

SONY

FY2022 Consolidated Financial Results

(Fiscal year ended March 31, 2023)

April 28, 2023

Sony Group Corporation

FY2022 Consolidated Results

	FY21	FY22	Change
			(Bln Yen)
Sales*1	9,921.5	11,539.8	+1,618.3 bln yen (+16%)
Operating income	1,202.3	1,208.2	+5.9 bln yen (+0%)
Income before income taxes	1,117.5	1,180.3	+62.8 bln yen (+6%)
Net income attributable to Sony Group Corporation's stockholders	882.2	937.1	+54.9 bln yen (+6%)
Net income attributable to Sony Group Corporation's stockholders per share of common stock (diluted)	705.16 yen	754.95 yen	+49.79 yen
Sony without Financial Services*2			
Operating Cash Flow	+813.3	+415.5	-397.8 bln yen
Investing Cash Flow	-711.1	-1,032.0	-320.9 bln yen
Free Cash Flow (Operating CF + Investing CF)	+102.1	-616.6	-718.7 bln yen
Average Rate			Dividend per Share
1 US dollar	112.3 yen	135.4 yen	Interim 35 yen
1 Euro	130.5 yen	140.9 yen	Year-end 40 yen
			Full year 75 yen

*1 "Sales" is used to mean "sales and financial services revenue" in accordance with International Financial Reporting Standards ("IFRS") (applies to all following pages).

*2 See page 21 in "FY22 Financial Statements" for Condensed Statements of Cash Flows for Sony without Financial Services (applies to all following pages).

Consolidated cash flow (Sony without Financial Services) and free cash flow are not measures in accordance with IFRS. However, Sony believes that these disclosures may be useful information to investors.

Q4 FY2022 Consolidated Results

(Bln Yen)

	Q4 FY21	Q4 FY22	Change
Sales	2,264.0	3,063.6	+799.6 bln yen (+35%)
Operating income	138.6	128.5	-10.2 bln yen (-7%)
Income before income taxes	89.6	144.6	+55.0 bln yen (+61%)
Net income attributable to Sony Group Corporation's stockholders	111.1	128.2	+17.1 bln yen (+15%)
Net income attributable to Sony Group Corporation's stockholders per share of common stock (diluted)	88.98 yen	103.53 yen	+14.55 yen
Average Rate			
1 US dollar	116.1 yen	132.3 yen	
1 Euro	130.4 yen	141.9 yen	

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FY2022 Consolidated Results: Year-on-year Change

	Year-on-year Change	Contributing Factors (+) Better / (-) Worse
Sales	+1,618.3 bln yen +16%	<ul style="list-style-type: none"> • (+) Significant increases in G&NS, I&SS, Music and Pictures segments sales • (+) Increase in ET&S segment sales <p>On a constant currency basis*, sales increased approx. 4%</p>
Operating income	+5.9 bln yen +0%	<ul style="list-style-type: none"> • (+) Significant increases in Financial Services, I&SS and Music segments operating income • (+) Significant decrease in Corporate and elimination operating loss • (-) Significant decreases in Pictures and G&NS segments operating income • (-) Decrease in ET&S segment operating income
Income tax expense	+7.6 bln yen Effective tax rate 21% → 20%	<ul style="list-style-type: none"> • (+) Increase in the tax credits recorded in Japan • (+) Decrease in deferred tax liabilities related to Japan controlled foreign company taxation • (-) Reversal of a previous write-down of certain deferred tax assets at certain companies in Japan in FY21

* For further details about the impact of foreign exchange rate fluctuations on sales and operating income (loss), see Note on page 24 (applies to all following pages).

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Adjusted Income^{*1}

(Bln yen)

	FY21			FY22			Change from FY21	
	Before adjustment	Non-recurring profit and loss ^{*2}	Adjusted	Before adjustment	Non-recurring profit and loss ^{*2}	Adjusted	Before adjustment	Adjusted
Operating income	1,202.3	-63.8	1,138.6	1,208.2	-27.8	1,180.4	+5.9 (+0%)	+41.8 (+4%)
Income before income taxes	1,117.5	-63.8	1,053.7	1,180.3	-27.8	1,152.5	+62.8 (+6%)	+98.8 (+9%)
Income taxes	229.1 <small>(Effective tax rate 21%)</small>	+18.4	247.5 <small>(Effective tax rate 24%)</small>	236.7 <small>(Effective tax rate 20%)</small>	-5.6	231.1 <small>(Effective tax rate 20%)</small>	+7.6 (+3%)	-16.4 (-7%)
Net income attributable to Sony Group Corporation's stockholders	882.2	-81.3	800.9	937.1	-22.2	914.9	+54.9 (+6%)	+114.0 (+14%)

Adjusted results are not measures in accordance with IFRS. However, Sony believes that this disclosure may be useful information to investors.

*1 Adjusted Income does not include non-recurring profit and loss.

*2 See page 6 regarding non-recurring profit and loss (applies to all following pages).

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Adjusted Income (Q4)

(Bln yen)

	FY21 Q4			FY22 Q4			Change from FY21 Q4	
	Before adjustment	Non-recurring profit and loss	Adjusted	Before adjustment	Non-recurring profit and loss	Adjusted	Before adjustment	Adjusted
Operating income	138.6	-	138.6	128.5	-	128.5	-10.2 (-7%)	-10.2 (-7%)
Income before income taxes	89.6	-	89.6	144.6	-	144.6	+55.0 (+61%)	+55.0 (+61%)
Income taxes	-23.3 <small>(Effective tax rate -26%)</small>	+33.4	10.1 <small>(Effective tax rate 11%)</small>	15.5 <small>(Effective tax rate 11%)</small>	-	15.5 <small>(Effective tax rate 11%)</small>	+38.8 (-)	+5.4 (+53%)
Net income attributable to Sony Group Corporation's stockholders	111.1	-	78.6	128.2	-	128.2	+17.1 (+15%)	+49.6 (+63%)

Adjusted results are not measures in accordance with IFRS. However, Sony believes that this disclosure may be useful information to investors.

