



Financial Results Explanatory Material

1st Quarter of Fiscal Year Ending March 2022

Nintendo Co., Ltd.
August 5, 2021

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1. Consolidated Financial Results and Outlook

Consolidated Financial Highlights

	FY21/Q1	FY22/Q1	Comparison
Net sales	358.1 bn yen	322.6 bn yen	-9.9 %
Operating profit	144.7 bn yen	119.7 bn yen	-17.3 %
Operating profit ratio	40.4 %	37.1 %	-3.3 pt.
Ordinary profit	150.3 bn yen	128.6 bn yen	-14.4 %
Net profit	106.4 bn yen	92.7 bn yen	-12.9 %
Net profit ratio	29.7 %	28.7 %	-1.0 pt.

*Net profit: Profit attributable to owners of parent

*FY = Fiscal Year

FY22/Q1 indicates the period between April 1, 2021 and June 30, 2021.

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- Year-on-year, sales for the first quarter declined by 9.9% to 322.6 billion yen, operating profit declined by 17.3% to 119.7 billion yen, ordinary profit declined by 14.4% to 128.6 billion yen, and net profit attributable to owners of parent declined by 12.9% to 92.7 billion yen.

Consolidated Sales

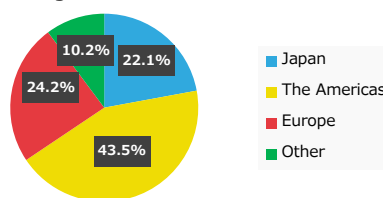
	FY21/Q1	FY22/Q1	Comparison
Net sales	358.1 bn yen	322.6 bn yen	-9.9 %
Dedicated video game platform*1	344.5 bn yen	308.9 bn yen	-10.3 %
Mobile, IP related income, etc.*2	13.2 bn yen	13.1 bn yen	-0.6 %
Playing cards, etc.	0.2 bn yen	0.5 bn yen	+72.6 %

*1 Includes hardware, software (including downloadable versions of packaged software, download-only software, add-on content, and Nintendo Switch Online) and accessories.

*2 Includes income from smart-device content and royalty income.

Effect of changes in foreign exchange rates on net sales: +13.4 billion yen

FY21 Regional Sales Ratio



Proportion of overseas sales: 77.9%

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- Sales from our dedicated video game business decreased by 10.3% year-on-year to 308.9 billion yen. Nintendo Switch hardware and software sales both remain steady, but overall sales declined compared to the same period of the previous fiscal year, when *Animal Crossing: New Horizons* was a major driver of the Nintendo Switch platform business.
- Income from smart-device content declined year-on-year, but royalty income increased, with the result that overall sales in our mobile and IP related business stayed level at 13.1 billion yen.

Gross Profit

	FY21/Q1	FY22/Q1	Comparison
Gross profit	211.5 bn yen	192.8 bn yen	-8.8 %
Gross profit ratio	59.1 %	59.8 %	+0.7 pt.

Main Variable Factors

	FY21/Q1	FY22/Q1	Comparison
Proportion of hardware sales*1	47.2 %	47.6 %	+0.4 pt.
Proportion of first-party software sales*2	82.5 %	72.3 %	-10.2 pt.
Proportion of digital sales*2	55.6 %	46.9 %	-8.7 pt.
Average exchange rate	1 USD 107.56 yen 1 Euro 118.41 yen	109.46 yen 131.87 yen	+1.90 yen +13.46 yen

*1 Proportion of sales to total dedicated video game platform sales

*2 Proportion of sales to total dedicated video game platform software sales

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- Gross profit declined by 8.8% year-on-year to 192.8 billion yen due to decreased sales.
- The gross profit ratio increased by 0.7 percentage points year-on-year to 59.8%, due mainly to the exchange-rate effect of a weak yen, even though the ratio of digital sales as well as first-party software sales to total software sales declined.

Selling, General and Administrative Expenses / Operating Profit

	FY21/Q1	FY22/Q1	Comparison
SG&A expenses	66.8 bn yen	73.1 bn yen	+9.4 %
SG&A expenses-to-sales ratio	18.7 %	22.7 %	+4.0 pt.
Operating profit	144.7 bn yen	119.7 bn yen	-17.3 %
Operating profit ratio	40.4 %	37.1 %	-3.3 pt.

