sales

(Million units)	FY18	FY19					FY20				
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
PS4 hardware ²³	17.8	3.2	2.8	6.0	1.4	13.5	1.9				
PS4 full game software ²⁴	287.9	49.8	70.6	83.3	64.9	268.7	91.0				
First party titles	50.6	11.7	6.3	16.3	9.1	43.3	18.5				
PS4 full game software digital download ratio ²⁵	37%	53%	37%	49%	66%	51%	74%				

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

(Million)	FY18	FY19				FY20			
	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
PlayStation®Plus	36.4	36.2	36.9	38.8	41.5	44.9			
Monthly Active Users ²⁶	N/A	N/A	N/A	N/A	N/A	113			

¹⁷ Hardware is revenue from game consoles such as PS4.

¹⁸ Physical Software is revenue from first party game software sold on discs to retailers and royalties from third party software sold on discs.

¹⁹ Digital Software is revenue from full game downloads of both first and third party titles sold via the PlayStation™Store.

²⁰ Add-on Content is revenue from purchases of digital content other than full games such as in-game currency, in-game items and expansion packages.

²¹ Network Services is revenue recognized through the PlayStation™Network (PSN) other than Game Software and Add-on Content such as PlayStation®Plus, PlayStation™Video, PlayStation™Music, PlayStation™Now and advertising revenue.

²² Others includes revenue from peripherals including PlayStation®VR (PS VR).

²³ Hardware unit sales have been re-classified from previously disclosed figures to reflect the impacts of products that were returned and refurbished products that were sold.

²⁴ Software unit sales have been re-classified from previously disclosed figures to include download-only titles, PS VR titles as well as software bundled with PS4 and PS VR (excluding certain regions).

²⁵ Full game software digital download ratio is calculated by dividing full game software units sold via digital transactions by total full game software units.

²⁶ Monthly Active Users is an estimated total number of unique accounts that played games or used services on the PSN 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 PS4 hardware and software²⁷

As of	Number of cumulative sell-through units (million)	
	PS4 Hardware	PS4 Software ²⁸
11/16/2013 (Within 24 hours after PS4 Launch in US/Canada)	1.0	-
12/1/2013	2.1	-
12/28/2013	4.2	9.7
2/8/2014	5.3	-
3/2/2014	6.0	13.7
4/6/2014	7.0	20.5 (April 13)
8/10/2014	10.0	30.0
1/4/2015	18.5	81.8
3/1/2015	20.2	-
1/3/2016	35.9	-
5/22/2016	40.0	270.9
12/6/2016	50.0	369.6
1/1/2017	53.4	409.1
6/11/2017	60.4	487.8
12/3/2017	70.6	617.8
12/31/2017	73.6	645.0
6/30/2018	-	777.9
7/22/2018	81.2	-
12/31/2018	91.6	924.0*
12/31/2019	106.0	1,181.0

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

■ Previously disclosed cumulative sell-through units of selected PS4 1st party software titles

Title	Release Date (in the U.S.)	Number of global cumulative sell-through units ²⁹ (million)	As of (Number of Days in Release)
<i>Bloodborne</i>	3/26/2015	1.0	4/5/2015 (11) ³⁰
<i>Uncharted 4: A Thief's End</i>	5/10/2016	2.7	5/16/2016 (7)
		8.7	12/21/2016 (226)
<i>Horizon Zero Dawn</i>	2/28/2017	2.6	3/13/2017 (14) ³¹
		7.6	2/15/2018 (353)
		10.0	12/31/2018 (672)
<i>GOD OF WAR</i>	4/20/2018	3.1	4/22/2018 (3)
		5.0	5/20/2018 (31)
<i>Detroit: Become Human</i>	5/25/2018	2.0	12/12/2018 (202)
		3.2	8/31/2019 (464)
		3.3	9/9/2018 (3)
<i>Marvel's Spider-Man</i>	9/7/2018	9.0	11/25/2018 (80)
		13.2	7/28/2019 (325)
<i>The Last of Us Part II</i>	6/19/2020	4.0	6/21/2020 (3)
<i>Ghost of Tsushima</i>	7/17/2020	2.4	7/19/2020 (3)

²⁷ Sell-through units are estimated by Sony Interactive Entertainment.

²⁸ PS4 software unit sales do not include add-on content.

²⁹ Sell-through units are estimated by Sony Interactive Entertainment. They do not include add-on content.

³⁰ As of April 4, 2015 for sales in North America and Europe.

³¹ As of March 12, 2017 for sales in North America and Europe.