* Adjusted Income does not include non-recurring profit and loss.

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Non-recurring profit and loss

(Bln yen)

FY21		FY22	
Items included in operating income (before adjustment)	+63.8	Items included in operating income (before adjustment)	+27.8
Gain from the transfer of certain operations of Game Show Network, LLC (Pictures segment-Q3)	+70.0	Impact of litigation settlements, net of expenses, received in relation to lawsuits for Recorded Music and Music Publishing (Music segment-Q2)	+5.7
Loss recorded due to an unauthorized withdrawal of funds at a subsidiary of Sony Life (Financial Services segment-Q1)	-16.8	Recovery of an unauthorized withdrawal of funds at a subsidiary of Sony Life in FY21 (Financial Services segment-Q2)	+22.1
The share of profit of the investment in M3, Inc. ("M3") related to a gain on a change in M3's equity interest in an affiliated company, resulting from the issuance of new shares in connection with the affiliated company's public listing (All Other-Q2)	+5.1		
Settlement gain in connection with the termination of the defined benefit pension plan at certain U.S. subsidiaries (mainly in Corporate and elimination-Q1)	+5.5		
Items included in Financial income (expense)	-	Items included in Financial income (expense)	-
Items included in income before income taxes (before adjustment)	+63.8	Items included in income before income taxes (before adjustment)	+27.8
Items included in income taxes (before adjustment)	-18.4	Items included in income taxes (before adjustment)	+5.6
Tax effect with regard to the above four items	+15.0	Tax effect with regard to the above two items	+5.6
Reversal of a previous write-down recorded against certain deferred tax assets at certain companies in Japan (Q4)	-33.4		
Items included in net income attributable to noncontrolling interests	-0.9	Items included in net income attributable to noncontrolling interests	-
Adjustment of Net income attributable to noncontrolling interests with regard to reversal of a previous write-down recorded against certain deferred tax assets at certain companies in Japan (Q4)	-0.9		
Items included in net income attributable to Sony Group Corporation's stockholders (before adjustment)	+81.3	Items included in net income attributable to Sony Group Corporation's stockholders (before adjustment)	+22.2

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FY2022 Cash Flow (CF) by Segment (Sony without Financial Services)

(Bln Yen)

		FY21	FY22
Game & Network Services (G&NS)	Operating CF	247.5	-168.5
	Investing CF	-91.6	-305.3
	Free CF*1	155.9	-473.8
Music	Operating CF	66.1	181.3
	Investing CF	-174.9	-25.2
	Free CF	-108.8	156.1
Pictures	Operating CF	185.7	28.6
	Investing CF	-83.7	-112.7
	Free CF	102.1	-84.1
Entertainment, Technology & Services (ET&S)	Operating CF	157.2	208.3
	Investing CF	-92.7	-116.6
	Free CF	64.6	91.7
Imaging & Sensing Solutions (I&SS)	Operating CF	167.7	164.0
	Investing CF	-258.9	-369.6
	Free CF	-91.2	-205.6
All Other, Corporate and elimination and Adjustment *2	Operating CF	-10.9	1.8
	Investing CF	-9.3	-102.6
	Free CF	-20.2	-100.8
Consolidated total without Financial Services	Operating CF	813.3	415.5
	Investing CF	-711.1	-1,032.0
	Free CF	102.1	-616.6

* The calculation of Operating CF, Investing CF and Free CF for each segment differs from the calculation of the Condensed Statements of Cash Flows for Sony without Financial Services (See page F-19 of "FY22 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 Financial CF)

These result in the following amounts being adjusted in each of the Operating CF and the Investing CF figures shown above:
(FY21 Investing CF) G&NS: -13.0 bln yen, Music: 1.5 bln yen, Pictures: -5.8 bln yen, ET&S: -27.1 bln yen, I&SS: -11.5 bln yen, All Other and Corporate and elimination: -0.1 bln yen, Adjustment** 56.0 bln yen
(FY22 Operating CF) G&NS: -0.8 bln yen, Music: -0.2 bln yen, Pictures: -0.2 bln yen, All Other and Corporate and elimination: 0.7 bln yen, Adjustment** 0.3 bln yen
(FY22 Investing CF) G&NS: -15.3 bln yen, Music: -19.7 bln yen, Pictures: -12.8 bln yen, ET&S: -19.5 bln yen, I&SS: -12.2 bln yen, All Other and Corporate and elimination: 0.4 bln yen, Adjustment** 79.2 bln yen

*1 Free CF is the total of Operating CF and Investing CF.

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

Operating cash flow by segment, investing cash flow by segment and free cash flow are not measures in accordance with IFRS. However, Sony believes that this disclosure may be useful information to investors.

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FY2022 Results by Segment

(Bln Yen)

		FY21	FY22	Change	FX Impact
Game & Network Services (G&NS)	Sales	2,739.8	3,644.6	+904.8	+419.8
	Operating income	346.1	250.0	-96.1	-32.4
Music	Sales	1,116.9	1,380.6	+263.7	+174.5
	Operating income	210.9	263.1	+52.2	
Pictures	Sales	1,238.9	1,369.4	+130.5	+229.8
	Operating income	217.4	119.3	-98.1	
Entertainment, Technology & Services (ET&S)	Sales	2,339.2	2,476.0	+136.8	+237.5
	Operating income	212.9	179.5	-33.5	+9.4
Imaging & Sensing Solutions (I&SS)	Sales	1,076.4	1,402.2	+325.8	+202.7
	Operating income	155.6	212.2	+56.6	+120.9
Financial Services	Revenue	1,533.8	1,454.5	-79.3	
	Operating income	150.1	223.9	+73.8	
All Other	Sales	98.8	87.6	-11.2	
	Operating income	18.0	16.8	-1.1	
Corporate and elimination	Sales	-222.3	-275.2	-52.9	
	Operating income	-108.7	-56.6	+52.1	
Consolidated total	Sales	9,921.5	11,539.8	+1,618.3	
	Operating income	1,202.3	1,208.2	+5.9	

Sales in each business segment represents sales and revenue recorded before intersegment transactions are eliminated. Operating income in each business segment represents operating income reported before intersegment transactions are eliminated and excludes unallocated corporate expenses (applies to all following pages).

