



# Fiscal Year Ended March 2021 Financial Results Explanatory Material

Nintendo Co., Ltd.  
May 6, 2021

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## 1. Consolidated Financial Results and Outlook

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- We would like to talk about our consolidated financial results for the fiscal year ended March 2021, and the consolidated financial forecast for the fiscal year ending March 2022.

## Consolidated Financial Highlights

	FY20	FY21	Comparison
Net sales	1,308.5 bn yen	<b>1,758.9 bn yen</b>	<b>+34.4 %</b>
Operating profit	352.3 bn yen	<b>640.6 bn yen</b>	<b>+81.8 %</b>
Operating profit ratio	26.9 %	<b>36.4 %</b>	<b>+9.5 pt.</b>
Ordinary profit	360.4 bn yen	<b>678.9 bn yen</b>	<b>+88.4 %</b>
Net profit	258.6 bn yen	<b>480.3 bn yen</b>	<b>+85.7 %</b>
Net profit ratio	19.8 %	<b>27.3 %</b>	<b>+7.5 pt.</b>

\*Net profit: Profit attributable to owners of parent

\*FY = Fiscal Year

FY21 indicates the period between April 1, 2020 and March 31, 2021.

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- Year-on-year, net sales for this fiscal year rose by 34.4% to 1,758.9 billion yen, operating profit rose by 81.8% to 640.6 billion yen, ordinary profit rose by 88.4% to 678.9 billion yen, and profit attributable to owners of parent rose by 85.7% to 480.3 billion yen.

## Consolidated Sales

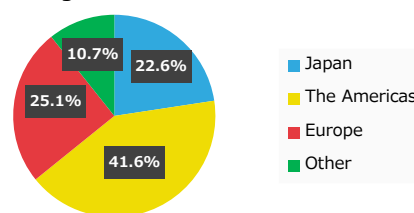
	FY20	FY21	Comparison
Net sales	1,308.5 bn yen	1,758.9 bn yen	+34.4 %
Dedicated video game platform*1	1,254.1 bn yen	1,700.0 bn yen	+35.6 %
Mobile, IP related income, etc.*2	51.2 bn yen	57.0 bn yen	+11.3 %
Playing cards, etc.	3.0 bn yen	1.7 bn yen	-41.9 %

\*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: -11.2 billion yen

FY21 Regional Sales Ratio



Proportion of overseas sales: 77.4%

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- Next, we would like to give a breakdown of consolidated sales.
- Sales from our dedicated video game platform business grew by 35.6% year-on-year to 1,700.0 billion yen.
- Sales of Nintendo Switch hardware and software both have performed well since the start of the fiscal year, contributing to the overall increase in sales. While Nintendo Switch sales have grown in all regions, they continue to be strong in Australia and the Asia region, and the percentage of sales accounted for by “Other” regions is increasing.
- Sales from smart-device content were on the same level year-on-year, but royalty income increased, resulting in a 11.3% rise in overall sales in our mobile and IP related business to 57.0 billion yen.
- The impact of the exchange rate on net sales was a reduction of 11.2 billion yen year-on-year.

## Gross Profit

	FY20	FY21	Comparison
Gross profit	641.7 bn yen	<b>970.4 bn yen</b>	<b>+51.2 %</b>
Gross profit ratio	49.0 %	<b>55.2 %</b>	<b>+6.1 pt.</b>

### Main Variable Factors

	FY20	FY21	Comparison
Proportion of hardware sales*1	52.2 %	<b>52.7 %</b>	<b>+0.5 pt.</b>
Proportion of first-party software sales*2	82.8 %	<b>79.4 %</b>	<b>-3.4 pt.</b>
Proportion of digital sales*2	34.0 %	<b>42.8 %</b>	<b>+8.8 pt.</b>
Average exchange rate	1 USD 120.82 yen	<b>106.03 yen</b> <b>123.68 yen</b>	<b>-2.71 yen</b> <b>+2.86 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

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- Next, we would like to take an itemized look at profits.
- Gross profit increased by 51.2% year-on-year to 970.4 billion yen as a result of the rise in net sales.
- The gross profit margin increased by 6.1 percentage points year-on-year to 55.2%, helped by an increase in the ratio of digital sales to total software sales, even though the proportion of software sales in the total sales declined.

