



2nd Quarter Results for  
Fiscal Year Ending March 2021  
Financial Results Explanatory Material

Nintendo Co., Ltd.

Nov. 5, 2020

1

## 1. Consolidated Financial Results and Outlook

2

- We would like to talk about our consolidated financial results for the first six months of the fiscal year ending March 2021.

## Consolidated Financial Highlights

	FY20/Q1-Q2	FY21/Q1-Q2	Comparison
Net sales	443.9 bn yen	<b>769.5 bn yen</b>	<b>+73.3 %</b>
Operating profit	94.2 bn yen	<b>291.4 bn yen</b>	<b>+209.3 %</b>
Operating profit ratio	21.2 %	<b>37.9 %</b>	<b>+16.7 pt.</b>
Ordinary profit	85.1 bn yen	<b>297.4 bn yen</b>	<b>+249.3 %</b>
Net profit	62.0 bn yen	<b>213.1 bn yen</b>	<b>+243.6 %</b>
Net profit ratio	14.0 %	<b>27.7 %</b>	<b>+13.7 pt.</b>

\*Net profit: Profit attributable to owners of parent

\*FY = Fiscal Year: FY21/Q1-Q2 indicates the period between April 1, 2020 and September 30, 2020.

3

- Year-on-year, net sales for the first six months of this fiscal year rose by 73.3% to 769.5 billion yen, operating profit rose by 209.3% to 291.4 billion yen, ordinary profit rose by 249.3% to 297.4 billion yen, and net profit attributable to owners of parent rose by 243.6% to 213.1 billion yen.

## Consolidated Sales

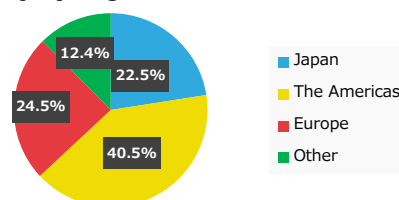
	FY20/Q1-Q2	FY21/Q1-Q2	Comparison
Net sales	443.9 bn yen	769.5 bn yen	+73.3 %
Dedicated video game platform*1	422.9 bn yen	741.9 bn yen	+75.4 %
Mobile, IP related income, etc.*2	19.9 bn yen	26.7 bn yen	+33.9 %
Playing cards, etc.	1.0 bn yen	0.8 bn yen	-15.3 %

\*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: -8.5 billion yen

FY21/Q1-Q2 Regional Sales Ratio



Proportion of overseas sales: 77.5%

4

- Next, we would like to give a breakdown of consolidated sales.
- Sales from our dedicated video game business grew by 75.4% year-on-year to 741.9 billion yen.
- Sales of Nintendo Switch hardware and software remained strong, leading to an overall increase in sales despite the negative impact of the strong yen. Nintendo Switch has been selling well in Australia and in the Asia region, which since December of last year includes sales in China. In addition, the sales ratio in these other regions is increasing.
- Sales from mobile, IP related income increased year-on-year in both smart-device transactions and royalty revenues, resulting in a 33.9% increase overall to 26.7 billion yen.
- The impact of the exchange rate on net sales was a reduction of 8.5 billion yen year-on-year.

## Gross Profit

	FY20/Q1-Q2	FY21/Q1-Q2	Comparison
Gross profit	213.1 bn yen	<b>434.0 bn yen</b>	<b>+103.7 %</b>
Gross profit ratio	48.0 %	<b>56.4 %</b>	<b>+8.4 pt.</b>
Main Variable Factors			
	FY20/Q1-Q2	FY21/Q1-Q2	Comparison
Proportion of hardware sales*1	53.2 %	<b>51.1 %</b>	<b>-2.1 pt.</b>
Proportion of first-party software sales*2	75.2 %	<b>81.9 %</b>	<b>+6.7 pt.</b>
Proportion of digital sales*2	36.2 %	<b>47.2 %</b>	<b>+11.0 pt.</b>
Average exchange rate	1 USD 108.63 yen	<b>106.84 yen</b>	<b>-1.79 yen</b>
	1 Euro 121.42 yen	<b>121.24 yen</b>	<b>-0.18 yen</b>

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

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

5

- Next, we would like to take an itemized look at profits.
- Gross profit increased 103.7% year-on-year to 434.0 billion yen due to increased sales.
- Despite the negative impact of the strong yen, the gross profit margin increased by 8.4 percentage points year-on-year to 56.4%, boosted mainly by a rise in the proportion of software sales in the total sales, and an increase in the ratio of sales of first-party software and digital sales in relation to total software sales.

