

# Nintendo Co., Ltd.

## Financial Results Briefing for the Nine-Month Period Ended December 2011

(Briefing Date: 2012/1/27)

## Supplementary Information

### [Note]

Forecasts announced by Nintendo Co., Ltd. herein are prepared based on management's assumptions with information available at this time and therefore involve known and unknown risks and uncertainties. Please note such risks and uncertainties may cause the actual results to be materially different from the forecasts (earnings forecast, dividend forecast and other forecasts).

## Consolidated Statements of Income Transition

million yen

	FY3/2008 Apr.–Dec.'07	FY3/2009 Apr.–Dec.'08	FY3/2010 Apr.–Dec.'09	FY3/2011 Apr.–Dec.'10	FY3/2012 Apr.–Dec.'11
Net sales	1,316,434	1,536,348	1,182,177	807,990	556,166
Cost of sales	761,944	851,283	715,575	487,575	425,064
Gross profit	554,489	685,065	466,602	320,415	131,101
(Gross profit ratio)	(42.1%)	(44.6%)	(39.5%)	(39.7%)	(23.6%)
Selling, general and administrative expenses	160,453	183,734	169,945	161,619	147,509
Operating income	394,036	501,330	296,656	158,795	-16,408
(Operating income ratio)	(29.9%)	(32.6%)	(25.1%)	(19.7%)	(-3.0%)
Non-operating income	37,789	28,295	19,918	7,327	7,369
(of which foreign exchange gains)	(143)	( – )	(9,996)	( – )	( – )
Non-operating expenses	995	177,137	2,064	85,635	56,988
(of which foreign exchange losses)	( – )	(174,233)	( – )	(84,403)	(53,725)
Ordinary income	430,830	352,488	314,511	80,488	-66,027
(Ordinary income ratio)	(32.7%)	(22.9%)	(26.6%)	(10.0%)	(-11.9%)
Extraordinary income	3,830	98	4,310	115	49
Extraordinary loss	2,135	6,171	2,284	33	72
Income before income taxes and minority interests	432,525	346,415	316,537	80,569	-66,051
Income taxes	173,679	133,856	124,063	31,019	-17,674
Income before minority interests	-	-	-	49,550	-48,376
Minority interests in income	-83	35	-127	-7	-25
Net income	258,929	212,524	192,601	49,557	-48,351
(Net income ratio)	(19.7%)	(13.8%)	(16.3%)	(6.1%)	(-8.7%)

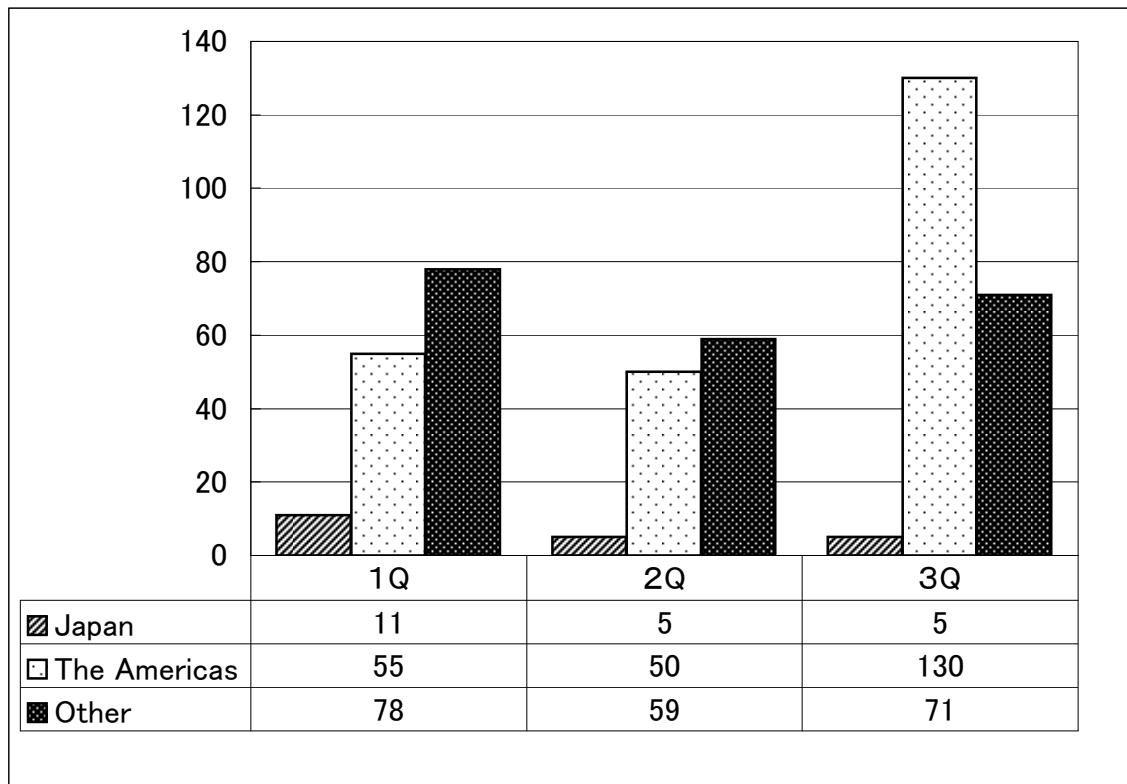
## Quarterly Consolidated Statements of Income Transition