*SG&A expenses: Selling, general and administrative expenses

Effect of changes in foreign exchange rates on operating profit: approx. +9.0 billion yen

	FY21/Q1	FY22/Q1	Comparison
Research and development expenses	19.8 bn yen	20.3 bn yen	+2.5 %
Advertising expenses	11.8 bn yen	18.2 bn yen	+53.3 %

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- Selling, general and administrative expenses (SG&A expenses) increased by 9.4% year-on-year to 73.1 billion yen, due mainly to the rise in advertising expenses that accompanied the increase in new titles released. The ratio of SG&A expenses to sales increased by 4.0 percentage points to 22.7%.
- Operating profit declined by 17.3% year-on-year to 119.7 billion yen, and the operating profit ratio declined by 3.3 percentage points to 37.1%, due to the decrease in gross profit and the rise in SG&A expenses.

Ordinary Profit and Net Profit

	FY21/Q1	FY22/Q1	Comparison
Non-operating income	5.9 bn yen	8.9 bn yen	+51.6 %
included foreign exchange gains	0.9 bn yen	0.7 bn yen	-22.8 %
Non-operating expenses	0.3 bn yen	0.1 bn yen	-64.9 %
Ordinary profit	150.3 bn yen	128.6 bn yen	-14.4 %
Net profit	106.4 bn yen	92.7 bn yen	-12.9 %
Net profit ratio	29.7 %	28.7 %	-1.0 pt.

*Net profit: Profit attributable to owners of parent

Exchange rate	FY21	FY22/Q1	Comparison
1 USD	110.70 yen	110.74 yen	+0.04 yen
1 Euro	129.82 yen	131.55 yen	+1.73 yen

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- Ordinary profit declined by 14.4% year-on-year to 128.6 billion yen, due mainly to the decrease in operating profit.
- Net profit attributable to owners of parent declined by 12.9% year-on-year to 92.7 billion yen.

Consolidated Financial Forecast

	FY21 (Actual)	FY22 (Forecast)	Comparison
Net sales	1,758.9 bn yen	1,600.0 bn yen	-9.0 %
Operating profit	640.6 bn yen	500.0 bn yen	-22.0 %
Ordinary profit	678.9 bn yen	480.0 bn yen	-29.3 %
Net profit	480.3 bn yen	340.0 bn yen	-29.2 %

*Net profit: Profit attributable to owners of parent

*Estimated exchange rate for FY22: 1 USD = 105 yen, 1 Euro = 120 yen

	FY21 (Actual)	FY22 (Forecast)	Comparison
Dividend			
Annual	2,220 yen	1,430 yen	-790 yen

	FY21 (Actual)	FY22 (Forecast)	Comparison
Nintendo Switch			
Hardware	28.83 mil units	25.50 mil units	-11.5 %
Software	230.88 mil units	190.00 mil units	-17.7 %

*Software sales units for FY21 include the quantity bundled with hardware (3.80 million units).

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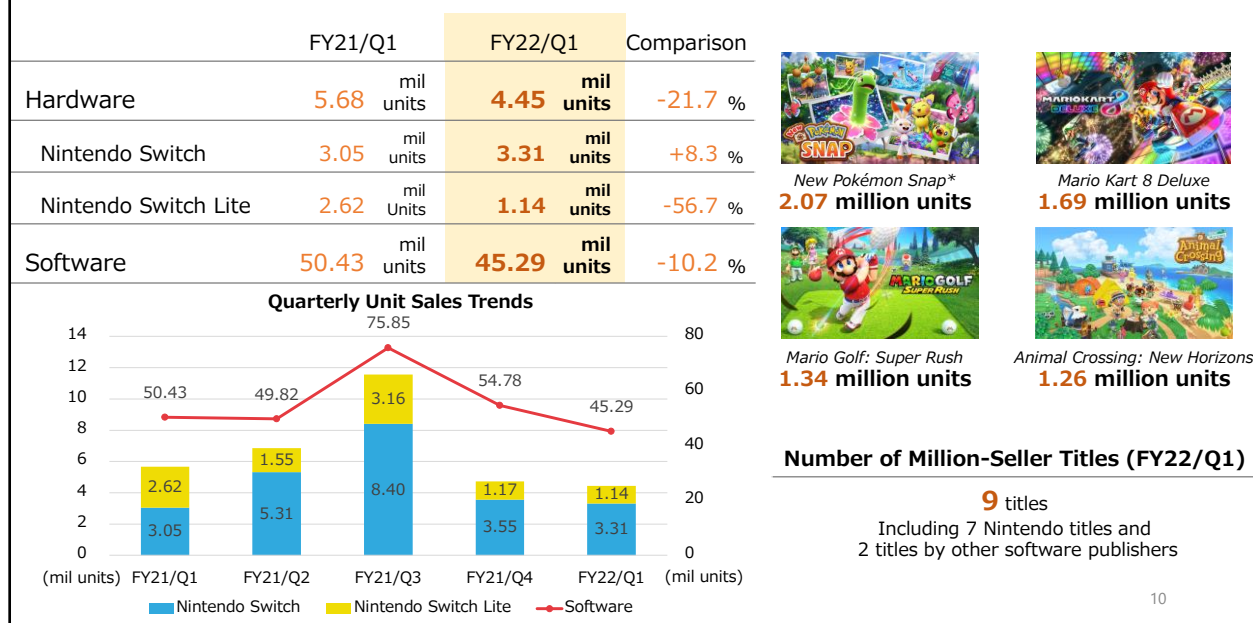
- There are no changes to the consolidated financial forecast for the fiscal year ending March 2022 that was announced on May 6, 2021.

