



Financial Results Explanatory Material

3rd Quarter of Fiscal Year Ending March 2022

Nintendo Co., Ltd.
February 3, 2022

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1. Consolidated Financial Results and Outlook

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- We would like to talk about the consolidated financial results for the first nine months of the fiscal year ending March 2022 (hereinafter referred to as “the third quarter”).

Consolidated Financial Highlights

	FY21/Q1-Q3	FY22/Q1-Q3	Comparison
Net sales	1,404.4 bn yen	1,320.2 bn yen	-6.0 %
Operating profit	521.1 bn yen	472.5 bn yen	-9.3 %
Operating profit ratio	37.1 %	35.8 %	-1.3 pt.
Ordinary profit	528.2 bn yen	513.7 bn yen	-2.7 %
Net profit	376.6 bn yen	367.3 bn yen	-2.5 %
Net profit ratio	26.8 %	27.8 %	+1.0 pt.

*Net profit: Profit attributable to owners of parent

*FY = Fiscal Year

FY22/Q1-Q3 indicates the period between April 1 and December 31, 2021.

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- Year-on-year, net sales for the third quarter declined by 6.0% to 1,320.2 billion yen, operating profit declined by 9.3% to 472.5 billion yen, ordinary profit declined by 2.7% to 513.7 billion yen, and profit attributable to owners of parent declined by 2.5% to 367.3 billion yen.

Consolidated Sales

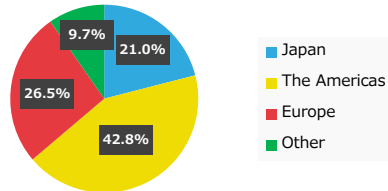
	FY21/Q1-Q3	FY22/Q1-Q3	Comparison
Net sales	1,404.4 bn yen	1,320.2 bn yen	-6.0 %
Dedicated video game platform*1	1,361.0 bn yen	1,278.2 bn yen	-6.1 %
Mobile, IP related income, etc.*2	42.0 bn yen	39.8 bn yen	-5.2 %
Playing cards, etc.	1.3 bn yen	2.1 bn yen	+57.8 %

*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: +59.8 billion yen

FY22/Q1-Q3 Regional Sales Ratio



Proportion of overseas sales: 79.0%

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- Next, we would like to give a breakdown of consolidated sales.
- Sales from our dedicated video game business declined by 6.1% year-on-year to 1,278.2 billion yen. Sales have decreased this fiscal year, compared to last fiscal year, when *Animal Crossing: New Horizons* was such a large driver of the overall Nintendo Switch business. However, cumulative sales of Nintendo Switch hardware have now grown beyond 100 million units, and as a result of continued good sales of new and evergreen titles that have leveraged this install base, overall net sales reached the third highest level of sales seen in a third quarter.
- Income from smart-device content declined year-on-year, but royalty income increased, with the result that overall sales in our mobile and IP related business declined by 5.2% to 39.8 billion yen.
- The impact of the exchange rate on net sales was a gain of 59.8 billion yen.

Gross Profit

	FY21/Q1-Q3	FY22/Q1-Q3	Comparison
Gross profit	768.8 bn yen	734.0 bn yen	-4.5 %
Gross profit ratio	54.7 %	55.6 %	+0.9 pt.

Main Variable Factors

	FY21/Q1-Q3	FY22/Q1-Q3	Comparison
Proportion of hardware sales*1	54.0 %	50.4 %	-3.6 pt.
Proportion of first-party software sales*2	81.6 %	77.7 %	-3.9 pt.
Proportion of digital sales*2	40.9 %	40.2 %	-0.7 pt.
Average exchange rate	1 USD 1 Euro	106.04 yen 122.35 yen	111.06 yen 130.54 yen
			+5.02 yen +8.19 yen

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

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

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- Next, we would like to take an itemized look at profits.
- Gross profit declined 4.5% year-on-year to 734.0 billion yen due to the decrease in net sales.
- The gross profit margin increased by 0.9 percentage points year-on-year to 55.6%, due mainly to the exchange-rate effect of a weak yen, even though the ratio of first-party software sales to total software sales declined.