## Selling, General and Administrative Expenses / Operating Profit

	FY20	FY21	Comparison
SG&A expenses	289.3 bn yen	<b>329.8 bn yen</b>	+14.0 %
SG&A expenses-to-sales ratio	22.1 %	<b>18.8 %</b>	-3.4 pt.
Operating profit	352.3 bn yen	<b>640.6 bn yen</b>	+81.8 %
Operating profit ratio	26.9 %	<b>36.4 %</b>	+9.5 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. +1.0 billion yen

	FY20	FY21	Comparison
Research and development expenses	84.1 bn yen	<b>93.2 bn yen</b>	+10.8 %
Advertising expenses	76.0 bn yen	<b>84.4 bn yen</b>	+11.1 %

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- Selling, general and administrative expenses (SG&A expenses) increased by 14.0% year-on-year to 329.8 billion yen, while the ratio of SG&A expenses to sales declined by 3.4 percentage points to 18.8%.
- The overall increase in SG&A expenses was due mainly to a rise in research and development expenses and advertising expenses, and an increase in transaction fees and other costs related to the growth in digital sales.
- Although SG&A expenses increased, this was more than offset by a rise in gross profit and a decline in the ratio of SG&A expenses to sales, with the result that operating profit rose by 81.8% year-on-year to 640.6 billion yen, and the operating profit margin rose by 9.5 percentage points to 36.4%.
- The impact of the exchange rate on operating profit, year-on-year, was a gain of approximately 1.0 billion yen.

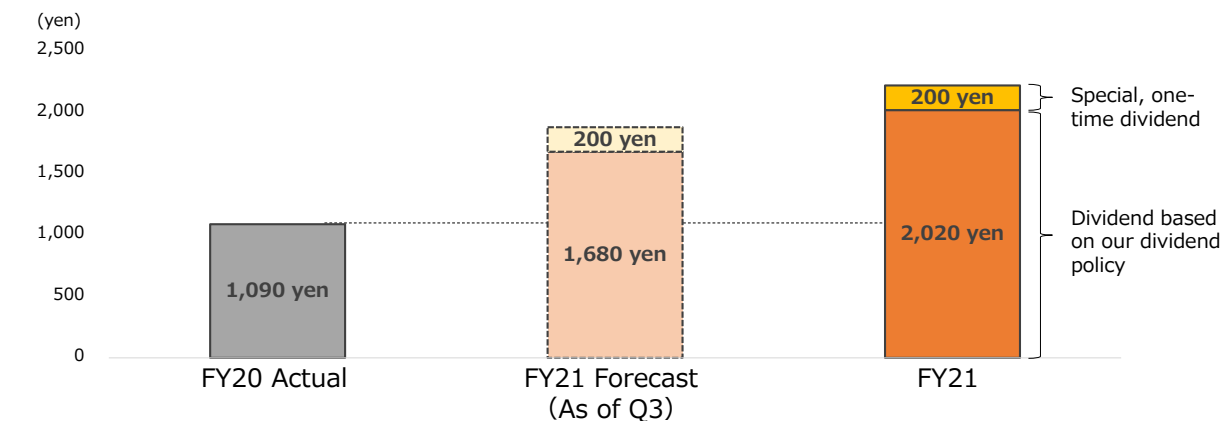
## Ordinary Profit and Net Profit

	FY20	FY21	Comparison
Non-operating income	25.5 bn yen	<b>39.7 bn yen</b>	<b>+55.2 %</b>
included foreign exchange gains	-	<b>24.0</b>	
Non-operating expenses	17.4 bn yen	<b>1.3 bn yen</b>	<b>-92.3 %</b>
included foreign exchange losses	15.8 bn yen	-	
Ordinary profit	360.4 bn yen	<b>678.9 bn yen</b>	<b>+88.4 %</b>
Net profit	258.6 bn yen	<b>480.3 bn yen</b>	<b>+85.7 %</b>
Net profit ratio	19.8 %	<b>27.3 %</b>	<b>+7.5 pt.</b>
*Net profit: Profit attributable to owners of parent			
Exchange rate	FY20	FY21	Comparison
1 USD	108.83 yen	<b>110.70 yen</b>	<b>+1.87 yen</b>
1 Euro	119.55 yen	<b>129.82 yen</b>	<b>+10.27 yen</b>

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- Ordinary profit increased by 88.4% year-on-year to 678.9 billion yen, due primarily to a significant increase in operating profit, but also to the fact that the relative value of the yen was lower in foreign exchange markets at the end of this fiscal year compared to the end of last fiscal year.
- Profit attributable to owners of parent rose by 85.7% year-on-year to 480.3 billion yen.