Note: Appropriate Use of Earnings Forecasts.

Statements relating to future projections represent the judgments made by Nintendo management based on information that is available at the time they are written, and for that reason include certain potential risks and uncertainties. Please understand that such risks and uncertainties may cause actual results to be materially different from these forecasts (earnings forecasts, dividend forecasts, or other such forecasts).

2. Business Highlights

Sales Status of Nintendo Switch (Sell-In)



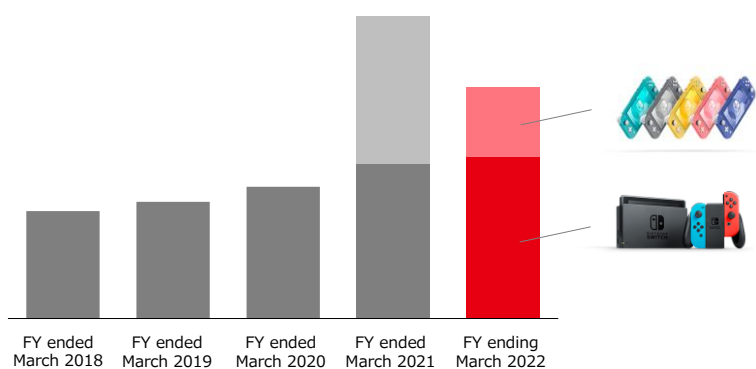
- Unit sales for the entire Nintendo Switch family of systems declined by 21.7% year-on-year to 4.45 million units. That breaks down to sales of 3.31 million units of Nintendo Switch, and 1.14 million units of Nintendo Switch Lite.
- For Nintendo Switch, unit sales rose year-on-year despite factors such as logistics delays caused by COVID-19 and the impact of the semiconductor shortage on production, mainly because COVID-19 had a significant impact on production during the same period of last fiscal year. For Nintendo Switch Lite, unit sales declined compared to the same period of last fiscal year, when we had relatively plentiful inventories for Europe and North America and unit sales were high.
- Looking at software sales, titles released this fiscal year got off to a strong start, with *New Pokémon Snap* (see note) selling 2.07 million units, and *Mario Golf: Super Rush* posting sales of 1.34 million units. Sales also continued to be strong for titles released in previous fiscal years. In addition to these Nintendo titles, sales of titles from other software publishers continued to grow steadily, with the total number of million-seller titles during this period reaching nine, including titles from these other software publishers. However, since *Animal Crossing: New Horizons*, released in March 2020, sold over 10 million units in the first quarter of last fiscal year, software unit sales declined by 10.2% year-on-year to 45.29 million units.

Note: *New Pokémon Snap* is released and sold by The Pokémon Company in Japan, and by Nintendo outside of Japan. Sales of 2.07 million units all represent those outside of Japan.

Nintendo Switch Hardware Sell-Through

- **Total Nintendo Switch family sell-through has surpassed 85 million units**
- **Although Q1 sell-through of Nintendo Switch Lite declined, Nintendo Switch sell-through rose compared to the same quarter of last fiscal year**

Estimated Global Sell-Through Comparisons (April-June totals)

