



Financial Results Explanatory Material

Fiscal Year Ended March 2022

Nintendo Co., Ltd.
May 10, 2022

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1. Consolidated Financial Results and Outlook

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- We would like to talk about the consolidated financial results for the fiscal year ended March 2022, and the consolidated financial forecast for the fiscal year ending March 2023.

Consolidated Financial Highlights

	FY21	FY22	Comparison
Net sales	1,758.9 bn yen	1,695.3 bn yen	-3.6 %
Operating profit	640.6 bn yen	592.7 bn yen	-7.5 %
Operating profit ratio	36.4 %	35.0 %	-1.4 pt.
Ordinary profit	678.9 bn yen	670.8 bn yen	-1.2 %
Net profit	480.3 bn yen	477.6 bn yen	-0.6 %
Net profit ratio	27.3 %	28.2 %	+0.9 pt.

*Net profit: Profit attributable to owners of parent

*FY = Fiscal Year

FY22 indicates the period between April 1, 2021 and March 31, 2022.

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- Year-on-year, net sales for this fiscal year declined by 3.6% to 1,695.3 billion yen, operating profit declined by 7.5% to 592.7 billion yen, ordinary profit declined by 1.2% to 670.8 billion yen, and profit attributable to owners of parent declined by 0.6% to 477.6 billion yen.

Consolidated Sales

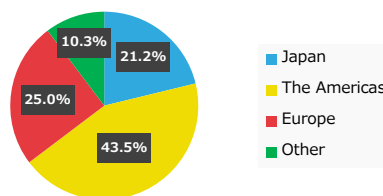
	FY21	FY22	Comparison
Net sales	1,758.9 bn yen	1,695.3 bn yen	-3.6 %
Dedicated video game platform*1	1,700.0 bn yen	1,639.2 bn yen	-3.6 %
Mobile, IP related income, etc.*2	57.0 bn yen	53.3 bn yen	-6.5 %
Playing cards, etc.	1.7 bn yen	2.7 bn yen	+55.9 %

*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: +78.5 billion yen

FY22 Regional Sales Ratio



Proportion of overseas sales: 78.8%

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- Next, we would like to give a breakdown of consolidated sales.
- Sales from our dedicated video game platform business declined by 3.6% year-on-year to 1,639.2 billion yen. Sales decreased this fiscal year compared to last fiscal year, when *Animal Crossing: New Horizons* was a large driver of the overall Nintendo Switch business. However, cumulative sales of Nintendo Switch hardware have now grown beyond 100 million units. As a result of this install base, new and evergreen titles showed strong performance, with overall net sales reaching the third-highest level ever.
- Although royalty income increased year-on-year, income from smart-device content declined, with the result that overall sales in our mobile and IP related business declined by 6.5% to 53.3 billion yen.
- The impact of the exchange rate on net sales was a gain of 78.5 billion yen year-on-year.

Gross Profit

	FY21	FY22	Comparison
Gross profit	970.4 bn yen	946.0 bn yen	-2.5 %
Gross profit ratio	55.2 %	55.8 %	+0.6 pt.
Main Variable Factors			
	FY21	FY22	Comparison
Proportion of hardware sales*1	52.7 %	48.4 %	-4.3 pt.
Proportion of first-party software sales*2	79.4 %	78.8 %	-0.6 pt.
Proportion of digital sales*2	42.8 %	42.6 %	-0.2 pt.
Average exchange rate	1 USD 106.03 yen 1 Euro 123.68 yen	112.34 yen 130.50 yen	+6.31 yen +6.82 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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- Next, we would like to take an itemized look at profits.
- Gross profit declined by 2.5% year-on-year to 946.0 billion yen due to the decrease in net sales.
- Despite opposing factors such as the newly introduced Nintendo Switch – OLED Model having a smaller profit margin in comparison to other models, and a rise in material costs due to the semiconductor shortage, the gross profit margin increased by 0.6 percentage points year-on-year to 55.8%, due mainly to the exchange-rate effect of a weak yen and software sales accounting for a larger percentage of overall sales of our dedicated video game platform business.

