



# Financial Results Explanatory Material

## 2nd Quarter of Fiscal Year Ending March 2022

Nintendo Co., Ltd.  
November 4, 2021

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# 1. Consolidated Financial Results and Outlook

## Consolidated Financial Highlights

|                        | FY21/Q1-Q2   | FY22/Q1-Q2          | Comparison |
|------------------------|--------------|---------------------|------------|
| Net sales              | 769.5 bn yen | <b>624.2 bn yen</b> | -18.9 %    |
| Operating profit       | 291.4 bn yen | <b>219.9 bn yen</b> | -24.5 %    |
| Operating profit ratio | 37.9 %       | <b>35.2 %</b>       | -2.6 pt.   |
| Ordinary profit        | 297.4 bn yen | <b>236.2 bn yen</b> | -20.6 %    |
| Net profit             | 213.1 bn yen | <b>171.8 bn yen</b> | -19.4 %    |
| Net profit ratio       | 27.7 %       | <b>27.5 %</b>       | -0.2 pt.   |

\*Net profit: Profit attributable to owners of parent

\*FY = Fiscal Year

FY22/Q1-Q2 indicates the period between April 1, 2021 and September 30, 2021.

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- Year-on-year, net sales for the first six months of this fiscal year declined by 18.9% to 624.2 billion yen, operating profit declined by 24.5% to 219.9 billion yen, ordinary profit declined by 20.6% to 236.2 billion yen, and profit attributable to owners of parent declined by 19.4% to 171.8 billion yen.

## Consolidated Sales

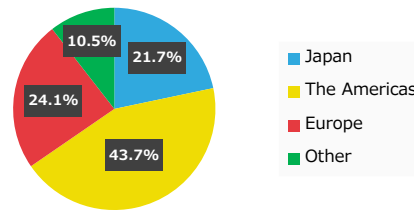
|                                   | FY21/Q1-Q2   | FY22/Q1-Q2          | Comparison |
|-----------------------------------|--------------|---------------------|------------|
| Net sales                         | 769.5 bn yen | <b>624.2 bn yen</b> | -18.9 %    |
| Dedicated video game platform*1   | 741.9 bn yen | <b>597.4 bn yen</b> | -19.5 %    |
| Mobile, IP related income, etc.*2 | 26.7 bn yen  | <b>25.5 bn yen</b>  | -4.6 %     |
| Playing cards, etc.               | 0.8 bn yen   | <b>1.3 bn yen</b>   | +47.2 %    |

\*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: +24.0 billion yen

FY22/Q1-Q2 Regional Sales Ratio



Proportion of overseas sales: 78.3%

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- Sales from our dedicated video game platform business decreased by 19.5% year-on-year to 597.4 billion yen. Sales and profits for the first half of this fiscal year declined compared to the same period of last fiscal year, when *Animal Crossing: New Horizons* drove the entire Nintendo Switch business significantly. However, the results for the first half of this fiscal year have remained at a high level, in line with our expectations.
- Royalty income increased year-on-year, but income from smart-device content decreased, with the result that overall sales in our mobile, IP related business declined by 4.6% to 25.5 billion yen.

## Gross Profit

|  | FY21/Q1-Q2      | FY22/Q1-Q2                             | Comparison             |
|--|-----------------|--|------------------------|
| Gross profit                               | 434.0 bn yen    | <b>372.7 bn yen</b>                    | -14.1 %                |
| Gross profit ratio                         | 56.4 %          | <b>59.7 %</b>                          | +3.3 pt.               |
| Main Variable Factors                      |                 |  |                        |
|  | FY21/Q1-Q2      | FY22/Q1-Q2                             | Comparison             |
| Proportion of hardware sales*1             | 51.1 %          | <b>46.5 %</b>                          | -4.6 pt.               |
| Proportion of first-party software sales*2 | 81.9 %          | <b>70.6 %</b>                          | -11.3 pt.              |
| Proportion of digital sales*2              | 47.2 %          | <b>45.1 %</b>                          | -2.1 pt.               |
| Average exchange rate                      | 1 USD<br>1 Euro | <b>106.84 yen</b><br><b>121.24 yen</b> | +2.94 yen<br>+9.59 yen |