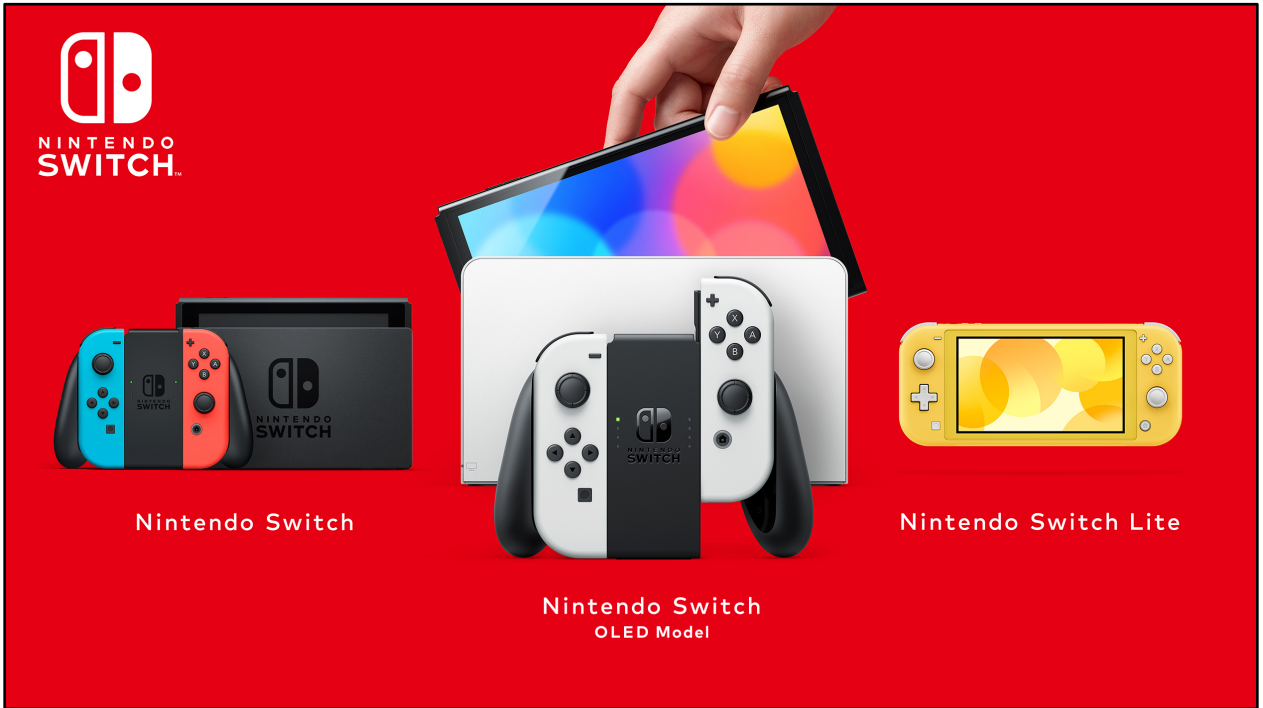


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Internal estimates, including Asia and Latin America / Source: Nintendo

- So far, we have been talking about sell-in, or unit sales by the Nintendo group to our business partners. Now let's turn the discussion to sell-through, which is the number of units purchased by consumers.
- Sales continued to grow for the overall Nintendo Switch family of systems, with global cumulative sell-through exceeding 85 million units as of the end of June 2021. Looking at sell-through in the first quarter, Nintendo Switch Lite sell-through declined while Nintendo Switch sell-through rose compared to the same quarter of last fiscal year.

Note: *Sell-in* refers to sales by the Nintendo group to outside entities. In addition to units sold to corporate business partners, this number also includes units sold to individual consumers through Nintendo's direct-sales sites or as downloadable software.

Sell-through refers to sales made to individual consumers. In addition to units sold to consumers by retailers, this number also includes units sold to individual consumers through Nintendo's direct-sales sites or as downloadable software.



- Recently, we announced that a new Nintendo Switch model with an OLED display will launch on October 8, 2021. By adding Nintendo Switch OLED model to the Nintendo Switch family, which already includes Nintendo Switch and Nintendo Switch Lite, we would like to provide consumers with another option so they can choose the model that best suits their preferences and lifestyles. This is the fifth year since the launch of the platform, and we continue our efforts to introduce even more people to Nintendo Switch.

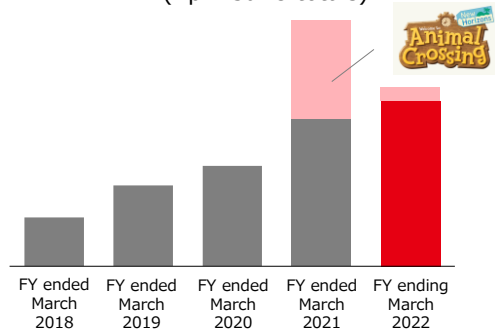
Nintendo Switch First-Party Software Sell-Through

- **First-party software sell-through in Q1 did not keep pace with the same quarter last fiscal year, which immediately followed the release of *Animal Crossing: New Horizon***
- **Sell-through otherwise grew, with a good balance of new and previously released titles**

Examples of New Titles Released in Q1



Estimated Global Sell-Through Comparisons
(April-June totals)



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Internal estimates, including Asia and Latin America / Source: Nintendo