Selling, General and Administrative Expenses / Operating Profit

	FY21/Q1-Q3	FY22/Q1-Q3	Comparison
SG&A expenses	247.7 bn yen	261.4 bn yen	+5.6 %
SG&A expenses-to-sales ratio	17.6 %	19.8 %	+2.2 pt.
Operating profit	521.1 bn yen	472.5 bn yen	-9.3 %
Operating profit ratio	37.1 %	35.8 %	-1.3 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. +36.0 billion yen

	FY21/Q1-Q3	FY22/Q1-Q3	Comparison
Research and development expenses	70.1 bn yen	68.9 bn yen	-1.7 %
Advertising expenses	64.8 bn yen	75.1 bn yen	+15.8 %

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- Selling, general and administrative expenses (SG&A expenses) increased by 5.6% year-on-year to 261.4 billion yen, due primarily to the rise in advertising expenses, especially media advertising focused on Nintendo Switch hardware and software, and the impact of the weak yen on exchange rates. The ratio of SG&A expenses to sales increased by 2.2 percentage points to 19.8%.
- Operating profit declined 9.3% year-on-year to 472.5 billion yen, and the operating profit margin decreased 1.3 percentage points to 35.8%, due to the decline in gross profit and the rise in SG&A expenses.
- The impact of the exchange rate on operating profit, year-on-year, was a gain of approximately 36.0 billion yen.

Ordinary Profit and Net Profit

	FY21/Q1-Q3	FY22/Q1-Q3	Comparison
Non-operating income	15.6 bn yen	41.7 bn yen	+166.5 %
included foreign exchange gains	- bn yen	16.8 bn yen	
Non-operating expenses	8.5 bn yen	0.5 bn yen	-93.7 %
included foreign exchange losses	7.4 bn yen	- bn yen	
Ordinary profit	528.2 bn yen	513.7 bn yen	-2.7 %
Net profit	376.6 bn yen	367.3 bn yen	-2.5 %
Net profit ratio	26.8 %	27.8 %	+1.0 pt.
<small>*Net profit: Profit attributable to owners of parent</small>			
Exchange rate	FY21 (3/31/2021)	FY22/Q3 (12/31/2021)	Comparison
1USD	110.70 yen	115.09 yen	+4.39 yen
1Euro	129.82 yen	130.55 yen	+0.73 yen

- While the yen exchange rate weakened at the end of this third quarter compared to the end of the previous fiscal year, resulting in gains on foreign exchanges of 16.8 billion yen, ordinary profit declined by 2.7% year-on-year to 513.7 billion yen. This was mainly due to a decrease in operating profit.
- Profit attributable to owners of parent declined by 2.5% year-on-year to 367.3 billion yen.

FY22 Consolidated Financial Forecast

We have revised the consolidated earnings forecast (issued on November 4, 2021) on February 3, 2022.

	Previous Forecast	Modified Forecast	Comparison
Net sales	1,600.0 bn yen	1,650.0 bn yen	+3.1 %
Operating profit	520.0 bn yen	560.0 bn yen	+7.7 %
Ordinary profit	500.0 bn yen	570.0 bn yen	+14.0 %
Net profit	350.0 bn yen	400.0 bn yen	+14.3 %

*Net profit: Profit attributable to owners of parent

*For FY22, the estimated exchange rate for USD has been revised from 1 USD = 105 yen to 110 yen, and the rate for Euros remains 1 Euro = 125 yen.

	Previous Forecast	Modified Forecast	Comparison
Dividend			
Annual	1,490 yen	1,700 yen	+210 yen

	Previous Forecast	Modified Forecast	Comparison
Nintendo Switch			
Hardware	24.00 mil units	23.00 mil units	-4.2 %
Software	200.00 mil units	220.00 mil units	+10.0 %

*While revised FY22 forecast software sales units include the quantity bundled with hardware, they do not include the quantity to be bundled with hardware. (Software sales units bundled with hardware were reflected in the November 4 revision as approximately 0.10 million units and updated to approximately 1.40 million units in the February 3 revision.)

