

Electronics Performance by Product Category (Unaudited)

(Billions of yen, millions of U.S. dollars)

Fiscal Year ended March 31

Sales and operating revenue	2005	2006	Change	2006
Audio				
Customers	¥ 571.9	¥ 536.2	-6.2 %	\$ 4,583
Intercategory and intersegment	0.3	0.3		2
Total	572.2	536.5	-6.2	4,585
Video				
Customers	1,036.3	1,021.3	-1.4	8,729
Intercategory and intersegment	9.4	4.6		39
Total	1,045.7	1,025.9	-1.9	8,768
Televisions				
Customers	921.2	927.8	+0.7	7,930
Intercategory and intersegment	8.0	3.6		31
Total	929.2	931.4	+0.2	7,961
Information and Communications				
Customers	816.2	842.5	+3.2	7,201
Intercategory and intersegment	7.2	11.6		99
Total	823.4	854.1	+3.7	7,300
Semiconductors				
Customers	246.3	240.8	-2.3	2,058
Intercategory and intersegment	334.2	384.5		3,286
Total	580.5	625.3	+7.7	5,344
Components				
Customers	619.5	656.8	+6.0	5,613
Intercategory and intersegment	134.3	170.5		1,458
Total	753.8	827.3	+9.7	7,071
Other				
Customers	595.2	538.2	-9.6	4,600
Intercategory and intersegment	217.6	258.7		2,211
Total	812.8	796.9	-2.0	6,811
Elimination (intercategory)	(450.8)	(446.9)		(3,819)
Total	¥ 5,066.8	¥ 5,150.5	+1.7 %	\$ 44,021
Operating income (loss)	2005	2006	Change	2006
Audio	¥ (2.4)	¥ 2.7	— %	\$ 23
Video	25.4	79.3	+212.2	678
Televisions	(24.0)	(89.8)	—	(768)
Information and Communications	13.0	45.3	+247.1	387
Semiconductors	(9.9)	(53.2)	—	(455)
Components	14.9	31.9	+113.3	273
Other	41.0	37.6	-7.8	322
Sub Total	58.0	53.8	-7.3	460
Corporate and elimination (intercategory)	(9.1)	(23.4)	—	(200)
Gain on the transfer to the Japanese Government of the substitutional portion of employee pension fund	—	64.5	—	551
Restructuring cost	(83.2)	(125.8)	—	(1,075)
Total	¥ (34.3)	¥ (30.9)	— %	\$ (264)

Notes:

- The above table is a breakdown of Electronics sales and operating revenue and operating income (loss) in Sony's business segment information. The Electronics segment is managed as a single operating segment by Sony's management. However, Sony believes that the information in this table is useful to investors in understanding the sales contributions of the products in this business segment. In addition, commencing April 1, 2005, Sony has partly realigned its product category configuration in the Electronics segment. Accordingly, results of the previous year have been reclassified. The primary changes are as follows:

Main Product	Previous Product Category	→	New Product Category
Professional-use Projector	“Televisions”		“Information and Communications”
- From April 1, 2005, there has been a change in the method for allocating corporate expenses. As a result of this change, results of the previous fiscal year have been restated.
- Except for Sales and operating revenue in each product category with respect to customers, the above amounts are not measures conforming with U.S. GAAP. Operating income and loss figures by product category reflect allocations of expenses, including the realized gain or loss from foreign exchange contracts, of the Electronics business which Sony believes are reasonable in showing operating results but are not in accordance with U.S. GAAP.