\*1 Proportion of sales to total dedicated video game platform sales  
 \*2 Proportion of sales to total dedicated video game platform software sales

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- Gross profit declined by 14.1% year-on-year to 372.7 billion yen due to the decrease in sales.
- The gross profit ratio increased by 3.3 percentage points year-on-year to 59.7%, due mainly to the increase in the proportion of software sales and the exchange-rate effect of a weak yen, even though the ratio of digital sales as well as first-party software sales to total software sales declined.

## Selling, General and Administrative Expenses / Operating Profit

|                              | FY21/Q1-Q2   | FY22/Q1-Q2          | Comparison |
|------------------------------|--------------|---------------------|------------|
| SG&A expenses                | 142.6 bn yen | <b>152.7 bn yen</b> | +7.1 %     |
| SG&A expenses-to-sales ratio | 18.5 %       | <b>24.5 %</b>       | +5.9 pt.   |
| Operating profit             | 291.4 bn yen | <b>219.9 bn yen</b> | -24.5 %    |
| Operating profit ratio       | 37.9 %       | <b>35.2 %</b>       | -2.6 pt.   |

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

Effect of changes in foreign exchange rates on operating profit: approx. +15.0 billion yen

|                                   | FY21/Q1-Q2  | FY22/Q1-Q2         | Comparison |
|-----------------------------------|-------------|--------------------|------------|
| Research and development expenses | 42.1 bn yen | <b>44.1 bn yen</b> | +4.6 %     |
| Advertising expenses              | 30.7 bn yen | <b>38.2 bn yen</b> | +24.3 %    |

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- Selling, general and administrative expenses (SG&A expenses) increased by 7.1% year-on-year to 152.7 billion yen, due mainly to the rise in advertising expenses that accompanied the increase in new titles released, as well as the exchange-rate effect of a weak yen. The ratio of SG&A expenses to sales increased by 5.9 percentage points to 24.5%.
- Operating profit declined by 24.5% year-on-year to 219.9 billion yen, and the operating profit margin declined by 2.6 points to 35.2%, due to the decrease in gross profit and the rise in SG&A expenses.

## Ordinary Profit and Net Profit

|                                  | FY21/Q1-Q2   | FY22/Q1-Q2          | Comparison |
|----------------------------------|--------------|---------------------|------------|
| Non-operating income             | 10.2 bn yen  | <b>16.7 bn yen</b>  | +63.2 %    |
| included foreign exchange gains  | - bn yen     | <b>1.7 bn yen</b>   | %          |
| Non-operating expenses           | 4.2 bn yen   | <b>0.4 bn yen</b>   | -88.9 %    |
| included foreign exchange losses | 3.6 bn yen   | - bn yen            | %          |
| Ordinary profit                  | 297.4 bn yen | <b>236.2 bn yen</b> | -20.6 %    |
| Net profit                       | 213.1 bn yen | <b>171.8 bn yen</b> | -19.4 %    |
| Net profit ratio                 | 27.7 %       | <b>27.5 %</b>       | -0.2 pt.   |

\*Net profit: Profit attributable to owners of parent

| Exchange rate | FY21       | FY22/Q2           | Comparison | Dividend  | FY21    | FY22           | Comparison |
|---------------|------------|-------------------|------------|-----------|---------|----------------|------------|
| 1 USD         | 110.70 yen | <b>111.71 yen</b> | +1.01 yen  | End of Q2 | 810 yen | <b>620 yen</b> | -190 yen   |
| 1 Euro        | 129.82 yen | <b>129.47 yen</b> | -0.35 yen  |           |         |                |            |

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- Ordinary profit declined by 20.6% year-on-year to 236.2 billion yen, mainly due to the decrease in operating profit.
- Profit attributable to owners of parent declined by 19.4% year-on-year to 171.8 billion yen.

