

Sony Group Corporation Q2FY24 Report Overview

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Goals and Objectives of the Research

Research Objective: To perform a comparative analysis of the Q2FY24 quarterly report and those of previous periods.

Research Tasks:

- Gather comprehensive financial and corporate information pertaining to the company for Q2FY24;
- Analyze the collected information;
- Conduct a comparative assessment of the report for the Q2FY24 with reports for previous quarters up to the Q2FY23;
- Formulate conclusions based on the analyzed data.

Disclaimers

The information collected in this report reflects data from the company's public reports and is not questioned or verified via other sources. In other words, information from the company's public reports is taken and used as is.

If additional information from other sources is used or if the data used is reflective of the researcher's personal opinion, this will be labeled accordingly.

The provided public company quarterly reports are unaudited.

Document Markup

- FY - Financial Year;
- Q - Quarter;
- Sony - Sony Group Corporation;
- QoQ - Quarter-over-Quarter;
- This report uses the American number format: a period is used as the decimal separator, while commas separate thousands;
- Year-over-year (YoY) calculations of relative values were not performed in cases where last year's profit changed to a loss in the current year and vice versa within the scope of the current report;
- Sony Group Corporation Q2FY24 Report Period is from July 1 to September 30, 2024.

Conclusions

General Information

Parameter	Sony Group Corporation
Website	sony.com
Country (location)	Japan
Country (issuer)	Japan *
Year of foundation	1946
Founder	Masaru Ibuka
Sector	Electronic Technology
Type	Public
Year of IPO	Tokyo Stock Exchange - 1958 * New York Stock Exchange - 1970
Stock market	Tokyo Stock Exchange New York Stock Exchange
Ticker	Tokyo Stock Exchange - 6758 * New York Stock Exchange - SONY
Previous Annual Report from Data40	Sony Group Corporation Full Fiscal Year 2023 Report Overview
Previous Quarterly Report from Data40	Sony Group Corporation Q1FY24 Report Overview

*Note: To access the registry, enter the company name in the "Issue name" (Sony Group Corporation) field and click "Search". Then, select the company in the "Issue name" column and click "Basic information" or "Stock prices".

About Company¹

Sony Group Corporation, is a Japanese conglomerate corporation headquartered in Minato, Tokyo, Japan. Sony engages in the development, design, manufacture, and sale of electronic equipment, instruments, devices, game consoles, and software for consumers, professionals and industrial markets. It operates through the following segments: Game and Network Services, Music, Pictures, Home Entertainment and Sound, Imaging Products and Solutions, Mobile Communications, Semiconductors, Financial Services, and All Others. The Game and Network Services segment deals with gaming machines, software and network services. The Music segment produces and publishes music and provides image media platforms. The Pictures segment handles film production, television program creation, and media networks. The Home Entertainment and Sound segment offers LCD televisions, home audio, Blu-ray Disc players and recorders, and memory-based portable audio devices. The Imaging Products and Solutions segment provides digital imaging products, professional solutions, and medical goods. The Mobile Communications segment deals with mobile phones and internet services businesses. The Semiconductors segment provides image sensors and camera modules. The Financial Services segment manages the life insurance and non-life insurance operations and banking business. The All Other segment includes personal computer (PC) business, overseas Blu-ray Disc, DVD and CD manufacturing, and battery business.

¹ [Forbes web, Sony](#)

Conference Call Information²

Sony Group Corporation Q2FY24 results were announced on **Friday, November 8, 2024** at **16:00 (JST)**. Webcast accessible via the [link](#).

Public Quarterly Reports Calendar FY24-25^{3 4}

Quarter	Period	Date
FY24		
Q1	Apr 1, 2024 to Jun 30, 2024	Aug 7, 2024
Q2	Jul 1, 2024 to Sep 30, 2024	Nov 8, 2024
Q3	Oct 1, 2024 to Dec 31, 2024	Feb 13, 2025
Q4 and FY24	Jan 1, 2025 to Mar 31, 2025	Apr 24, 2025 (Projected)
FY25		
Q1	Apr 1, 2025 to Jun 30, 2025	Jul 29, 2025 (Projected)
Q2	Jul 1, 2025 to Sep 30, 2025	Oct 28, 2025 (Projected)
Q3	Oct 1, 2025 to Dec 31, 2025	TBA
Q4 and FY25	Jan 1, 2026 to Mar 31, 2026	TBA

Follow the announcements of the release of new reports on the website [Data40.com](https://data40.com) in the [Calendars by Financial reports section of DATA40.com](#).