Selling, General and Administrative Expenses / Operating Profit

	FY21	FY22	Comparison
SG&A expenses	329.8 bn yen	353.2 bn yen	+7.1 %
SG&A expenses-to-sales ratio	18.8 %	20.8 %	+2.0 pt.
Operating profit	640.6 bn yen	592.7 bn yen	-7.5 %
Operating profit ratio	36.4 %	35.0 %	-1.4 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. +43.0 billion yen

	FY21	FY22	Comparison
Research and development expenses	93.2 bn yen	102.1 bn yen	+9.6 %
Advertising expenses	84.4 bn yen	93.8 bn yen	+11.1 %

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- Selling, general and administrative expenses (SG&A expenses) increased by 7.1% year-on-year to 353.2 billion yen, due mainly to the rise in R&D expenses and advertising expenses, and the exchange-rate effect of a weak yen. The ratio of SG&A expenses to sales increased by 2.0 percentage points to 20.8%.
- Operating profit declined by 7.5% year-on-year to 592.7 billion yen, and the operating profit margin declined by 1.4 percentage points to 35.0%, due to the decrease in gross profit and the rise in SG&A expenses.
- The impact of the exchange rate on operating profit, year-on-year, was a gain of approximately 43.0 billion yen.

Ordinary Profit and Net Profit

	FY21	FY22	Comparison
Non-operating income	39.7 bn yen	78.7 bn yen	+98.4 %
included foreign exchange gains	24.0 bn yen	45.6 bn yen	+89.8 %
Non-operating expenses	1.3 bn yen	0.7 bn yen	-45.7 %
Ordinary profit	678.9 bn yen	670.8 bn yen	-1.2 %
Net profit	480.3 bn yen	477.6 bn yen	-0.6 %
Net profit ratio	27.3 %	28.2 %	+0.9 pt.

*Net profit: Profit attributable to owners of parent

Exchange rate	FY21	FY22	Comparison
1USD	110.70 yen	121.83 yen	+11.13 yen
1Euro	129.82 yen	135.41 yen	+5.59 yen

- While the depreciation of the yen generated 45.6 billion yen in exchange rate gains, ordinary profit declined by 1.2% year-on-year to 670.8 billion yen due mainly to a decrease in operating profit.
- Profit attributable to owners of parent declined by 0.6% year-on-year to 477.6 billion yen.

Consolidated Financial Forecast

	FY22 (Actual)	FY23 (Forecast)	Comparison
Net sales	1,695.3 bn yen	1,600.0 bn yen	-5.6 %
Operating profit	592.7 bn yen	500.0 bn yen	-15.6 %
Ordinary profit	670.8 bn yen	480.0 bn yen	-28.4 %
Net profit	477.6 bn yen	340.0 bn yen	-28.8 %

*Net profit: Profit attributable to owners of parent

*Estimated exchange rate for FY23: 1 USD = 115 yen, 1 Euro = 125 yen.

	FY22 (Actual)	FY23 (Forecast)	Comparison
Dividend			
Annual	2,030 yen	*	-

*For more details regarding the annual dividend forecast for FY23, please refer to "3. Basic Policy of Profit Distribution and Dividends" on pg. 4 of the Earnings Release.

	FY22 (Actual)	FY23 (Forecast)	Comparison
Nintendo Switch			
Hardware	23.06 mil units	21.00 mil units	-8.9 %
Software	235.07 mil units	210.00 mil units	-10.7 %

*Software sales units for FY22 include the quantity bundled with hardware (1.50 million units).

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- Next, we will explain our consolidated financial forecast for the fiscal year ending March 2023.
- Our outlook is 1,600.0 billion yen in net sales, 500.0 billion yen in operating profit, 480.0 billion yen in ordinary profit, and 340.0 billion yen in profit attributable to owners of parent. The assumed exchange rates are 115 yen per U.S. dollar and 125 yen per euro.
- Taking into account factors such as constraints in the supply of semiconductor components, we forecast sales for Nintendo Switch hardware to be 21.00 million units. We are expecting 210.0 million units in sales of Nintendo Switch software and aim to grow the sales of both new and evergreen titles, leveraging the install base of our hardware.
- Due mainly to an increase in manufacturing costs and SG&A expenses, the margin of decrease in operating profit is larger than that of net sales.
- The consolidated earnings forecast is made under the assumption that we are able to manufacture the products in accordance with our sales plan. However, manufacturing and logistics may be impacted by factors such as obstacles in the procurement of parts including semiconductors, and risks associated with COVID-19.