Music Segment Supplemental Information

■ Music Revenue breakdown

(Millions of yen)	FY18	FY19					FY20				
		Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Physical	89,561	21,953	20,314	25,681	21,392	89,340	12,690				
Digital	266,781	75,176	75,635	81,300	78,578	310,690	76,509				
Download ³²	39,268	8,694	8,839	8,488	8,630	34,650	7,609				
Streaming ³³	227,513	66,482	66,797	72,812	69,948	276,039	68,900				
Other ³⁴	70,584	14,833	16,253	18,958	17,080	67,124	8,886				
Recorded Music	426,927	111,962	112,202	125,939	117,050	467,153	98,086				
Streaming ³³	32,414	13,408	13,729	12,658	15,724	55,520	13,906				
Other	74,252	25,881	24,679	27,059	24,340	101,959	17,190				
Music Publishing	106,666	39,290	38,408	39,716	40,065	157,478	31,096				
Mobile Gaming	N/A	N/A	N/A	N/A	N/A	N/A	25,920				
Other	N/A	N/A	N/A	N/A	N/A	N/A	18,633				
Visual Media & Platform	261,433	48,786	66,133	48,206	50,836	213,961	44,553				
(Yen)											
Average USD rates	110.9	109.9	107.4	108.8	109.0	108.7	107.6				

■ Recorded Music

- Top 10 best-selling recorded music projects³⁵ for Sony Music Entertainment, for the quarters ended June 30, 2020 and 2019 (In order of revenue contribution)

For the quarter ended June 30, 2020		For the quarter ended June 30, 2019	
Artist	Title	Artist	Title
Harry Styles	<i>Fine Line</i>	Khalid	<i>Free Spirit</i>
Future	<i>High Off Life</i>	Lil Nas X	<i>Old Town Road</i>
Doja Cat	<i>Hot Pink</i>	P!nk	<i>Hurts 2B Human</i>
Travis Scott	<i>ASTROWORLD</i>	Bruce Springsteen	<i>Western Stars</i>
Polo G	<i>THE GOAT</i>	DJ Khaled	<i>Father Of Asahd</i>
Luke Combs	<i>What You See Is What You Get</i>	Travis Scott	<i>ASTROWORLD</i>
Luke Combs	<i>This One's for You</i>	Chris Brown	<i>Indigo</i>
Travis Scott	<i>Singles: Highest In The Room, The Scotts ft Kid Kudi</i>	Vampire Weekend	<i>Father of the Bride</i>
Khalid	<i>Free Spirit</i>	Luke Combs	<i>This One's for You</i>
Powfu	<i>Death Bed</i>	Beyoncé	<i>HOMEcomings: THE LIVE ALBUM</i>

- Top 5 best-selling recorded music projects³⁵ for Sony Music Entertainment (Japan) Inc., for the quarters ended June 30, 2020 and 2019 (In order of revenue contribution)

For the quarter ended June 30, 2020		For the quarter ended June 30, 2019	
Artist	Title	Artist	Title
JUJU	<i>YOUR STORY</i>	Nogizaka46	<i>Ima ga Omoide ni Naru Made</i>
milet	<i>eyes</i>	Nogizaka46	<i>Sing Out!</i>
Uru	<i>Orion Blue</i>	Aimer	<i>Sun Dance & Penny Rain</i>
King Gnu	<i>CEREMONY</i>	HIDEKI SAIJO	<i>HIDEKI UNFORGETTABLE</i>
LiSA	<i>Gurenge</i>	=LOVE	<i>Sagase Diamond Lily</i>

³² Download includes digital download and mobile (ringtone).

³³ Streaming includes digital audio, digital video and digital radio, and includes revenue from both subscription and ad-supported services.

³⁴ Other includes license revenue (public performance, broadcast and sync), merchandising and live performances, etc.

³⁵ Projects are the aggregation of revenue from albums and digital track exploitation. Revenue within the quarter may also include revenue from individual tracks not associated with an album, or associated with a future album.

- Selected upcoming releases³⁶ anticipated over the next six months (In alphabetical order)

Artist	
Apache 207	Julien Doré
Beyonce	Kang Daniel
Dominic Fike	Maluma
Fantasy	The Chicks
G-Eazy	The Kid LAROI
Indochino	The Neighbourhood
Jean-Baptiste Guegan	

■ Music Publishing

- Number of songs in the music publishing catalog owned and administered as of March 31, 2020, 2019 and 2018 (Million songs)

	As of March 31, 2020	As of March 31, 2019	As of March 31, 2018
Total	4.86	4.53	4.36