## Selling, General and Administrative Expenses / Operating Profit

	FY20/Q1-Q2	FY21/Q1-Q2	Comparison
SG&A expenses	118.8 bn yen	142.6 bn yen	+20.0 %
SG&A expenses-to-sales ratio	26.8 %	18.5 %	-8.3 pt.
Operating profit	94.2 bn yen	291.4 bn yen	+209.3 %
Operating profit ratio	21.2 %	37.9 %	+16.7 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. -4.0 billion yen

	FY20/Q1-Q2	FY21/Q1-Q2	Comparison
Research and development expenses	36.2 bn yen	42.1 bn yen	+16.3 %
Advertising expenses	30.1 bn yen	30.7 bn yen	+2.1 %

6

- Selling, general and administrative expenses (referred to as SG&A expenses below) increased 20.0% year-on-year to 142.6 billion yen, while our SG&A expenses-to-sales ratio declined by 8.3 percentage points to 18.5%.
- This was mainly due to an increase in research and development expenses and an increase in transaction fees and other costs related to the growth in digital sales, resulting in an overall increase in SG&A expenses.
- Operating profit rose 209.3% to 291.4 billion yen year-on-year, due to the large increase in gross profit and the decline in the ratio of SG&A expenses to sales. The operating margin rose 16.7 percentage points to 37.9%.
- The effect of change in foreign exchange rates at the operating profit level was a reduction of approximately 4.0 billion yen year-on-year.

## Ordinary Profit and Net Profit

	FY20/Q1-Q2	FY21/Q1-Q2	Comparison
Non-operating income	11.9 bn yen	10.2 bn yen	-13.9 %
Non-operating expenses	21.0 bn yen	4.2 bn yen	-79.9 %
included foreign exchange losses	20.5 bn yen	3.6 bn yen	-82.3 %
Ordinary profit	85.1 bn yen	297.4 bn yen	+249.3 %
Net profit	62.0 bn yen	213.1 bn yen	+243.6 %
Net profit ratio	14.0 %	27.7 %	+13.7 pt.

\*Net profit: Profit attributable to owners of parent

Exchange rate	FY20	FY21/Q2	Comparison	Dividends	FY20	FY21	Comparison
1 USD	108.83 yen	105.58 yen	-3.25 yen	End of Q2	270 yen	810 yen	+540 yen
1 Euro	119.55 yen	123.79 yen	+4.24 yen				

7

- Due mainly to the increase in operating profit, ordinary profit and net profit attributable to owners of parent rose by 249.3% to 297.4 billion yen and by 243.6% to 213.1 billion yen year-on year, respectively.
- As a result, the interim dividend per share for this fiscal year will be 810 yen, an increase of 540 yen year-on-year.

## FY21 Consolidated Financial Forecast

We have revised the consolidated earnings forecast issued in "Fiscal Year Earnings" on May 7, 2020.

	Previous Forecast	Modified Forecast	Comparison	FY20 Results
Net sales	1,200.0 bn yen	<b>1,400.0 bn yen</b>	+16.7 %	1,308.5 bn yen
Operating profit	300.0 bn yen	<b>450.0 bn yen</b>	+50.0 %	352.3 bn yen
Ordinary profit	290.0 bn yen	<b>440.0 bn yen</b>	+51.7 %	360.4 bn yen
Net profit	200.0 bn yen	<b>300.0 bn yen</b>	+50.0 %	258.6 bn yen

\*Net profit: Profit attributable to owners of parent

\*Assumed exchange rates for FY21 remain unchanged at 105 yen per U.S. dollar and 115 yen per euro.

	Previous Forecast	Modified Forecast	Comparison	FY20 Results
Dividends				
Annual	840 yen	<b>1,260 yen</b>	420 yen	1,090 yen

\*The dividend per share for the end of Q2 was 810 yen.

	Previous Forecast	Modified Forecast	Comparison	FY20 Results
Nintendo Switch				
Hardware	19.00 mil units	<b>24.00 mil units</b>	+26.3 %	21.03 mil units
Software	140.00 mil units	<b>170.00 mil units</b>	+21.4 %	168.72 mil units

\*While revised FY21 forecast software sales units include the quantity bundled with hardware (0.80 million units) for the six months ended Sept. 30, 2020, they do not include the quantity to be bundled with hardware on or after Oct. 1, 2020.