² [Sony web, Q2FY24 Earnings Announcement](#)

³ [IR Schedule for the Fiscal Year Ending March 31, 2025](#)

⁴ [MarketScreener, Sony Calendar](#)

Highlights and Metrics

Q2FY24 Highlights

- **Total Net Revenue** of 2,905,597 million JPY, a decreased of 3.52%, compared to 3,011,649 million JPY in Q1FY24 and an increased of 2.72%, compared to 2,828,623 million JPY in comparable prior-year period;
- **Operating Income** of 455,077 million JPY, an increased of 63.05%, compared to 279,106 million JPY in Q1FY24 and an increased of 73.03%, compared to 263,009 million JPY in comparable prior-year period;
- **Net Income** of 339,825 million JPY, an increased of 44.10%, compared to 235,828 million JPY in Q1FY24 and an increased of 68.94%, compared to 201,156 million JPY in Q2FY23;
- **Total Costs and Expenses** of 2,447,875 million JPY, an decreased of 10.47%, compared to 2,734,237 million JPY in Q1FY24 and a decreased of 4.70%, compared to 2,568,557 million JPY in Q2FY23;
- **EPS Basic and Diluted** of 55.93 JPY and 55.74 JPY respectively.

Acquisitions and Divestitures⁵

"During the six months ended September 30, 2024, Sony established a new joint venture in the Music segment with a third party partner, which acquired interests in companies that own certain music and other assets (the "target companies") as well as music assets directly from other rights holders. The acquisition of the interests in the target companies is accounted for as an acquisition of a group of assets that does not constitute a business".

⁵ In this chapter, quotes are used from the [Sony Q2FY24 Consolidated Financial Summary, p.23](#)

Business Overview⁶

- "The number of monthly active users across all PlayStation ("PS") platforms in September to 116 million accounts";
- "As for third-party software, sales significantly grew due to contributions from solid franchise titles as well as hit new IP, including a new sports title and an action RPG title from China";
- "Astro Bot, released on September 6, has received a Metacritic score of 94 and has garnered high praise from the gamer community. It is a hit which has sold over 1.5 million copies in the nine weeks since its release";
- "Concord ended up being shut down";
- "We have carefully selected evergreen music catalogs and acquired them through investment or the signing of licensing agreements";
- "It Ends with Us, a film adaptation of a best-selling novel released on August 9, generated box office revenue that significantly exceeded our expectations";
- "We are still recovering from the impact of the strikes, but the number of major films released after the end of the strikes has been increasing, such as Bad Boys: Ride or Die, which was released in June";
- "Crunchyroll is actively expanding its global user base, including by partnering with Amazon Prime Video channels";
- "In the sports business, which is a growth axis area, we are working to further expand our business opportunities by collaborating with partners and incorporating new technologies centered on Hawk-Eye, which provides referee decision support solutions based on video data";
- "On August 1, we announced a technology partnership with the NFL (National Football League) in the U.S.";
- "Mobile sensor sales during the quarter significantly increased due to an increase in unit prices resulting from larger die sizes and steady shipments of image sensors for new products to a major customer";
- "Insurance service results at Sony Life continued their stable trend at 49.0 billion yen".

⁶ In this chapter, quotes are used from the [Sony Q2FY24 Speech Transcript p.8-21](#)

Announced Games ⁷	
Name	Launch Date
Death Stranding 2: On The Beach	2025
Ghost of Yōtei	2025
Lost Soul Aside	TBA
Convallaria	TBA
Marvel's Wolverine	TBA
Star Wars: Knights of the Old Republic Remake	TBA
Fairgame\$	TBA
Marathon	TBA

⁷ [Wikipedia, List of Sony Interactive Entertainment video games](#)