## FY22 Consolidated Financial Forecast

We have revised the consolidated earnings forecast (issued on May 6, 2021) on November 4, 2021.

|                  | Previous Forecast | Modified Forecast     | Comparison |
|------------------|-------------------|-----------------------|------------|
| Net sales        | 1,600.0 bn yen    | <b>1,600.0 bn yen</b> | -          |
| Operating profit | 500.0 bn yen      | <b>520.0 bn yen</b>   | +4.0 %     |
| Ordinary profit  | 480.0 bn yen      | <b>500.0 bn yen</b>   | +4.2 %     |
| Net profit       | 340.0 bn yen      | <b>350.0 bn yen</b>   | +2.9 %     |

\*Net profit: Profit attributable to owners of parent

\*For FY22, the estimated exchange rate for USD remains 1 USD = 105 yen, and the rate for Euros has been revised from 1 Euro = 120 yen to 125 yen.

|          | Previous Forecast | Modified Forecast | Comparison |
|----------|-------------------|-------------------|------------|
| Dividend |                   |                   |            |
| Annual   | 1,430 yen         | <b>1,490 yen</b>  | +60 yen    |

|                 | Previous Forecast | Modified Forecast       | Comparison |
|-----------------|-------------------|-------------------------|------------|
| Nintendo Switch |                   |                         |            |
| Hardware        | 25.50 mil units   | <b>24.00 mil units</b>  | -5.9 %     |
| Software        | 190.00 mil units  | <b>200.00 mil units</b> | +5.3 %     |

\*While revised FY22 forecast software sales units include the quantity bundled with hardware (0.1 million units) for the six months ended September 30, 2021, they do not include the quantity to be bundled with hardware on or after October 1, 2021.

- Based on the sales performance for the fiscal year to date and our future outlook, we have modified our financial forecast for the fiscal year ending March 31, 2022.
- For Nintendo Switch hardware, we reduced our forecast by 1.50 million units to 24.00 million units. Our shipment forecast for the second half was reduced because of the change in our production plan due to the effects of the global semiconductor shortage. On the other hand, we revised the Nintendo Switch software forecast up by 10.00 million units to 200.00 million units based on the sales performance of the first half.
- We have also modified other factors, including exchange rate assumptions. As a result, our net sales forecast remain unchanged while profits have been adjusted upward. Along with the revision of the consolidated financial forecast, the dividend per share for the annual dividend for the fiscal year ending March 31, 2022 has been revised from 1,430 yen to 1,490 yen.