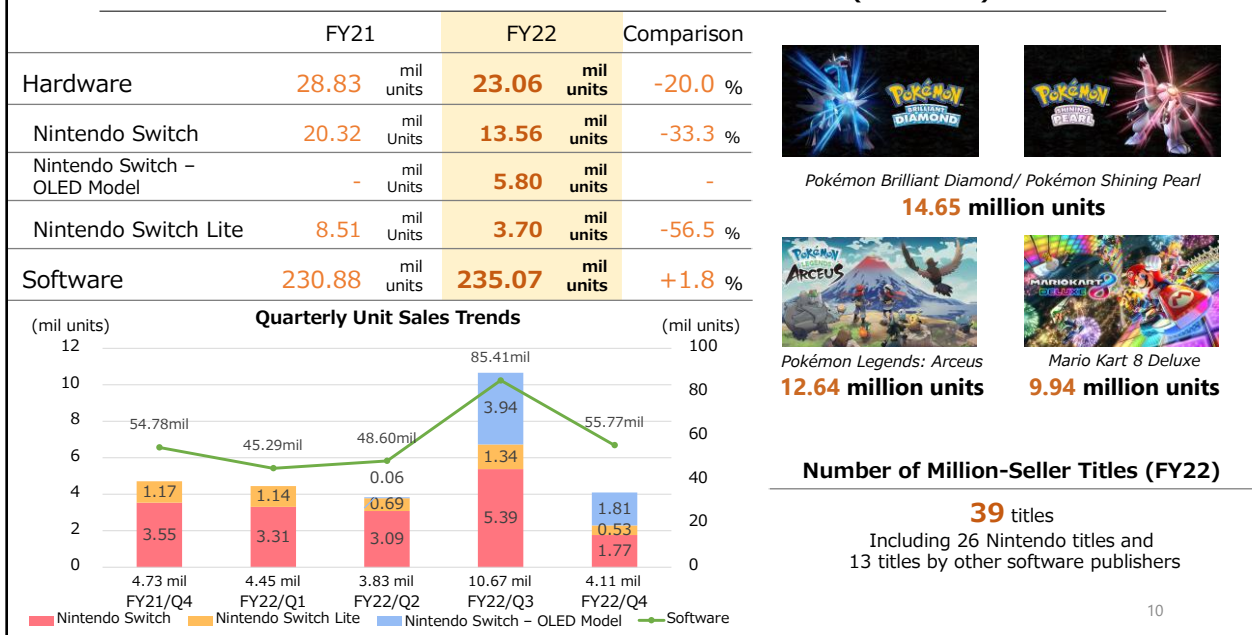
Note: A 10-for-1 split of the Company's common stock is scheduled to take effect on October 1, 2022. The Company has not announced a dividend forecast for the next fiscal year. (from "3. Basic Policy of Profit Distribution and Dividends" on pg. 4 of the Earnings Release)

2. Business Highlights

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- We would now like to turn to our business highlights.

Sales Status of Nintendo Switch (Sell-In)



Pokémon Brilliant Diamond/ Pokémon Shining Pearl
14.65 million units



Pokémon Legends: Arceus
12.64 million units



Mario Kart 8 Deluxe
9.94 million units

Number of Million-Seller Titles (FY22)

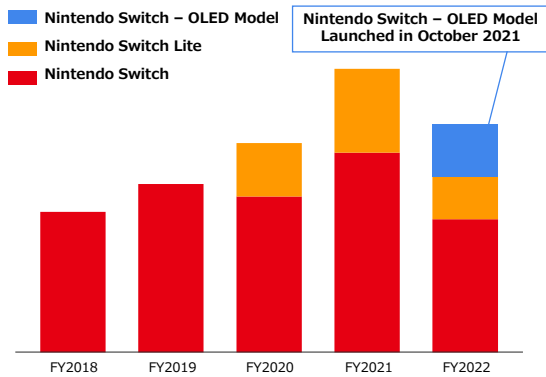
39 titles
Including 26 Nintendo titles and 13 titles by other software publishers