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- Next, we would like to talk about changes to our consolidated financial forecast for the fiscal year ending March 2022.
- We have revised the financial forecast for this fiscal year to 1,650.0 billion yen in net sales, 560.0 billion yen in operating profit, 570.0 billion yen in ordinary profit and 400.0 billion yen in profit attributable to owners of parent. The estimated exchange rate at the end of the period for USD has been revised from 1 USD = 105 yen to 110 yen, and the rate for Euros remains 1 Euro = 125 yen.
- The forecast sales volume for Nintendo Switch hardware for this fiscal year was revised downward by 1.00 million units from the previous forecast to 23.00 million units in light of the impact of the shortage in semiconductor components on production. However, we revised the forecast sales volume for Nintendo Switch software up by 20.00 million units to 220.00 million units, considering the sales performance through the third quarter.
- Reflecting the modifications to the consolidated earnings forecasts, the dividend forecast for annual dividends was revised from 1,490 yen to 1,700 yen per share.

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

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

Sales Status of Nintendo Switch (Sell-In)

	FY21/Q1-Q3	FY22/Q1-Q3	Comparison
Hardware	24.10 mil units	18.95 mil units	-21.4 %
Nintendo Switch	16.77 mil Units	11.79 mil units	-29.7 %
Nintendo Switch – OLED Model	- mil Units	3.99 mil units	-
Nintendo Switch Lite	7.33 mil Units	3.17 mil units	-56.8 %
Software	176.10 mil units	179.29 mil units	+1.8 %



Pokémon Brilliant Diamond/ Pokémon Shining Pearl
13.97 million units



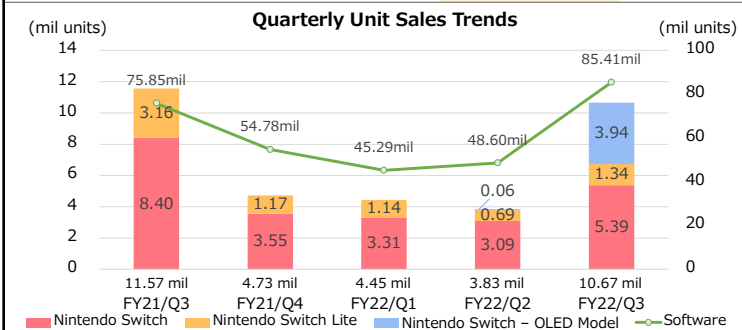
Mario Kart 8 Deluxe
7.96 million units

Mario Party Super Stars
5.43 million units

Number of Million-Seller Titles (FY22)

29 titles

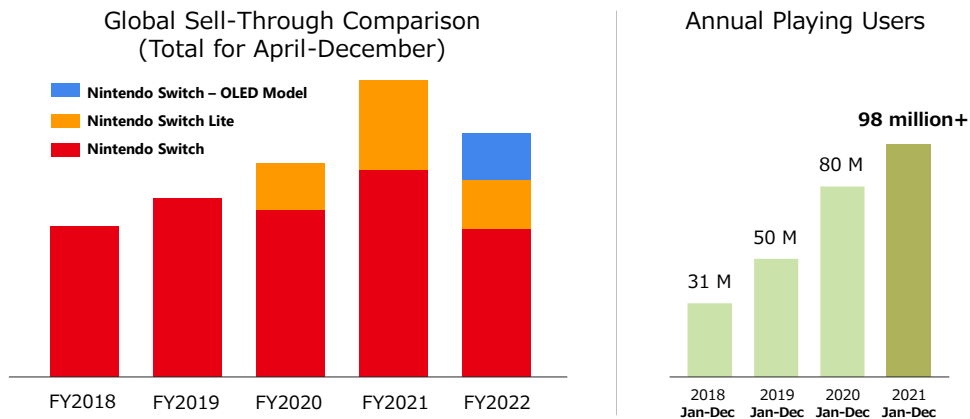
Including 22 Nintendo titles and 7 titles by other software publishers