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Q4 FY2022 Results by Segment

(Bln Yen)

		Q4 FY21	Q4 FY22	Change	FX Impact
Game & Network Services (G&NS)	Sales	665.3	1,073.2	+407.9	+93.2
	Operating income	87.3	38.9	-48.4	-13.8
Music	Sales	294.6	349.5	+54.9	+30.9
	Operating income	49.9	60.4	+10.6	
Pictures	Sales	312.2	359.0	+46.8	+43.7
	Operating income	11.0	15.5	+4.5	
Entertainment, Technology & Services (ET&S)	Sales	494.1	493.8	-0.2	+29.4
	Operating income	-11.6	-33.0	-21.5	-2.1
Imaging & Sensing Solutions (I&SS)	Sales	255.3	348.8	+93.5	+44.1
	Operating income	10.7	31.7	+20.9	+28.4
Financial Services	Revenue	279.7	493.3	+213.6	
	Operating income	47.8	33.7	-14.1	
All Other	Sales	24.9	22.5	-2.4	
	Operating income	-3.0	0.1	+3.0	
Corporate and elimination	Sales	-62.0	-76.6	-14.6	
	Operating income	-53.6	-18.8	+34.7	
Consolidated total	Sales	2,264.0	3,063.6	+799.6	
	Operating income	138.6	128.5	-10.2	

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FY2023 Consolidated Results Forecast

	FY22	FY23 FCT	Change from FY22
Sales	11,539.8	11,500	-39.8 bln yen (-0%)
Operating income	1,208.2	1,170	-38.2 bln yen (-3%)
Income before income taxes	1,180.3	1,140	-40.3 bln yen (-3%)
Net income attributable to Sony Group Corporation's stockholders	937.1	840	-97.1 bln yen (-10%)
Adjusted OIBDA	1,722.7	1,770	+47.3 bln yen (+3%)
Adjusted EBITDA	1,703.4	1,750	+46.6 bln yen (+3%)
Operating Cash Flow (Sony without Financial Services)	415.5	1,250	+834.5 bln yen (+201%)
Average rate	Actual	Assumption	Dividend per Share (planned)
1 US dollar	135.4 yen	Approx. 130 yen	Interim 40 yen
1 Euro	140.9 yen	Approx. 138 yen	Year-end Undecided

Adjusted OIBDA, Adjusted EBITDA and Consolidated Operating Cash Flow (Sony without Financial Services) are not measures in accordance with IFRS. However, Sony believes that these disclosures may be useful information to investors.

For further details about Adjusted OIBDA and Adjusted EBITDA including their formulas and reconciliations, see Note on page 24 (applies to all following pages).

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FY2023 Consolidated Results Forecast: Change from FY2022

	Change from FY22	Contributing Factors (+) Better / (-) Worse
Sales	-39.8 bln yen -0%	<ul style="list-style-type: none"> ·(-) Significant decrease in Financial Services segment sales and decrease in ET&S segment sales ·(+) Increase in G&NS segment sales and significant increases in I&SS and Pictures segments sales
Operating income	-38.2 bln yen -3%	<ul style="list-style-type: none"> ·(-) Decreases in Financial Services and I&SS segments operating income ·(+) Increase in G&NS segment operating income
Net Income Attributable to Sony Group Corporation's Stockholders	-97.1 bln yen -10%	<ul style="list-style-type: none"> ·(-) Absence of a reduction in income tax expense resulting from a decrease in deferred tax liabilities related to Japan controlled foreign company taxation in FY22 ·(-) Increase in income tax expense due to tax rate change in the United Kingdom from FY23

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FY2023 Results Forecast by Segment

		FY22	FY23 FCT	Change from FY22	(Bln Yen)
Game & Network Services (G&NS)	Sales	3,644.6	3,900	+255.4	
	Operating income	250.0	270	+20.0	
	Adjusted OIBDA	337.0	365	+28.0	
Music	Sales	1,380.6	1,410	+29.4	
	Operating income	263.1	265	+1.9	
	Adjusted OIBDA	316.4	325	+8.6	
Pictures	Sales	1,369.4	1,520	+150.6	
	Operating income	119.3	120	+0.7	
	Adjusted OIBDA	168.2	165	-3.2	
Entertainment, Technology & Services (ET&S)	Sales	2,476.0	2,380	-96.0	
	Operating income	179.5	180	+0.5	
	Adjusted OIBDA	276.9	280	+3.1	
Imaging & Sensing Solutions (I&SS)	Sales	1,402.2	1,600	+197.8	
	Operating income	212.2	200	-12.2	
	Adjusted OIBDA	408.9	445	+36.1	
Financial Services	Revenue	1,454.5	870	-584.5	
	Operating income	223.9	180	-43.9	
	Adjusted OIBDA	228.2	205	-23.2	
All Other, Corporate and elimination	Operating income	-39.8	-45	-5.2	
	Adjusted OIBDA	-12.9	-15	-2.1	
Consolidated total	Sales	11,539.8	11,500	-39.8	
	Operating income	1,208.2	1,170	-38.2	
	Adjusted OIBDA	1,722.7	1,770	+47.3	
	Adjusted EBITDA	1,703.4	1,750	+46.6	

Adjusted OIBDA and adjusted EBITDA are not measures in accordance with IFRS. However, Sony believes that these disclosures may be useful information to investors.

* The differences between Adjusted EBITDA and Adjusted OIBDA on a consolidated basis represent financial income and financial expenses (excluding interest expenses, net, and gains on revaluation of equity instruments, net). Adjusted EBITDA by segment is not calculated and disclosed because Sony does not include financial income and financial expenses in its performance evaluations by segment, mainly due to the fact that Sony manages its foreign exchange exposure centrally and globally, except for the Financial Services segment.