- First, let's talk about Nintendo Switch sales.
- Unit sales for the entire Nintendo Switch family of systems declined by 20.0% year-on-year to 23.06 million units. This breaks down to 13.56 million units of Nintendo Switch, 5.80 million units of Nintendo Switch – OLED Model, and 3.70 million units of Nintendo Switch Lite. Software unit sales increased 1.8% year-on-year to 235.07 million units.
- Compared to last fiscal year, when the March 2020 release of *Animal Crossing: New Horizons* was a major driver of hardware sales in the first half, this fiscal year hardware sales declined, affected by factors including the continued shortages of semiconductor components and other parts. That being said, Nintendo Switch – OLED Model was off to a good start following its launch in October 2021, and the entire Nintendo Switch family enjoyed stable sales.
- Looking at software, sales grew beyond 10 million units for *Pokémon Brilliant Diamond* and *Pokémon Shining Pearl*, both released in November 2021, and for *Pokémon Legends: Arceus*, released in January 2022. Furthermore, the evergreen title, *Mario Kart 8 Deluxe* continued to show strong sales as well. As a result, annual software unit sales were the highest ever posted for a Nintendo hardware to date.

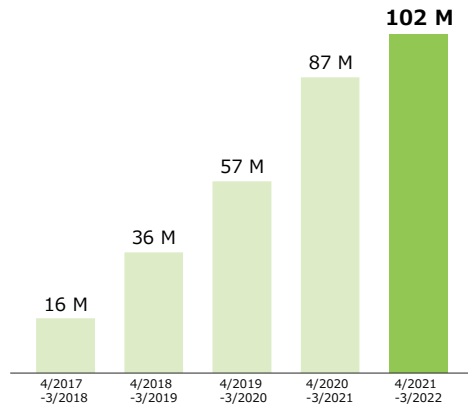
Nintendo Switch Hardware Sell-Through

- **Second-highest FY sell-through since Nintendo Switch launch**
- **Annual playing users growing steadily, exceeding 100 million**

Global Sell-Through Comparison



Annual Playing Users



Internal estimates, including Asia and Latin America / Source: Nintendo ¹¹

- So far we have been talking about sell-in, or unit sales by the Nintendo group to its business partners. Now let's turn the discussion to sell-through, which is the number of units purchased by consumers.
- The graph on the left shows sell-through for the Nintendo Switch family of systems. Red indicates Nintendo Switch, orange is Nintendo Switch Lite, and blue is Nintendo Switch – OLED Model.
- Despite the constraints of a global semiconductor shortage and logistical delays, sell-through this fiscal year reached the second-highest level in the five years since the Nintendo Switch launch. Since its launch in October 2021, Nintendo Switch – OLED Model has also shown steady growth in its sell-through numbers.
- The graph on the right shows the number of annual playing users of Nintendo Switch for each fiscal year. The number of annual playing users exceeded 100 million users this fiscal year to reach the highest level ever, as many consumers continue to enjoy Nintendo Switch.

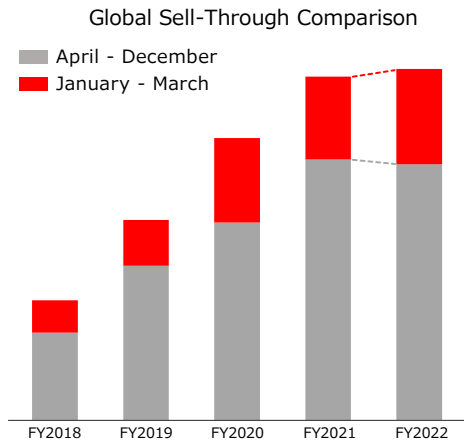
Note 1: *Sell-in* refers to sales by the Nintendo group to outside entities. In addition to units sold to corporate business partners, this number also includes units sold to individual consumers through Nintendo's direct-sales sites or as downloadable software.