million yen

	FY3/2011				FY3/2012			
	1Q	2Q	3Q	Total	1Q	2Q	3Q	Total
Net sales	188,646	174,513	444,830	807,990	93,928	121,809	340,428	556,166
Cost of sales	118,298	96,070	273,206	487,575	82,897	100,823	241,343	425,064
Gross profit	70,348	78,442	171,624	320,415	11,030	20,985	99,085	131,101
(Gross profit ratio)	(37.3%)	(44.9%)	(38.6%)	(39.7%)	(11.7%)	(17.2%)	(29.1%)	(23.6%)
Selling, general and administrative expenses	47,005	47,553	67,060	161,619	48,743	40,620	58,146	147,509
Operating income	23,342	30,889	104,563	158,795	-37,712	-19,634	40,938	-16,408
(Operating income ratio)	(12.4%)	(17.7%)	(23.5%)	(19.7%)	(-40.2%)	(-16.1%)	(12.0%)	(-3.0%)
Non-operating income	2,169	2,680	2,477	7,327	2,348	2,492	2,528	7,369
(of which foreign exchange gains)	( - )	( - )	( - )	( - )	( - )	( - )	( - )	( - )
Non-operating expenses	71,567	-8,332	22,400	85,635	7,187	48,178	1,622	56,988
(of which foreign exchange losses)	(70,594)	(-8,419)	(22,228)	(84,403)	(5,065)	(47,368)	(1,292)	(53,725)
Ordinary income	-46,055	41,902	84,641	80,488	-42,551	-65,320	41,844	-66,027
(Ordinary income ratio)	(-24.4%)	(24.0%)	(19.0%)	(10.0%)	(-45.3%)	(-53.6%)	(12.3%)	(-11.9%)
Extraordinary income	134	56	-75	115	-	50	-1	49
Extraordinary loss	17	1	14	33	19	42	10	72
Income before income taxes and minority interests	-45,938	41,956	84,551	80,569	-42,571	-65,312	41,832	-66,051
Income taxes	-20,687	18,727	32,980	31,019	-17,055	-20,537	19,918	-17,674
Income before minority interests	-25,250	23,229	51,571	49,550	-25,515	-44,774	21,914	-48,376
Minority interests in income	-33	24	1	-7	0	-18	-7	-25
Net income	-25,216	23,205	51,569	49,557	-25,516	-44,756	21,921	-48,351
(Net income ratio)	(-13.4%)	(13.3%)	(11.6%)	(6.1%)	(-27.2%)	(-36.7%)	(6.4%)	(-8.7%)

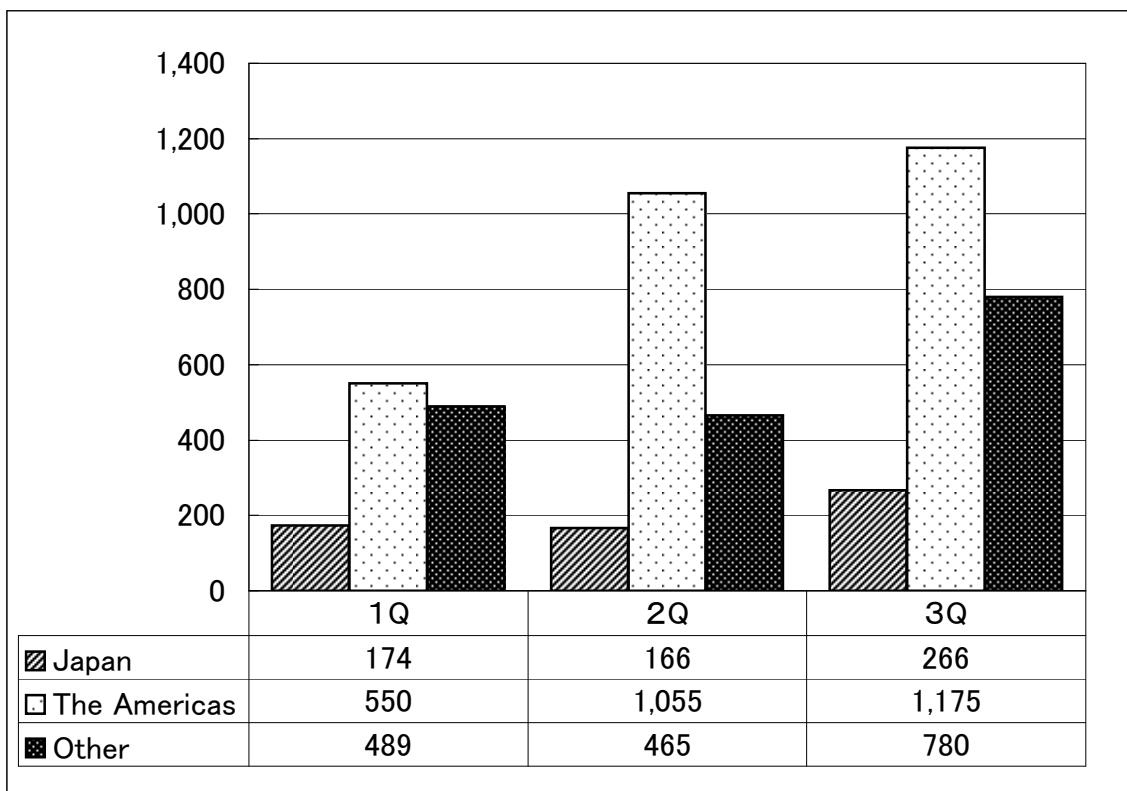
## Consolidated Sales Units of "Nintendo DS" (FY3/2012)