\*Software sales units for FY20 include the quantity bundled with hardware (3.40 million units).

8

- Next, we would like to talk about changes to the consolidated financial forecast for the fiscal year ending March 2021.
- Based on the sales performance for the six months ended September 30, 2020 and after, we have modified our financial forecast for the fiscal year ending March 31, 2021 as follows: net sales to 1,400.0 billion yen, operating profit to 450.0 billion yen, ordinary profit to 440.0 billion yen and profit attributable to owners of parent to 300.0 billion yen. The assumed exchange rates remain unchanged at 105 yen per U.S. dollar and 115 yen per euro.
- We are also modifying the forecast for unit sales, increasing the initial 19.00 million units for Nintendo Switch hardware by 5 million to 24.00 million units. The forecast for Nintendo Switch software is increased from 140.00 million units by 30.00 million to 170.00 million units.
- Along with the revision of the consolidated financial forecast, the dividend per share for the annual dividend for the fiscal year ending March 31, 2021 has been revised from 840 yen to 1,260 yen.

Note: Appropriate Use of Earnings Forecasts Statements relating to future projections represent the judgments made by Nintendo management based on information that was available at the time they were written, and therefore include certain potential risks and uncertainties. Please be aware that such risks and uncertainties may cause actual results to be materially different from these forecasts (including but not limited to earnings forecasts and dividend forecasts).

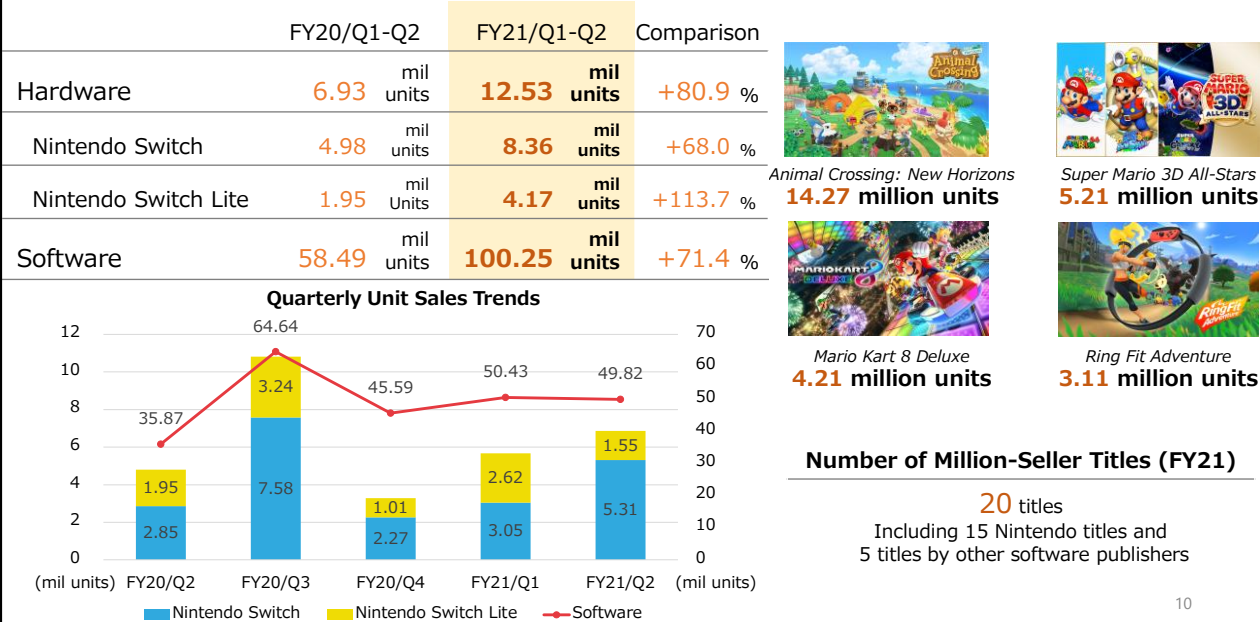


## 2. Business Highlights

9

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

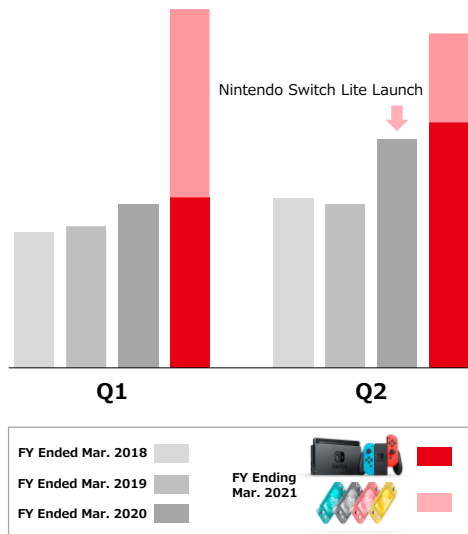
# Sales Status of Nintendo Switch (Sell-in)