³⁶ 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 are not measured in accordance with Generally Accepted Accounting Principles in the U.S. ("U.S. GAAP"). Sony does not believe that these measures are a substitute for the U.S. GAAP 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, 2019	Fiscal year ended March 31, 2020					Fiscal year ending March 31, 2021				
	FY	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Sales	8,870	1,695	2,427	2,170	3,024	9,316	1,626				
Operating income (loss)	489	3	366	51	208	628	230				

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

	Fiscal year ended March 31, 2019	Fiscal year ended March 31, 2020					Fiscal year ending March 31, 2021				
	FY	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Motion Pictures	3,915	738	1,306	930	1,397	4,371	604				
Theatrical	1,190	164	715	354	471	1,704	6				
Home Entertainment	1,013	200	160	255	303	918	319				
TV Distribution	1,482	315	425	270	555	1,565	258				
Others	230	59	6	51	68	184	21				
Television Productions	2,597	422	574	669	1,112	2,777	597				
Media Networks	2,342	532	545	568	512	2,157	419				
Intersegment	16	3	2	3	3	11	6				
Total	8,870	1,695	2,427	2,170	3,024	9,316	1,626				

- Film costs³⁷ breakdown in U.S. dollars (Million USD)

	Fiscal year ended March 31, 2019	Fiscal year ended March 31, 2020					Fiscal year ending March 31, 2021				
	FY ³⁸	Q1	Q2	Q3	Q4	FY	Q1 ³⁹	Q2	Q3	Q4	FY
Motion Pictures	1,510	1,909	2,109	1,917	1,925	1,909	1,646				
Television Productions	1,151	1,362	1,466	1,668	2,047	1,362	1,858				
Media Networks	495	414	429	441	468	414	639				
Beginning Balance	3,156	3,685	4,004	4,026	4,440	3,685	4,143				
Motion Pictures	1,164	369	118	226	17	730	75				
Television Productions	1,721	321	529	730	470	2,050	34				
Media Networks	786	144	135	141	70	490	64				
Increase in film costs ³⁷	3,671	834	782	1,097	557	3,270	173				
Motion Pictures	(765)	(169)	(310)	(218)	(296)	(993)	(126)				
Television Productions	(1,510)	(217)	(327)	(351)	(659)	(1,554)	(289)				
Media Networks	(867)	(129)	(123)	(114)	(120)	(486)	(103)				
Amortization of film costs ³⁷	(3,142)	(515)	(760)	(683)	(1,075)	(3,033)	(518)				
Motion Pictures	1,909	2,109	1,917	1,925	1,646	1,646	1,595				
Television Productions	1,362	1,466	1,668	2,047	1,858	1,858	1,603				
Media Networks	414	429	441	468	418	418	600				
Ending Balance	3,685	4,004	4,026	4,440	3,922	3,922	3,798				

³⁷ Film costs 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.

³⁸ Sony adopted new accounting guidance addressing revenue recognition (ASC 606), which applies retrospectively with the cumulative effect of initially applying the guidance recognized as of April 1, 2018. As a result of the adoption, the beginning balance of Film costs increased by \$72 million

³⁹ Sony adopted updates in the accounting guidance related to Film costs and broadcasting rights (ASU 2019-02), which is effective from April 1, 2020 and applied prospectively. As a result of adoption, Pictures reclassified \$221 million of broadcasting rights in inventories to film costs.

■ Motion Pictures

- Motion Pictures Box Office⁴⁰ for films released in North America during the quarter ended June 30, 2020⁴¹ (Million USD)

Title	Label	Release Date (Days in Release)	North America Box Office	International Box Office	Total
<i>Not applicable</i>					

- Motion Pictures Box Office⁴⁰ for films released in North America during the quarter ended June 30, 2019⁴² (Million USD)

Title	Label	Release Date (Days in Release) ⁴³	North America Box Office	International Box Office	Total
<i>The Intruder</i>	Screen Gems	5/3/2019 (59)	\$35	\$1	\$36
<i>Brightburn</i>	Screen Gems	5/24/2019 (38)	\$17	\$14 ⁴⁴	\$31
<i>Men in Black™: International (3D)</i>	Columbia Pictures	6/14/2019 (17)	\$65	\$148 ⁴⁴	\$213

- Select films to be released in the U.S. during the twelve months ending June 30, 2021 (Release dates and titles subject to change)