### 1. Hardware (Nintendo DS, Nintendo DS Lite, Nintendo DSi, and Nintendo DSi XL) units in ten thousands



### 2. Software

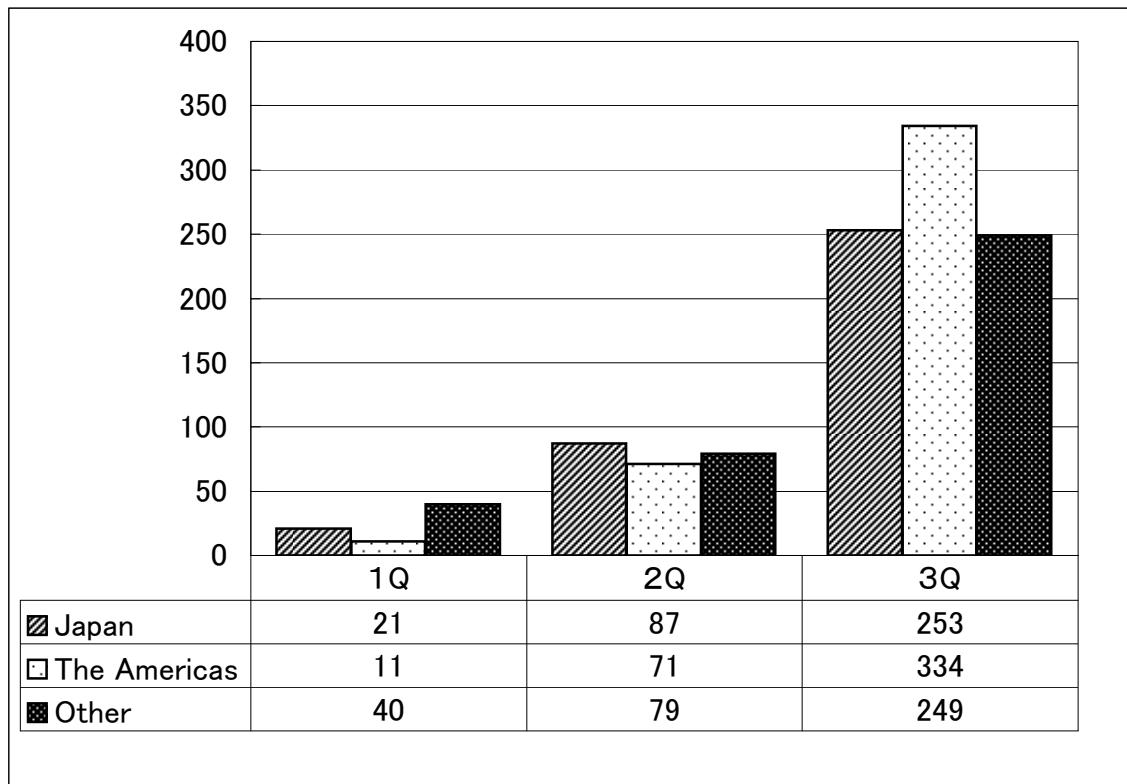
units in ten thousands



## Consolidated Sales Units of "Nintendo 3DS" (FY3/2012)

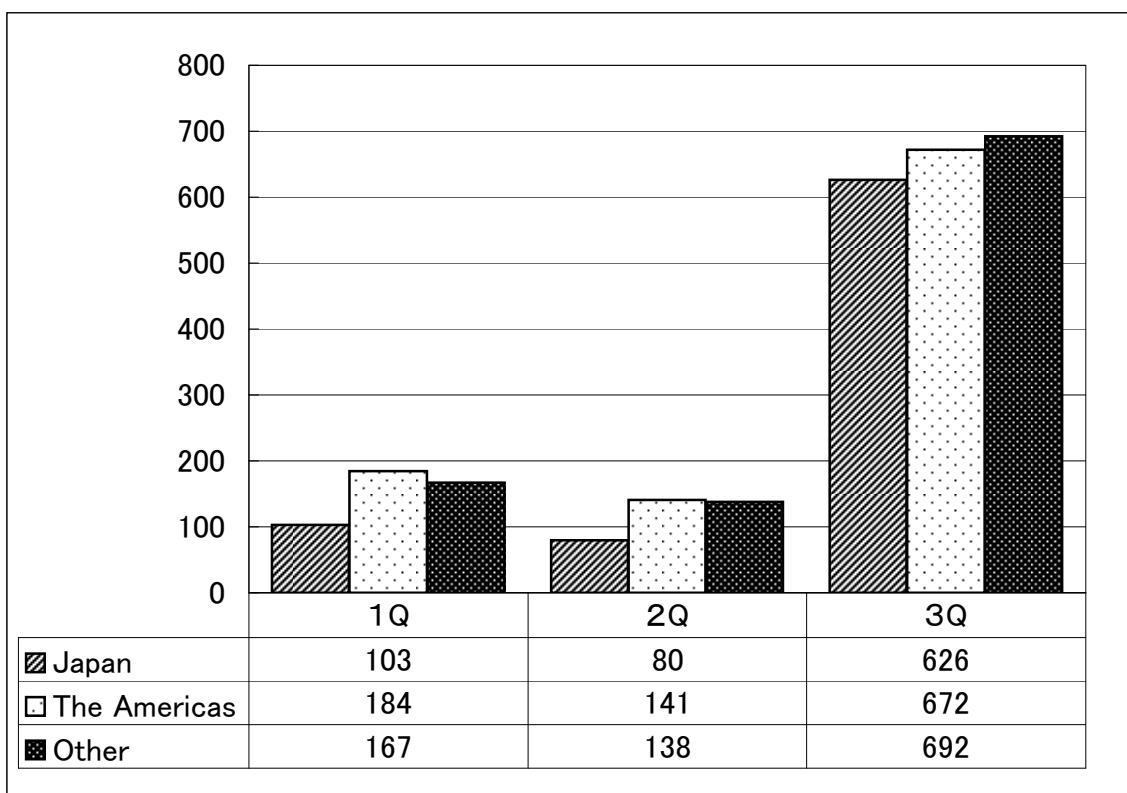
### 1. Hardware

units in ten thousands



### 2. Software

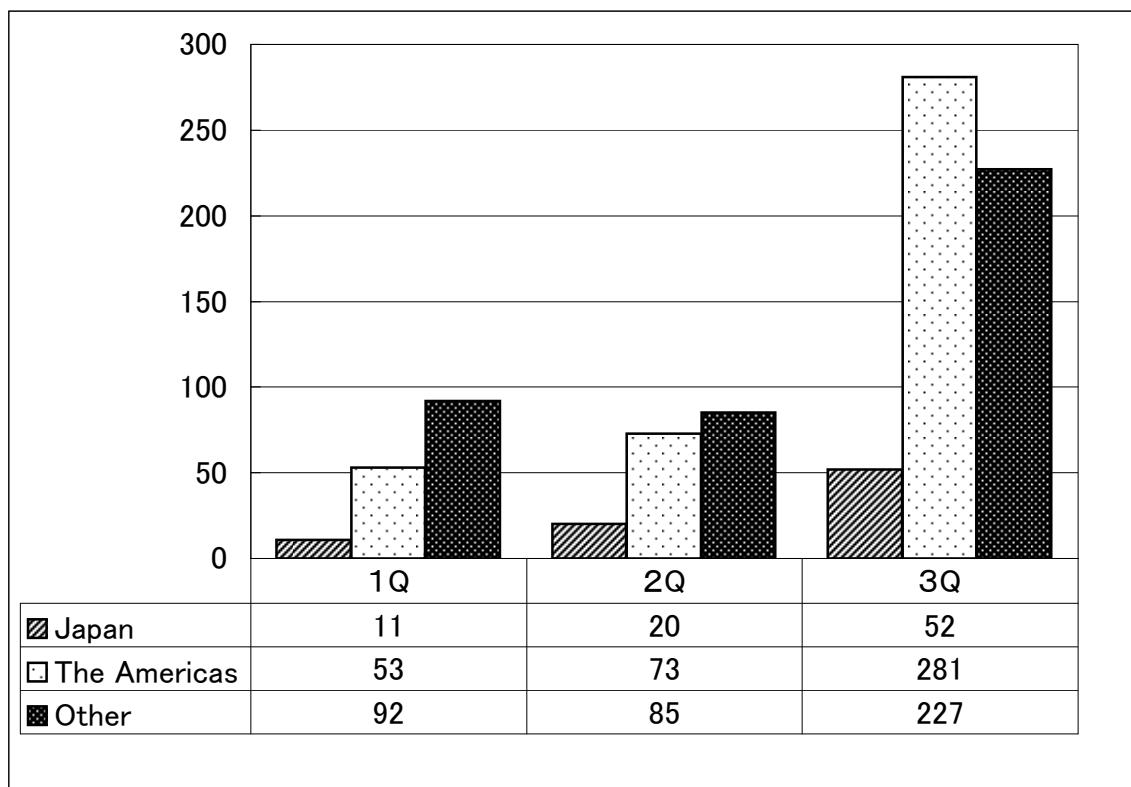