Business Outlook⁸

- "We intend to share the lessons learned from our successes and failures across our studios, including in the areas of title development management as well as the process of continually adding expanded content and scaling the service after its release, so as to strengthen our development management system";
- "We intend to build an optimal title portfolio during the current midrange plan period that combines single-player games, which are our strength, and which have a higher predictability of becoming hits due to our proven IP, with live service games that pursue upside while taking on a certain amount of risk upon release";
- "As the quarterly results show, the platform business has strong momentum, and we expect to see stable expansion of user engagement and associated revenue growth in the second half and beyond";
- "In the studio business, we expect sales and profits to decline in the second half of this fiscal year compared to the same period of last fiscal year, when Marvel's Spider-Man 2 and Helldivers 2 were huge hits";
- "Starting with Ghost of Yōtei, which is a sequel to the smash hit Ghost of Tsushima, we plan to continue releasing major single-player game titles every year from next fiscal year onwards"
- "Music catalog assets serve as a stable earnings foundation for the long term not only from the consumption of streaming but also from use in media such as movies and advertisements";
- "Acquiring name, image and likeness rights related to music artists for some catalogs, we are pursuing additional monetization opportunities such as merchandising and experiential live events that use these rights";
- "We expect television and video streaming service licensing revenues to recover from the second half of this fiscal year through next fiscal year";
- "Regarding our business in India, the operating environment is challenged primarily due to softness in the advertising market and a decrease in viewers of pay television. However, under the new local management team that started in August, we are strengthening our operations and rebuilding our strategy to grow the business over the mid- to long-term";
- "Although the sports business is not large in scale, we expect it to generate stable, high profits and aim to continue to focus on expanding it";
- "In the mid- to long-term, we expect that the convenience brought by AI will make smartphone functionality more attractive, revitalizing the market and encouraging a shift to high-end products";
- "On the production side, improvements in yields for mobile sensors are progressing as planned since the beginning of the fiscal year, and we expect to achieve a normal run rate in the fourth quarter ending March 31, 2025".

⁸ In this chapter, quotes are used from the [Sony Q2FY24 Speech Transcript p.9-19](#)

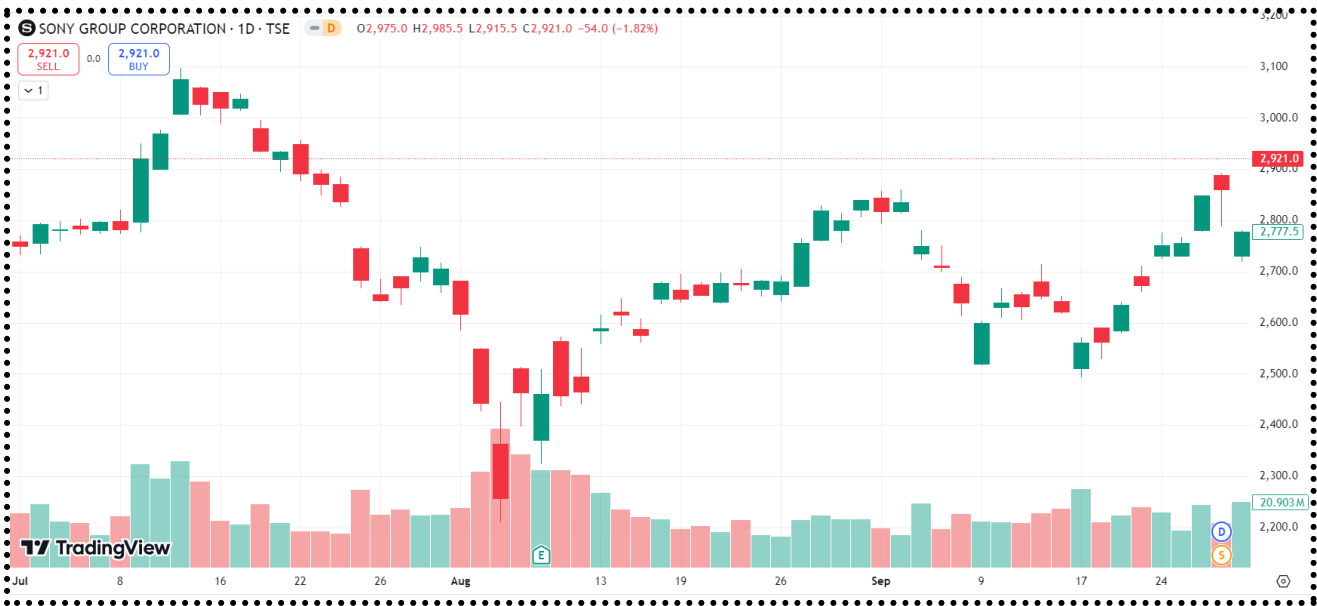
Stock Information

About Shares⁹

Total Shares Outstanding - 6,243,097,945 (as of September 30, 2024).