- First, let's talk about Nintendo Switch sales.
- Sales for the entire Nintendo Switch family of systems rose 80.9% year-on-year to 12.53 million units. Broken down, that's sales of 8.36 million units of Nintendo Switch and 4.17 million units of Nintendo Switch Lite.
- Regarding software, *Animal Crossing: New Horizons*, released last fiscal year, posted sales of 14.27 million units for a cumulative sales total of 26.04 million units, contributing greatly to the overall growth in software sales. Among titles released this fiscal year, *Super Mario 3D All-Stars* sold 5.21 million units and *Paper Mario: The Origami King* sold 2.82 million units. In addition, evergreen titles that were released through the end of the previous fiscal year continued to sell well. Sales of titles from other software publishers also continued to grow steadily, and the total number of million-seller titles during this period reached 20, including titles from other software publishers.
- As a result of these factors, total software sales grew 71.4% year-on-year to 100.25 million units.
- Hardware production is proceeding normally, and we are increasing shipments in preparation for the holiday season. However, demand remains high and there continue to be shortages in some regions, so we are working to deliver products to consumers as soon as possible.

## Nintendo Switch Family Sell-Through

**Total sell-through for Japan, North America, and Europe**



- **Strong sell-through momentum continues even after the summer sales season**
- **Q2 results exceeded the same period last year, during which Nintendo Switch Lite was launched**
- **Global cumulative sell-through of more than 63 million units**

(Internal estimates, including Asia, Latin America, and other regions, as of the end of Sept. 2020.)

11  
Source: Nintendo, Media Create

- So far, we have been describing sell-in, or the number of sales from the Nintendo group to our business partners, but from here on, we would like to turn the discussion to sell-through, which is the number of units purchased by consumers.
- This graph shows quarterly sell-through for the overall Nintendo Switch family in the first and second quarters by fiscal year, starting with the fiscal year ended March 2018 and ending with this fiscal year. The portion shown in pink for this fiscal year indicates Nintendo Switch Lite.
- Sell-through for the Nintendo Switch family has continued to see strong momentum, even after the summer sales season. A revised Nintendo Switch model with longer battery life and the dedicated handheld system, Nintendo Switch Lite, were both released in the same period of the previous fiscal year, and sell-through increased as a result, but the second-quarter results this fiscal year exceeded those from the same period last fiscal year.
- Global cumulative sell-through for the overall Nintendo Switch family of systems since its launch has exceeded 63 million units.

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

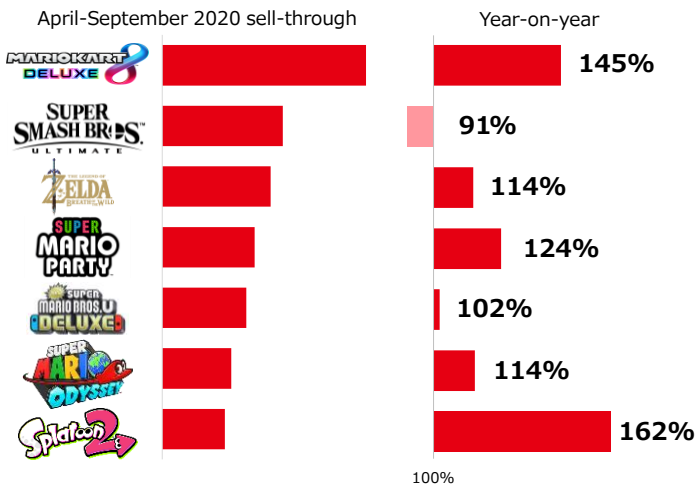
*Sell-through* refers to sales to individual consumers. This includes units sold to consumers by retailers, as well as units sold to individual consumers through Nintendo's direct-sales sites or as downloadable software.