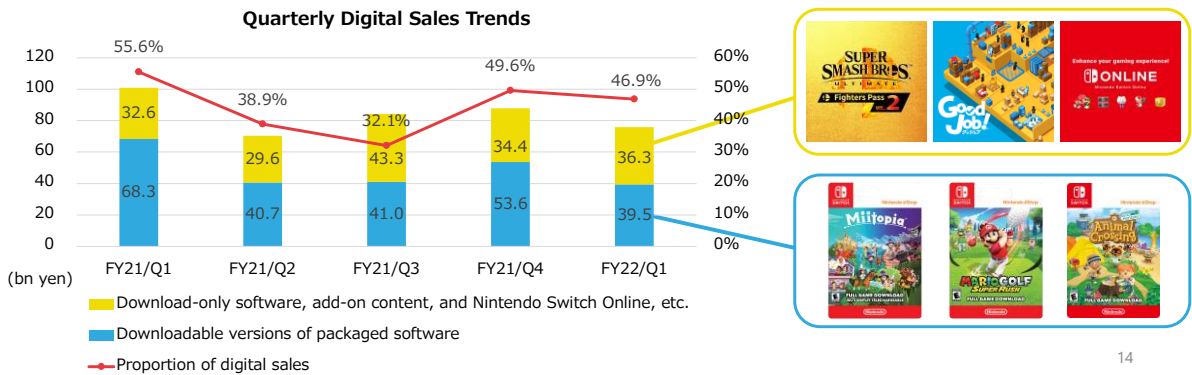
- Let's discuss software sell-through in the first quarter, during which a number of new titles were released.
- Sales of Nintendo Switch software have been strong not only for new titles, but also for titles released in previous fiscal years, and that trend continues. Overall sell-through of first-party software in the first quarter did not keep pace with last year's very high performance, when *Animal Crossing: New Horizons* accounted for 40% of the total. But if we exclude the impact of *Animal Crossing: New Horizons*, we can see that Q1 sales exceeded those of the same quarter last year.

Digital Sales

	FY21/Q1	FY22/Q1	Comparison
Digital sales*1	101.0 bn yen	75.9 bn yen	-24.9 %
Proportion of digital sales*2	55.6 %	46.9 %	-8.7 pt.

*1 Sales of downloadable versions of packaged software, download-only software, add-on content and Nintendo Switch Online, etc.

*2 Proportion to total dedicated video game platform software sales



- Digital sales for this quarter declined by 24.9% year-on-year to 75.9 billion yen, accounting for 46.9% of total software sales for our dedicated video game platform.
- Although sales declined for downloadable versions of packaged software on Nintendo Switch, sales remained steady for download-only software, including indie titles. In addition, Nintendo Switch Online sales also increased.
- In the first quarter of last fiscal year, the proportion of digital sales to total sales grew substantially, both because the ratio of the downloadable version was high for *Animal Crossing: New Horizons*, which sold more than 10 million units, and due mainly to the effect of stay-at-home measures introduced to prevent the spread of COVID-19.

Note 1: Regarding calculation of digital sales, in principle, sales of Nintendo software are recognized as gross sales, while sales of software released by other software publishers are recognized as net sales.

Note 2: For software released by other publishers, the sales commissions that Nintendo receives based on contracts with the software publishers or other parties are recognized as revenue.

Announced Nintendo Products (July-September 2021)



July 16



September 10

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- The products shown here are for the second quarter of this fiscal year.
- On July 16, we released *The Legend of Zelda: Skyward Sword HD*, which is a remake of the 2011 Wii game, *The Legend of Zelda: Skyward Sword*. This remake adds a new control option using buttons and the Control Stick, while playing the game with two Joy-Con controllers allows intuitive motion controls that make for fun, immersive action. On the same day, we released *The Legend of Zelda: Skyward Sword HD Edition Joy-Con (L)/(R)*, which is a specially designed Joy-Con set, and the *Zelda & Loftwing* amiibo figure.
- On September 10, we will release *WarioWare: Get It Together!*, which is the latest installment in the *WarioWare* series, where players take on lightning-fast minigames. This is the first installment in the series that supports two-player simultaneous play, and allows family and friends to have fun together by sharing Joy-Con.

Share Buyback and Cancellation

Share Buyback

Number of shares to be repurchased	Up to 1,800,000 shares (1.51% of the total number of shares issued, excluding existing treasury shares)
Total repurchase amount	Up to 100 billion yen
Repurchase period	August 6, 2021 to September 15, 2021
Repurchase method	Market purchase on the Tokyo Stock Exchange

Cancellation of Treasury Shares

Number of shares to be cancelled	All of the treasury shares repurchased as mentioned above
Expected date of cancellation	September 16, 2021