Total: 12 titles

Title	Talent	Expected Release Date	Label
<i>Lord and Miller Connected</i>	Abbi Jacobson, Danny McBride, Maya Rudolph, Mike Rianda, Eric Andre and Olivia Colman	10/23/2020	Columbia Pictures / Sony Pictures Animation
<i>Happiest Season</i>	Kristen Stewart, Mackenzie Davis, Alison Brie, Aubrey Plaza, Dan Levy, Victor Garber, Mary Steenburgen, Ana Gasteyer, Burl Moseley, Sarayu Blue, Jake McDorman and Mary Holland	11/25/2020	TriStar Pictures
<i>Escape Room 2</i>	Taylor Russell, Logan Miller and Isabelle Fuhrman	12/30/2020	Columbia Pictures
<i>Peter Rabbit 2: The Runaway</i>	Rose Byrne, Domhnall Gleeson, David Oyelowo, Elizabeth Debicki, Margot Robbie and James Corden	1/15/2021	Columbia Pictures
<i>Cinderella</i>	Camila Cabello, Idina Menzel, Billy Porter, Nick Galitzine, Missy Elliot, Minnie Driver, Pierce Brosnan, Maddie Baillio, Charlotte Spencer, John Mulaney and Romesh Ranganathan	2/5/2021	Columbia Pictures
<i>Ghostbusters: Afterlife</i>	Carrie Coon, Finn Wolfhard, McKenna Grace, Annie Potts, Ernie Hudson and Paul Rudd	3/5/2021	Columbia Pictures
<i>Sony / Marvel Morbius</i>	Jared Leto, Matt Smith, Adria Arjona, Jared Harris, Al Madrigal and Tyrese Gibson	3/19/2021	Columbia Pictures
<i>Fatherhood</i>	Kevin Hart, Alfre Woodard, Anthony Carrigan, Melody Hurd, Lil Rel Howery, Paul Reiser and Deborah Ayorinde	4/2/2021	Columbia Pictures
<i>Monster Hunter</i>	Milla Jovovich, Tony Jaa, Tip 'T.I.' Harris, Meagan Good, Diego Boneta, Josh Helman, Jin Au-Yeung and Ron Perlman	4/23/2021	Screen Gems
<i>Vivo</i>	TBD	6/4/2021	Columbia Pictures / Sony Pictures Animation
<i>Venom: Let There Be Carnage</i>	Tom Hardy	6/25/2021	Columbia Pictures
<i>The Broken Hearts Gallery</i>	Geraldine Viswanathan, Dacre Montgomery, Utkarsh Ambudkar, Molly Gordon, Phillipa Soo, Suki Waterhouse, Arturo Castro, Ego Nwodim, Taylor Hill and Bernadette Peters	TBD	TriStar Pictures

- Select films to be released in the U.S. from July 1, 2021 onward (Release dates and titles subject to change)

Total: 6 titles

Title	Expected Release Date	Label
<i>Uncharted</i>	7/16/2021	Columbia Pictures
<i>Hotel Transylvania 4</i>	8/6/2021	Columbia Pictures / Sony Pictures Animation
<i>The Man From Toronto</i>	9/17/2021	Columbia Pictures
<i>Marvel Sony Untitled Spider-Man™: Far From Home Sequel</i>	12/17/2021	Columbia Pictures
<i>The Nightingale</i>	12/22/2021	TriStar Pictures
<i>Spider-Man™: Into the Spider-Verse Sequel</i>	10/7/2022	Columbia Pictures / Sony Pictures Animation

⁴⁰ 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.

⁴¹ Data as of June 30, 2020.

⁴² Data as of June 30, 2019.

⁴³ Days in North America theatrical release up to and including the last day of the reporting quarter end.

⁴⁴ Source: Sony Pictures Releasing International ("SPRI"). SPE has limited territory rights.

■ **Television Productions**

- **Television Series with an original broadcast on a U.S. linear network⁴⁵ during the quarters ended June 30, 2020 and 2019⁴⁶**

For the quarter ended June 30, 2020			For the quarter ended June 30, 2019		
Series	Season	Network	Series	Season	Network
<i>Better Call Saul</i>	5	AMC	<i>Deadly Class</i>	1	SyFy
<i>Black Monday</i>	2	Showtime	<i>El Baron</i>	1	Telemundo
<i>For Life</i>	1	ABC	<i>La Reina Soy Yo</i>	1	Univision
<i>Indebted</i>	1	NBC	<i>Schooled</i>	1	ABC
<i>One Day at a Time</i>	4	Pop TV	<i>Shark Tank</i>	10	ABC
<i>Outlander</i>	5	Starz	<i>S.W.A.T.</i>	2	CBS
<i>Schooled</i>	2	ABC	<i>\$100,000 Pyramid</i>	4	ABC
<i>Shark Tank</i>	11	ABC	<i>The Blacklist</i>	6	NBC
<i>S.W.A.T.</i>	3	CBS	<i>The Goldbergs</i>	6	ABC
<i>The Blacklist</i>	7	NBC	<i>Days of our Lives</i>	54	NBC
<i>The Goldbergs</i>	7	ABC	<i>The Young and the Restless</i>	46	CBS
<i>Days of our Lives</i>	55	NBC	<i>The Dr. Oz Show</i>	10	First Run Syndication ⁴⁷
<i>The Young and the Restless</i>	47	CBS	<i>Jeopardy!</i>	35	First Run Syndication ⁴⁷
<i>Dr. Oz Show</i>	11	First Run Syndication ⁴⁷	<i>Wheel of Fortune</i>	36	First Run Syndication ⁴⁷
<i>Wheel of Fortune</i>	37	First Run Syndication ⁴⁷			
<i>Jeopardy!</i>	36	First Run Syndication ⁴⁷			
<i>The Mel Robbins Show</i>	1	First Run Syndication ⁴⁷			