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

Note 2: The number of “annual playing users” of Nintendo Switch refers to the number of users who play Nintendo Switch software one or more times during the 12-month data aggregation period, out of those with Nintendo Accounts linked to Nintendo Switch systems. The only consumers who are counted are those who are connected to the internet and have agreed to provide statistical information to Nintendo. The count excludes the use of certain services such as Nintendo eShop.

Nintendo Switch First-Party Software Sell-Through

- Highest level of software sell-through for a single hardware family
- Sales trending favorably for both previously released titles and titles released since the start of this calendar year



**Over 11.4 million
in 10 weeks**

Released on
January 28, 2022



**Over 2.1 million
in 2 weeks**

Released on
March 25, 2022

Internal estimates, including Asia and Latin America / Source: Nintendo ¹²

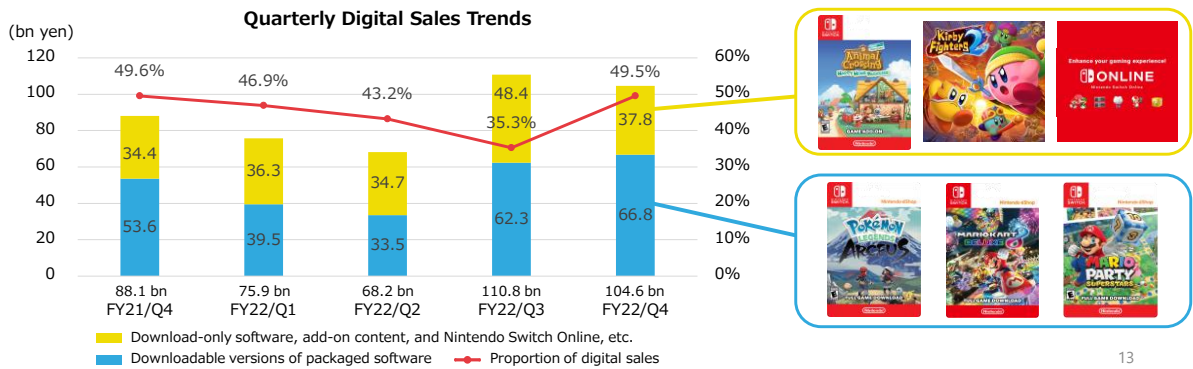
- Let's move on to a discussion of sell-through of first-party software.
- The graph presents sell-through for each fiscal year, with April through December shown in gray, and January through March is shown in red. Sales grew throughout this fiscal year, with a good balance of new titles and evergreen titles. Despite the 2021 fiscal year being particularly successful in terms of software sell-through due to titles such as *Animal Crossing: New Horizons*, performance for the 2022 fiscal year was a close competitor during the first nine months. Subsequent unit sales in January-March 2022 outpaced that of 2021, resulting in the highest level of software sell-through in a fiscal year by a single hardware family. With total hardware sales now exceeding 100 million units, many consumers are purchasing software.
- Looking at the most recent three months, *Pokémon Legends: Arceus* had global sell-through of over 11.4 million units in the 10 weeks since its release on January 28. *Kirby and the Forgotten Land*, released on March 25, also is off to a good start, with sales of over 2.1 million units in the first two weeks, greatly exceeding the initial sales of *Kirby Star Allies* (released for Nintendo Switch in 2018).

Digital Sales

	FY21	FY22	Comparison
Digital sales*1	344.1 bn yen	359.6 bn yen	+4.5 %
Proportion of digital sales*2	42.8 %	42.6 %	-0.2 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



- Next, we would like to talk about digital sales on our dedicated video game platform.
- Digital sales increased by 4.5% year-on-year to 359.6 billion yen and accounted for 42.6% of total software sales for our dedicated video game platform.
- Digital sales grew in scale last fiscal year, due mainly to the high sales ratio for the downloadable version of *Animal Crossing: New Horizons* and the impact of COVID-19 lockdowns. This fiscal year, digital sales continued to be strong overall and, with the effect of exchange rate trends, full-year digital sales rose to a record high.
- Digital sales in January-March were the second-highest ever, behind only the previous quarter (October-December 2021). Led by titles such as *Pokémon Legends: Arceus*, sales of downloadable versions of packaged software did well, and another factor was growth in subscriptions of Nintendo Switch Online + Expansion Pack which can be attributed to the inclusion of additional content. Those who are subscribed to the Expansion Pack can enjoy *Mario Kart 8 Deluxe – Booster Course Pack* (released on March 18) at no additional cost, offering additional value for consumers.