"Sony Group Corporation conducted a five-for-one stock split of its common stock effective October 1, 2024, with a record date of September 30, 2024. The above figures for the number of issued shares (common stock) are calculated based on the assumption that the stock split was conducted at the beginning of the fiscal year ended March 31, 2024".

TradingView Retrospective Q2FY24¹⁰



Date	Open Price, JPY	Highest Price, JPY	Lowest Price, JPY	Close Price, JPY
Jul 1, 2024	2,759.0	2,770.0	2,732.0	2,750.0
Sep 30, 2024	2,730.0	2,780.0	2,718.5	2,777.5

Q2FY24 Price MAX: 3,097.0 JPY (July 11, 2024).

Q2FY24 Price MIN: 2,210.0 JPY (August 5, 2024).

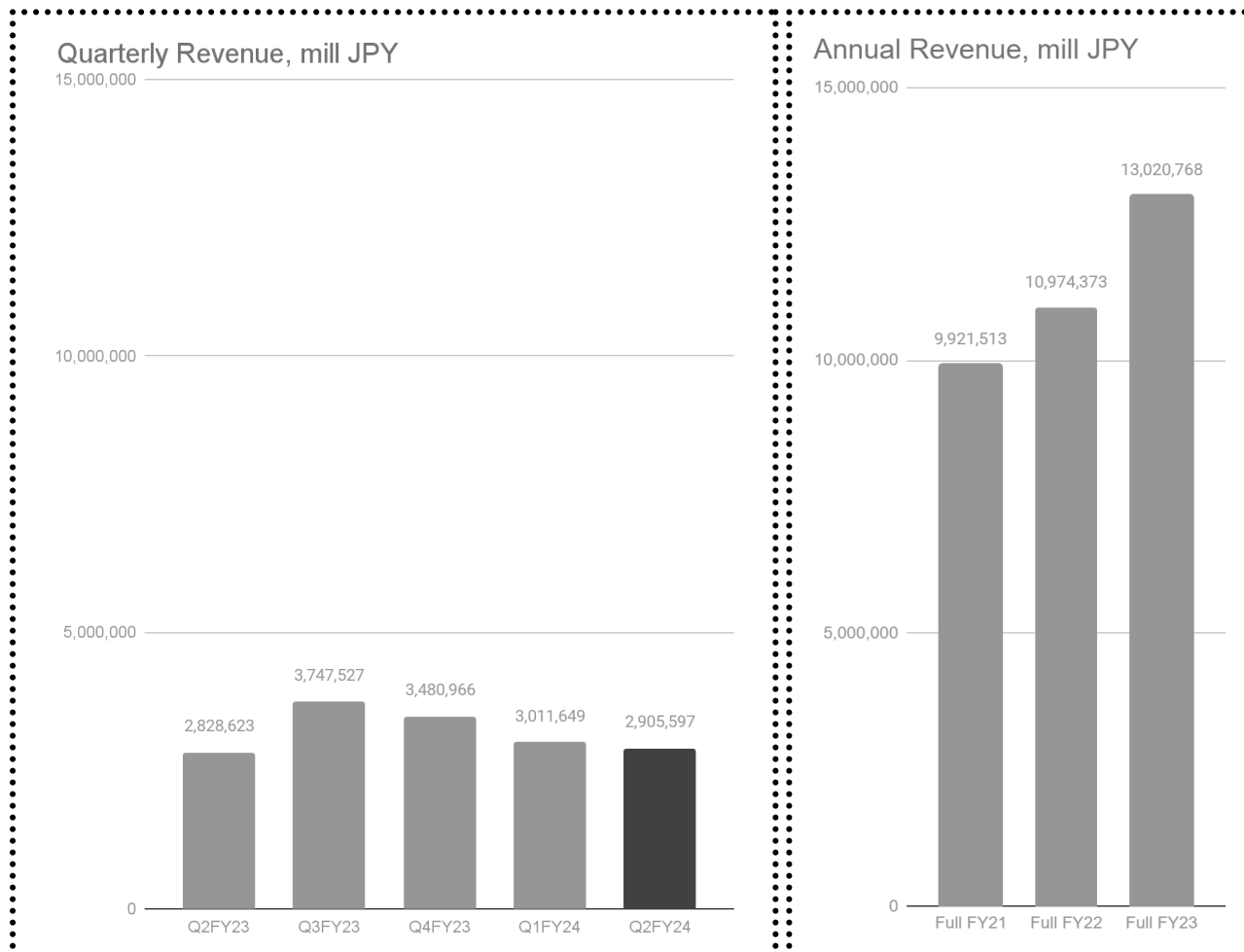
⁹ [Sony Q2FY24 Consolidated Financial Summary, p.3](#)