- **Television Series with a new season to premiere on a U.S. linear network⁴⁵ from July 1, 2020 onward⁴⁶ (Releases subject to change)**

Airing after July 1, 2020					
Series	Season ⁴⁸	Network	Series	Season ⁴⁸	Network
<i>\$100,000 Pyramid</i>	5	ABC	<i>Shark Tank</i>	12	ABC
<i>A Spy Among Friends</i>	1	Charter	<i>S.W.A.T.</i>	4	CBS
<i>Better Call Saul</i>	6	AMC	<i>The Blacklist</i>	8	NBC
<i>Call Your Mother</i>	1	ABC	<i>United We Fall</i>	1	NBC
<i>Coyote</i>	1	Paramount	<i>The Good Doctor</i>	4	ABC
<i>For Life</i>	2	ABC	<i>Days of our Lives</i>	56	NBC
<i>L.A.'s Finest</i>	2	Charter	<i>The Young and the Restless</i>	48-51	CBS
<i>Men in Kilts: A Road Trip with Sam and Graham</i>	1	Starz	<i>Jeopardy!</i>	37	First Run Syndication ⁴⁷
<i>On Becoming God in Central Florida</i>	2	Showtime	<i>Wheel of Fortune</i>	38	First Run Syndication ⁴⁷

- **Select Television Series in U.S. off-network syndication⁴⁹**

As of June 30, 2020		
<i>Better Call Saul</i>	<i>Seinfeld</i>	<i>The King of Queens</i>
<i>NewsRadio</i>	<i>Shark Tank</i>	<i>The Steve Harvey Show</i>
<i>Preacher</i>	<i>The Blacklist</i>	
<i>Rules of Engagement</i>	<i>The Goldbergs</i>	

- **Television Series with an original broadcast on a digital platform⁵⁰ during the quarters ended June 30, 2020 and 2019⁴⁶**

For the quarter ended June 30, 2020			For the quarter ended June 30, 2019		
Series	Season	Network	Series	Season	Network
<i>#Freerayshawn</i>	1	Quibi	<i>Cobra Kai</i>	2	YouTube Premium
<i>Crossing Swords</i>	1	Hulu	<i>Flinch</i>	1	Netflix
<i>Future Man</i>	3	Hulu	<i>L.A.'s Finest</i>	1	Charter
<i>Murder House Flip</i>	1	Quibi	<i>Sneaky Pete</i>	3	Amazon
<i>White Lines</i>	1	Netflix	<i>The Tick</i>	2	Amazon

⁴⁵ Linear networks include free, basic or pay television.

⁴⁶ 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.

⁴⁷ First Run Syndication series are originally produced for and aired on local television stations throughout the U.S.

⁴⁸ Only reflects the next season(s) that has been committed to by the network.

⁴⁹ Off-network syndication series have previously aired on U.S. linear networks and are currently re-airing on other U.S. linear networks or digital platforms or both.

⁵⁰ 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.

- Television Series with a new season to premiere on a digital platform⁵¹ from July 1, 2020 onward⁵² (Releases subject to change)

Airing after July 1, 2020					
Series	Season ⁵³	Network	Series	Season ⁵³	Network
<i>After Party</i>	1	Apple	<i>The Boondocks</i>	5/6	HBO Max
<i>Atypical</i>	4	Netflix	<i>The Boys</i>	2	Amazon
<i>Behind Her Eyes</i>	1	Netflix	<i>The Crown</i>	4-6	Netflix
<i>Cobra Kai</i>	3	Netflix	<i>Them: Covenant</i>	1/2	Amazon
<i>Crossing Swords</i>	2	Hulu	<i>Tomie</i>	1	Quibi
<i>For All Mankind</i>	2	Apple	<i>Wheel of Time</i>	1	Amazon
<i>Murder House Flip</i>	2	Quibi	<i>Woke</i>	1	Hulu