## Dividend of Surplus



Dividend per share	1,090 yen	1,880 yen	2,220 yen
Comparison (year-on-year)	+34.6 %	+72.5 %	+103.7 %
Total dividend payment	129.8 bn yen	223.9 bn yen	264.4 bn yen

\*Interim dividends for FY20 and FY21 are 270 yen and 810 yen, respectively.

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- Next, we'd like to talk about the annual dividend for this fiscal year. From the left, this slide shows the actual dividend for the previous fiscal year, the revised dividend forecast for this fiscal year as announced in the third quarter, and the dividend for this fiscal year.
- Please look at the graph on the right. Based on our dividend policy, the annual dividend per share for this fiscal year is 2,020 yen. This year, we would like to make a special, one-time addition of 200 yen per share, for a total dividend of 2,220 yen.
- As we explained at our nine-month financial results briefing, we are in the entertainment business, where the future is challenging to predict. And for our shareholders who have invested for the mid-to-long term, we feel it is appropriate to pay a dividend that goes beyond what would ordinarily be calculated, when our results greatly exceed our original plans.
- Because the results for the full fiscal year exceeded the previously announced revised forecast, the annual dividend based on our performance-linked dividend policy has increased by 340 yen, which represents an increase of 1,130 yen year-on-year. The Nintendo Switch business performed well throughout this fiscal year, and if the resolution to pay a dividend of surplus is approved at the 81st Annual General Meeting of Shareholders in June, this dividend will become the highest ever for Nintendo on an annual per-share basis.



## 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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- Next, we would like to talk about the consolidated financial forecast for the fiscal year ending March 2022.
- We forecast net sales of 1,600.0 billion yen, operating profit of 500.0 billion yen, ordinary profit of 480.0 billion yen, and profit attributable to owners of parent of 340.0 billion yen. The assumed exchange rates are 105 yen per U.S. dollar and 120 yen per euro.
- If we achieve the financial results we are currently forecasting, we expect an annual dividend of 1,430 yen per share.
- Looking at unit sales for the full fiscal year, we forecast Nintendo Switch hardware sales of 25.50 million units and software sales of 190.00 million units.
- The consolidated earnings forecast is based on the premise that we will be able to secure the parts needed for the manufacture of products in line with our sales plans, but this could be impacted by obstacles to the procurement of parts, including the increase in global demand for semiconductor components. There also remains the risk associated with COVID-19, which is difficult to predict.

Note: Appropriate Use of Earnings Forecasts.

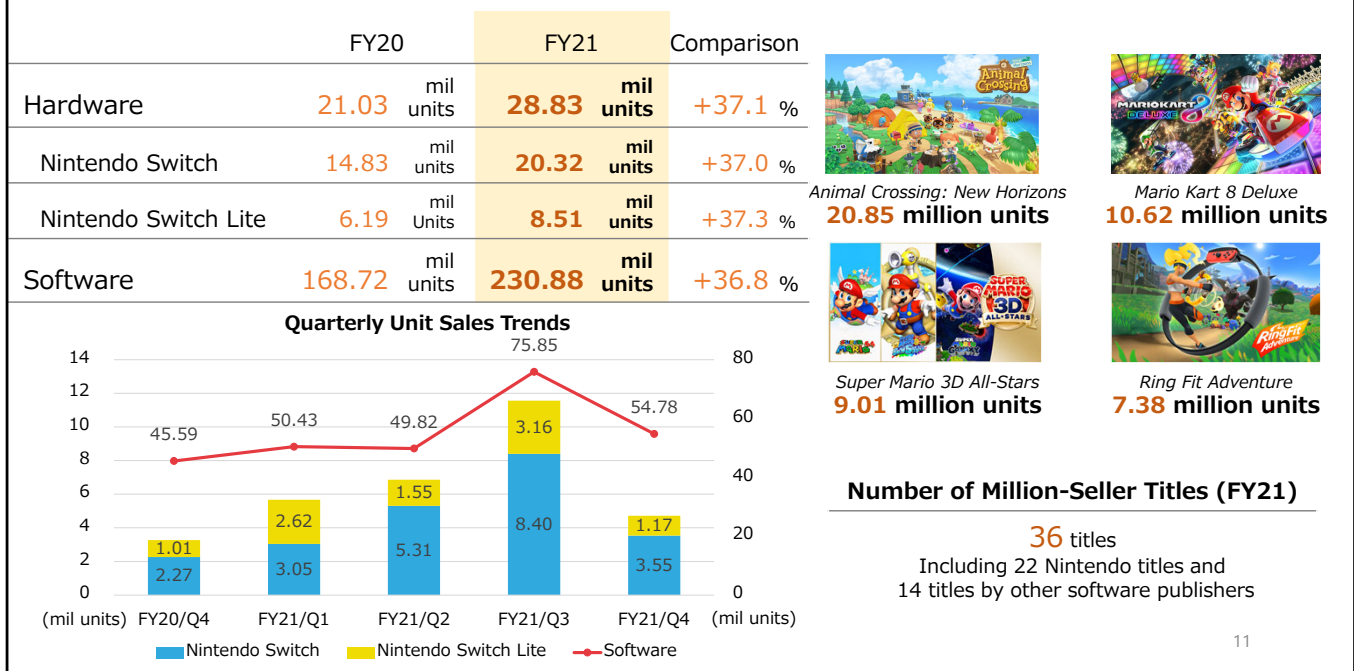
Statements relating to future projections represent the judgments made by Nintendo management based on information that was available at the time they are written, and therefore include certain potential risks and uncertainties. Please understand that such risks and uncertainties may cause actual results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