# Nintendo Switch First-Party Software Sell-Through (JP/NA/EU)



Sell-through in the 4 weeks after release  
**Over 3.5 million units**

## Year-on-year sales of software released in or before March 2019



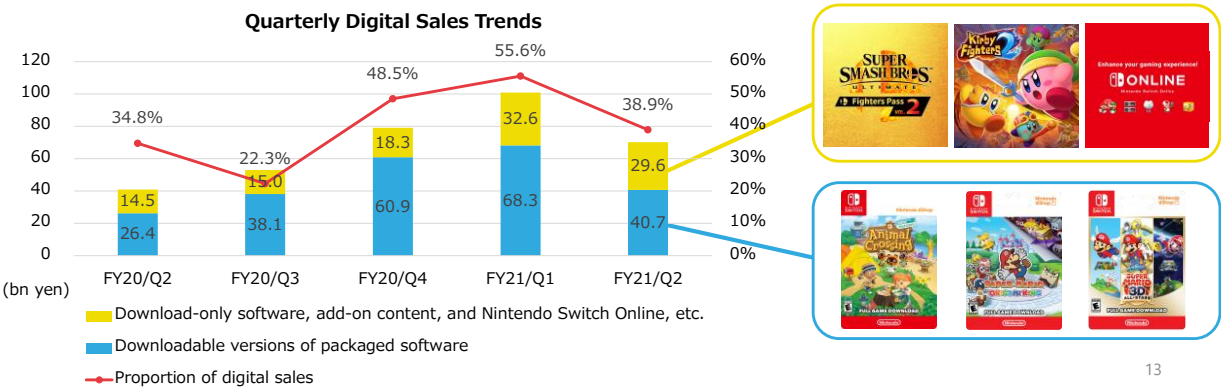
Includes sales of digital versions and bundles / Source: Nintendo, Media Create <sup>12</sup>

- Let's move on to software. *Super Mario 3D All-Stars*, a title released on September 18 as part of the Super Mario Bros. 35th Anniversary campaign, has seen total sell-through of over 3.5 million units in Japan, North America, and Europe in the four weeks since release. Although the install bases at their times of release were different, this exceeds the sell-through of both *Super Mario Galaxy* for Wii and *Super Mario Odyssey* for Nintendo Switch in the four weeks after their respective releases.
- Sales are strong not only for our new titles, but also for those released in past years. The total number of first-party titles to ship more than one million units in the first half of this fiscal year is 15. Of those titles, four were released during the previous fiscal year, and seven were released before that. This graph shows a comparison of sell-through from April to September of this year, as well as year-on-year changes, for these seven titles. More than a year has passed since these titles were released, but sell-through has been steadily increasing in line with the growing hardware install base, as new consumers select various software titles to purchase.

# Digital Sales

	FY20/Q1-Q2	FY21/Q1-Q2	Comparison
Digital sales*1	71.6 bn yen	171.5 bn yen	+139.4 %
Proportion of digital sales*2	36.2 %	47.2 %	+11.0 pt.

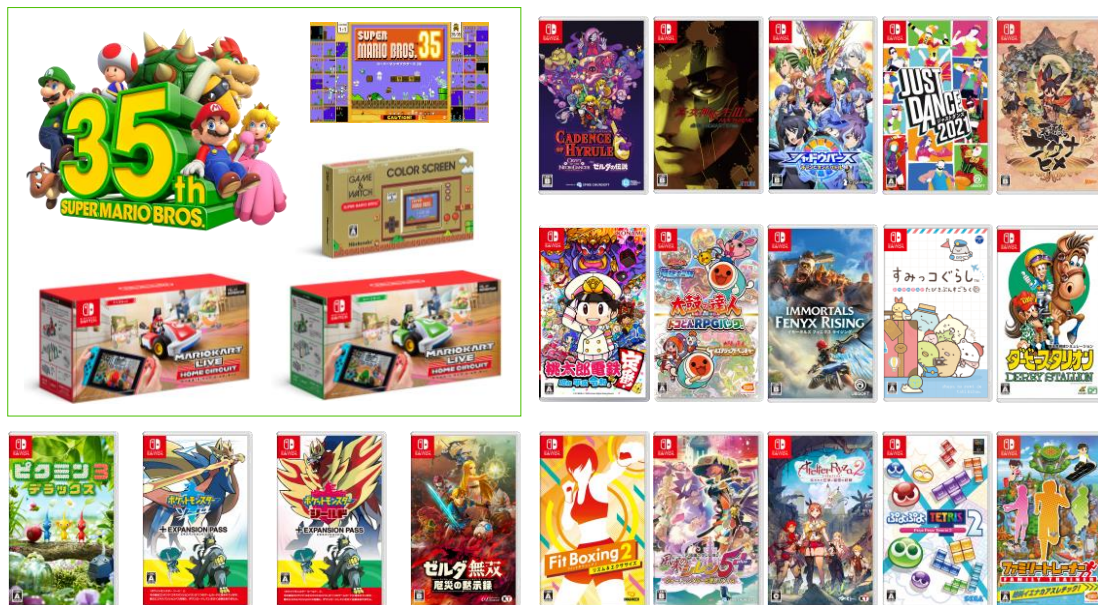
\*1 Sales of downloadable versions of packaged software, download-only software, add-on content and Nintendo Switch Online, etc.  
 \*2 Proportion to total dedicated video game platform software sales