Electronics Performance by Product Category (Unaudited)

(Billions of yen, millions of U.S. dollars)

Three months ended March 31

Sales and operating revenue	2005	2006	Change	2006
Audio				
Customers	¥ 106.5	¥ 104.7	-1.7 %	\$ 895
Intercategory and intersegment	0	0		0
Total	106.5	104.8	-1.7	895
Video				
Customers	208.1	209.3	+0.6	1,789
Intercategory and intersegment	1.7	1.5		13
Total	209.8	210.8	+0.5	1,802
Televisions				
Customers	213.6	247.0	+15.7	2,112
Intercategory and intersegment	2.6	0.1		0
Total	216.2	247.1	+14.3	2,112
Information and Communications				
Customers	214.4	253.2	+18.1	2,164
Intercategory and intersegment	1.9	3.4		29
Total	216.3	256.6	+18.6	2,193
Semiconductors				
Customers	50.7	61.2	+20.9	523
Intercategory and intersegment	97.0	68.2		583
Total	147.7	129.4	-12.4	1,106
Components				
Customers	142.6	163.9	+14.9	1,401
Intercategory and intersegment	38.6	31.0		265
Total	181.2	194.9	+7.6	1,666
Other				
Customers	131.1	123.4	-5.9	1,054
Intercategory and intersegment	98.7	39.2		336
Total	229.8	162.6	-29.2	1,390
Elimination (intercategory)	(123.7)	(89.9)		(768)
Total	¥ 1,183.8	¥ 1,216.3	+2.7 %	\$ 10,396
Operating income (loss)	2005	2006	Change	2006
Audio	¥ (10.0)	¥ (8.2)	— %	\$ (70)
Video	(10.1)	9.0	—	77
Televisions	(16.5)	(12.2)	—	(104)
Information and Communications	7.4	8.9	+20.5	76
Semiconductors	(18.9)	(22.5)	—	(192)
Components	(3.0)	2.9	—	25
Other	7.7	4.9	-39.8	41
Sub Total	(43.4)	(17.2)	—	(147)
Corporate and elimination (intercategory)	(10.9)	(11.3)	—	(96)
Restructuring cost	(46.2)	(63.4)	—	(542)
Total	¥ (100.5)	¥ (91.9)	— %	\$ (785)

Notes:

- The above table is a breakdown of Electronics sales and operating revenue and operating income (loss) in Sony's business segment information. The Electronics segment is managed as a single operating segment by Sony's management. However, Sony believes that the information in this table is useful to investors in understanding the sales contributions of the products in this business segment. In addition, commencing April 1, 2005, Sony has partly realigned its product category configuration in the Electronics segment. Accordingly, results of the previous year have been reclassified. The primary changes are as follows:

<u>Main Product</u>	<u>Previous Product Category</u>		<u>New Product Category</u>
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Professional-use Projector	“Televisions”	→	“Information and Communications”
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- From April 1, 2005, there has been a change in the method for allocating corporate expenses. As a result of this change, results for the same quarter of the previous fiscal year have been restated.
- Except for Sales and operating revenue in each product category with respect to customers, the above amounts are not measures conforming with U.S. GAAP. Operating income and loss figures by product category reflect allocations of expenses, including the realized gain or loss from foreign exchange contracts, of the Electronics business which Sony believes are reasonable in showing operating results but are not in accordance with U.S. GAAP.

Supplemental Information for FY2005 Earnings

1. Unit Sales/Shipments

(mln units)

	FY00	FY01	FY02	FY03	FY04	FY05	FY06 FCT
HDD & Flash-based Memory Portable Audio	-	-	-	-	0.85	4.50	5.50
Video Camera	5.50	5.40	5.75	6.60	7.35	7.60	7.70
Digital Camera	2.60	3.40	5.60	10.00	14.00	13.50	15.50
DVD Player	4.00	5.00	7.00	8.50	9.50	8.00	6.60
DVD Recorder	-	-	0.02	0.65	1.70	2.00	2.40
LCD TV	-	-	-	0.43	1.00	2.80	6.00
PDP TV	-	-	-	0.21	0.30	0.10	-
Projection TV	-	-	-	0.92	1.20	1.20	-
LCD Rear-Projection TV				0.25	0.65	1.05	1.80
CRT Television	11.30	10.00	10.00	9.40	9.50	6.80	5.50
VAIO PC	2.50	3.50	3.10	3.20	3.30	3.70	4.20
Desktop	0.80	1.40	1.20	1.30	0.90	0.70	-
Notebook	1.70	2.10	1.90	1.90	2.40	3.00	-
Outside Japan	1.10	1.80	1.80	2.10	2.30	2.70	3.10
Japan	1.40	1.70	1.30	1.10	1.00	1.00	1.10