- Television Series with an original broadcast on a non-U.S. linear network⁵⁴ during the quarters ended June 30, 2020 and 2019⁵²

For the quarter ended June 30, 2020			
Series	Season	Network	Territory

Europe, Middle East and Africa:

<i>Newlywed Game</i>	25	France 2	France
<i>Qui Veut Gagner Des Millions? (Who Wants To Be A Millionaire)</i>	17	TF1	France
<i>Die Höhle der Löwen</i>	7	VOX	Germany
<i>Die Dr. Wimmer Show (Dr. Oz format)</i>	1	Sat.1	Germany
<i>Biete Rostlaube, suche Traumauto</i>	8	VOX	Germany
<i>Momsters</i>	5	UTV	Russia
<i>To Forgive or To Revenge</i>	2	UTV	Russia
<i>Mine is Better</i>	1	UTV	Russia
<i>Strike Back</i>	8	Sky	United Kingdom
<i>Quiz</i>	1	ITV	United Kingdom
<i>Sitting in Limbo</i>	1	BBC	United Kingdom
<i>Who Wants To Be A Millionaire</i>	33	ITV	United Kingdom
<i>Pretty Single</i>	1	BBC NI / BBC Scotland	United Kingdom
<i>Celebrity Snoop Dogs</i>	1	C4	United Kingdom

Latin America:

<i>Vai Passar</i>	1	Multishow	Brazil
<i>No Gás do Justa Dance</i>	1	Multishow	Brazil
<i>Bugados</i>	2	Gloob	Brazil
<i>De Férias com Ex (Ex on the Beach)</i>	6	MTV	Brazil
<i>Made in Japão</i>	1	Record	Brazil
<i>Soltos em Floripa</i>	1	Amazon	Brazil
<i>Dono do Lar</i>	2	Multishow	Brazil
<i>Enamorandonos (Love is Calling)</i>	1	TV Azteca	Mexico
<i>En la Luna Con Jesus Guzman</i>	1	Canal Sony	Mexico
<i>Shark Tank Mexico</i>	5	Canal Sony	Mexico

For the quarter ended June 30, 2019			
Series	Season	Network	Territory

Europe, Middle East and Africa:

<i>Newlywed Game</i>	24	France 2	France
<i>Everybody Loves Raymond</i>	10	CTC	Russia
<i>Fish on the Cake</i>	2	Che	Russia
<i>Momsters</i>	4	UTV	Russia
<i>To Forgive or to Revenge</i>	1	UTV	Russia
<i>Blind Date</i>	3	Channel 5	United Kingdom
<i>Britain In Bloom</i>	2	BBC2	United Kingdom
<i>Gino's Win Your Wish List</i>	2	Channel 5	United Kingdom
<i>Strike Back</i>	7	Sky	United Kingdom
<i>There's No Place Like Tyrone</i>	1	BBCNI	United Kingdom

Latin America:

<i>De Férias com EX</i>	4	MTV	Brazil
<i>Shark Tank Brasil</i>	4	Canal Sony	Brazil
<i>The Gong Show</i>	1	Globo	Brazil
<i>Top Chef</i>	1	Record	Brazil
<i>Vai Ferdandinha</i>	4	Multishow	Brazil
<i>Enamorandonos (Love is Calling)</i>	1	TV Azteca	Mexico
<i>La Guzman</i>	1	Imagen	Mexico
<i>Shark Tank Mexico</i>	4	Canal Sony	Mexico

⁵¹ 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.

⁵² 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.

⁵³ Only reflects the next season(s) that has been committed to by the network.

⁵⁴ Linear networks include free, basic or pay television.