- Next, let's talk about our digital business on dedicated video game platforms.
- Digital sales for this fiscal year grew to 171.5 billion yen, a 139.4% year-on-year increase. Software sales on our dedicated video game platforms made up 47.2% of total digital sales.
- Downloadable versions of packaged software, especially Nintendo Switch software, made up 63.6% of the overall digital sales, and greatly contributed to growth.
- Sales of downloadable content such as the *Pokémon Sword Expansion Pass*, *Pokémon Shield Expansion Pass*, and the *Fighter Pass Vol.2* for *Super Smash Bros. Ultimate* also increased.
- In addition to the growth in sales of indie titles and other digital-only titles with no corresponding physical versions, Nintendo Switch Online sales have been steady.

[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: Sales commissions, which Nintendo receives on other publishers' software based on contracts, are recognized as revenue.

## Some New Products for Oct.-Dec. 2020 from Nintendo and Other Software Publishers



14

- Nintendo and other software publishers are releasing and distributing a variety of products this holiday season. The products shown here are just some of the products that will be released from October through December of 2020.
- With this year being the 35th anniversary of Super Mario Bros., we are releasing a number of special products tied to that anniversary. On October 16, we released *Mario Kart Live: Home Circuit*, a unique addition to the Mario Kart series that links Nintendo Switch to a kart with a built-in camera. And on November 13 we will release *Game & Watch: Super Mario Bros.* In addition, *Super Mario 3D World + Bowser's Fury* is slated for release in February 2021.
- On October 30, we released *Pikmin 3 Deluxe* for Nintendo Switch with features enhanced from *Pikmin 3*, which was originally released for Wii U. In addition, on November 20 we will release *Hyrule Warriors: Age of Calamity*, which takes place in a world 100 years before the time of *The Legend of Zelda: Breath of the Wild*. (In Japan, this game will be released by Koei Tecmo Games.)
- Third-party publishers also plan to release titles in a variety of genres for Nintendo Switch. With everything from titles to satisfy fans to titles with more casual gameplay that everyone can enjoy together, this is a lineup that will meet consumers' needs.



## Mobile, IP Related Income, etc.

	FY20/Q1-Q2	FY21/Q1-Q2	Comparison
Mobile, IP related income, etc.	19.9 bn yen	26.7 bn yen	+33.9 %

\*Includes income from smart-device content and royalty income



15

- Mobile and IP related income, etc. grew by 33.9% year-on-year to 26.7 billion yen.
- We added further language support to *Animal Crossing: Pocket Camp* in July and began distribution in Taiwan, Hong Kong, and Macau. There have been a lot of new downloads from consumers, and the Animal Crossing series continues to grow in Asia. For *Mario Kart Tour*, we held the 1st Anniversary Tour in October to celebrate one full year since the start of service. We are continuing to operate services for these six mobile applications, and both engagement and sales continue to steadily increase.
- In our IP related business, Universal Studios Japan announced that it will open SUPER NINTENDO WORLD in the spring of 2021. In addition, the Mario Cafe & Store, a unified food service and retail outlet filled with many design elements from the world of Mario, was opened on October 16 as a precursor to opening the new area and separate from SUPER NINTENDO WORLD. We understand that the store has quickly attracted many consumers to enjoy this experience.
- We are also conducting various other initiatives, as we continue to work to expand the number of people who have access to Nintendo IP, both through and beyond our dedicated video game platform business.

