



Financial Results Explanatory Material

3rd Quarter of Fiscal Year Ending March 2023

Nintendo Co., Ltd.
February 7, 2023

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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 2023 (hereinafter referred to as “the third quarter”).

Consolidated Financial Highlights

	FY22/Q1-Q3	FY23/Q1-Q3	Comparison
Net sales	1,320.2 bn yen	1,295.1 bn yen	-1.9 %
Operating profit	472.5 bn yen	410.5 bn yen	-13.1 %
Operating profit ratio	35.8 %	31.7 %	-4.1 pt.
Ordinary profit	513.7 bn yen	482.5 bn yen	-6.1 %
Net profit	367.3 bn yen	346.2 bn yen	-5.8 %
Net profit ratio	27.8 %	26.7 %	-1.1 pt.

· Net profit: Profit attributable to owners of parent
 · FY = Fiscal Year
 FY23/Q1-Q3 indicates the period between April 1 and December 31, 2022.

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- For the third quarter, sales decreased by 1.9% year-on-year to 1,295.1 billion yen, operating profit decreased by 13.1% to 410.5 billion yen, ordinary profit decreased by 6.1% to 482.5 billion yen, and profit attributable to owners of parent decreased by 5.8% to 346.2 billion yen.

Consolidated Sales

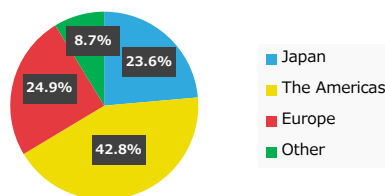
	FY22/Q1-Q3	FY23/Q1-Q3	Comparison
Net sales	1,320.2 bn yen	1,295.1 bn yen	-1.9 %
Dedicated video game platform*1	1,278.2 bn yen	1,252.1 bn yen	-2.0 %
Mobile, IP related income, etc.*2	39.8 bn yen	38.9 bn yen	-2.3 %
Playing cards, etc.	2.1 bn yen	4.1 bn yen	+88.5 %

*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: +134.2 billion yen

FY23/Q1-Q3 Regional Sales Ratio



Proportion of overseas sales: 76.4%

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- Next, we would like to give a breakdown of consolidated sales.
- Sales from our dedicated video game business decreased by 2.0% year-on-year to 1,252.1 billion yen. Overall sales were down for the period despite the depreciation of the yen, in part because shortages of semiconductors and other components impacted shipments during the first half, and because sales during the holiday season for both Nintendo Switch hardware and software were lower than the previous year.
- Royalty income was stable, but income from smart-device content declined, with the result that overall sales in our mobile and IP related business declined by 2.3% to 38.9 billion yen.

Gross Profit

	FY22/Q1-Q3	FY23/Q1-Q3	Comparison
Gross profit	734.0 bn yen	697.6 bn yen	-5.0 %
Gross profit ratio	55.6 %	53.9 %	-1.7 pt.

Main Variable Factors

	FY22/Q1-Q3	FY23/Q1-Q3	Comparison	
Proportion of hardware sales*1	50.4 %	46.2 %	-4.2 pt.	
Proportion of first-party software sales*2	77.7 %	79.4 %	+1.7 pt.	
Proportion of digital sales*2	40.2 %	46.0 %	+5.8 pt.	
Average exchange rate	1 USD 1 Euro	111.06 yen 130.54 yen	136.39 yen 140.47 yen	+25.33 yen +9.93 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.
- With the decrease in sales, gross profit declined by 5.0% year-on-year to 697.6 billion yen.
- Although hardware accounted for a lower proportion of overall sales and first-party software and digital sales accounted for a higher proportion of overall software sales, our gross profit margin was down compared to the same period last year. This was due in part to the fact that Nintendo Switch – OLED Model, which has a lower profit margin than other models in the Nintendo Switch family, accounted for a greater percentage of hardware sales, and because of sustained increases in material costs.

Selling, General and Administrative Expenses / Operating Profit

	FY22/Q1-Q3	FY23/Q1-Q3	Comparison
SG&A expenses	261.4 bn yen	287.1 bn yen	+9.8 %
SG&A expenses-to-sales ratio	19.8 %	22.2 %	+2.4 pt.
Operating profit	472.5 bn yen	410.5 bn yen	-13.1 %
Operating profit ratio	35.8 %	31.7 %	-4.1 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. +46.0 billion yen

	FY22/Q1-Q3	FY23/Q1-Q3	Comparison
Research and development expenses	68.9 bn yen	78.3 bn yen	13.6 %
Advertising expenses	75.1 bn yen	76.3 bn yen	1.5 %

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- Selling, general, and administrative expenses (SG&A expenses) increased by 9.8% year-on-year to 287.1 billion yen. This increase can be attributed to higher expenses mainly reported for our overseas subsidiaries caused by the depreciation of the yen, in addition to increases in shipping expenses and research and development expenses. The ratio of SG&A expenses to sales increased by 2.4 points to 22.2%.
- Operating profit decreased by 13.1% year-on-year to 410.5 billion yen, due to the decline in gross profit and rise in SG&A expenses. The operating profit margin decreased by 4.1 percentage points to 31.7%.

Ordinary Profit and Net Profit

	FY22/Q1-Q3	FY23/Q1-Q3	Comparison
Non-operating income	41.7 bn yen	72.9 bn yen	+74.6 %
included foreign exchange gains	16.8 bn yen	28.9 bn yen	+71.3 %
Non-operating expenses	0.5 bn yen	0.9 bn yen	+71.1 %
Ordinary profit	513.7 bn yen	482.5 bn yen	-6.1 %
Net profit	367.3 bn yen	346.2 bn yen	-5.8 %
Net profit ratio	27.8 %	26.7 %	-1.1 pt.