■ Media Networks

- Television and Digital Channels as of June 30, 2020

As of June 30, 2020					As of June 30, 2019
Television and Digital Channels ⁵⁵	Country / Region	Launch Year ⁵⁶	Sony's Ownership	Number of Subscribers ⁵⁷ (mil.)	Number of Subscribers ⁵⁷ (mil.)
Europe, Middle East and Africa:					
<i>AXN Iberia</i>	Spain, Portugal, Angola, Mozambique, Cape Verde	1998	100%	10.5	9.3
<i>AXN White Iberia</i>	Spain, Portugal, Angola, Mozambique, Cape Verde	2006	100%	10.1	8.6
<i>AXN Black</i>	Portugal, Angola, Mozambique, Cape Verde	2011	100%	4.5	4.0
<i>AXN Central Europe⁵⁸</i>	Bulgaria, Czech Republic, Slovakia, Poland, Romania, Hungary, Adria	2003	100%	49.8	47.4
<i>AXN SPIN Central Europe</i>	Poland, Romania	2012	100%	9.5	9.4
<i>Pop Italy</i>	Italy	2018	100%	*	N/A
<i>Cine Sony Italy</i>	Italy	2018	100%	*	N/A
<i>AXN Germany</i>	Austria, Germany, Switzerland	2004	100%	3.3	3.3
<i>Animax Germany</i>	Austria, Germany, Switzerland	2007	100%	-	-
<i>Sony Channel Germany</i>	Austria, Germany, Switzerland	2013	100%	0.9	0.9
<i>Sony Sci-Fi Russia</i>	Russia, CIS, Georgia, Ukraine	2007	88%	13.8	9.4
<i>Sony Channel Russia</i>	Russia, CIS, Georgia, Ukraine	2009	88%	11.1	10.2
<i>Sony Channel Baltics</i>	Estonia, Latvia, Lithuania	2010	88%	1.5	1.5
<i>Sony Turbo Russia</i>	Russia, CIS, Georgia, Ukraine	2012	88%	7.4	6.4
<i>Sony Turbo Baltics</i>	Estonia, Latvia, Lithuania	2012	88%	1.0	0.9
<i>UK Channels⁵⁹</i>	United Kingdom, Malta	2014	100%	93.4	115.2
<i>Viva</i>	Israel	2014	50%	1.7	1.7
<i>Viva Plus</i>	Israel	2014	50%	1.7	1.7
<i>Film 1</i>	Netherlands	2015	100%	*	0.6
<i>Film 1 D2C</i>	Netherlands	2019	100%	*	-
<i>Viasat 3</i>	Hungary	2015	100%	3.4	3.3
<i>Viasat 6</i>	Hungary	2015	100%	3.3	3.1

Latin America:

<i>Sony Channel OLA</i>	Central America, South America (excluding Brazil), the Caribbean Basin islands	1995	100%	27.0	27.4
<i>AXN OLA</i>	Central America, South America (excluding Brazil), the Caribbean Basin islands	1999	100%	25.9	25.8
<i>Sony Channel Brazil</i>	Brazil	1996	100%	10.9	12.3
<i>AXN Brazil</i>	Brazil	1999	100%	9.7	11.0
<i>Sony Channel Mexico</i>	Mexico	1996	100%	15.1	15.3
<i>AXN Mexico</i>	Mexico	1999	100%	9.3	9.7

Note: N/A means there are or were no subscribers.

* means the television and digital channels are or were not owned, or broadcast, by SPE.

- means that SPE does not disclose the number of subscribers for SVOD services.

⁵⁵ Individual channels may have more than one feed; total channel feeds were 131 as of June 30, 2020.

⁵⁶ Launch year represents the year the first iteration of the channel was launched in its first territory or acquired by Sony.

⁵⁷ Subscriber numbers are SPE estimates; SPE does not disclose the number of subscribers for SVOD services.

⁵⁸ Includes AXN Black and AXN White.

⁵⁹ UK Channels includes channels previously categorized under CSC Media Group UK, Movies4Men UK, and Sony Movies Channel UK and now consist of Tiny Pop, Pop, Pop Max, Sony Movies Action, Sony Movie Channel, Sony Movies Classic, and Sony Channel.

As of June 30, 2020					As of June 30, 2019
Television and Digital Channels ⁶⁰	Country / Region	Launch Year ⁶¹	Sony's Ownership	Number of Subscribers ⁶² (mil.)	Number of Subscribers ⁶² (mil.)
Asia and Australia:					
<i>India Channels</i> ^{63 64}	India, North America, Europe, the Pacific, SE Asia, Australia, Middle East and Africa	1995	100%	357.1	1,304.9
<i>AXN Asia</i>	Taiwan, Vietnam, Malaysia, Indonesia, Hong Kong, Singapore, and other parts of East and SE Asia	1997	100%	*	17.1
<i>Animax Asia</i>	SE Asia, Taiwan, Hong Kong, S. Asia, Philippines, Pakistan, Thailand	2004	100%	*	11.0
<i>ONE</i>	Malaysia, Indonesia, Singapore, Brunei	2010	100%	*	3.3
<i>AXN Japan</i>	Japan	1998	65%	7.4	7.4
<i>Animax Japan</i>	Japan	1998	50%	8.5	8.5
<i>Kids Station</i>	Japan	2018	51%	7.8	7.8
<i>AXN Mystery Japan</i>	Japan	2008	100%	6.5	6.6
<i>AXN Korea</i>	South Korea	2011	49%	*	22.2
<i>Animax Korea</i>	South Korea	2006	100%	*	26.2
<i>FMN</i>	Indonesia	2013	50%	0.3	0.3
<i>Crackle Australia</i>	Australia	2010	100%	*	*
<i>GEM Asia</i>	Cambodia, Hong Kong, Indonesia, Thailand	2015	65%	*	1.0
North America:					
<i>GSN</i>	U.S.	1994	100%	49.6	55.2
<i>Crackle Plus</i> ⁶⁵	U.S.	2019	49%	N/A	N/A
<i>Sony Movie Channel U.S.</i>	U.S.	2010	100%	4.5	5.5
<i>CineSony</i>	U.S.	2012	100%	3.4	3.8
<i>Hollywood Suite 90s Movies</i>	Canada	2012	47%	0.8	0.5
<i>Hollywood Suite 2000s Movies</i>	Canada	2012	47%	0.8	0.5
<i>getTV</i>	U.S.	2014	100%	46.3	47.5
<i>Funimation</i>	U.S., Canada, Europe, Africa, Australia and New Zealand	2017	80%	–	–