¹⁰ [TradingView, Sony Chart](#)

Financial Statements

Revenue Retrospective

Sony Group Corporation Revenue Retrospective^{11 12}



¹¹ [Sony Q2FY24 Supplemental Information, p.4](#)

¹² [Sony Consolidated FY23 Foreign Private Issuer Annual Report, p.F-6](#)

Sales per Business¹³

Net Revenue Structure

(In million, except Percentages)

Parameter	Q2FY24, JPY	QoQ, %	Q1FY24, JPY	QoQ, %	Q4FY23, JPY	QoQ, %	Q3FY23, JPY	QoQ, %	Q2FY23, JPY	YoY, %
Game & Network Services (G&NS)	1,071,530	23.89	864,911	-21.18	1,097,331	-24.03	1,444,427	51.39	954,096	12.31
Music	448,197	1.40	442,022	2.82	429,909	1.85	422,104	3.28	408,716	9.66
Pictures	355,796	5.47	337,346	-17.06	406,721	11.03	366,327	-8.33	399,636	-10.97
Entertainment, Technology & Services (ET&S)	619,759	3.14	600,915	12.81	532,657	-27.60	735,738	19.92	613,540	1.01
Imaging & Sensing Solutions (I&SS)	535,567	51.51	353,480	-11.30	398,524	-21.11	505,158	24.33	406,316	31.81
Financial Services	(63,313)	-	448,595	-33.33	672,885	115.85	311,743	200.00	103,915	-
All Other	23,889	13.27	21,090	-3.07	21,757	-8.95	23,895	-1.36	24,225	-1.39
Corporate and elimination	(85,828)	51.35	(56,710)	-28.05	(78,818)	27.40	(61,865)	-24.39	(81,821)	4.90
Total Consolidated Revenue	2,905,597	-3.52	3,011,649	-13.48	3,480,966	-7.11	3,747,527	32.49	2,828,623	2.72

¹³ [Sony Q2FY24 Supplemental Information, p.4](#)

Net Revenue Structure Percentages

Parameter	Q2FY24, %	Q1FY24, %	Q4FY23, %	Q3FY23, %	Q2FY23, %
Game & Network Services (G&NS)	36.88	28.72	31.52	38.54	33.73
Music	15.43	14.68	12.35	11.26	14.45
Pictures	12.25	11.20	11.68	9.78	14.13
Entertainment, Technology & Services (ET&S)	21.33	19.95	15.30	19.63	21.69
Imaging & Sensing Solutions (I&SS)	18.43	11.74	11.45	13.48	14.36
Financial Services	-2.18	14.90	19.33	8.32	3.67
All Other	0.82	0.70	0.63	0.64	0.86
Corporate and elimination	-2.95	-1.88	-2.26	-1.65	-2.89

Sales per Region¹⁴

Sales by Region

(In million, except Percentages)