## 2. Business Highlights

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

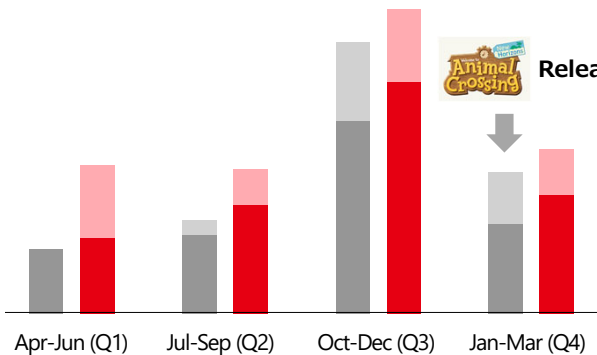
## Sales Status of Nintendo Switch (Sell-In)



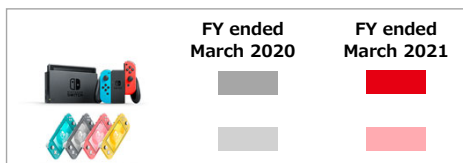
- First let's talk about Nintendo Switch sales.
- Hardware unit sales for the entire Nintendo Switch family of systems rose by 37.1% year-on-year to 28.83 million units. That breaks down to sales of 20.32 million units of Nintendo Switch, and 8.51 million units of Nintendo Switch Lite.
- Regarding software, *Animal Crossing: New Horizons*, released last fiscal year, posted sales of 20.85 million units for a cumulative sales total of 32.63 million units, contributing greatly to the overall growth in software sales. Among titles released this fiscal year, *Super Mario 3D All-Stars* had sales of 9.01 million units, and *Super Mario 3D World + Bowser's Fury* sold 5.59 million units. In addition to these Nintendo titles, sales of titles from other software publishers also continued to grow steadily. There were 36 million-seller titles this fiscal year, including titles from these other software publishers.
- As a result of these factors, total software sales grew by 36.8% year-on-year to 230.88 million units.

## Nintendo Switch Family Sell-Through

### Estimated Global Sell-Through Comparisons



- **Q4 hardware sell-through exceeded the record high posted in Q4 of last year**
- **Global cumulative sell-through of over 81 million units**  
(As of the end of March 2021)



Internal estimates, including Asia and Latin America / Graph shows totals for each 13-week period / Source: Nintendo

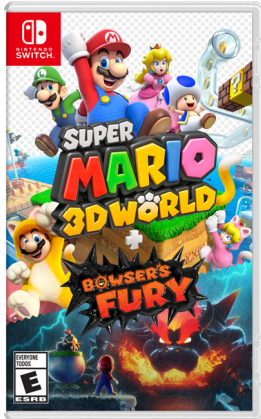
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- So far, we have been talking about sell-in, or unit sales by the Nintendo group to our business partners. Now let's turn the discussion to sell-through, which is the number of units purchased by consumers.
- This graph compares quarterly sell-through of the overall Nintendo Switch family for this fiscal year and last fiscal year. The lighter portion of the bar represents sell-through of Nintendo Switch Lite. Hardware sell-through in the fourth quarter of this fiscal year surpassed what had been the record high in the same quarter of last fiscal year.
- Looking at sell-through of the overall Nintendo Switch family over the full fiscal year, the release of software titles like *Animal Crossing: New Horizons* provided encouragement for new consumers to purchase a system and for existing owners to purchase a second system during the first half, and that momentum remained strong into the second half. March marked the beginning of the fifth year of Nintendo Switch sales, and we feel that we are headed for additional growth. As of the end of March 2021, global cumulative sell-through of the overall Nintendo Switch family surpassed 81 million units.