Note: 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. 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.

Previously Announced Titles (2022)



April 29



June 10



June 24



June 30



July 29



September 9



Late 2022



2022

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- Here is a selection of titles that have been announced to date in 2022.
- *Nintendo Switch Sports*, the latest addition to the Wii Sports series, was released on April 29. With its simple controls based on swinging the Joy-Con, this game is one that players of any age can enjoy. People can come together to play locally or enjoy online matches with players who are far-away. The title currently features six sports including volleyball and soccer, and golf will be added in fall 2022.
- *Mario Strikers: Battle League* is planned for release on June 10. In this game, Mario and his friends compete in a new sport called “Strike”, which is a combination of soccer and martial arts. Up to eight players can play locally on a single Nintendo Switch system, and the online play features clubs where as many as 20 players can join and compete against rivals.
- Koei Tecmo Games will release *Fire Emblem Warriors: Three Hopes* on June 24. This game is set in the world of *Fire Emblem: Three Houses* with the addition of the signature Warriors series action and a rich plot. We believe that those who have played the original *Fire Emblem: Three Houses* and players who are new to the world of Fire Emblem, as well as fans of the Warriors series will all enjoy this title.
- Capcom plans to release *MONSTER HUNTER RISE: SUNBREAK* on June 30. This paid add-on content is a massive expansion to *MONSTER HUNTER RISE*,

originally released in March of 2021. For those who do not own the base game, *MONSTER HUNTER RISE + SUNBREAK Set* will offer the add-on content as a bundled package.

- Here are some titles that are scheduled for release from July onwards. We will continue to work to keep people enjoying Nintendo Switch.

Note: *Fire Emblem Warriors: Three Hopes* will be sold by Koei Tecmo Games in Japan and will be sold by Nintendo outside of Japan.

Stock Split, Stock-based Compensation

We announced the following two corporate actions

- **Stock Split**

Record date of September 30, 2022, 10-for-1 split effective October 1

- **Introduction of a Restricted Stock Compensation Plan**

Directors and Executive Officers will be granted restricted stocks

* For details regarding each corporate action, please refer to their respective timely disclosure materials issued May 10, 2022.

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- Finally, we will touch on the “Stock Split” and “Introduction of a Restricted Stock Compensation Plan,” two corporate actions which were announced today (May 10).
- In regard to the “Stock Split,” the record date will be September 30, 2022, and a 10-for-1 split will take effect on October 1.
- Under the “Introduction of a Restricted Stock Compensation Plan,” directors (excluding Audit and Supervisory Committee members and outside directors) and executive officers will be granted restricted stocks. A proposal concerning this measure is to be resolved at the 82nd Annual General Meeting of Shareholders, scheduled to be held on June 29, 2022.
- Furthermore, the share buyback which was announced at the same time will take place tomorrow morning (May 11). Up to one million shares (56.36 billion yen) will be acquired through the Tokyo Stock Exchange Trading Network System for Off-Auction Own Share Repurchase Trading (ToSTNeT-3).

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

Nintendo Switch	FY22 (Apr. '21 ~ Mar. '22)				Life-to-date	units in ten thousands			
	Global	incl. Japan	incl. Overseas	Global		Global	incl. Japan	incl. Overseas	Global
	Pokémon Brilliant Diamond/ Pokémon Shining Pearl	1,465	385	1,080		1,465	New Super Mario Bros. U Deluxe	286	18
Pokémon Legends: Arceus	1,264	346	917	1,264	SUPER MARIO ODYSSEY	267	19	248	2,350
Mario Kart 8 Deluxe	994	116	878	4,533	Kirby and the Forgotten Land	265	85	180	265
Mario Party Superstars	688	133	555	688	New Pokémon Snap *	240	-	240	240
Animal Crossing: New Horizons	601	82	519	3,864	Mario Golf: Super Rush	235	31	203	235
Super Smash Bros. Ultimate	433	96	336	2,817	Luigi's Mansion 3	183	13	171	1,143
The Legend of Zelda: Breath of the Wild	428	55	372	2,655	Miitopia	168	39	129	168
Ring Fit Adventure	398	90	308	1,409	Big Brain Academy: Brain vs. Brain	159	45	114	159
The Legend of Zelda: Skyward Sword HD	391	45	346	391	WarioWare: Get It Together!	127	31	96	127
Super Mario 3D World + Bowser's Fury	384	58	325	943	Pokémon: Let's Go, Pikachu!/ Pokémon: Let's Go, Eevee!	125	3	121	1,453
Pokémon Sword/ Pokémon Shield	318	50	268	2,427	Splatoon 2	109	42	67	1,330
Super Mario Party	299	33	266	1,778	Clubhouse Games: 51 Worldwide Classics	108	52	56	422
Metroid Dread	290	27	263	290	Game Builder Garage	106	45	61	106