- First, let's talk about Nintendo Switch sales.
- Unit sales for the entire Nintendo Switch family of systems in the third quarter declined 21.4% year-on-year to 18.95 million units. This breaks down to 11.79 million units of Nintendo Switch, 3.99 million units of Nintendo Switch – OLED Model, and 3.17 million units of Nintendo Switch Lite. Software sales grew 1.8% year-on-year to 179.29 million.
- Focusing on hardware sales from October through December 2021, including the holiday season, Nintendo Switch – OLED Model saw strong sales in each region since its launch in October. In addition, as a result of the stable sales performance also seen from Nintendo Switch and Nintendo Switch Lite, sales of the overall Nintendo Switch family of systems during the same period were 10.67 million units (a decrease of 7.7% year-on-year). As with the same period last year, sales continued to exceed 10 million units.
- Looking at software sales over the three-month period, both *Mario Party Superstars* (released in October) and *Pokémon Brilliant Diamond* and *Pokémon Shining Pearl* (released in November) got off to a good start, with the former at 5.43 million units and the latter at 13.97 million units. Titles released in previous fiscal years also continued to sell well, resulting in an increase from the same period last year to overall sales of 85.41 million units (an increase of 12.6% year-on-year).

Nintendo Switch Hardware Sell-Through

- **Cumulative global Nintendo Switch family sell-through has surpassed 100 million units.**
- **Sales rising to the second-highest level ever, despite scarcity due to delays in production and distribution (especially in North America) since Black Friday.**



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

- So far, we have been talking about sell-in, or unit sales by the Nintendo group to its business partners. Now, let's turn the discussion to sell-through, which is the number of units purchased by consumers.
- The graph on the left shows sell-through for the Nintendo Switch family of systems. Red indicates Nintendo Switch, orange is Nintendo Switch Lite, and blue is Nintendo Switch – OLED Model, which launched in October 2021. Sales of the Nintendo Switch family of systems continued to grow during the holiday season, and total global sell-through surpassed 100 million units as of the end of December 2021. The outlook for semiconductors and other components has remained uncertain since the start of this fiscal year and distribution delays remain unresolved, so production and logistics continue to be impacted. But even though product shortages in North America have continued, particularly since Black Friday, total global sell-through for April through December reached its second-highest level ever. Following the launch of Nintendo Switch – OLED Model, all three Nintendo Switch models continued their momentum. Nintendo Switch – OLED Model is also being purchased as both a replacement system and as an additional system, creating new demand.
- The graph on the right shows the trend in the number of annual playing users of the Nintendo Switch family of systems, comparing 12-month periods from January to December in this case, rather than fiscal years. Many people continued to play Nintendo Switch in the most recent year, and for the period of January through December of 2021, the number of annual playing users exceeded 98 million users.

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

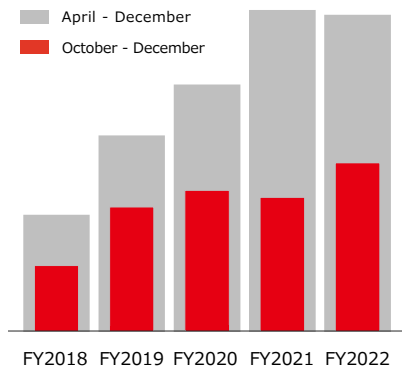
Sell-through refers to sales made to individual consumers. In addition to units sold by retailers, this number also includes units sold to individual consumers through Nintendo's direct-sales sites or as downloadable software.

Note: The number of "annual playing users" of Nintendo Switch refers to the number of users who play Nintendo Switch software one or more times during the 12-month data aggregation period, out of those with Nintendo Accounts linked to Nintendo Switch systems. The only consumers who are counted are those who are connected to the internet and have agreed to provide statistical information to Nintendo. The count does not include those who only use Nintendo eShop or other non-software services.

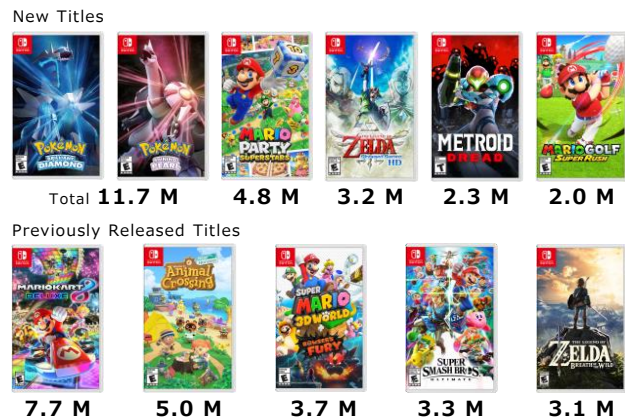
Nintendo Switch First-Party Software Sell-Through