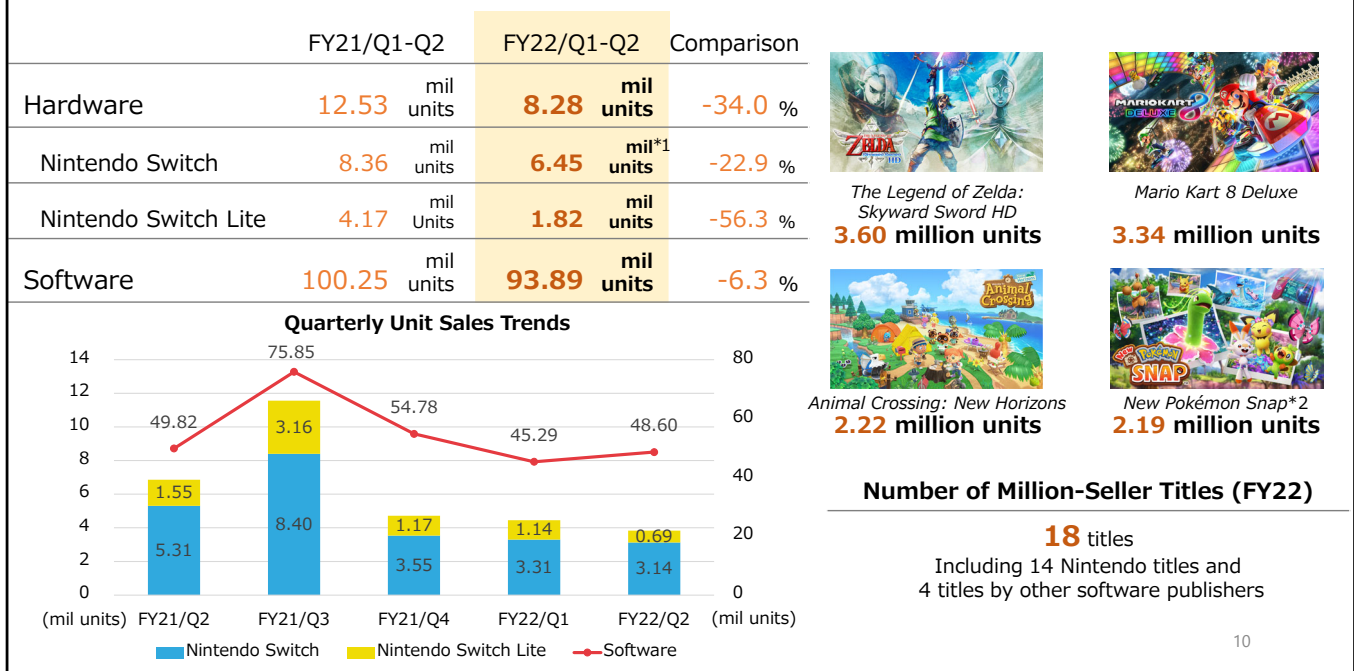
Note: Cautionary Note for the Appropriate Use of Earnings Forecasts.

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



## 2. Business Highlights

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



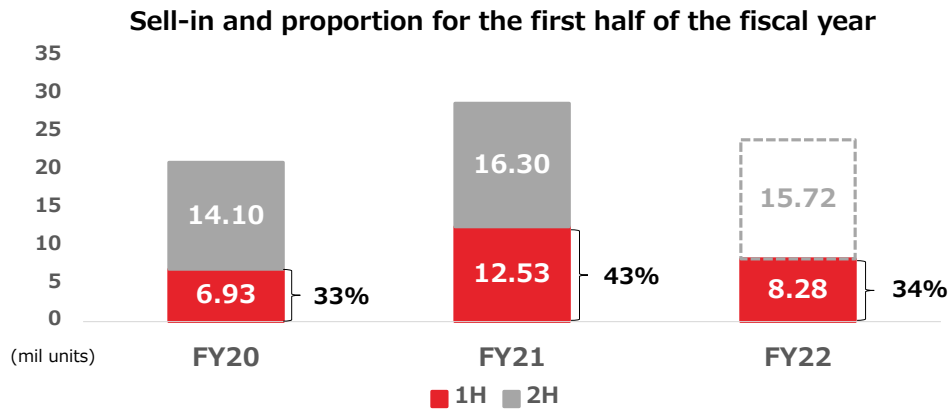
- Unit sales for the entire Nintendo Switch family declined by 34.0% year-on-year to 8.28 million units. That breaks down to sales of 6.45 million units of Nintendo Switch, and 1.82 million units of Nintendo Switch Lite.
- While our evergreen titles continued to drive sales of Nintendo Switch hardware, the overall number of unit sales has declined comparatively due to the release of *Animal Crossing: New Horizons* (March 2020) prompting a significant increase in hardware and software sales in the same period of last fiscal year. In addition, there was a major decrease for Nintendo Switch Lite compared to the same period of last fiscal year, when we had relatively plentiful inventories for Europe and North America and unit sales were high.
- For software, sales of Nintendo Switch titles released this fiscal year all exhibited strong growth, with *The Legend of Zelda: Skyward Sword HD* recording sales of 3.60 million units, and *New Pokémon Snap* (see Note 2) selling 2.19 million units. Titles released in previous fiscal years also continues to sell well. Additionally, sales of titles from other software publishers continued to grow steadily, bringing the total number of million-seller titles during this period to 18, including titles from these other software publishers. However, *Animal Crossing: New Horizons* sold more than 10.00 million units in the same period of last fiscal year, so software unit sales declined by 6.3% year-on-year to 93.89 million units.