Note: Sell-in refers to sales by the Nintendo group to entities outside of the group. 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.

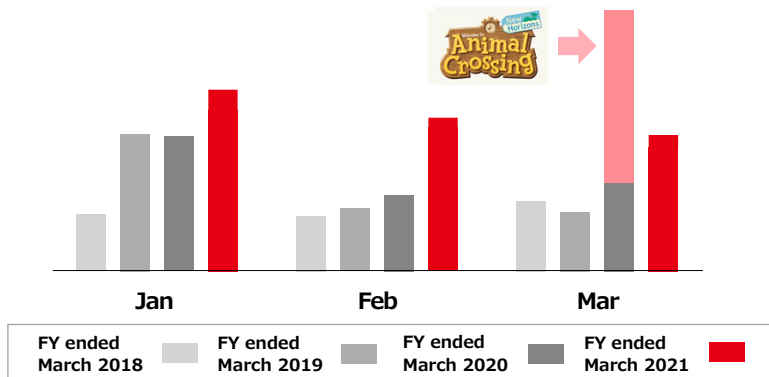
Sell-through refers to sales to individual consumers. In addition to units sold to consumers by retailers, this number also includes units sold to individual consumers through Nintendo's direct-sales sites or as downloadable software.

## Nintendo Switch First-Party Software Sell-Through



**Sell-through of over 4 million units in the first 6 weeks** (Global estimate)

### Estimated Global Sell-Through



- Just like for hardware, sales momentum continued after the new year
- Same-month sales grew in January and February, and also for March, factoring out the effect of *Animal Crossing: New Horizons* last year

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

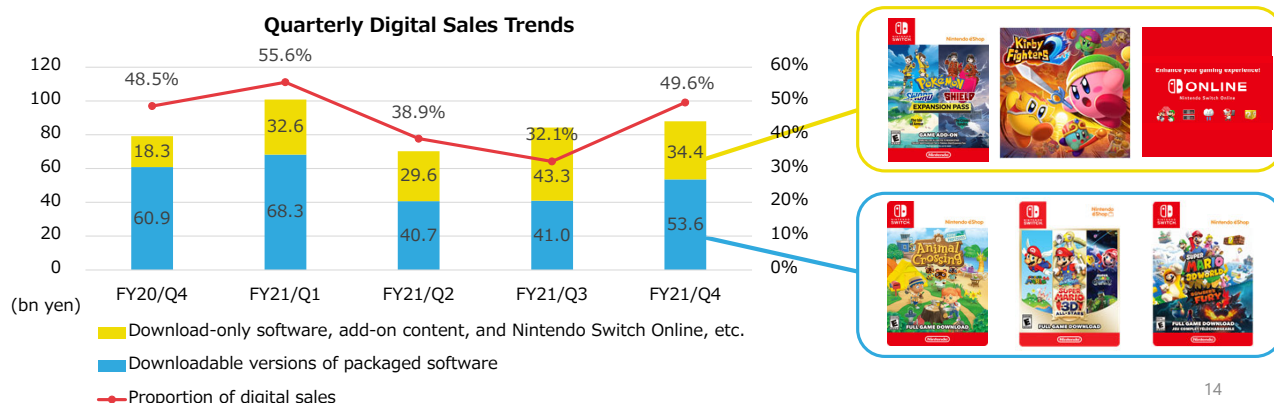
- Let's move on to a discussion of software in the fourth quarter. *Super Mario 3D World + Bowser's Fury* was released on February 12 and had an estimated global sell-through of over 4 million units in its first six weeks. It represents a new addition to our evergreen titles that we can recommend to a wide range of consumers.
- The graph on the right compares monthly global estimated sell-through of first-party Nintendo Switch software in January, February and March over the past four years. Just like with the growth in hardware, sales of software have also continued to be strong since the start of the year. In both January and February, sales exceeded the levels of the previous year. In March, while sales did not reach the level of the same month last year, when *Animal Crossing: New Horizons* was released, in terms of the scale of software sell-through, you can see that the bar has been raised just like it has for January and February. In our nine-month financial results briefing, we noted that sales were strong not only for new titles, but also for titles released in previous fiscal years. That same trend is continuing now.