- Sell-through (Oct. - Dec. '21) saw the highest quarterly sales since the launch of Nintendo Switch
- Sell-through grew, with a continued good balance of new titles and previously released titles

Global Sell-Through Comparison



Global Sell-Through by Title (April-December)



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

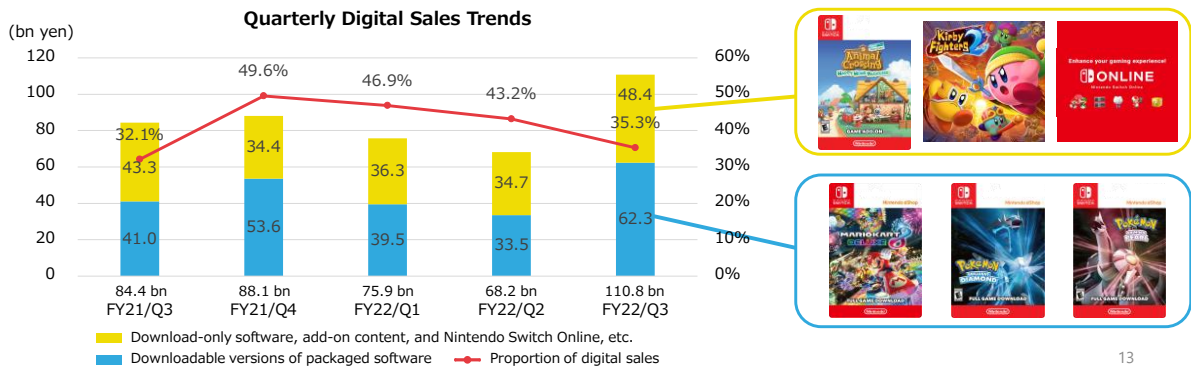
- Next, let's discuss software sell-through in the third quarter.
- Overall, sell-through of first-party software during the period between October and December 2021 was the highest for a quarter since the launch of Nintendo Switch. The *Pokémon Brilliant Diamond* and *Pokémon Shining Pearl* games, released in November 2021, had a global sell-through of more than 11.7 million units in the first seven weeks, and sales are growing.
- Sales are strong not only for new Nintendo Switch titles, but also for titles released in previous fiscal years. We believe this is partly because a broad variety of consumers continue to play Nintendo Switch. Since the launch of the system, 13 different titles have each seen sell-through of 10 million units or more globally. Incidentally, total sell-through for *Animal Crossing: New Horizons* has exceeded 10 million units in Japan alone, far surpassing the record 6.81 million units of 1985's *Super Mario Bros.*, and it is the single best-selling video game ever in Japan.

Digital Sales

	FY21/Q1-Q3	FY22/Q1-Q3	Comparison
Digital sales*1	256.0 bn yen	255.0 bn yen	-0.4 %
Proportion of digital sales*2	40.9 %	40.2 %	-0.7 pt.

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

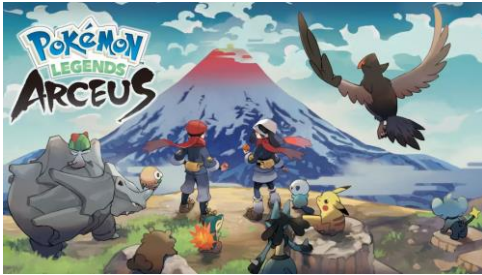
*2 Proportion to total dedicated video game platform software sales



- We would now like to talk about digital sales on our dedicated video game platforms.
- Digital sales for the third quarter declined by 0.4% year-on-year to 255.0 billion yen, accounting for 40.2% of total software sales for our dedicated video game platforms.
- However, digital sales from October through December 2021 increased 31.2% year-on-year to 110.8 billion yen. During the holiday season, we saw a rise in downloadable versions of packaged software in line with the rise in software unit sales overall, with net sales increasing 51.8% year-on-year to 62.3 billion yen.
- In addition, sales grew steadily for Nintendo Switch Online, which launched a new paid membership service last October, add-on content like *Animal Crossing: New Horizons – Happy Home Paradise* and download-only titles, with digital sales for the same period reaching a record quarterly high.