Note 1: Sales units of Nintendo Switch include the Nintendo Switch - OLED Model, which started shipping from the second quarter of the fiscal year ending March 31, 2022.

Note 2: *New Pokémon Snap* is released and sold by The Pokémon Company in Japan, and by Nintendo outside of Japan. Sales of 2.19 million units all represent those outside of Japan.

## Nintendo Switch Hardware Sell-in and Outlook

- *Animal Crossing: New Horizons* drove hardware sales significantly in 1H of FY21
- 1H of FY22 was down from FY21 but exceeded FY20
- Even after the modification, 2H of FY22 is expected to be at the same level of FY21



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- Unit sales for Nintendo Switch hardware in the first half of this fiscal year were 8.28 million units, a decrease from last fiscal year (FY21). In the first half of the last fiscal year, more than 40% of the consumers who began playing Nintendo Switch in Japan, the U.S., and Europe chose *Animal Crossing: New Horizons* as their first game, and as a result, the title drove hardware sales significantly.
- While there was not a single title like *Animal Crossing: New Horizons* driving hardware sales in the first half of this fiscal year, consumers purchased hardware alongside various titles, and the sales volume exceeded that of the fiscal year before last (FY20).
- In addition, the proportion of sales units in the first half, compared to the full year, was 43% last fiscal year, which was higher than in past years. However, we estimate that the sales ratio for the second half will return to its previous levels this fiscal year.
- While we have revised our sales plans for the second half downwards, sales are still projected to reach the same levels as the second half of the previous fiscal year even after these modifications.

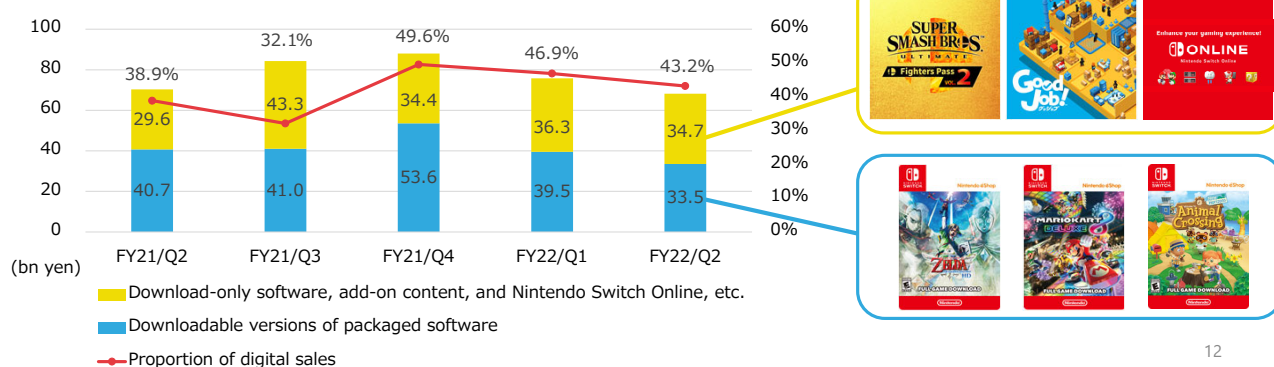
## Digital Sales

|                               | FY21/Q1-Q2   | FY22/Q1-Q2   | Comparison |
|-------------------------------|--------------|--------------|------------|
| Digital sales*1               | 171.5 bn yen | 144.2 bn yen | -15.9 %    |
| Proportion of digital sales*2 | 47.2 %       | 45.1 %       | -2.1 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

Quarterly Digital Sales Trends



- Digital sales for the first half of this fiscal year declined by 15.9% year-on-year to 144.2 billion yen, accounting for 45.1% of total software sales for our dedicated video game platform.
- Although sales declined for downloadable versions of packaged software on Nintendo Switch, sales steadily increased for download-only software, including indie titles, as well as Nintendo Switch Online sales, resulting in an increase in the proportion of digital sales.
- Digital sales during the three months of the second quarter (July through September) have decreased by 2.2 billion yen year-on-year, but the proportion of digital sales has increased by 4.3 percentage points and remains at a high level.