## Digital Sales

	FY20	FY21	Comparison
Digital sales*1	204.1 bn yen	344.1 bn yen	+68.5 %
Proportion of digital sales*2	34.0 %	42.8 %	+8.8 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 the digital business for our dedicated video game platform.
- Digital sales grew by 68.5% year-on-year to 344.1 billion yen this fiscal year, and digital sales accounted for 42.8% of total software sales for the dedicated video game platform.
- Downloadable versions of packaged software mainly consisting of Nintendo Switch titles made up 59.3% of overall digital sales and greatly contributed to the growth in this area.
- Sales also increased for add-on content, including *Pokémon Sword Expansion Pass*, *Pokémon Shield Expansion Pass*, and *Fighter Pass Vol.2* for *Super Smash Bros. Ultimate*.
- In addition to the growth in sales of indie titles and other download-only software without corresponding physical versions, Nintendo Switch Online sales were also 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 with other software publishers etc., are recognized as revenue.

## Examples of Announced Nintendo Products (April-June)



Nintendo Switch Lite

New blue color  
(May 21)



April 30



May 21



June 11



June 25

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- We plan to launch these main products for the first quarter of the fiscal year ending March 2022.
- For hardware, we will launch a new blue color Nintendo Switch Lite on May 21. The addition of blue makes five color options for Nintendo Switch Lite, the dedicated handheld gaming system that integrates the controllers with the device and is compact, lightweight, and easy to carry around.
- For software, on April 30 we released *New Pokémon Snap*, an entirely original *Pokémon Snap* title, in which the player's goal is to complete a Pokémon Photodex by taking pictures of wild Pokémon. We will follow that up with *Miitopia*, a game in which you can freely cast Mii, which resemble the player, in various roles in your own personal adventure. This title will be released on May 21 at the same time as Nintendo Switch Lite - Blue. Then, on June 11, we will release *Game Builder Garage*, which was just announced this morning. This title helps to expose players to computational thinking through the fun experience of creating a game. Even without any special knowledge, players can create games just by connecting characters called "Nodon" according to the guidance. We think that not only children but also those who have never had an interest in programming will enjoy creating games and feel a sense of accomplishment. And on June 25, we'll be releasing the latest entry in the Mario Golf series, *Mario Golf: Super Rush*, in which you can easily enjoy an authentic game of golf. In addition to the series' more familiar elements, we've added new game modes like "Speed Golf," where you race through the course to be the fastest to get your ball in the hole.

Note: Nintendo Switch Lite - Blue will be launched in the European market on May 7.

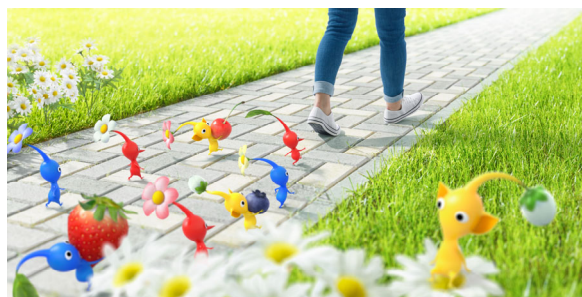


## Examples of Initiatives to Expand the Number of People Who Have Access to Nintendo IP

### Super Nintendo World March 18 Grand Opening



### Announced joint development of an application using Pikmin on March 23



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- This slide shows our main initiatives for expanding the number of people who have access to Nintendo IP in order to continually invigorate our dedicated video game platform business.
- Super Nintendo World at Universal Studios Japan, where people can realistically experience the world of Mario, saw its grand opening on March 18. In addition to attractions that offer new experiences like *Mario Kart: Koopa's Challenge*, there are also activities scattered throughout the area that let you fully experience the world of Mario, including “? Blocks” that you can actually punch.
- On March 23, we announced that we are working with Niantic to develop a Pikmin application for smart devices with the theme of "making walking fun." Through this application, we hope to deliver an experience in a new field, one different from games. The application is scheduled to be released globally through Niantic in the second half of 2021.
- We are also continuing to work on various other initiatives to expand the number of people who have access to Nintendo IP.