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.

Announced Nintendo Products (January-March 2022)



January 28



March 25

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- Shown here are Nintendo products scheduled for release between January and March 2022.
- *Pokémon Legends: Arceus*, released on January 28, is an action role-playing game and the latest entry in the Pokémon series, in which players capture many Pokémon and complete your Pokédex while roaming in a version of the world of Pokémon from long, long ago. The game shares such features with other entries in the Pokémon series, but also introduces new action elements that add different aspects to gameplay.
- *Kirby and the Forgotten Land* will release on March 25 as the first 3D action game in the mainline Kirby series. Set in a mysterious new world where civilization and nature have fused to become one, players move around freely inside 3D levels and use Kirby's familiar actions to explore and reach goals. By sharing Joy-Con controllers, players can switch to two-player gameplay at any time and venture out in this new world together with family and friends. This year also marks Kirby's 30th anniversary. To celebrate that anniversary, we are planning a variety of projects in collaboration with the Kirby developer HAL Laboratory, aimed at sharing the charm of the Kirby series with many people.

3. Reference

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[Disclaimers]

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

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

Million-Seller Nintendo First-Party Titles

Nintendo Switch	FY22 (Apr. '21 ~ Dec. '21)			Life-to-date	units in ten thousands				
	Global	incl. Japan	incl. Overseas	Global	Global	incl. Japan	incl. Overseas	Global	
Pokémon Brilliant Diamond/ Pokémon Shining Pearl	1,397	379	1,018	1,397	Super Mario Party	259	29	230	1,739
Mario Kart 8 Deluxe	796	86	710	4,335	New Pokémon Snap *	236	-	236	236
Mario Party Superstars	543	113	430	543	New Super Mario Bros. U Deluxe	228	14	213	1,272
Animal Crossing: New Horizons	499	70	430	3,762	Mario Golf: Super Rush	226	30	196	226
The Legend of Zelda: Skyward Sword HD	385	44	340	385	SUPER MARIO ODYSSEY	219	15	204	2,302
Super Smash Bros. Ultimate	356	77	279	2,740	Miitopia	163	38	125	163
The Legend of Zelda: Breath of the Wild	352	40	311	2,580	Luigi's Mansion 3	145	9	136	1,104
Ring Fit Adventure	342	80	262	1,353	Big Brain Academy: Brain vs. Brain	128	38	90	128
Super Mario 3D World + Bowser's Fury	326	54	272	885	WarioWare: Get It Together!	124	30	94	124
Pokémon Sword/ Pokémon Shield	280	42	238	2,390	Pokémon: Let's Go, Pikachu/ Pokémon: Let's Go, Eevee!	105	3	102	1,433
Metroid Dread	274	26	248	274	Game Builder Garage	101	44	58	101

[Note] Software sales units include the quantity bundled with hardware. Software sales units include their downloadable versions.
*This title is licensed to be sold as a Nintendo product overseas.

Key Indicators

Proportion of Overseas Sales

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

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

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

Proportion of Hardware Sales

FY22			
Q1	Q2	Q3	Q4
47.6%	45.2%	53.9%	
46.5%			
50.4%			

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

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

Proportion of First-Party Software Sales

FY22			
Q1	Q2	Q3	Q4
72.3%	68.9%	84.1%	
70.6%			
77.7%			

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

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

Digital Sales Indicators

Digital Sales

(yen)