units in ten thousands



## Consolidated Sales Units of "Wii" (FY3/2012)

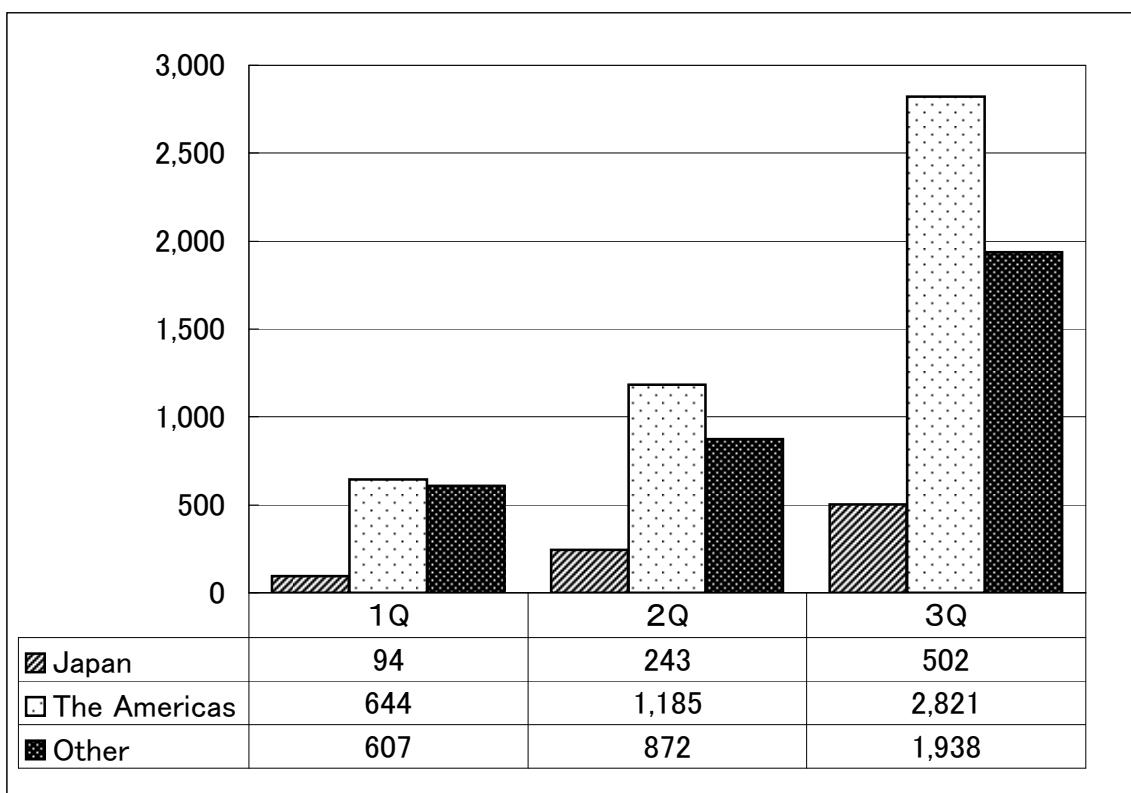
### 1. Hardware

units in ten thousands



### 2. Software

units in ten thousands



## Million-Seller Titles of NINTENDO Products

units in ten thousands			
FY3/2012(Apr.'11-Dec.'11)		Life-to-date	
Global	of which		Global
	Japan	Overseas	

### Nintendo DS

Pokémon Black Version/White Version

291	23	268	1,442
187	13	174	2,874
126	11	115	2,230
119	-	119	119
101	41	60	101

### Nintendo 3DS

SUPER MARIO 3D LAND

503	136	368	503
454	147	307	454
249	60	189	249

### Wii

Mario Kart Wii

491	30	461	3,191
353	17	337	2,547
342	38	304	342
240	2	239	7,916
219	65	155	2,987
191	48	143	768
175	14	161	2,024
121	66	55	121
112	16	96	112
109	0	109	1,040