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Reconciliation Table for Adjusted EBITDA

(Bln yen)

	FY22
Net income attributable to Sony Group Corporation's stockholders	937.1
Net income attributable to noncontrolling interests	6.5
Income taxes	236.7
Interest expenses, net, recorded in Financial income (expense)	4.0
Gain on revaluation of equity instruments, net, recorded in Financial income (expense)	4.6
Depreciation and amortization expense*1	542.2
Non-recurring profit and loss*2	-27.8
Adjusted EBITDA	1,703.4

Adjusted EBITDA is not a measure in accordance with IFRS. However, Sony believes that this disclosure may be useful information to investors.

*1 Depreciation and amortization expense excludes amortization for film costs, broadcasting rights and internally developed game content and master recordings included in Content assets, as well as for deferred insurance acquisition costs.

*2 Items included in operating income

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Reconciliation Table for Adjusted OIBDA

(Bln yen)

	FY22			Adjusted OIBDA
	Operating Income	Depreciation and Amortization*1	Non-recurring profit and loss*2	
Game & Network Services (G&NS)	250.0	87.0	-	337.0
Music	263.1	59.0	-5.7	316.4
Pictures	119.3	48.9	-	168.2
Entertainment, Technology & Services (ET&S)	179.5	97.4	-	276.9
Imaging & Sensing Solutions (I&SS)	212.2	196.7	-	408.9
Financial Services	223.9	26.3	-22.1	228.2
All Other, Corporate and elimination	-39.8	26.8	-	-12.9
Consolidated total	1,208.2	542.2	-27.8	1,722.7

Adjusted OIBDA is not a measure in accordance with IFRS. However, Sony believes that this disclosure may be useful information to investors.

*1 Depreciation and Amortization excludes amortization for film costs, broadcasting rights and internally developed game content and master recordings included in Content assets, as well as for deferred insurance acquisition costs.

*2 Items included in operating income

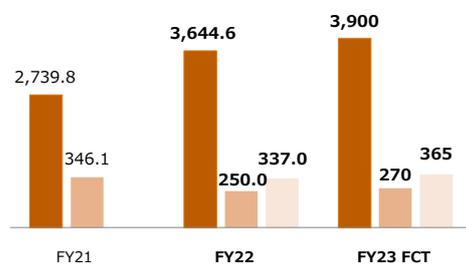
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Game & Network Services Segment (G&NS Segment)

Sales, Operating Income and Adjusted OIBDA

(Bln Yen)

- Sales
- Operating Income
- Adjusted OIBDA



FY2022 (year-on-year)

- Sales: 904.8 bln yen (33%) significant increase (FX Impact: +419.8 bln yen)
 - (+) Impact of foreign exchange rates
 - (+) Increase in sales of hardware
 - (+) Increase in sales of first-party titles
 - (-) Decrease in sales of non-first-party titles including add-on content
- OI: 96.1 bln yen (28%) significant decrease (FX Impact: -32.4 bln yen)
 - (-) Increase in costs
 - (-) Increase in costs for game software development
 - (-) Recording of expenses associated with acquisitions, including Bungie, Inc.*1
 - (-) Impact of decrease in sales of non-first-party titles including add-on content
 - (+) Impact of increase in sales of first-party titles
 - (+) Decrease in losses from hardware

FY2023 Forecast (year-on-year)

- Sales: 255.4 bln yen (7%) increase
 - (+) Increase in sales of hardware and peripheral devices
 - (-) Impact of foreign exchange rates
- OI: 20 bln yen (8%) increase / Adjusted OIBDA: 28 bln yen (8%) increase
 - (+) Improvement in hardware profitability
 - (+) Positive impact of foreign exchange rates reflecting the high ratio of U.S. dollar-denominated costs
 - (+) Impact of increase in sales of peripheral devices
 - (-) Increase in costs*2
 - (-) Impact of decrease in sales of first-party titles

*1 52.7 bln yen was recorded as expenses associated with acquisitions completed in FY22.

*2 This increase in costs is expected to be partially offset by a decrease in expenses resulting from an expected increase in the capitalized amount of game software development costs from FY23 onward.

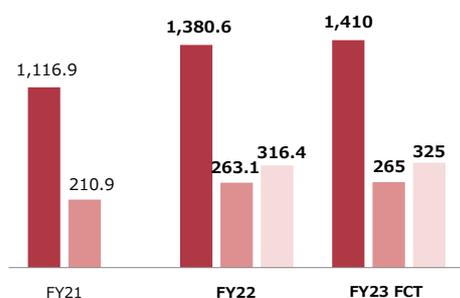
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Music Segment

Sales, Operating Income and Adjusted OIBDA

(Bln Yen)

- Sales
- Operating Income
- Adjusted OIBDA



FY2022 (year-on-year)

- Sales: 263.7 bln yen (24%) significant increase (FX Impact: +174.5 bln yen)
 - (+) Impact of foreign exchange rates
 - (+) Higher sales for Recorded Music and Music Publishing from paid subscription streaming services
 - (-) Lower sales in the anime business for Visual Media & Platform
- OI: 52.2 bln yen (25%) significant increase
 - (+) Positive impact of foreign exchange rates
 - (+) Impact of increase in Recorded Music and Music Publishing sales
 - (+) Impact of litigation settlements received in relation to lawsuits for Recorded Music and Music Publishing (net of expenses, 5.7 billion yen)
 - (-) Impact of lower sales for Visual Media & Platform

FY2023 Forecast (year-on-year)

- Sales: 29.4 bln yen (2%) increase
 - (+) Higher sales for Recorded Music and Music Publishing resulting mainly from an increase in revenues from streaming services
 - (-) Impact of foreign exchange rates
- OI: Essentially flat year-on-year / Adjusted OIBDA: 8.6 bln yen (3%) increase
 - (+) Impact of increase in sales
 - (-) Increase in selling, general and administrative expenses
 - (-) Negative impact of foreign exchange rates
 - (-) Absence of litigation settlements received in relation to lawsuits for Recorded Music and Music Publishing in the previous fiscal year (net of expenses, 5.7 billion yen)*