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.

### 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 (April ~ September '21)          |             |                | Life-to-date | units in ten thousands         |                              |                |        |       |
|---|---------------------------------------|-------------|----------------|--------------|--------------------------------|------------------------------|----------------|--------|-------|
|   | Global                                | incl. Japan | incl. Overseas | Global       | Global                         | incl. Japan                  | incl. Overseas | Global |       |
|   | The Legend of Zelda: Skyward Sword HD | 360         | 42             | 318          | 360                            | Pokémon Sword/Pokémon Shield | 154            | 19     | 135   |
| Mario Kart 8 Deluxe                     | 334                                   | 46          | 289            | 3,874        | Miitopia                       | 137                          | 35             | 102    | 137   |
| Animal Crossing: New Horizons           | 222                                   | 25          | 197            | 3,485        | SUPER MARIO ODYSSEY            | 112                          | 8              | 103    | 2,195 |
| New Pokémon Snap *                      | 219                                   | -           | 219            | 219          | New Super Mario Bros. U Deluxe | 103                          | 8              | 96     | 1,148 |
| Ring Fit Adventure                      | 210                                   | 52          | 158            | 1,221        |                                |                              |                |        |       |
| Mario Golf: Super Rush                  | 194                                   | 29          | 165            | 194          |                                |                              |                |        |       |
| Super Smash Bros. Ultimate              | 186                                   | 33          | 153            | 2,571        |                                |                              |                |        |       |
| Super Mario 3D World + Bowser's Fury    | 186                                   | 36          | 150            | 745          |                                |                              |                |        |       |
| The Legend of Zelda: Breath of the Wild | 185                                   | 16          | 170            | 2,413        |                                |                              |                |        |       |
| Super Mario Party                       | 168                                   | 22          | 147            | 1,648        |                                |                              |                |        |       |

[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% |    |    |
| 78.3% |       |    |    |
|       |       |    |    |
|       |       |    |    |

### Proportion of Hardware Sales

| FY22  |       |    |    |
|-------|-------|----|----|
| Q1    | Q2    | Q3 | Q4 |
| 47.6% | 45.2% |    |    |
| 46.5% |       |    |    |
|       |       |    |    |
|       |       |    |    |

### Proportion of First-Party Software Sales

| FY22  |       |    |    |
|-------|-------|----|----|
| Q1    | Q2    | Q3 | Q4 |
| 72.3% | 68.9% |    |    |
| 70.6% |       |    |    |
|       |       |    |    |
|       |       |    |    |

| 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

| 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

| 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 |    |    |
| 144.2 bn |         |    |    |
|          |         |    |    |
|          |         |    |    |

**Proportion of Digital Sales**

| FY22  |       |    |    |
|-------|-------|----|----|
| Q1    | Q2    | Q3 | Q4 |
| 46.9% | 43.2% |    |    |
| 45.1% |       |    |    |
|       |       |    |    |
|       |       |    |    |

**Proportion of Downloadable Versions of Packaged Software Sales**

| FY22  |       |    |    |
|-------|-------|----|----|
| Q1    | Q2    | Q3 | Q4 |
| 52.1% | 49.1% |    |    |
| 50.7% |       |    |    |
|       |       |    |    |
|       |       |    |    |

| 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~September 2021)

| Japan  |             | The United States                                     |             | Europe  |             |
|--|-------------|---|-------------|---|-------------|
| Title  | Launch Date | Title   | Launch Date | Title   | Launch Date |
| <b>Nintendo Switch</b>                             |             |   |             |   |             |
| (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   |

[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.