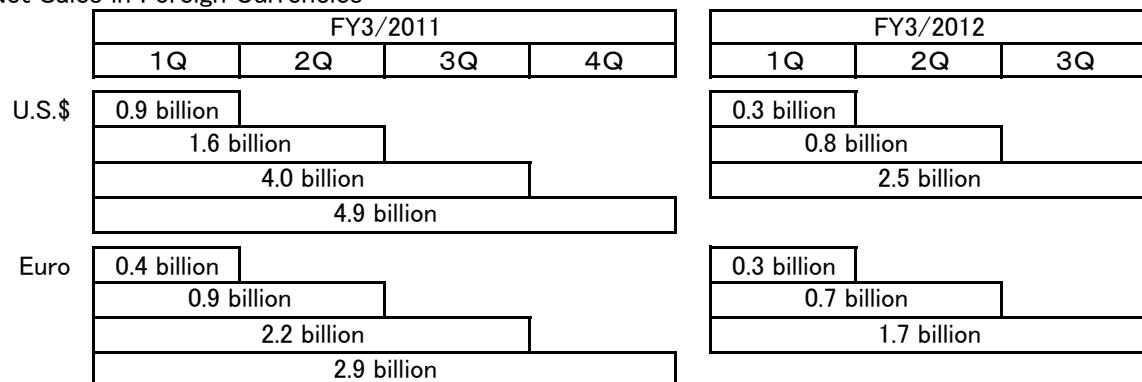
[Reference] Global sales units of Wii Balance Board bundled with Wii Fit or Wii Fit Plus are more than 36 million units on a life-to-date basis.

[Note] Software units include the quantity bundled with hardware.

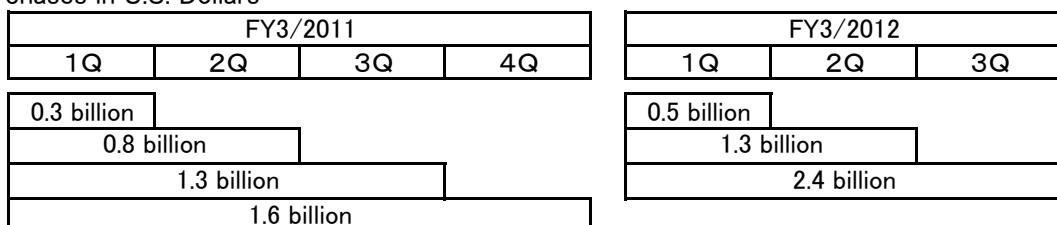
\*This title is licensed to be sold as a Nintendo product overseas. Global units (both FY3/2012 and Life-to-date) do not include units sold in Japan.

## Foreign Currency Transaction Information

### Consolidated Net Sales in Foreign Currencies



### Non-Consolidated Purchases in U.S. Dollars



### Average Exchange Rates

	FY3/2011				FY3/2012		
	1Q	2Q	3Q	4Q	1Q	2Q	3Q
1 U.S.\$=	92.01	88.95	86.85	85.72	81.74	79.82	79.01
1 Euro=	116.99	113.85	113.31	113.12	117.40	113.79	110.64

### Major Assets and Liabilities in Foreign Currencies Influenced by Exchange Fluctuations (Non-Consolidated)

	FY3/2011		FY3/2012		
	2011/3/31	2011/6/30	2011/9/30	2011/12/31	
Cash and deposits (U.S.\$)	3,541	3,633	3,147	2,348	million dollars/euros
Accounts receivable—trade (U.S.\$)	776	309	506	1,151	
Accounts payable—trade (U.S.\$)	112	409	897	1,096	
Cash and deposits (Euro)	1,996	1,597	1,631	1,594	
Accounts receivable—trade (Euro)	661	477	389	679	

### Exchange Rates

	FY3/2011		FY3/2012		
	2011/3/31	2011/6/30	2011/9/30	2011/12/31	
1 U.S.\$=	83.15	80.73	76.65	77.74	yen
1 Euro=	117.57	116.84	104.11	100.71	