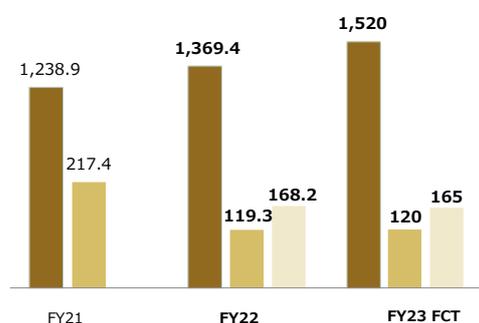
* Factor for change in operating income only, not included in factors for change in Adjusted OIBDA. | 16

Pictures Segment

Sales, Operating Income and Adjusted OIBDA

(Bln Yen)

- Sales
- Operating Income
- Adjusted OIBDA



FY2022 (year-on-year)

The following analysis is on a U.S. dollar basis

- Sales: 130.5 bln yen (11%) significant increase (U.S. dollar basis: -851 mil USD / -8%)
 - (-) Lower theatrical revenues for Motion Pictures compared to FY21 which benefitted from several franchise films including *Spider-Man: No Way Home* and *Venom: Let There Be Carnage*
 - (-) Lower licensing revenues for Television Productions as FY21 benefitted from the licensing of *Seinfeld*
 - (-) Lower licensing revenues for Motion Pictures as FY21 benefitted from a greater number of new films licensed to digital streaming services
 - (+) Increase in series deliveries and the impact of acquisitions of Industrial Media and Bad Wolf in Television Productions
 - (+) Higher revenues for anime streaming services, including the impact of the acquisition of Crunchyroll
- OI: 98.1 bln yen (45%) significant decrease (U.S. dollar basis: -1,041 mil USD / -54%)
 - (-) Absence of gain from the transfer of GSN Games business in FY21 (70.0 bln yen)
 - (-) Impact of decrease in sales

FY2023 Forecast (year-on-year)

- Sales: 150.6 bln yen (11%) significant increase
 - (+) Increase in theatrical releases including several franchise films
 - (+) Higher sales for Media Networks for Crunchyroll and the India business
- OI / Adjusted OIBDA: Essentially flat year-on-year
 - (+) Impact of increase in sales
 - (-) Higher marketing costs resulting from an increase in theatrical releases including several franchise films
 - (-) Lower contribution from prior fiscal year releases compared to FY22 which included higher home entertainment and television licensing revenues from several franchise films released theatrically in FY21

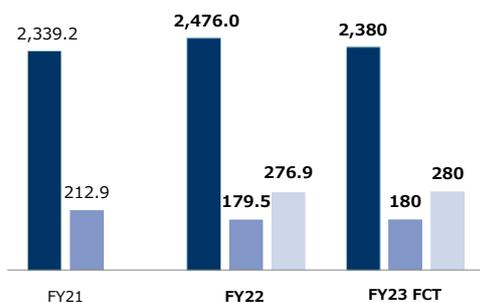
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Entertainment, Technology & Services Segment (ET&S Segment)

Sales, Operating Income and Adjusted OIBDA

(Bln Yen)

- Sales
- Operating Income
- Adjusted OIBDA



FY2022 (year-on-year)

- Sales: 136.8 bln yen (6%) increase (FX Impact: +237.5 bln yen)
 - (+) Impact of foreign exchange rates
 - (+) Increase in sales of digital cameras due to an increase in unit sales
 - (-) Decrease in sales of televisions due to a decrease in unit sales

- OI: 33.5 bln yen (16%) decrease (FX Impact: +9.4 bln yen)

- (-) Impact of decrease in sales of televisions due to a decrease in unit sales
- (+) Impact of increase in sales of digital cameras due to an increase in unit sales

FY2023 Forecast (year-on-year)

- Sales: 96 bln yen (4%) decrease
 - (-) Decrease in sales of televisions due to a decrease in unit sales
 - (-) Impact of foreign exchange rates

- OI / Adjusted OIBDA: Essentially flat year-on-year

- (-) Increase in operating income of televisions resulting from reduction of logistics and other operating expenses
- (-) Increase in research and development expenses and other investment for growth areas

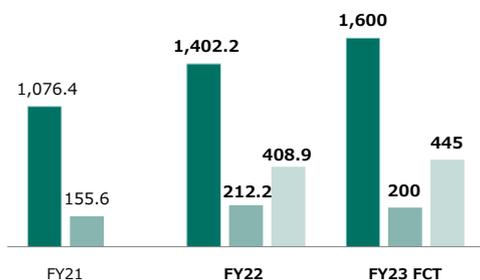
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Imaging & Sensing Solutions Segment (I&SS Segment)

Sales, Operating Income and Adjusted OIBDA

(Bln Yen)

- Sales
- Operating Income
- Adjusted OIBDA



FY2022 (year-on-year)

- Sales: 325.8 bln yen (30%) significant increase (FX Impact: +202.7 bln yen)
 - (+) Impact of foreign exchange rates
 - (+) Increase in sales of image sensors for mobile products
 - (+) Improvement in product mix
 - (-) Decrease in unit sales

- OI: 56.6 bln yen (36%) significant increase (FX Impact: +120.9 bln yen)

- (+) Positive impact of foreign exchange rates
- (+) Impact of increase in sales
- (-) Increase in research and development expenses as well as depreciation and amortization expenses
- (-) Increase in manufacturing costs

FY2023 Forecast (year-on-year)

- Sales: 197.8 bln yen (14%) significant increase
 - (+) Increase in sales of image sensors for mobile products
 - (+) Improvement in product mix
 - (+) Increase in unit sales