Note: Universal Studio Japan is temporarily closed due to the announcement of a state of emergency for Osaka Prefecture, Japan. (As of May 6, 2021)



## Notice of Candidate Nomination for New Outside Director

\*Please refer to page 15 of Earnings Release for FY21

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- And to end with, we would like to announce a candidate for the nomination as a new Outside Director.
- We plan to nominate Mr. Chris Meledandri as a new candidate for an Outside Director at the 81st Annual General Meeting of Shareholders to be held this coming June.
- Mr. Meledandri, the founder of Illumination Entertainment, has extensive experience as a film producer. We would like to nominate him as a new Outside Director with the expectation that he will appropriately supervise our company's management from an objective perspective, while providing valuable advice to our organization, based on his broad experience and insight gained as a leader in the field of entertainment.
- Our current group of Outside Directors consists of experts such as lawyers and accountants, and as members of the Audit and Supervisory Committee, they contribute to enriching the audit and supervisory system of our company through their broad insight into our corporate management. However, Mr. Meledandri is expected to be nominated as an Outside Director who will not serve as a member of the Audit and Supervisory Committee.
- We believe that the addition of Mr. Meledandri will help to ensure our balance of diversity, including global perspective, knowledge, and experience, further enhancing the effectiveness of our Board of Directors.

Note: Mr. Meledandri satisfies the requirements for an Independent Officer as provided by the Tokyo Stock Exchange Inc. If appointed at the Annual General Meeting of Shareholders, we will file his appointment as an Independent Officer to the Exchange.

### 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	FY21 (Apr. '20 ~ Mar. '21)			Life-to-date		FY21 (Apr. '20 ~ Mar. '21)			Life-to-date
	Global	incl. Japan	incl. Overseas	Global		Global	incl. Japan	incl. Overseas	Global
Animal Crossing: New Horizons	2,085	553	1,532	3,263	Luigi's Mansion 3	326	17	309	959
Mario Kart 8 Deluxe	1,062	130	932	3,539	Clubhouse Games: 51 Worldwide Classics	314	120	193	314
Super Mario 3D All-Stars	901	94	807	901	Paper Mario: The Origami King	312	48	264	312
Ring Fit Adventure	738	192	546	1,011	Hyrule Warriors: Age of Calamity*	307	-	307	307
Super Mario 3D World + Bowser's Fury	559	86	473	559	Splatoon 2	208	80	128	1,221
Super Smash Bros. Ultimate	501	98	403	2,384	Pikmin 3 Deluxe	204	86	118	204
The Legend of Zelda: Breath of the Wild	486	49	437	2,228	Super Mario Maker 2	167	27	141	715
Super Mario Party	469	61	408	1,479	Xenoblade Chronicles Definitive Edition	152	34	119	152
New Super Mario Bros. U Deluxe	384	29	355	1,044	Pokémon: Let's Go, Pikachu! Pokémon: Let's Go, Eevee!	131	8	123	1,328
Pokémon Sword/Pokémon Shield	373	62	311	2,110	Mario Kart Live: Home Circuit	127	21	106	127
SUPER MARIO ODYSSEY	342	20	322	2,083	The Legend of Zelda: Link's Awakening	111	4	107	549

[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

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

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%	57.5%	47.6%
51.1%			
54.0%			
52.7%			

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%	81.1%	71.7%
81.9%			
81.6%			
79.4%			

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

(yen)

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			

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%	32.1%	49.6%
47.2%			
40.9%			
42.8%			

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%	48.6%	60.9%
63.6%			
58.7%			
59.3%			

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 Results Announcement/IR Events

- Corporate Management Policy Briefing Presentation Materials
- Financial Results Explanatory Materials, 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)

### Dedicated Video Game Sales Units

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

### Top Selling Title Sales Units

- Top selling Nintendo software sales units on an accumulated basis

### 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 13)

Launch Dates of Primary Nintendo Products by Region (April 2020~March 2021)

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
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
		Hyrule Warriors: Age of Calamity *	11/20/2020	Hyrule Warriors: Age of Calamity *	11/20/2020
		Fitness Boxing 2: Rhythm & Exercise *	12/4/2020	Fitness Boxing 2: Rhythm & Exercise *	12/4/2020
		Fire Emblem: Shadow Dragon & the Blade of Light	12/4/2020	Fire Emblem: Shadow Dragon & the Blade of Light	12/4/2020
		Super Mario 3D World + Bowser's Fury	2/12/2021	Super Mario 3D World + Bowser's Fury	2/12/2021
		BRAVELY DEFAULT II *	2/26/2021	BRAVELY DEFAULT II *	2/26/2021

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 may differ within the United States and Europe regions depending on territories or countries.  
\*This title is licensed to be sold as a Nintendo product.