Parameter	Q2FY24, JPY	QoQ, %	Q1FY24, JPY	QoQ, %	Q4FY23, JPY	QoQ, %	Q3FY23, JPY	QoQ, %	Q2FY23, JPY	YoY, %
Japan	262,215	-64.13	731,080	-26.82	998,978	55.92	640,717	56.63	409,055	-35.90
United States	999,362	11.80	893,902	-6.74	958,543	-16.04	1,141,728	26.86	899,990	11.04
Europe	598,236	12.32	532,618	-15.79	632,454	-25.42	848,045	31.51	644,856	-7.23
China	344,690	25.71	274,196	13.30	242,019	-15.18	285,343	20.85	236,123	45.98
Asia-Pacific	459,498	30.80	351,305	-12.40	401,050	-24.72	532,716	24.22	428,835	7.15
Other Areas	241,596	5.71	228,548	-7.81	247,922	-17.08	298,978	42.53	209,764	15.18
Total Consolidated Revenue	2,905,597	-3.52	3,011,649	-13.48	3,480,966	-7.11	3,747,527	32.49	2,828,623	2.72

¹⁴ [Sony Q2FY24 Supplemental Information, p.6](#)

Sales by Region Percentages

Parameter	Q2FY24, %	Q1FY24, %	Q4FY23, %	Q3FY23, %	Q2FY23, %
Japan	9.02	24.28	28.70	17.10	14.46
United States	34.39	29.68	27.54	30.47	31.82
Europe	20.59	17.69	18.17	22.63	22.80
China	11.86	9.10	6.95	7.61	8.35
Asia-Pacific	15.81	11.66	11.52	14.22	15.16
Other Areas	8.31	7.59	7.12	7.98	7.42

Dividend Information^{15 16}

(In million, except Per share data and Percentages)

Parameter	Q2FY24, JPY	QoQ, %	Q1FY24, JPY	QoQ, %	Q4FY23, JPY	QoQ, %	Q3FY23, JPY	QoQ, %	Q2FY23, JPY	YoY, %
Per Share	50.00 JPY	-	-	-	45.00 JPY	-	-	-	40.00 JPY	25.00
Cash dividends declared	54,965	-	-	-	54,965	-	-	-	49,380	11.31

“Sony Group Corporation conducted a five-for-one stock split of its common stock effective October 1, 2024, with a record date of September 30, 2024. The above figures for the number of issued shares (common stock) are calculated based on the assumption that the stock split was conducted at the beginning of the fiscal year ended March 31, 2024”.¹⁷

¹⁵ [Sony Q2FY24 Consolidated Financial Summary, p.2, 8](#)

¹⁶ [Sony Consolidated FY23 Foreign Private Issuer Annual Report, p.F-96](#)

¹⁷ In this chapter, quotes are used from the [Sony Q2FY24 Consolidated Financial Summary, p.2](#)

Balance Sheet^{18 19 20 21}

(In million, except Percentages)

Parameter	at Sep 30, 2024, JPY	QoQ, %	at Jun 30, 2024, JPY	QoQ, %	at Mar 31, 2024, JPY	QoQ, %	at Dec 31, 2023, JPY	QoQ, %	at Sep 30, 2023, JPY	YoY, %
Assets										
Total Current Assets	6,767,554	3.23	6,555,737	-3.26	6,776,806	-8.04	7,368,914	4.87	7,026,975	-3.69
Total Non-Current Assets	27,513,147	-2.17	28,122,072	2.90	27,330,684	4.02	26,274,711	1.28	25,941,818	6.06
Total Assets	34,280,701	-1.15	34,677,809	1.67	34,107,490	1.38	33,643,625	2.05	32,968,793	3.98
Liabilities										
Total Current Liabilities	10,271,037	-0.92	10,366,908	1.72	10,192,045	-4.63	10,686,745	0.79	10,603,054	-3.13
Total Non-Current Liabilities	15,993,844	-1.04	16,161,942	0.02	16,159,340	4.33	15,488,167	2.13	15,165,119	5.46
Total Liabilities	26,264,881	-1.00	26,528,850	0.67	26,351,385	0.67	26,174,912	1.58	25,768,173	1.93
Total Equity	8,015,820	-1.63	8,148,959	5.07	7,756,105	3.85	7,468,713	3.72	7,200,620	11.32

¹⁸ [Sony Q2FY24 Consolidated Financial Summary, p.2-3](#)