- OI: 12.2 bln yen (6%) decrease / Adjusted OIBDA: 36.1 bln yen (9%) increase

- (-) Increase in depreciation and amortization expenses* as well as research and development expenses
- (-) Increase in manufacturing costs
- (-) Negative impact of foreign exchange rates
- (+) Impact of increase in sales

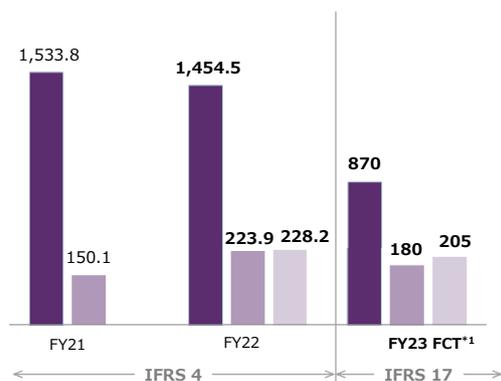
* Factor for change in operating income only, not included in factors for change in Adjusted OIBDA.

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Financial Services Segment

Financial Services Revenue, Operating Income and Adjusted OIBDA

■ Financial Services Revenue
■ Operating Income
■ Adjusted OIBDA



(Bln Yen) FY2022 (year-on-year)

- Revenue: 79.3 bln yen (5%) decrease
 - (-) Decrease in revenue at Sony Life (108.4 bln yen decrease, revenue: 1,242.1 bln yen)
 - (-) Decrease in net gains on investments in the separate accounts
- OI: 73.8 bln yen (49%) significant increase
 - (+) Absence of loss recorded due to an unauthorized withdrawal of funds in FY21 (16.8 bln yen) and the recovery of the funds in FY22 at a subsidiary of Sony Life (22.1 bln yen)
 - (+) Significant increase in OI at Sony Life (29.7 bln yen increase, OI: 177.0 bln yen)
 - (+) Gain recorded on the sale of real estate
 - (+) Increase in profits due to accumulation of policy amount in force
 - (-) Increase primarily in insurance payments related to COVID-19

FY2023 Forecast (year-on-year)

- Revenue: 584.5 bln yen (40%) significant decrease
 - (-) Impact mainly from deducting the amount equivalent to the surrender benefit from the revenue, which was previously included in insurance premium revenue, in the life insurance business due to the adoption of IFRS 17^{1,2}
- OI: 43.9 bln yen (20%) decrease / Adjusted OIBDA: 23.2 bln yen (10%) decrease
 - Impact of the following items that happened in FY22:
 - (-) Gain recorded on the sale of real estate at Sony Life
 - (-) Recovery of an unauthorized withdrawal of funds at a subsidiary of Sony Life³
 - (-) Decrease in the provision of policy reserves due to fluctuations in the stock market and interest rates at Sony Life
 - (+) Increase primarily in insurance payments related to COVID-19 at Sony Life

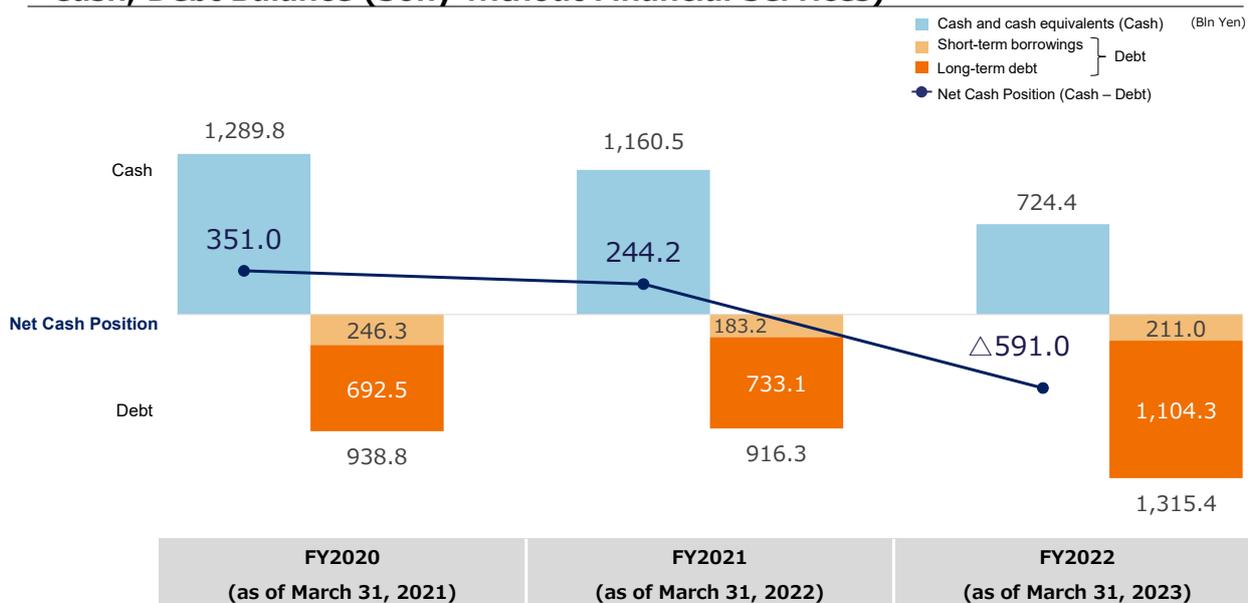
*1 From FY23, the new standard, IFRS 17, has been applied to insurance contracts in place of the existing IFRS 4.

*2 Expenses are also expected to decrease due to the deduction of the amount equivalent to the surrender benefit, which was previously included in insurance payments.

*3 Factor for change in operating income only, not included in factors for change in Adjusted OIBDA.

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Cash, Debt Balance (Sony without Financial Services)



Please refer to F-16 in "FY22 Financial Statements" and F-16 in "FY21 Financial Statements" for Condensed Statements of Financial Position for Sony without Financial Services.