## Launch Dates of Primary NINTENDO Products by Region (Apr. 2011~Dec. 2011)

Region	Category	Nintendo 3DS		Wii	
		Title	Launch Date	Title	Launch Date
Japan	(Software)	Pilotwings Resort	2011/4/14	Pandora's Tower	2011/5/26
		Steel Diver	2011/5/12	GoldenEye 007*	2011/6/30
		The Legend of Zelda: Ocarina of Time 3D	2011/6/16	Wii Play: Motion	2011/7/7
		Star Fox 64 3D	2011/7/14	RHYTHM HEAVEN FEVER	2011/7/21
		Pokémon Rumble Blast	2011/8/11	Disney Epic Mickey*	2011/8/4
		Hana to Irimon Rittai Zukan (Temp.)	2011/9/29	JUST DANCE Wii*	2011/10/13
		SUPER MARIO 3D LAND	2011/11/3	Kirby's Return to Dream Land	2011/10/27
		Mario Kart 7	2011/12/1	PokéPark™ 2: Wonders Beyond	2011/11/12
				The Legend of Zelda: Skyward Sword	2011/11/23
				Mario & Sonic at the London 2012 Olympic Games™*	2011/12/8
The United States	(Software)	The Legend of Zelda: Ocarina of Time 3D	2011/6/19	Wii Play: Motion	2011/6/13
		Star Fox 64 3D	2011/9/9	Mystery Case Files: The Malgrave Incident	2011/6/27
		TETRIS AXIS**	2011/10/2	Kirby's Return to Dream Land	2011/10/24
		Pokémon Rumble Blast	2011/10/24	The Legend of Zelda: Skyward Sword	2011/11/20
		SUPER MARIO 3D LAND	2011/11/13	Fortune Street**	2011/12/5
		Mario Kart 7	2011/12/4		
Europe	(Software)	Steel Diver	2011/5/6	Wii Play: Motion	2011/6/24
		The Legend of Zelda: Ocarina of Time 3D	2011/6/17	Xenoblade Chronicles	2011/8/19
		Star Fox 64 3D	2011/9/9	Mystery Case Files: The Malgrave Incident	2011/9/9
		SUPER MARIO 3D LAND	2011/11/18	The Legend of Zelda: Skyward Sword	2011/11/18
		Super PokéMon Rumble	2011/12/2	Kirby's Adventure Wii	2011/11/25
		Mario Kart 7	2011/12/2	Boom Street**	2011/12/28
<hr/>					
Region	Category	Nintendo DS			
		Title	Launch Date		
Japan	(Software)	Battle & Get! PokéMon Typing DS	2011/4/21		
		Kirby Mass Attack	2011/8/4		
The United States	(Software)	Dragon Quest Monsters: Joker 2**	2011/9/19		
		Kirby Mass Attack	2011/9/19		
		Professor Layton and the Last Specter**	2011/10/17		
		Fossil Fighters: Champions	2011/11/14		
Europe	(Software)	DRAGON QUEST VI: Realms of Reverie**	2011/5/20		
		Inazuma Eleven**	2011/8/26		
		Dragon Quest Monsters: Joker 2**	2011/10/7		
		Kirby Mass Attack	2011/10/28		
		Professor Layton and the Spectre's Call**	2011/11/25		

Notes: Launch dates may differ within the United States and European regions.

\*This title is licensed to be sold as a Nintendo product in Japan.

\*\*This title is licensed to be sold as a Nintendo product overseas.

## Launch Schedule of Primary NINTENDO Products by Region (Jan. 2012~)

Region	Category	Nintendo 3DS		Wii	
		Title	Launch Date	Title	Launch Date
Japan	(Software)	Spirit Camera: The Cursed Memoir	2012/1/12	Kikitorikku	2012/1/19
		Mario & Sonic at the London 2012 Olympic Games™*	2012/3/1	Mario Party 9	2012/4/26
		Kid Icarus: Uprising	2012/3/22	Zero Shinsaku (temp.)	TBA
		Fire Emblem: Kakusei	2012/4/19		
		Culdecept®	2012		
		Calciobit (temp.)	2012		
		Animal Crossing (temp.)	2012		
		Paper Mario (temp.)	2012		
		Mario Tennis (temp.)	2012		
		Luigi's Mansion 2 (temp.)	2012		
		GIRLS MODE (temp.)	2012		
The United States	(Software)	Kid Icarus: Uprising	2012/3/23	RHYTHM HEAVEN FEVER	2012/2/13
		Spirit Camera: The Cursed Memoir	2012/4/13	PokéPark 2: Wonders Beyond	2012/2/27
		LEGO® City (temp.)**	2012	Mario Party 9	2012/3/11
		Mario Tennis (temp.)	2012	Xenoblade Chronicles	2012/4
		Luigi's Mansion 2 (temp.)	2012		
		Animal Crossing (temp.)	TBD		
		Paper Mario (temp.)	TBD		
Europe	(Software)	Kid Icarus: Uprising	2012/3	The Last Story	2012/2/24
		Spirit Camera: The Cursed Memoir	2012	Mario Party 9	2012/3/2
		Mario Tennis (temp.)	2012	PokéPark 2: Wonders Beyond	2012/3/30
		Luigi's Mansion 2 (temp.)	2012	Pandora's Tower	2012/Apr.-Jun.
		Professor Layton 5 (temp.)**	2012	Beat the Beat: Rhythm Paradise	2012
		Animal Crossing (temp.)	TBD		
		Paper Mario (temp.)	TBD		

Notes: Launch dates and titles, etc. are subject to change.

Launch dates may differ within the United States and European regions.

\*This title is licensed to be sold as a Nintendo product in Japan.

\*\*This title is licensed to be sold as a Nintendo product overseas.