### 3. Reference

16

#### [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

Animal Crossing: New Horizons  
Super Mario 3D All-Stars  
Mario Kart 8 Deluxe  
Ring Fit Adventure  
Paper Mario: The Origami King  
The Legend of Zelda: Breath of the Wild  
Super Smash Bros. Ultimate  
Super Mario Party  
Clubhouse Games: 51 Worldwide Classics  
New Super Mario Bros. U Deluxe  
Pokémon Sword/Pokémon Shield  
SUPER MARIO ODYSSEY  
Luigi's Mansion 3  
Xenoblade Chronicles Definitive Edition  
Splatoon 2

units in ten thousands			
FY21 (Apr.-Sept. '20)			Life-to-date
Global	including		Global
	Japan	Overseas	
1,427	434	993	2,604
521	75	446	521
421	54	367	2,899
311	91	220	584
282	43	239	282
232	20	212	1,974
226	39	187	2,110
200	23	177	1,210
181	80	101	181
172	11	160	832
165	25	140	1,902
158	7	151	1,899
151	9	142	783
140	30	110	140
113	46	68	1,127

[Note] Software sales units include the quantity bundled with hardware. Software sales units include their downloadable versions. 17

# Key Indicators

Proportion of Overseas Sales

FY21			
Q1	Q2	Q3	Q4
76.3%	78.6%		
77.5%			

FY20			
Q1	Q2	Q3	Q4
76.5%	76.9%	78.6%	74.0%
76.8%			
77.8%			
77.0%			

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

Proportion of Hardware Sales

FY21			
Q1	Q2	Q3	Q4
47.2%	54.4%		
51.1%			

FY20			
Q1	Q2	Q3	Q4
50.5%	54.9%	57.4%	39.6%
53.2%			
55.6%			
52.2%			

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

Proportion of First-Party Software Sales

FY21			
Q1	Q2	Q3	Q4
82.5%	81.2%		
81.9%			

FY20			
Q1	Q2	Q3	Q4
74.1%	76.0%	87.4%	85.1%
75.2%			
82.0%			
82.8%			

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

# Digital Sales Indicators

Digital Sales  
in yen

FY21			
Q1	Q2	Q3	Q4
101.0 bn	70.4 bn		
171.5 bn			

FY20			
Q1	Q2	Q3	Q4
30.6 bn	40.9 bn	53.2 bn	79.2 bn
71.6 bn			
124.9 bn			
204.1 bn			

\*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

FY21			
Q1	Q2	Q3	Q4
55.6%	38.9%		
47.2%			

FY20			
Q1	Q2	Q3	Q4
38.3%	34.8%	22.3%	48.5%
36.2%			
28.6%			
34.0%			

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

Proportion of Downloadable Versions of Packaged Software Sales

FY21			
Q1	Q2	Q3	Q4
67.7%	57.8%		
63.6%			

FY20			
Q1	Q2	Q3	Q4
56.4%	64.5%	71.7%	76.9%
61.0%			
65.6%			
70.0%			

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

# 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 7)

Launch Dates of Primary Nintendo Products by Region (Apr. 2020~Sep. 2020)

Nintendo Switch

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
(Software)		(Software)		(Software)	
Xenoblade Chronicles Definitive Edition	5/29/2020	Xenoblade Chronicles Definitive Edition	5/29/2020	Xenoblade Chronicles Definitive Edition	5/29/2020
Clubhouse Games: 51 Worldwide Classics	6/5/2020	Clubhouse Games: 51 Worldwide Classics	6/5/2020	51 Worldwide Games	6/5/2020
Paper Mario: The Origami King	7/17/2020	Paper Mario: The Origami King	7/17/2020	Paper Mario: The Origami King	7/17/2020
Super Mario 3D All-Stars	9/18/2020	Super Mario 3D All-Stars	9/18/2020	Super Mario 3D All-Stars	9/18/2020

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

Launch Schedule of Primary Nintendo Products by Region (extracts: Oct. 2020~)