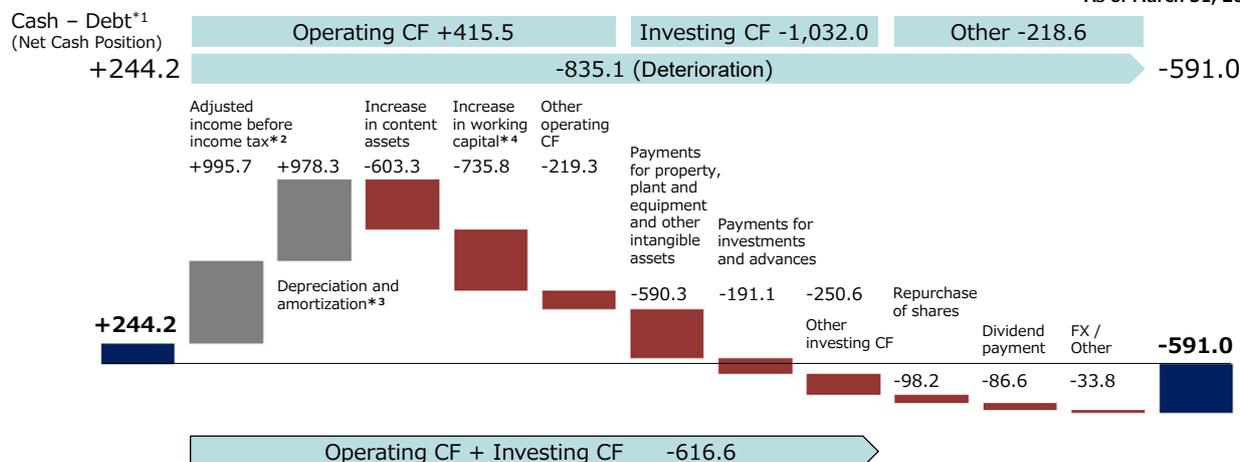
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FY2022 Cash Flow (CF) Analysis (Sony without Financial Services)

(Bln Yen)

As of March 31, 2022

As of March 31, 2023



*1 Please refer to page 21.

*2 This is the total of the following items contained in "FY22 Financial Statements": "Income (loss) before income taxes" + "Other operating (income) expense, net" + "(Gain) loss on securities, net" on page F-19 (Condensed Statements of Cash Flows for Sony without Financial Services).

*3 This is the item contained in "FY22 Financial Statements": "Depreciation and amortization, including amortization of contract costs" on page F-19.

*4 This is the total of the following items contained in "FY22 Financial Statements": "(Increase) decrease in trade receivables and contract assets" + "(Increase) decrease in inventories" + "Increase (decrease) in trade payables" on page F-19.

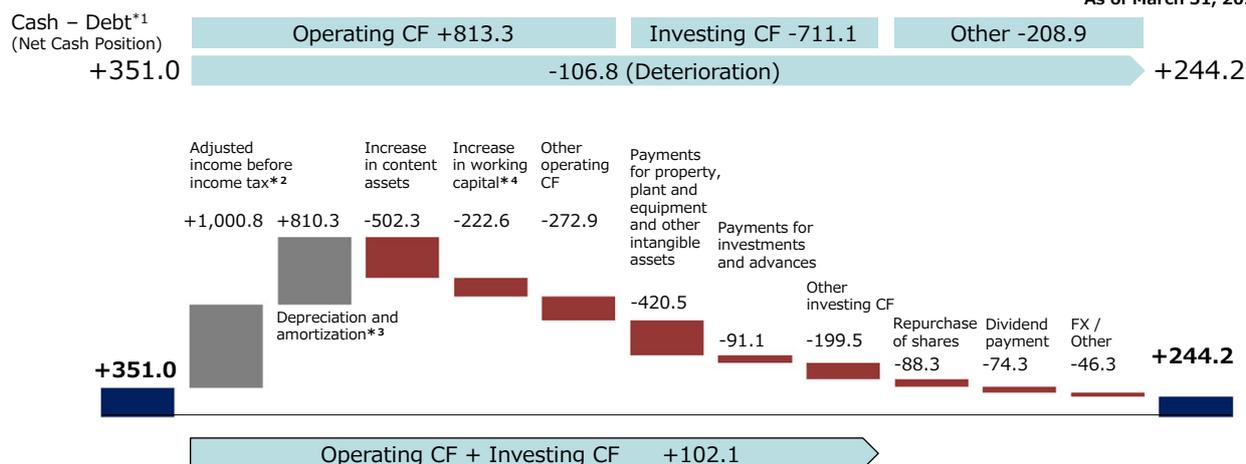
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FY2021 Cash Flow (CF) Analysis (Sony without Financial Services)

(Bln Yen)

As of March 31, 2021

As of March 31, 2022



*1 Please refer to page 21.

*2 This is the total of the following items contained in "FY22 Financial Statements": "Income (loss) before income taxes" + "Other operating (income) expense, net" + "(Gain) loss on securities, net" on page F-19 (Condensed Statements of Cash Flows for Sony without Financial Services).

*3 This is the item contained in "FY22 Financial Statements": "Depreciation and amortization, including amortization of contract costs" on page F-19.

*4 This is the total of the following items contained in "FY22 Financial Statements": "(Increase) decrease in trade receivables and contract assets" + "(Increase) decrease in inventories" + "Increase (decrease) in trade payables" on page F-19.

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Notes

Notes about Adjusted OIBDA and Adjusted EBITDA

Adjusted OIBDA (Operating Income Before Depreciation and Amortization) and Adjusted EBITDA (Earnings Before Interest, Taxes, Depreciation and Amortization) are calculated by the following formulas:

Adjusted OIBDA = Operating income + Depreciation and amortization expense* - the profit and loss amount that Sony deems non-recurring

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

* In the above formulas, depreciation and amortization expense excludes amortization for film costs, broadcasting rights and internally developed game content and master recordings included in Content assets, as well as for deferred insurance acquisition costs.