Note: N/A means there are or were no subscribers.

* means the television and digital channels are or were not owned, or broadcast, by SPE.

– means that SPE does not disclose the number of subscribers for SVOD services.

Since June 30, 2019 SPT has sold, closed, acquired, or rebranded the following channels:

- in Europe, closed the Film1 channels on July 31, 2019.
- in the UK, closed True Crime (previously TruTV) on September 10, 2019; rebranded Movies4Men into Sony Movies Action, Sony Movies Channel into Sony Movies, True Movies into Sony Movies Christmas, and True Entertainment into Sony Channel.
- in Europe, ceased broadcasts of Italy channels on July 10, 2019.
- in Latin America, Canal Sony was rebranded to Sony Channel on August 12, 2019.
- in the US, acquired the remaining 5% of Funimation from Gen Fukunaga on August 20, 2019.

Since September 30, 2019 SPT has sold, closed, acquired, or rebranded the following channels:

- in Asia, sold AXN Korea channels on October 1, 2019.
- in the US, acquired the remaining 42% of GSN from AT&T on November 18, 2019.

Since December 31, 2019 SPT has sold, closed, acquired, or rebranded the following channels:

- in India, closed MIX & ESPN Sony on March 31, 2020.
- On February 28, 2020 Aniplex (a Sony company) acquired 20% ownership of Funimation. On March 2, 2020 Funimation acquired Madman and Wakanim from Aniplex.
- In the UK, Sony Movies Christmas was rebranded Sony Movies Classic on January 7, 2020.

Since March 31, 2020 SPT has sold, closed, acquired, or rebranded the following channels:

- in Asia, sold the following channels on May 8, 2020: AXN Asia, Animax Asia, ONE, Animax Korea, and GEM Asia.
- in the UK, closed Sony Crime Channel on June 9, 2020.
- in India, closed AXN India on June 30, 2020.

Number of Channels and Subscribers (Total)

	As of June 30, 2020	As of June 30, 2019
Number of Channels (Total)	67	81
Number of Subscribers ^{62 64} (Total) (mil.)	Approx. 814.4	Approx. 1,867.7

⁶⁰ Individual channels may have more than one feed; total channel feeds were 131 as of June 30, 2020.

⁶¹ Launch year represents the year the first iteration of the channel was launched in its first territory or acquired by Sony.

⁶² Subscriber numbers are SPE estimates; SPE does not disclose the number of subscribers for SVOD services.

⁶³ India Channels comprise the following: SET, SAB, PIX, ATTH, SIX, PAL, MAX, MAX 2, WAH, Sony Le PLEX, Sony BBC Earth, Sony ROX HD, Sony YAY!, and the TEN Sports Channels. The first of the India Channels was launched in 1995 with the others launched at various times thereafter. International subscribers (subscribers from outside of India) account for 1.7 million and 2.2 million of the totals noted for June 30, 2020 and 2019, respectively.

⁶⁴ The Telecom Regulatory Authority of India ("TRAI") instituted a new tariff regime, effective February 1st, 2019, whereby Indian consumers would be able to subscribe to channels on an a-la-carte basis rather than as bundles. Due to the migration to the new tariff regime, the pay subscriber base is estimated to have declined from 156M to 115M. Additionally, subscribers have opted to subscribe to fewer channels. As a result, the estimated number of subscribers to the Indian channels has declined significantly.

⁶⁵ In connection with the establishment of the Crackle Plus joint venture, SPE received, among other things, 37,000 units of preferred equity and 1,000 units of common equity of Crackle Plus, and a future right to convert the preferred equity into common equity of Crackle Plus. If converted, SPE would have a 49% ownership interest in Crackle Plus on a fully diluted basis.

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, 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 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.