¹⁹ [Sony Q1FY24 Consolidated Financial Summary, p.2-3](#)

²⁰ [Sony Q3FY23 Quarterly Financial Statements, p.\(F-1\)-\(F-2\)](#)

²¹ [Sony Q2FY23 Quarterly Financial Statements, p.\(F-1\)-\(F-2\)](#)

Income Statement^{22 23 24 25}

(In million, except EPS data and Percentages)

Parameter	Q2FY24, JPY	QoQ, %	Q1FY24, JPY	QoQ, %	Q4FY23, JPY	QoQ, %	Q3FY23, JPY	QoQ, %	Q2FY23, JPY	YoY, %
Revenue	2,905,597	-3.52	3,011,649	-13.48	3,480,966	-7.11	3,747,527	32.49	2,828,623	2.72
Total Costs and Expenses	2,447,875	-10.47	2,734,237	-15.90	3,251,122	-1.11	3,287,510	27.99	2,568,557	-4.70
Operating Income	455,077	63.05	279,106	21.65	229,442	-50.48	463,338	76.17	263,009	73.03
Net Income	339,825	44.10	235,828	21.55	194,025	-47.19	367,371	82.63	201,156	68.94
EPS Basic	55.93 JPY	-70.55	189.90 JPY	23.22	154.12 JPY	-47.87	295.67 JPY	82.28	162.21 JPY	-65.52
EPS Diluted	55.74 JPY	-70.57	189.43 JPY	23.33	153.60 JPY	-47.90	294.82 JPY	82.28	161.74 JPY	-65.54

²² [Sony Q2FY24 Consolidated Financial Summary, p.4](#)

²³ [Sony Q1FY24 Consolidated Financial Summary, p.4](#)

²⁴ [Sony FY23 Consolidated Financial Results, p.F-5](#)

²⁵ [Sony Q3FY23 Quarterly Financial Statements, p.F-3](#)

Cashflow Statement^{26 27 28 29}

(In million, except Percentages)

Parameter	Q2FY24, JPY	QoQ, %	Q1FY24, JPY	QoQ, %	Q4FY23, JPY	QoQ, %	Q3FY23, JPY	QoQ, %	Q2FY23, JPY	YoY, %
Cash flows from operating activities	742,574	-	(126,285)	-	441,255	-45.99	816,927	539.72	127,700	481.50
Cash flows from investing activities	(285,808)	-20.41	(359,122)	80.52	(198,933)	-30.17	(284,885)	108.83	(136,421)	109.50
Cash flows from financing activities	(128,506)	-	1,532	-	(412,902)	314.45	(99,627)	-	87,953	-

²⁶ [Sony Q2FY24 Consolidated Financial Summary, p.9-10](#)

²⁷ [Sony Q1FY24 Consolidated Financial Summary, p.7-8](#)

²⁸ [Sony FY23 Consolidated Financial Results, p.\(F-8\)-\(F-9\)](#)

²⁹ [Sony Q3FY23 Quarterly Financial Statements, p.\(F-8\)-\(F-9\)](#)

News³⁰

July 12, 2024 - ['Sony Research Award Program' Will Open for Applications to Enhance Emerging and Innovative Technological Development](#)

July 12, 2024 - [His Majesty The King returns to Sony UK TEC to celebrate the tech giant's 50th year in Wales](#)

August 1, 2024 - [Sony and National Football League Launch New Technology Partnership](#)

August 7, 2024 - [Consolidated Financial Results for the First Quarter Ended June 30, 2024](#)

August 16, 2024 - [Sony Launches FavoriteSpace™, a New Service to Energize Sports Fan Communities](#)

August 19, 2024 - [Sony Launches "Gaming Virtualizer by 360 Reality Audio" - a plug-in software for game developers that enables easy production of spatial game sound played via headphones](#)

August 21, 2024 - [From the "Garden of Ginza" to the "Park of Ginza" - Construction for the new Ginza Sony Park Completed \(PDF\)](#)

August 23, 2024 - [Development of Blockchain "Soneium™"](#)

September 10, 2024 - [Sony Research and AI Singapore Sign MOU to Conduct Collaborative Research on Large Language Models for Southeast Asian Languages](#)