Nintendo Switch

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
(Software)		(Software)		(Software)	
Mario Kart Live: Home Circuit	10/16/2020	Mario Kart Live: Home Circuit	10/16/2020	Mario Kart Live: Home Circuit	10/16/2020
Pikmin 3 Deluxe	10/30/2020	Cadence of Hyrule –		Cadence of Hyrule –	
Buddy Mission BOND	1/29/2021	Crypt of the NecroDancer Featuring The Legend of Zelda **	10/23/2020	Crypt of the NecroDancer Featuring The Legend of Zelda **	10/23/2020
Super Mario 3D World + Bowser's Fury	2/12/2021	Pikmin 3 Deluxe	10/30/2020	Pikmin 3 Deluxe	10/30/2020
Famicom Tantei Club: Kieta Koukeisha	2021	Hyrule Warriors: Age of Calamity **	11/20/2020	Hyrule Warriors: Age of Calamity **	11/20/2020
Famicom Tantei Club: Ushiro ni Tatsu Shoujo	2021	Fitness Boxing 2: Rhythm & Exercise **	12/4/2020	Fitness Boxing 2: Rhythm & Exercise **	12/4/2020
Bayonetta 3	TBA	Super Mario 3D World + Bowser's Fury	2/12/2021	Super Mario 3D World + Bowser's Fury	2/12/2021
Metroid Prime 4 (temp.)	TBA	BRAVELY DEFAULT II **	2/26/2021	BRAVELY DEFAULT II **	2/26/2021
The sequel to The Legend of Zelda: Breath of the Wild (temp.)	TBA	Bayonetta 3	TBA	Bayonetta 3	TBA
New Pokémon Snap *	TBA	Metroid Prime 4 (temp.)	TBA	Metroid Prime 4 (temp.)	TBA
		The sequel to The Legend of Zelda: Breath of the Wild (temp.)	TBA	The sequel to The Legend of Zelda: Breath of the Wild (temp.)	TBA
		New Pokémon Snap	TBA	New Pokémon Snap	TBA

Others

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
Game & Watch: Super Mario Bros.	11/13/2020	Game & Watch: Super Mario Bros.	11/13/2020	Game & Watch: Super Mario Bros.	11/13/2020

[Note] Launch dates and titles etc. are subject to change.

Launch dates may differ within the United States and Europe regions depending on territories or countries.

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Upcoming Software Publishers' Title Lineup (extracts: Oct. 2020~)

Nintendo Switch

Japan		The United States		Europe	
Title	Publisher	Title	Publisher	Title	Publisher
TAIKO NO TATSUJIN: RHYTHMIC ADVENTURE PACK	BANDAI NAMCO Entertainment	I Am Dead	Annapurna Interactive	I Am Dead	Annapurna Interactive
FAMILY TRAINER	BANDAI NAMCO Entertainment	Need for Speed Hot Pursuit Remastered	Electronic Arts	Need for Speed Hot Pursuit Remastered	Electronic Arts
JACKJEANNE	BROCCOLI	Tropico 6 • Nintendo Switch Edition	Kalypso Media Group	Tropico 6 • Nintendo Switch Edition	Kalypso Media Group
MONSTER HUNTER RISE	CAPCOM	FUSER	NC Interactive	FUSER	NC Interactive
EARTH DEFENSE FORCE: WORLD BROTHERS	D3PUBLISHER	Empire of Sin	Paradox Interactive	Empire of Sin	Paradox Interactive
DERBY STALLION	GAME ADDICT	Torchlight III	Perfect World Entertainment	Torchlight III	Perfect World Entertainment
Fit Boxing 2: Rhythm & Exercise	Imagineer	Sniper Elite 4	Rebellion	Sniper Elite 4	Rebellion
Hyrule Warriors: Age of Calamity	KOEI TECMO GAMES	Puyo Puyo Tetris 2	SEGA	Puyo Puyo Tetris 2	SEGA
Atelier Ryza 2: Lost Legends & the Secret Fairy	KOEI TECMO GAMES	KINGDOM HEARTS Melody of Memory	Square Enix	KINGDOM HEARTS Melody of Memory	Square Enix
Momotaro Dentetsu - Showa Heisei Reiwa mo teiban! -	KONAMI	COLLECTION of SaGa FINAL FANTASY LEGEND	Square Enix	COLLECTION of SaGa FINAL FANTASY LEGEND	Square Enix
Sakuna: Of Rice and Ruin	Marvelous	The Red Lantern	Timberline Studio	The Red Lantern	Timberline Studio
Rune Factory 5	Marvelous	Just Dance 2021	Ubisoft	Just Dance 2021	Ubisoft
STORY OF SEASONS: Pioneers of Olive Town	Marvelous	Immortals Fenyx Rising	Ubisoft	Immortals Fenyx Rising	Ubisoft
BRAVELY DEFAULT II	SQUARE ENIX	Röki	United Label	Röki	United Label
KINGDOM HEARTS Melody of Memory	SQUARE ENIX	Bakugan: Champions of Vestroia	WB Games	Bakugan: Champions of Vestroia	WB Games
		Sakuna: Of Rice and Ruin	XSEED Games / Marvelous USA	Sakuna: Of Rice and Ruin	Marvelous Europe

[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.