[Note] Software sales units include the quantity bundled with hardware. Software sales units include their downloadable versions.

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

Key Indicators

Proportion of Overseas Sales

FY22			
Q1	Q2	Q3	Q4
77.9%	78.7%	79.6%	78.2%
78.3%			
79.0%			
78.8%			

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%	45.2%	53.9%	41.5%
46.5%			
50.4%			
48.4%			

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%	68.9%	84.1%	82.3%
70.6%			
77.7%			
78.8%			

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	68.2 bn	110.8 bn	104.6 bn
144.2 bn			
255.0 bn			
359.6 bn			

Proportion of Digital Sales

FY22			
Q1	Q2	Q3	Q4
46.9%	43.2%	35.3%	49.5%
45.1%			
40.2%			
42.6%			

Proportion of Downloadable Versions of Packaged Software Sales

FY22			
Q1	Q2	Q3	Q4
52.1%	49.1%	56.3%	63.9%
50.7%			
53.1%			
56.2%			

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~March 2022)					
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)	
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
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 ***	11/12/2021
Pokémon Shining Pearl	11/19/2021	Pokémon Shining Pearl	11/19/2021	Pokémon Brilliant Diamond	11/19/2021
Big Brain Academy: Brain vs. Brain	12/3/2021	Big Brain Academy: Brain vs. Brain	12/3/2021	Pokémon Shining Pearl	11/19/2021
Pokémon Legends: Arceus	1/28/2022	Pokémon Legends: Arceus	1/28/2022	Big Brain Academy: Brain vs. Brain	12/3/2021
Kirby and the Forgotten Land	3/25/2022	TRIANGLE STRATEGY ***	3/4/2022	Pokémon Legends: Arceus	1/28/2022
		Kirby and the Forgotten Land	3/25/2022	TRIANGLE STRATEGY ***	3/4/2022
				Kirby and the Forgotten Land	3/25/2022
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 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 licensed to be released and sold as a Nintendo product.					

Launch Schedule of Primary Nintendo Products by Region (extracts: April 2022~)

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
Nintendo Switch					
(Software)		(Software)		(Software)	
Nintendo Switch Sports	4/29/2022	Nintendo Switch Sports	4/29/2022	Nintendo Switch Sports	4/29/2022
Mario Strikers: Battle League	6/10/2022	Mario Strikers: Battle League	6/10/2022	Mario Strikers: Battle League Football	6/10/2022
Xenoblade Chronicles 3	7/29/2022	Fire Emblem Warriors: Three Hopes *	6/24/2022	Fire Emblem Warriors: Three Hopes *	6/24/2022
Splatoon 3	9/9/2022	LIVE A LIVE *	7/22/2022	LIVE A LIVE *	7/22/2022
Pokémon Scarlet	Late 2022	Xenoblade Chronicles 3	7/29/2022	Xenoblade Chronicles 3	7/29/2022
Pokémon Violet	Late 2022	Splatoon 3	9/9/2022	Splatoon 3	9/9/2022
Mario + Rabbids Sparks of Hope *	2022	Pokémon Scarlet	Late 2022	Pokémon Scarlet	Late 2022
Bayonetta 3	2022	Pokémon Violet	Late 2022	Pokémon Violet	Late 2022
The sequel to The Legend of Zelda: Breath of the Wild (temp.)	Spring 2023	Bayonetta 3	2022	Bayonetta 3	2022
Metroid Prime 4 (temp.)	TBA	The sequel to The Legend of Zelda: Breath of the Wild (temp.)	Spring 2023	The sequel to The Legend of Zelda: Breath of the Wild (temp.)	Spring 2023
		Metroid Prime 4 (temp.)	TBA	Metroid Prime 4 (temp.)	TBA
		Advance Wars 1+2: Re-Boot Camp	TBA	Advance Wars 1+2: Re-Boot Camp	TBA