Adjusted OIBDA and Adjusted EBITDA are not measures in accordance with IFRS. However, Sony believes that these disclosures may be useful information to investors. Adjusted OIBDA and Adjusted EBITDA should be considered in addition to, not as a substitute for, Sony's results in accordance with IFRS.

Sales on a Constant Currency Basis and the Impact of Foreign Exchange Rate Fluctuations

The descriptions of sales on a constant currency basis reflect sales calculated by applying the yen's monthly average exchange rates from the same period of the previous fiscal year to local currency-denominated monthly sales in the relevant period of the current fiscal year. For Sony Music Entertainment ("SME") and Sony Music Publishing LLC ("SMP") in the Music segment, and in the Pictures segment, the constant currency amounts are calculated by applying the monthly average U.S. dollar / yen exchange rates after aggregation on a U.S. dollar basis.

Results for the Pictures segment are described on a U.S. dollar basis as the Pictures segment reflects the operations of Sony Pictures Entertainment Inc. ("SPE"), a U.S.-based operation that aggregates the results of its worldwide subsidiaries in U.S. dollars.

The impact of foreign exchange rate fluctuations on sales is calculated by applying the change in the yen's periodic weighted average exchange rate for the same period of the previous fiscal year from the relevant period of the current fiscal year to the major transactional currencies in which the sales are denominated. The impact of foreign exchange rate fluctuations on operating income (loss) is calculated by subtracting from the impact on sales the impact on cost of sales and selling, general and administrative expenses calculated by applying the same major transactional currencies calculation process to cost of sales and selling, general and administrative expenses as for the impact on sales. The I&SS segment enters into its own foreign exchange hedging transactions, and the impact of those transactions is included in the impact of foreign exchange rate fluctuations on sales and operating income (loss) for that segment.

This information is not a substitute for Sony's consolidated financial statements measured in accordance with IFRS. However, Sony believes that these disclosures provide additional useful analytical information to investors regarding the operating performance of Sony.

Notes about Financial Performance of the Music, Pictures and Financial Services segments

The Music segment results include the yen-based results of Sony Music Entertainment (Japan) Inc. and the yen-translated results of SME and SMP, which aggregate the results of their worldwide subsidiaries on a U.S. dollar basis.

The Pictures segment results are the yen-translated results of SPE, which aggregates the results of its worldwide subsidiaries on a U.S. dollar basis. Management analyzes the results of SPE in U.S. dollars, so discussion of certain portions of its results is specified as being on "a U.S. dollar basis".

The Financial Services segment results include Sony Financial Group Inc. ("SFGI") and SFGI's consolidated subsidiaries such as Sony Life Insurance Co., Ltd., Sony Assurance Inc., and Sony Bank Inc. The results discussed in the Financial Services segment differ from the results that SFGI and SFGI's consolidated subsidiaries disclose separately on a Japanese statutory basis.

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Cautionary Statement

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

- (i) Sony's ability to maintain product quality and customer satisfaction with its products and services;
- (ii) Sony's ability to continue to design and develop and win acceptance of, as well as achieve sufficient cost reductions for, its products and services, including image sensors, game and network platforms, smartphones and televisions, which are offered in highly competitive markets characterized by severe price competition and continual new product and service introductions, rapid development in technology and subjective and changing customer preferences;
- (iii) Sony's ability to implement successful hardware, software, and content integration strategies, and to develop and implement successful sales and distribution strategies in light of new technologies and distribution platforms;
- (iv) the effectiveness of Sony's strategies and their execution, including but not limited to the success of Sony's acquisitions, joint ventures, investments, capital expenditures, restructurings and other strategic initiatives;
- (v) changes in laws, regulations and government policies in the markets in which Sony and its third-party suppliers, service providers and business partners operate, including those related to taxation, as well as growing consumer focus on corporate social responsibility;
- (vi) Sony's continued ability to identify the products, services and market trends with significant growth potential, to devote sufficient resources to research and development, to prioritize investments and capital expenditures correctly and to recoup its investments and capital expenditures, including those required for technology development and product capacity;
- (vii) Sony's reliance on external business partners, including for the procurement of parts, components, software and network services for its products or services, the manufacturing, marketing and distribution of its products, and its other business operations;
- (viii) the global economic and political environment in which Sony operates and the economic and political conditions in Sony's markets, particularly levels of consumer spending;
- (ix) Sony's ability to meet operational and liquidity needs as a result of significant volatility and disruption in the global financial markets or a ratings downgrade;
- (x) Sony's ability to forecast demands, manage timely procurement and control inventories;
- (xi) foreign exchange rates, particularly between the yen and the U.S. dollar, the euro and other currencies in which Sony makes significant sales and incurs production costs, or in which Sony's assets, liabilities and operating results are denominated;
- (xii) Sony's ability to recruit, retain and maintain productive relations with highly skilled personnel;
- (xiii) Sony's ability to prevent unauthorized use or theft of intellectual property rights, to obtain or renew licenses relating to intellectual property rights and to defend itself against claims that its products or services infringe the intellectual property rights owned by others;
- (xiv) the impact of changes in interest rates and unfavorable conditions or developments (including market fluctuations or volatility) in the Japanese equity markets on the revenue and operating income of the Financial Services segment;
- (xv) shifts in customer demand for financial services such as life insurance and Sony's ability to conduct successful asset liability management in the Financial Services segment;
- (xvi) risks related to catastrophic disasters, geopolitical conflicts, pandemic disease or similar events;
- (xvii) the ability of Sony, its third-party service providers or business partners to anticipate and manage cybersecurity risk, including the risk of unauthorized access to Sony's business information and the personally identifiable information of its employees and customers, potential business disruptions or financial losses; and
- (xviii) the outcome of pending and/or future legal and/or regulatory proceedings.

Risks and uncertainties also include the impact of any future events with material adverse impact. The continued impact of COVID-19 and the developments relating to the situation in Ukraine and Russia could heighten many of the risks and uncertainties noted above. Important information regarding risks and uncertainties is also set forth in Sony's most recent Form 20-F, which is on file with the U.S. Securities and Exchange Commission.

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