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

| Japan  |             | The United States   |             | Europe  |             |
|--|-------------|---|-------------|---|-------------|
| Title  | Launch Date | Title   | Launch Date | Title   | Launch Date |
| <b>Nintendo Switch</b>   |             |   |             |   |             |
| (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)  |             |
| Metroid Dread  | 10/8/2021   | Metroid Dread   | 10/8/2021   | Metroid Dread   | 10/8/2021   |
| Mario Party Superstars   | 10/29/2021  | Mario Party Superstars  | 10/29/2021  | Mario Party Superstars  | 10/29/2021  |
| Pokémon Brilliant Diamond  | 11/19/2021  | Pokémon Brilliant Diamond                                     | 11/19/2021  | Shin Megami Tensei V *  | 11/12/2022  |
| Pokémon Shining Pearl  | 11/19/2021  | Pokémon Shining Pearl   | 11/19/2021  | Pokémon Brilliant Diamond                                     | 11/19/2021  |
| 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   | Spring 2022 | TRIANGLE STRATEGY *   | 3/4/2022    | Pokémon Legends: Arceus                                       | 1/28/2022   |
| Splatoon 3   | 2022        | Kirby and the Forgotten Land                                  | Spring 2022 | TRIANGLE STRATEGY *   | 3/4/2022    |
| The sequel to The Legend of Zelda: Breath of the Wild (temp.)  | 2022        | Advance Wars 1+2: Re-Boot Camp                                | Spring 2022 | Kirby and the Forgotten Land                                  | Spring 2022 |
| Mario + Rabbids Sparks of Hope *   | 2022        | Splatoon 3  | 2022        | Advance Wars 1+2: Re-Boot Camp                                | Spring 2022 |
| Bayonetta 3  | 2022        | The sequel to The Legend of Zelda: Breath of the Wild (temp.) | 2022        | Splatoon 3  | 2022        |
| Metroid Prime 4 (temp.)  | TBA         | Bayonetta 3   | 2022        | The sequel to The Legend of Zelda: Breath of the Wild (temp.) | 2022        |
|  |             | Metroid Prime 4 (temp.)                                       | TBA         | Bayonetta 3   | 2022        |
|  |             |   |             | Metroid Prime 4 (temp.)                                       | TBA         |
| <b>Others</b>  |             |   |             |   |             |
| 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  |
| <p>[Notes] Launch dates and titles etc. are subject to change.<br/>                     Launch dates may differ within the United States and European regions depending on territories or countries.<br/>                     *This title is licensed to be released and sold as a Nintendo product.</p> |             |   |             |   |             |

