

Supplemental Information for FY2006 Earnings

October 26, 2006

Sony Corporation
Investor Relations

1. Unit Sales/Shipments

(mln units)

	FY00	FY01	FY02	FY03	FY04	FY05	FY06	
							Jul. Fct	Current
HDD & Flash-based Memory Portable Audio	-	-	-	-	0.85	4.50	5.50	5.50
Video Camera	5.50	5.40	5.75	6.60	7.35	7.60	7.70	7.70
Digital Camera	2.60	3.40	5.60	10.00	14.00	13.50	15.50	15.50
DVD Player	4.00	5.00	7.00	8.50	9.30	8.00	6.60	6.60
DVD Recorder	-	-	0.02	0.65	1.70	2.00	2.20	2.00
LCD TV	-	-	-	0.43	1.00	2.80	6.00	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	1.80
CRT Television	11.30	10.00	10.00	9.40	9.50	6.80	5.50	5.50
VAIO PC	2.50	3.50	3.10	3.20	3.30	3.70	4.20	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	3.10
Japan	1.40	1.70	1.30	1.10	1.00	1.00	1.10	1.10

2. Sales and Capital Expenditures for Semiconductors and LCD

(bln yen)

	FY00	FY01	FY02	FY03	FY04	FY05	FY06	
							Jul. Fct	Current
Semiconductors								
Sales*	367.0	300.0	340.0	400.0	455.0	490.0	790.0	770.0
Capital Expenditures*	90.0	50.0	41.0	80.0	150.0	140.0	170.0	170.0
LCD								
Sales	70.0	67.0	85.0	130.0	160.0	130.0	150.0	150.0
Capital Expenditures**	6.0	42.0	8.0	5.0	24.0	24.0	20.0	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)

	FY05					FY06				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
Hardware										
PlayStation 2	3.53	5.01	5.36	2.32	16.22	2.54	5.02			
Japan	0.54	0.45	1.13	0.44	2.56	0.28	0.44			
North America	1.43	2.00	2.21	0.83	6.47	1.15	1.89			
Europe	1.56	2.56	2.02	1.05	7.19	1.11	2.69			
PSP	2.09	3.75	6.22	2.00	14.06	2.02	3.89			
Japan	0.89	0.52	1.35	0.50	3.26	0.43	0.24			
North America	1.20	1.40	1.68	0.58	4.86	1.18	2.00			
Europe		1.83	3.19	0.92	5.94	0.41	1.65			
Software (including PS)	40.9	59.0	111.1	55.6	266.6	42.1	59.9			
PlayStation 2	35	50	93	45	223	33	47			
Japan	6	8	11	11	36	6	5			
North America	13	25	41	17	96	13	26			
Europe	16	17	41	17	91	14	16			
PSP	4.9	9.0	17.1	10.6	41.6	9.1	12.9			
Japan	1.0	1.4	2.7	2.2	7.3	2.0	2.6			
North America	3.9	3.1	6.8	5.2	19.0	3.2	5.2			
Europe		4.5	7.6	3.2	15.3	3.9	5.1			

<< FY06 Forecast >>

	Apr. Fct	July Fct	Oct. Fct
PS2 Hardware:	10 mln units	11 mln units	11 mln units
PSP Hardware:	12 mln units	12 mln units	9 mln units
PS3 Hardware:	6 mln units	6 mln units	6 mln units
PS+PS2+PSP+PS3 Software:	250 mln units	250 mln units	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)

	FY05					FY06				
	Q1	Q2	Q3	Q4	FY	Q1	Q2	Q3	Q4	FY
US\$										
Average market rate	107	110	116	116	112	113	115			
Weighted average market rate*	107	110	116	116	112	114	115			
Forward contract rate	105	109	114	114	110	113	113			
Euro										
Average market rate	134	134	138	139	136	142	147			
Weighted average market rate*	134	134	138	139	136	142	147			
Forward contract rate	135	135	137	138	136	142	146			

*Rates based upon the net export amounts of each month