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- To take advantage of our favorable cash position based on the performance of the Nintendo Switch business over the last few years, we are conducting a buyback of our shares as indicated on this slide.
- As an entertainment brand, we strive for sustainable growth and increasing corporate value by offering unique entertainment experiences that play to our strengths. It is essential to have a solid financial base to continue to deliver surprises through our products and services in a business where trends are frequently profound, and the future is often difficult to predict. Based on this belief, we have maintained enough earnings in service of being able to consistently deliver on our mission of creating smiles through uniquely Nintendo experiences.
- Effective use of cash continues to be an important management tool. We have a strong cash position thanks to the Nintendo Switch business exceeding our own expectations and as a result have fortuitously gained a renewed opportunity to consider how to most effectively invest our cash in a variety of strategic and meaningful ways. In addition to using a portion of the funds to buy back shares, we will continue to thoughtfully consider how to deploy funds and investments in the future.
- Going forward, our aim is to continue to drive increased corporate and shareholder value by balancing investments for sustainable growth, achieving appropriate shareholder returns and operating with a sound financial base.
- In addition to the repurchase of our shares, we have resolved to cancel all treasury shares that will be repurchased this time.

3. Reference

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[Disclaimers]

The contents of these materials are based upon the information available and the judgments which can be made at the time of the announcement. Nintendo is not responsible for updating or changing these materials if the information presented changes due to future circumstances or for other reasons.

Also, forecasts referred to in these materials involve known and unknown risks and uncertainties. Please note that such risks and uncertainties may cause actual results to be materially different from the forecasts.

Million-Seller Nintendo First-Party Titles

units in ten thousands

Nintendo Switch	FY22 (April ~ June '21)			Life-to-date
	Global	incl. Japan	incl. Overseas	Global
New Pokémon Snap *	207	-	207	207
Mario Kart 8 Deluxe	169	20	150	3,708
Mario Golf: Super Rush	134	21	113	134
Animal Crossing: New Horizons	126	13	113	3,389
Ring Fit Adventure	115	25	89	1,126
Super Mario 3D World + Bowser's Fury	109	21	87	668
Miitopia	104	26	78	104

[Note] Software sales units include the quantity bundled with hardware. Software sales units include their downloadable versions.
 *This title is released and sold by The Pokémon Company in Japan, and by Nintendo outside of Japan.

Key Indicators

Proportion of Overseas Sales

FY22			
Q1	Q2	Q3	Q4
77.9%			

FY21			
Q1	Q2	Q3	Q4
76.3%	78.6%	77.7%	76.6%
77.5%			
77.6%			
77.4%			

*Proportion of overseas (outside of Japan) sales to total sales

Proportion of Hardware Sales

FY22			
Q1	Q2	Q3	Q4
47.6%			

FY21			
Q1	Q2	Q3	Q4
47.2%	54.4%	57.5%	47.6%
51.1%			
54.0%			
52.7%			

*Proportion of hardware (including accessories) sales to total dedicated video game platform sales

Proportion of First-Party Software Sales

FY22			
Q1	Q2	Q3	Q4
72.3%			

FY21			
Q1	Q2	Q3	Q4
82.5%	81.2%	81.1%	71.7%
81.9%			
81.6%			
79.4%			

*Proportion of first-party software sales to total dedicated video game platform software sales

Digital Sales Indicators

Digital Sales

(yen)

FY22			
Q1	Q2	Q3	Q4
75.9 bn			

Proportion of Digital Sales

FY22			
Q1	Q2	Q3	Q4
46.9%			

Proportion of Downloadable Versions of Packaged Software Sales

FY22			
Q1	Q2	Q3	Q4
52.1%			

FY21			
Q1	Q2	Q3	Q4
101.0 bn	70.4 bn	84.4 bn	88.1 bn
171.5 bn			
256.0 bn			
344.1 bn			

FY21			
Q1	Q2	Q3	Q4
55.6%	38.9%	32.1%	49.6%
47.2%			
40.9%			
42.8%			

FY21			
Q1	Q2	Q3	Q4
67.7%	57.8%	48.6%	60.9%
63.6%			
58.7%			
59.3%			

*Digital sales include (a) downloadable version of packaged software (the downloadable version of software that is offered both physically and digitally), (b) download-only software, (c) add-on content and (d) Nintendo Switch Online, etc.

*Proportion of digital sales to total dedicated video game platform software sales

*Proportion of downloadable versions of packaged software sales to total digital sales as indicated on the left: $a/(a+b+c+d)$

Launch Dates of Primary Nintendo Products by Region (April 2021~June 2021)