## Upcoming Third-Party Software Lineup (extracts: Jan. 2012~)

		<b>Nintendo 3DS</b>		<b>Nintendo DS</b>	
Region	Category	Title	Publisher	Title	Publisher
Japan	(Software)	RESIDENT EVIL REVELATIONS	CAPCOM	Gakuen Hetalia DS	IDEA FACTORY
		NEW LOVEPLUS	Konami Digital Entertainment Co., Ltd.	DETECTIVE CONAN Prelude from the past	NAMCO BANDAI Games Inc.
		METAL GEAR SOLID SNAKE EATER 3D	Konami Digital Entertainment Co., Ltd.	Pokémon plus Nobunaga's Ambition	The Pokémon Company
		Girl'sRPG cinderelife (Tentative title)	LEVEL-5 Inc.		
		Bokujyo Monogatari Hajimari no daichi	Marvelous AQL Inc.		
		TEKKEN 3D PRIME EDITION	NAMCO BANDAI Games Inc.		
		Hatsune Miku and Future Stars project Mirai	SEGA		
		THEATRHYTHM FINAL FANTASY	SQUARE ENIX		
		KINGDOM HEARTS 3D [Dream Drop Distance]	SQUARE ENIX		
		SHIN SANGOKUMUSOU VS	TECMO KOEI GAMES		
The United States	(Software)	Resident Evil® Revelations	CAPCOM	Shin Megami Tensei®: Devil Survivor™ 2	ATLUS
		METAL GEAR SOLID® Snake Eater 3D	Konami Digital Entertainment, Inc.	Silverlicious™	GameMill Entertainment
		Tales of the Abyss®	NAMCO BANDAI Games America Inc.	Zuma's Revenge!™	PopCap
		TEKKEN® 3D Prime Edition	NAMCO BANDAI Games America Inc.	MLB 2K12	2K Sports
		Mario & Sonic at the London 2012 Olympic Games™	SEGA	Sesame Street: Elmo's Musical Monsterpiece©	Warner Bros. Interactive Entertainment
		CRUSH™3D	SEGA		
		Nicktoons MLB 3D	2K Play		
		Horses 3D	Ubisoft		
		NCIS The Video Game (Based on the TV Series)	Ubisoft		
		Rayman® Origins	Ubisoft		
Europe	(Software)	Resident Evil™ Revelations	CAPCOM	Honda ATV Fever	Enjoy Gaming
		Metal Gear Solid: Snake Eater 3D	Konami Digital Entertainment GmbH	VICTORIOUS™: Hollywood Arts Debut	NAMCO BANDAI Games Europe SAS
		One Piece Unlimited Cruise Special	NAMCO BANDAI Games Europe SAS	Harvest Moon: The Tale of Two Towns	Rising Star Games
		Pac-Man™ Party	NAMCO BANDAI Games Europe SAS		
		Tekken™ 3D Prime Edition	NAMCO BANDAI Games Europe SAS		
		Ben 10 Galactic Racing	NAMCO BANDAI Games Europe SAS		
		BIT.TRIP SAGA	Rising Star Games		
		CRUSH 3D™	SEGA		
		Mario & Sonic at the London 2012 Olympic Games™	SEGA		
		Rhythm Thief & the Emperor's Treasure™	SEGA		
		Rayman® Origins	Ubisoft		
		Planet Crasher	UTV Ignition		
Region	Category	<b>Wii</b>	Publisher		
Japan	(Software)	DRAGON QUEST X Online	SQUARE ENIX		
		MLB 2K12	2K Sports		
		Sesame Street: Elmo's Musical Monsterpiece©	Warner Bros. Interactive Entertainment		
		We Sing Pop!	Nordic Games Publishing AB		
		We Sing 80's	Nordic Games Publishing AB		
		Winter Sports 2012	PQube		
		BIT.TRIP COMPLETE	Rising Star Games		

Notes: Launch titles are listed by publisher alphabetically.

Launch schedules etc. are subject to change.

## URL Reference

The URLs listed below include information such as earnings releases and other information which helps you to understand the Company's view and directions.

### ■IR Information

<http://www.nintendo.co.jp/ir/en/index.html>

### ■IR events

<http://www.nintendo.co.jp/ir/en/library/events/index.html>

IR Information > IR Library > IR Events

- Financial Results Briefing (for the Six Months Ended September 2011) (2011/10/28)
- Financial Results Briefing (for the Three Months Ended June 2011) (2011/7/29)
- 2011 E3 Expo Analyst Q&A Session (2011/6/8)
- Past financial results briefings and other events

### ■Stock Information

<http://www.nintendo.co.jp/ir/en/stock/index.html>

IR Information > Stock Information

- The 71st Annual General Meeting of Shareholders Q & A (2011/6/29)
- Stock Information > General Meeting of Shareholders > Q&A

### ■Other information

- Nintendo Direct (2011/10/21)

[http://www.nintendo.com/nintendo\\_direct](http://www.nintendo.com/nintendo_direct)

- E3 2011 (2011/6)

<http://e3.nintendo.com>

- President's speech at Game Developers Conference held in San Francisco (2011/3/2)

<http://gdc2011.nintendo.com/>

- Iwata Asks Links

Links to some of Nintendo's product websites that host "Iwata Asks," a series of interviews where our worldwide president asks the development staff to hear the background and history behind some of our projects

<http://www.nintendo.com/corp/iwataasks.jsp>

\*Availability may change without notice.