September 12, 2024 - [University of Melbourne and Sony Group Partner to Develop Technology Driven Advanced Surgical Training](#)

September 13, 2024 - [Cellares and Sony Announce a Joint Development Collaboration to Integrate Flow Cytometry-Based Sorting and Online Analysis into an Automated, High-Throughput Cell Therapy Manufacturing Platform](#)

September 24, 2024 - [Sony Semiconductor Solutions to Release 0.44-Type Full HD OLED Microdisplay with Industry's Smallest Pixels and Highest Brightness](#)

September 30, 2024 - [Sony Semiconductor Solutions and Raspberry Pi Launch the Raspberry Pi AI Camera](#)

³⁰ [Sony web, News Releases](#)

Analyst's Opinion

Summary

Sony Group Corporation, is a Japanese conglomerate corporation headquartered in Minato, Tokyo, Japan. Sony engages in the development, design, manufacture, and sale of electronic equipment, instruments, devices, game consoles, and software for consumers, professionals and industrial markets. It operates through the following segments: Game and Network Services, Music, Pictures, Home Entertainment and Sound, Imaging Products and Solutions, Mobile Communications, Semiconductors, Financial Services, and All Others.

Sony has been publicly traded on the TSE since 1958 and on the NYSE since 1970. The average number of shares outstanding was 6,243,097,945 as of September 30, 2024. Sony conducted a five-for-one stock split of its common stock effective on October 1, 2024, with a record date of September 30, 2024. The range in which the company's shares traded in Q2FY24 was between 2,210.0 JPY and 3,097.0 JPY. The opening price on July 1, 2024, was 2,759.0 JPY, and the closing price on September 30, 2024, was 2,777.5 JPY. Sony pays dividends twice a year, in the second and fourth quarters. A dividend of 50.00 JPY per share was approved in Q2FY24.

On September 6, 2024, Astro Bot was released, selling over 1.5 million copies and receiving a score of 94 on Metacritic. In Q2FY24, Concord was launched and subsequently discontinued.

During the six months ended September 30, 2024, Sony established a joint venture in the music segment with a third-party partner, which acquired stakes in target companies and music assets. This was accounted for as an asset acquisition rather than a business combination.

Total revenue in Q2FY24 amounted to 2,905,597 million JPY, which is 2.72% higher compared to Q2FY23, which was 2,828,623 million JPY, and 3.52% lower compared to Q1FY24, which was 3,011,649 million JPY.

In Q2FY24, the net revenue structure was as follows: 36.88% from Game & Network Services at 1,071,530 million JPY, 21.33% from Entertainment, Technology & Services (ET&S) at 619,759 million JPY, 18.43% from Imaging & Sensing Solutions (I&SS) at 535,567 million JPY, 15.43% from Music at 448,197 million JPY, 12.25% from Pictures at 355,796 million JPY, 0.82% from All Other at 23,889 million JPY, -2.18% from Financial Services at negative 63,313 million JPY, and 2.95% from Corporate and elimination at negative 85,828 million JPY.

In the Q2FY24, the net revenue structure by region was as follows: 34.39% from the United States at 999,362 million JPY, 20.59% from Europe at 598,236 million JPY, 15.81% from Asia-Pacific at 459,498 million JPY, 11.86% from China at 344,690 million JPY, 9.02% from Japan at 262,215 million JPY, and 8.31% from Other Areas at 241,596 million JPY.

As of September 30, 2024, Total Current Liabilities amounted to 10,271,037 million JPY, exceeding Total Current Assets of 6,767,554 million JPY by 3,503,483 million JPY. Total Equity was 8,015,820 million JPY, a decreased of 1.63%, compared to 8,148,959 million JPY at June 30, 2024, and an increased of 11.32%, compared to 7,200,620 million JPY at September 30, 2023.

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- [Sony Q2FY24 Supplemental Information](#)
- [Sony Q2FY24 Consolidated Financial Summary](#)
- [Sony Q1FY24 Consolidated Financial Summary](#)
- [Sony Q3FY23 Quarterly Financial Statements](#)
- [Sony Q2FY23 Quarterly Financial Statements](#)
- [Sony FY23 Consolidated Financial Results](#)
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