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
Nintendo Switch					
(Software)		(Software)		(Software)	
New Pokémon Snap *	4/30/2021	New Pokémon Snap *	4/30/2021	New Pokémon Snap *	4/30/2021
Famicom Detective Club: The Missing Heir	5/14/2021	Famicom Detective Club: The Missing Heir **	5/14/2021	Famicom Detective Club: The Missing Heir **	5/14/2021
Famicom Detective Club: The Girl Who Stands Behind	5/14/2021	Famicom Detective Club: The Girl Who Stands Behind **	5/14/2021	Famicom Detective Club: The Girl Who Stands Behind **	5/14/2021
Miitopia	5/21/2021	Miitopia	5/21/2021	Miitopia	5/21/2021
DC Super Hero Girls: Teen Power	6/4/2021	DC Super Hero Girls: Teen Power	6/4/2021	DC Super Hero Girls: Teen Power	6/4/2021
Game Builder Garage	6/11/2021	Game Builder Garage	6/11/2021	Game Builder Garage ***	6/11/2021
Mario Golf: Super Rush	6/25/2021	Mario Golf: Super Rush	6/25/2021	Mario Golf: Super Rush	6/25/2021

[Notes] Launch dates may differ within the United States and European regions depending on territories or countries.

*This title is released and sold by The Pokémon Company in Japan, and by Nintendo outside of Japan.

**This title is available in downloadable format only.

***This title is currently available in downloadable format only, and the packaged version will be released on 9/10/2021.

Launch Schedule of Primary Nintendo Products by Region (extracts: July 2021~)

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
Nintendo Switch					
(Hardware)		(Hardware)		(Hardware)	
Nintendo Switch OLED model	10/8/2021	Nintendo Switch OLED model	10/8/2021	Nintendo Switch OLED model	10/8/2021
(Software)		(Software)		(Software)	
The Legend of Zelda: Skyward Sword HD	7/16/2021	The Legend of Zelda: Skyward Sword HD	7/16/2021	The Legend of Zelda: Skyward Sword HD	7/16/2021
WarioWare: Get It Together!	9/10/2021	WarioWare: Get It Together!	9/10/2021	WarioWare: Get It Together!	9/10/2021
Metroid Dread	10/8/2021	Metroid Dread	10/8/2021	Metroid Dread	10/8/2021
Mario Party Superstars	10/29/2021	Mario Party Superstars	10/29/2021	Mario Party Superstars	10/29/2021
Pokémon Brilliant Diamond	11/19/2021	Pokémon Brilliant Diamond	11/19/2021	Shin Megami Tensei V *	11/12/2022
Pokémon Shining Pearl	11/19/2021	Pokémon Shining Pearl	11/19/2021	Pokémon Brilliant Diamond	11/19/2021
Pokémon Legends: Arceus	1/28/2022	Advance Wars 1+2: Re-Boot Camp	12/3/2021	Pokémon Shining Pearl	11/19/2021
Splatoon 3	2022	Pokémon Legends: Arceus	1/28/2022	Advance Wars 1+2: Re-Boot Camp	12/3/2021
The sequel to The Legend of Zelda: Breath of the Wild (temp.)	2022	Splatoon 3	2022	Pokémon Legends: Arceus	1/28/2022
Mario + Rabbids Sparks of Hope *	2022	Project TRIANGLE STRATEGY (temp.) *	2022	Splatoon 3	2022
Bayonetta 3	TBA	The sequel to The Legend of Zelda: Breath of the Wild (temp.)	2022	Project TRIANGLE STRATEGY (temp.) *	2022
Metroid Prime 4 (temp.)	TBA	Bayonetta 3	TBA	The sequel to The Legend of Zelda: Breath of the Wild (temp.)	2022
		Metroid Prime 4 (temp.)	TBA	Bayonetta 3	TBA
				Metroid Prime 4 (temp.)	TBA
Others					
Game & Watch: The Legend of Zelda	11/12/2021	Game & Watch: The Legend of Zelda	11/12/2021	Game & Watch: The Legend of Zelda	11/12/2021
[Notes] Launch dates and titles etc. are subject to change. Launch dates may differ within the United States and European regions depending on territories or countries. *This title is licensed to be released and sold as a Nintendo product.					

Upcoming Software Publishers' Title Lineup (extracts: July 2021~)