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

**Nintendo Switch**

| Region                                  | Title   | Publisher                     | Title  | Publisher        |
|---|---|-------------------------------|--|------------------|
| Japan                                   | Shin Megami Tensei V                              | ATLUS                         | PAWAPUROKUN POCKET R                                   | KONAMI           |
|   | SUPER ROBOT WARS 30                               | BANDAI NAMCO Entertainment    | MEGATON MUSASHI  | LEVEL-5          |
|   | Disney Magical World 2: Enchanted Edition         | BANDAI NAMCO Entertainment    | Oshiri Tantei  | NIPPON COLUMBIA  |
|   | PUI PUI MOLCAR Let's! MOLCAR PARTY!               | BANDAI NAMCO Entertainment    | Eiga Sumikkogurashi                                    | NIPPON COLUMBIA  |
|   | Loop Hero   | Devolver Digital              | Grand Theft Auto: The Trilogy - The Definitive Edition | Rockstar Games   |
|   | Touken Ranbu Warriors                             | DMM GAMES                     | Danganronpa Trilogypack + Happy DanganronpaS           | Spike Chunsoft   |
|   | FIFA 22 Nintendo Switch Legacy Edition            | Electronic Arts               | DRAGONQUESTX ITSUTSUNOMEZAMESHISYUZOKU<br>OFFLINE      | SQUARE ENIX      |
|   | Monark  | FURYU                         | TRIANGLE STRATEGY                                      | SQUARE ENIX      |
|   | FATAL FRAME / PROJECT ZERO: Maiden of Black Water | KOEI TECMO GAMES              | Just Dance 2022  | Ubisoft          |
|   | DYNASTY WARRIORS 9 Empires                        | KOEI TECMO GAMES              |  |                  |
| Tokimeki Memorial Girl's Side 4th Heart | KONAMI  |                               |  |                  |
| The United States                       | Star Wars: Knights of the Old Republic            | Aspyr                         | Grand Theft Auto: The Trilogy - The Definitive Edition | Rockstar Games   |
|   | Disney Magical World 2: Enchanted Edition         | BANDAI NAMCO Entertainment    | Super Monkey Ball Banana Mania                         | SEGA             |
|   | Gang Beasts                                       | Boneloaf                      | Shin Megami Tensei V                                   | SEGA             |
|   | Loop Hero   | Devolver Digital              | Voice of Cards: The Isle Dragon Roars                  | Square Enix      |
|   | FIFA 22 Nintendo Switch Legacy Edition            | Electronic Arts               | Life is Strange: True Colors                           | Square Enix      |
|   | Tetris Effect Connected                           | Enhance                       | Marvel's Guardians of the Galaxy: Cloud Version        | Square Enix      |
|   | THE HOUSE OF THE DEAD: REMAKE                     | Forever Entertainment         | Dying Light: Platinum Edition                          | Techland         |
|   | Nickelodeon All-Star Brawl                        | GameMill Entertainment        | Wreckfest  | THQ Nordic       |
|   | The Jackbox Party Pack 8                          | Jackbox Games                 | Just Dance 2022  | Ubisoft          |
|   | Skul: The Hero Slayer                             | Neowiz                        | Shovel Knight Pocket Dungeon                           | Yacht Club Games |
| DUSK                                    | New Blood Interactive                             | Disco Elysium - The Final Cut | ZA/UM  |                  |
| Ruined King: A League of Legends Story  | Riot Forge  |                               |  |                  |
| Europe                                  | Star Wars: Knights of the Old Republic            | Aspyr                         | Ruined King: A League of Legends Story                 | Riot Forge       |
|   | Disney Magical World 2: Enchanted Edition         | BANDAI NAMCO Entertainment    | Grand Theft Auto: The Trilogy - The Definitive Edition | Rockstar Games   |
|   | Gang Beasts                                       | Boneloaf                      | Super Monkey Ball Banana Mania                         | SEGA             |
|   | Loop Hero   | Devolver Digital              | Voice of Cards: The Isle Dragon Roars                  | Square Enix      |
|   | FIFA 22 Nintendo Switch Legacy Edition            | Electronic Arts               | Life is Strange: True Colors                           | Square Enix      |
|   | Tetris Effect Connected                           | Enhance                       | Marvel's Guardians of the Galaxy: Cloud Version        | Square Enix      |
|   | THE HOUSE OF THE DEAD: REMAKE                     | Forever Entertainment         | Dying Light: Platinum Edition                          | Techland         |
|   | Nickelodeon All-Star Brawl                        | GameMill Entertainment        | Wreckfest  | THQ Nordic       |
|   | The Jackbox Party Pack 8                          | Jackbox Games                 | Just Dance 2022  | Ubisoft          |
|   | Skul: The Hero Slayer                             | Neowiz                        | Shovel Knight Pocket Dungeon                           | Yacht Club Games |
| DUSK                                    | New Blood Interactive                             | Disco Elysium - The Final Cut | ZA/UM  |                  |

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

## Supplementary Information on Our Website

### [Earnings Releases, etc.](#)

- Earning Releases
- Timely Disclosure of Information, etc.

### [Financial 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 8)