FY22			
Q1	Q2	Q3	Q4
75.9 bn	68.2 bn	110.8 bn	
144.2 bn			
255.0 bn			

Proportion of Digital Sales

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

Proportion of Downloadable Versions of Packaged Software Sales

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

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

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

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

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

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

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

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

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
Nintendo Switch					
(Hardware)		(Hardware)		(Hardware)	
Nintendo Switch – OLED Model	10/8/2021	Nintendo Switch – OLED Model	10/8/2021	Nintendo Switch – OLED Model	10/8/2021
(Software)		(Software)		(Software)	
New Pokémon Snap *	4/30/2021	New Pokémon Snap *	4/30/2021	New Pokémon Snap *	4/30/2021
Famicom Detective Club: The Missing Heir	5/14/2021	Famicom Detective Club: The Missing Heir **	5/14/2021	Famicom Detective Club: The Missing Heir **	5/14/2021
Famicom Detective Club: The Girl Who Stands Behind	5/14/2021	Famicom Detective Club: The Girl Who Stands Behind **	5/14/2021	Famicom Detective Club: The Girl Who Stands Behind **	5/14/2021
Miitopia	5/21/2021	Miitopia	5/21/2021	Miitopia	5/21/2021
DC Super Hero Girls: Teen Power	6/4/2021	DC Super Hero Girls: Teen Power	6/4/2021	DC Super Hero Girls: Teen Power	6/4/2021
Game Builder Garage	6/11/2021	Game Builder Garage	6/11/2021	Game Builder Garage	6/11/2021
Mario Golf: Super Rush	6/25/2021	Mario Golf: Super Rush	6/25/2021	Mario Golf: Super Rush	6/25/2021
The Legend of Zelda: Skyward Sword HD	7/16/2021	The Legend of Zelda: Skyward Sword HD	7/16/2021	The Legend of Zelda: Skyward Sword HD	7/16/2021
WarioWare: Get It Together!	9/10/2021	WarioWare: Get It Together!	9/10/2021	WarioWare: Get It Together!	9/10/2021
Metroid Dread	10/8/2021	Metroid Dread	10/8/2021	Metroid Dread	10/8/2021
Mario Party Superstars	10/29/2021	Mario Party Superstars	10/29/2021	Mario Party Superstars	10/29/2021
Pokémon Brilliant Diamond	11/19/2021	Pokémon Brilliant Diamond	11/19/2021	Shin Megami Tensei V ***	11/12/2021
Pokémon Shining Pearl	11/19/2021	Pokémon Shining Pearl	11/19/2021	Pokémon Brilliant Diamond	11/19/2021
Big Brain Academy: Brain vs. Brain	12/3/2021	Big Brain Academy: Brain vs. Brain	12/3/2021	Pokémon Shining Pearl	11/19/2021
				Big Brain Academy: Brain vs. Brain	12/3/2021
Others					
Game & Watch: The Legend of Zelda	11/12/2021	Game & Watch: The Legend of Zelda	11/12/2021	Game & Watch: The Legend of Zelda	11/12/2021
<p>[Notes] Launch dates may differ within the United States and European regions depending on territories or countries. *This title is released and sold by The Pokémon Company in Japan, and by Nintendo outside of Japan. **This title is available in downloadable format only. ***This title is licensed to be released and sold as a Nintendo product.</p>					

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

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
Nintendo Switch					
(Software)		(Software)		(Software)	
Pokémon Legends: Arceus	1/28/2022	Pokémon Legends: Arceus	1/28/2022	Pokémon Legends: Arceus	1/28/2022
Kirby and the Forgotten Land	3/25/2022	TRIANGLE STRATEGY *	3/4/2022	TRIANGLE STRATEGY *	3/4/2022
Splatoon 3	2022	Kirby and the Forgotten Land	3/25/2022	Kirby and the Forgotten Land	3/25/2022
The sequel to The Legend of Zelda: Breath of the Wild (temp.)	2022	Advance Wars 1+2: Re-Boot Camp	Spring 2022	Advance Wars 1+2: Re-Boot Camp	Spring 2022
Mario + Rabbids Sparks of Hope *	2022	Splatoon 3	2022	Splatoon 3	2022
Bayonetta 3	2022	The sequel to The Legend of Zelda: Breath of the Wild (temp.)	2022	The sequel to The Legend of Zelda: Breath of the Wild (temp.)	2022
Metroid Prime 4 (temp.)	TBA	Bayonetta 3	2022	Bayonetta 3	2022
		Metroid Prime 4 (temp.)	TBA	Metroid Prime 4 (temp.)	TBA

[Notes] Launch dates and titles etc. are subject to change.
 Launch dates may differ within the United States and European regions depending on territories or countries.
 *This title is licensed to be released and sold as a Nintendo product.