Nintendo Switch

Region	Title	Publisher	Title	Publisher
Japan	Shin Megami Tensei V	ATLUS	PAWAPUROKUN POCKET R	KONAMI
	Super Robot Wars 30	BANDAI NAMCO Entertainment	Yu-Gi-Oh! Rushduel Saikyo Battle Royal!!	KONAMI
	DRAGON BALL Z: KAKAROT + A NEW POWER AWAKENS SET	BANDAI NAMCO Entertainment	MEGATON MUSASHI	LEVEL-5
	Diablo II: Resurrected	Blizzard Entertainment	Ni no Kuni II: REVENANT KINGDOM All In One Edition	LEVEL-5
	BanG Dream! Girls Band Party! for Nintendo Switch	Blizzard Entertainment	No More Heroes 3	Marvelous
	Fall Guys: Ultimate Knockout	Bushiroad	Ys IX: Monstrum Nox	Nippon Ichi Software
	MONARK	Epic Games	TABEGOROI Super Monkey Ball 1 & 2 remake	SEGA
	BLUE REFLECTION: Second Light	FURYU	Danganronpa Trilogypack + Happy DanganronpaS	Spike Chunsoft
	FATAL FRAME: Maiden of Black Water	KOEI TECMO GAMES	Marvel's Guardians of the Galaxy: Cloud Version	SQUARE ENIX
	Tokimeki Memorial Girl's Side 4th Heart	KOEI TECMO GAMES	Just Dance 2022	Ubisoft
The United States	NBA 2K22	2K	No More Heroes 3	Grasshopper Manufacture
	Last Stop	Annapurna Interactive	King's Bounty II	Koch Media
	DRAGON BALL Z: KAKAROT + A NEW POWER AWAKENS SET	BANDAI NAMCO Entertainment	SAMURAI WARRIORS 5	KOEI TECMO AMERICA
	Diablo II: Resurrected	Blizzard Entertainment	Cris Tales	Modus Games
	Monster Hunter Stories 2: Wings of Ruin	Capcom	Spelunky	Mossmouth
	The Great Ace Attorney Chronicles	Capcom	Skul: The Hero Slayer	NEOWIZ
	Boomerang X	Devolver Digital	Ys IX: Monstrum Nox	NIS America
	Lost in Random	Electronic Arts	Astria Ascending	Plug In Digital
	SkateBIRD	Glass Bottom Games	Life is Strange: True Colors	SQUARE ENIX
			NEO: The World Ends with You	SQUARE ENIX
Europe	NBA 2K22	2K	Shadowverse: Champion's Battle	Marvelous Europe
	Last Stop	Annapurna Interactive	Monster Harvest	Merge Games
	DRAGON BALL Z: KAKAROT + A NEW POWER AWAKENS SET	BANDAI NAMCO Entertainment	Cris Tales	Modus Games
	Diablo II: Resurrected	Blizzard Entertainment	Spelunky	Mossmouth
	Monster Hunter Stories 2: Wings of Ruin	Capcom	Skul: The Hero Slayer	NEOWIZ
	The Great Ace Attorney Chronicles	Capcom	Ys IX: Monstrum Nox	NIS America
	Boomerang X	Devolver Digital	Astria Ascending	Plug In Digital
	A Plague Tale: Innocence - Cloud Version	Focus Home Interactive	BUSTAFELLOWS	PQube
	Lost in Random	Electronic Arts	Super Monkey Ball Banana Mania	SEGA
	SkateBIRD	Glass Bottom Games	KeyWe	Sold Out
No More Heroes 3	Grasshopper Manufacture	Life is Strange: True Colors	SQUARE ENIX	
King's Bounty II	Koch Media	Marvel's Guardians of the Galaxy: Cloud Version	SQUARE ENIX Europe	
SAMURAI WARRIORS 5	KOEI TECMO EUROPE	NEO: The World Ends with You	SQUARE ENIX	
		Greek: Memories of Azur	Team17	

[Note] Launch schedules, software names etc. are subject to change. Launch titles are listed by publisher alphabetically. This list includes titles that are released as download-only software.

Supplementary Information on Our Website

[Earnings Releases, etc.](#)

- Earning Releases
- Timely Disclosure of Information, etc.

[Financial Highlights](#)

- Consolidated Statements of Income (Annual/ Quarterly)
- Consolidated Balance Sheet (Annual/ Quarterly)
- Consolidated Cash Flows (Annual)
- Key Figures per Share (Annual)
- Geographical Sales Breakdown (Annual/ Quarterly)
- Sales Breakdown by Category (Annual/ Quarterly)

[Top Selling Title Sales Units](#)

- Top selling Nintendo software sales units on an accumulated basis

[Financial Results Announcement/IR Events](#)

- Corporate Management Policy Briefing Presentation Materials
- Financial Results Explanatory Materials, etc.

[Dedicated Video Game Sales Units](#)

- Total Unit Sales (Life-to-date)
- Unit Sales (Annual/ Quarterly)
- Number of Titles Released (Annual)

[Historical Data](#) (Updated at fiscal year-end)

- Consolidated Statements of Income Transition
- Consolidated Sales Transition by Region
- Number of Software Titles Released

*Corresponding pages on our website can be accessed by clicking on the titles above.

*Financial Highlights will be updated **within 2 business days** of our financial announcement.

*Information previously available in *Supplementary Information* can be found at the following locations:

- Consolidated Statements of Income Transition → Financial Highlights
- Foreign Currency Transaction Information → Earnings Releases (Others, page 8)