[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: April 2022~)

Nintendo Switch

Region	Title	Publisher	Title	Publisher
Japan	Demon Slayer -Kimetsu no Yaiba- The Hinokami Chronicles	Aniplex	NOBUNAGA'S AMBITION: Shinsei	KOEI TECMO GAMES
	KLONOA Phantasy Reverie Series	Bandai Namco Entertainment	eBASEBALL PAWAFURU PUROYAKYU 2022	KONAMI
	SD GUNDAM BATTLE ALLIANCE	Bandai Namco Entertainment	ANONYMOUS;CODE	MAGES.
	Taiko no Tatsujin: Rhythm Festival	Bandai Namco Entertainment	Yomawari 3	Nippon Ichi Software
	CAPCOM FIGHTING COLLECTION	CAPCOM	OMORI	OMOCAT
	MONSTER HUNTER RISE: SUNBREAK	CAPCOM	SONIC ORIGINS	SEGA
	Fall Guys	Epic Games	DISCO ELYSIUM THE FINAL CUT	Spike Chunsoft
	FRONT MISSION 1st: Remake	Forever Entertainment	DRAGONQUESTX ITSUTSUNOMEZAMESHISUYUZOKU OFFLINE	SQUARE ENIX
	Taiko Risshiden V DX	KOEI TECMO GAMES	LIVE A LIVE	SQUARE ENIX
Fire Emblem Warriors: Three Hopes	KOEI TECMO GAMES	The Centennial Case : A Shijima Story	SQUARE ENIX	
The United States	Neon White	Annapurna Interactive	13 Sentinels: Aegis Rim	SEGA
	STAR WARS: The Force Unleashed	Aspyr	Demon Slayer -Kimetsu no Yaiba- The Hinokami Chronicles	SEGA
	CAPCOM FIGHTING COLLECTION	Capcom	SONIC ORIGINS	SEGA
	MONSTER HUNTER RISE: SUNBREAK	Capcom	Two Point Campus	SEGA
	Teenage Mutant Ninja Turtles: Shredder's Revenge	DotEmu	CHRONO CROSS: THE RADICAL DREAMERS EDITION	SQUARE ENIX
	Fall Guys	Epic Games	Cuphead - The Delicious Last Course	Studio MDHR
	Don't Starve Together	Klei Entertainment	Kao the Kangaroo	Tate Multimedia
MLB The Show 22	MLB	LEGO Star Wars: The Skywalker Saga	Warner Bros. Games	
Europe	Neon White	Annapurna Interactive	13 Sentinels: Aegis Rim	SEGA
	STAR WARS: The Force Unleashed	Aspyr	Demon Slayer -Kimetsu no Yaiba- The Hinokami Chronicles	SEGA
	CAPCOM FIGHTING COLLECTION	Capcom	SONIC ORIGINS	SEGA
	MONSTER HUNTER RISE: SUNBREAK	Capcom	Two Point Campus	SEGA
	Teenage Mutant Ninja Turtles: Shredder's Revenge	DotEmu	CHRONO CROSS: THE RADICAL DREAMERS EDITION	SQUARE ENIX
	Fall Guys	Epic Games	Cuphead - The Delicious Last Course	Studio MDHR
	Don't Starve Together	Klei Entertainment	Kao the Kangaroo	Tate Multimedia
MLB The Show 22	MLB	LEGO Star Wars: The Skywalker Saga	Warner Bros. Games	

[Note] Launch schedules, software names etc. are subject to change. Launch titles are listed by publisher alphabetically. This list includes download-only software and add-on content.

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 Release (Others, page 14)