Upcoming Software Publishers' Title Lineup (extracts: January 2022~)

Nintendo Switch

Region	Title	Publisher	Title	Publisher
Japan	Eiyuden Chronicle: Rising	505 Games	Atelier Sophie 2: The Alchemist of the Mysterious Dream	KOEI TECMO GAMES
	13 Sentinels: Aegis Rim	ATLUS	eBASEBALL POWERFUL PRO BASEBALL 2022	KONAMI
	Persona 4 Arena Ultimax	ATLUS	Yomawari 3	Nippon Ichi Software
	PAC-MAN MUSEUM+	BANDAI NAMCO Entertainment	OMORI	OMOCAT
	MONSTER HUNTER RISE: SUNBREAK	CAPCOM	AI: THE SOMNIUM FILES - nirvanA Initiative	Spike Chunsoft
	Touken Ranbu Warriors	DMM GAMES	Chocobo GP	Square Enix
	Game Doraemon Nobita's Little Star Wars 2021	FURYU	Life is Strange: True Colors	Square Enix
	Minnano Curling	IMAGINEER	TRIANGLE STRATEGY	Square Enix
	Winning Post 9 2022	KOEI TECMO GAMES	Disco Elysium - The Final Cut	ZA/UM
	NOBUNAGA'S AMBITION: Shinsei	KOEI TECMO GAMES		
The United States	Hindsight	Annapurna Interactive	Persona 4 Arena Ultimax	SEGA
	Neon White	Annapurna Interactive	13 Sentinels: Aegis Rim	SEGA
	DYNASTY WARRIORS 9: Empires	KOEI TECMO AMERICA	Life is Strange: True Colors [Packaged version]	Square Enix
	Atelier Sophie 2: The Alchemist of the Mysterious Dream	KOEI TECMO AMERICA	Chocobo GP	Square Enix
	Yu-Gi-Oh! MASTER DUEL	Konami	ASTRONEER *	System Era Softworks
	Aztech Forgotten Gods	Lienzo	Trash Sailors	tinyBuild Games
	Rune Factory 5	Marvelous	Assassin's Creed: The Ezio Collection	Ubisoft
	OlliOlli World	Private Division	LEGO Star Wars: The Skywalker Saga	Warner Bros. Games
	Grand Theft Auto: The Trilogy - The Definitive Edition [Packaged version]	Rockstar Games		
Europe	Hindsight	Annapurna Interactive	Persona 4 Arena Ultimax	SEGA
	Neon White	Annapurna Interactive	13 Sentinels: Aegis Rim	SEGA
	Monster Prom 2: Monster Camp XXL	Beautiful Glitch	Two Point Campus	SEGA
	Windjammers 2	DotEmu	Life is Strange: True Colors [Packaged version]	Square Enix
	Baby Storm	Forever Entertainment	Chocobo GP	Square Enix
	DYNASTY WARRIORS 9: Empires	KOEI TECMO EUROPE	Grapple Dog	Super Rare Games
	Atelier Sophie 2: The Alchemist of the Mysterious Dream	KOEI TECMO EUROPE	ASTRONEER *	System Era Softworks
	Yu-Gi-Oh! MASTER DUEL	Konami	Trash Sailors	tinyBuild Games
	Aztech Forgotten Gods	Lienzo	Welcome to Elk	Triple Topping
	Rune Factory 5	Marvelous Europe	Assassin's Creed: The Ezio Collection	Ubisoft
	Record of Lodoss War -Deedlit in Wonder Labyrinth-	PLAYISM	OddBallers	Ubisoft
	MAGLAM LORD	PQube	LEGO Star Wars: The Skywalker Saga	Warner Bros. Games
	OlliOlli World	Private Division		
Grand Theft Auto: The Trilogy - The Definitive Edition [Packaged version]	Rockstar Games			

[Note] Launch schedules, software names etc. are subject to change. Launch titles are listed by publisher alphabetically. This list includes download-only software and add-on content.
*The packaged version of this title will be published by Gearbox Publishing.

Supplementary Information on Our Website

[Earnings Releases, etc.](#)

- Earning Releases
- Timely Disclosure of Information, etc.

[Financial Highlights](#)

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

[Top Selling Title Sales Units](#)

- Top selling Nintendo software sales units on an accumulated basis

[Financial Results Announcement/IR Events](#)

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

[Dedicated Video Game Sales Units](#)

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

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

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

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

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

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

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