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

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
(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
Mitopia	5/21/2021	Mitopia	5/21/2021	Mitopia	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
Pokémon Brilliant Diamond	Late 2021	Pokémon Brilliant Diamond	Late 2021	Pokémon Brilliant Diamond	Late 2021
Pokémon Shining Pearl	Late 2021	Pokémon Shining Pearl	Late 2021	Pokémon Shining Pearl	Late 2021
Pokémon Legends: Arceus	Early 2022	Pokémon Legends: Arceus	Early 2022	Pokémon Legends: Arceus	Early 2022
Splatoon 3	2022	Splatoon 3	2022	Splatoon 3	2022
Bayonetta 3	TBA	Project TRIANGLE STRATEGY (temp.) **	2022	Project TRIANGLE STRATEGY (temp.) **	2022
Metroid Prime 4 (temp.)	TBA	Bayonetta 3	TBA	Bayonetta 3	TBA
The sequel to The Legend of Zelda: Breath of the Wild (temp.)	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

[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.  
\*This title is published by The Pokémon Company.  
\*\*This title is licensed to be sold as a Nintendo product.  
\*\*\*This title will be available in downloadable format only.

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

Japan		The United States		Europe	
Title	Publisher	Title	Publisher	Title	Publisher
PAC-MAN 99 *	BANDAI NAMCO Entertainment	Tony Hawk's Pro Skater 1 + 2	Activision	Tony Hawk's Pro Skater 1 + 2	Activision
MONSTER HUNTER STORIES 2: WINGS OF RUIN	CAPCOM	The Longing	Application Systems Heidelberg Software	The Longing	Application Systems Heidelberg Software
The Great Ace Attorney Chronicles	CAPCOM	Star Wars: Republic Commando	Aspyr	Star Wars: Republic Commando	Aspyr
Caligula2	FURYU	PAC-MAN 99 *	BANDAI NAMCO Entertainment	PAC-MAN 99 *	BANDAI NAMCO Entertainment
World's End Club	IzanagiGames	Ender Lilies: Quietus of the Knights	Binary Haze Interactive	Ender Lilies: Quietus of the Knights	Binary Haze Interactive
Angelique Luminarise	KOEI TECMO GAMES	There Is No Game: Wrong Dimension	Draw Me A Pixel	There Is No Game: Wrong Dimension	Draw Me A Pixel
Uncharted Waters IV HD Version	KOEI TECMO GAMES	Aerial_Knight's Never Yield	Headup	Aerial_Knight's Never Yield	Headup
NINJA GAIDEN: Master Collection	KOEI TECMO GAMES	Disgaea 6: Defiance of Destiny	NIS America	Disgaea 6: Defiance of Destiny	NIS America
NINJA GAIDEN: Master Collection Version D	KOEI TECMO GAMES	The Legend of Heroes: Trails of Cold Steel IV	NIS America	The Legend of Heroes: Trails of Cold Steel IV	NIS America
SAMURAI WARRIORS 5	KOEI TECMO GAMES	FEZ	Polytron	FEZ	Polytron
eBASEBALL Professional Baseball Spirits 2021 Grand Slam	KOMANI	Shin Megami Tensei III Nocturne HD Remaster	SEGA	Shin Megami Tensei III Nocturne HD Remaster	SEGA
Rune Factory 5	Marvelous	SaGa Frontier Remastered	Square Enix	SaGa Frontier Remastered	Square Enix
No More Heroes3	Marvelous	Cozy Grove	The Quantum Astrophysicists Guild	Cozy Grove	The Quantum Astrophysicists Guild
Crayon Shinchan Summer vacation	Neos	Subnautica + Subnautica: Below Zero **	Unknown Worlds Entertainment	Subnautica + Subnautica: Below Zero **	Unknown Worlds Entertainment
Legend of Mana	SQUARE ENIX				
NEO: The World Ends with You	SQUARE ENIX				
Hades	Supergiant Games				

[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.  
\*This title is exclusive for Nintendo Switch Online members.  
\*\*The packaged version of this title, bundled with Subnautica, will be published by BANDAI NAMCO Entertainment.