2. Sales and Capital Expenditures for Semiconductors and LCD

(bln yen)

	FY00	FY01	FY02	FY03	FY04	FY05	FY06 FCT
Semiconductors							
Sales*	367.0	300.0	340.0	400.0	455.0	490.0	790.0
Capital Expenditures*	90.0	50.0	41.0	80.0	150.0	140.0	170.0
LCD							
Sales	70.0	67.0	85.0	130.0	160.0	130.0	150.0
Capital Expenditures**	6.0	42.0	8.0	5.0	24.0	24.0	20.0

*As of the fiscal year ended March 31, 2005 (FY04), in association with the business integration of Sony Group's semiconductor manufacturing businesses, included within these figures are sales and capital expenditures for Sony's semiconductor manufacturing business previously reported within the Game segment.

**Capital Expenditures for the fiscal year ended March 31, 2002 (FY01) include investment of 10 billion yen in ST-LCD.

**Capital Expenditures for the fiscal year ended March 31, 2005 (FY04) include 18.5 billion yen in order to acquire IDTech's Yasu Facility.

3. PlayStation Hardware and Software Production Shipments*

(mln unit)

	FY04					FY05				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Hardware										
PlayStation 2	0.71	1.99	7.39	6.08	16.17	3.53	5.01	5.36	2.32	16.22
Japan	0.54	0.37	1.58	1.24	3.73	0.54	0.45	1.13	0.44	2.56
North America	0.00	0.70	2.63	2.49	5.82	1.43	2.00	2.21	0.83	6.47
Europe	0.17	0.92	3.18	2.35	6.62	1.56	2.56	2.02	1.05	7.19
PSP			0.51	2.46	2.97	2.09	3.75	6.22	2.00	14.06
Japan			0.51	0.93	1.44	0.89	0.52	1.35	0.50	3.26
North America				1.53	1.53	1.20	1.40	1.68	0.58	4.86
Europe							1.83	3.19	0.92	5.94
Software (including PS)	41.0	59.0	113.3	54.4	267.7	40.9	59.0	111.1	55.6	266.6
PlayStation 2	38.0	56.0	109.0	49.0	252.0	35.0	50.0	93.0	45.0	223.0
Japan	7.0	9.0	15.0	11.0	42.0	6.0	8.0	11.0	11.0	36.0
North America	17.0	30.0	51.0	19.0	117.0	13.0	25.0	41.0	17.0	96.0
Europe	14.0	17.0	43.0	19.0	93.0	16.0	17.0	41.0	17.0	91.0
PSP			1.3	4.4	5.7	4.9	9.0	17.1	10.6	41.6
Japan			1.3	1.4	2.7	1.0	1.4	2.7	2.2	7.3
North America				3.0	3.0	3.9	3.1	6.8	5.2	19.0
Europe							4.5	7.6	3.2	15.3

<< FY06 Forecast >>

PS2 Hardware: 10 mln units

PSP Hardware: 12 mln units

PS3 Hardware: 6 mln units

PS+PS2+PSP+PS3 Software: 250 mln units

*Production shipment units of hardware and software are counted upon shipment of the products from manufacturing bases.

4. Exchange Rates Trends

(yen)

	FY04					FY05				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
US\$										
Average market rate	109	109	105	104	107	107	110	116	116	112
Weighted average market rate*	108	109	105	104	107	107	110	116	116	112
Forward contract rate	108	109	108	106	108	105	109	114	114	110
Euro										
Average market rate	131	133	136	135	134	134	134	138	139	136
Weighted average market rate*	131	133	135	135	133	134	134	138	139	136
Forward contract rate	132	132	135	138	134	135	135	137	138	136

*Rates based upon the net export amounts of each month