• Net profit: Profit attributable to owners of parent

Exchange rate	FY22 (3/31/2022)	FY23/Q3 (12/31/2022)	Comparison
1 USD	121.83 yen	131.10 yen	+9.27 yen
1 Euro	135.41 yen	140.33 yen	+4.92 yen

- Although the weaker yen at the end of the third quarter in comparison to the end of the previous fiscal year resulted in a foreign exchange gains of 28.9 billion yen, the reduced operating profit resulted in a decrease in ordinary profit of 6.1% year-on-year to 482.5 billion yen.
- Profit attributable to owners of parent decreased by 5.8% year-on-year to 346.2 billion yen.

FY23 Consolidated Financial Forecast

We have revised the consolidated earnings forecast (issued on November 8, 2022) on February 7, 2023.

	Previous Forecast	Modified Forecast	Comparison
Net sales	1,650.0 bn yen	1,600.0 bn yen	-3.0 %
Operating profit	500.0 bn yen	480.0 bn yen	-4.0 %
Ordinary profit	560.0 bn yen	520.0 bn yen	-7.1 %
Net profit	400.0 bn yen	370.0 bn yen	-7.5 %

• Net profit: Profit attributable to owners of parent

• For FY23, the estimated exchange rate for USD has been revised from 1 USD = 135 yen to 125 yen, and the rate for Euros remains 1 Euro = 135 yen.

Dividend	Previous Forecast	Modified Forecast	Comparison
Year-end	109 yen	96 yen	-13 yen

Nintendo Switch	Previous Forecast	Modified Forecast	Comparison
Hardware	19.00 mil units	18.00 mil units	-5.3 %
Software	210.00 mil units	205.00 mil units	-2.4 %

• The revised FY23 software sales unit forecast includes bundled software for the nine months ended December 31, 2022 but does not take into account software bundled with hardware or other products on and after January 1, 2023.

(The modified forecast announced on November 8, 2022 includes approximately 0.08 million units, and the modified forecast announced on February 7, 2022 includes approximately 1.10 million units of software bundled with hardware or other products.)

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- Next, we would like to talk about changes to our consolidated financial forecast for the fiscal year ending March 2023.
- We have revised the financial forecast for this fiscal year to 1,600.0 billion yen in net sales, 480.0 billion yen in operating profit, 520.0 billion yen in ordinary profit and 370.0 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 = 135 yen to 125 yen, and the rate for Euros remains 1 Euro = 135 yen. Reflecting the modifications to the consolidated earnings forecasts, the forecast for year-end dividends was revised from 109 yen to 96 yen per share.
- We have also modified the unit sales forecast for the fiscal year, decreasing the previous 19.00 million units for Nintendo Switch hardware by 1.00 million to 18.00 million units. The forecast for Nintendo Switch software is decreased from 210.00 million units by 5.00 million to 205.00 million units. Sell-in of hardware units during the third quarter was generally in line with expectations. However, hardware sell-through during the holiday season did not perform as expected, and therefore the unit sales forecast for the fourth quarter has been modified. The software unit sales forecast has been modified as well, largely due to taking into consideration the modification of the hardware unit sales forecast.

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: A 10-for-1 split of the Company's common stock took effect on October 1, 2022. As a result, the interim dividends are calculated based on the number of shares prior to the stock split, and the year-end dividends are calculated based on the number of shares after the stock split. Due to this difference, the annual dividend per share for the year ending March 31, 2023 cannot be calculated and thus has been omitted.

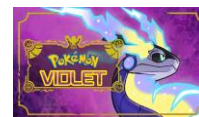
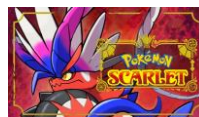
2. Business Highlights

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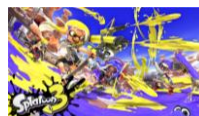
- We would now like to turn to our business highlights.

Sales Status of Nintendo Switch (Sell-In)

	FY22/Q1-Q3	FY23/Q1-Q3	Comparison
Hardware	18.95 mil units	14.91 mil units	-21.3 %
Nintendo Switch	11.79 mil Units	5.22 mil units	-55.7 %
Nintendo Switch – OLED Model	3.99 mil Units	7.69 mil units	+92.5 %
Nintendo Switch Lite	3.17 mil Units	2.00 mil units	-37.0 %
Software	179.29 mil units	172.11 mil units	-4.0 %



Pokémon Scarlet/ Pokémon Violet
20.61 million units

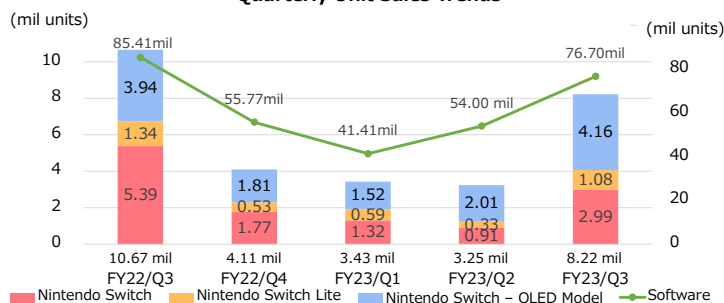


Splatoon 3
10.13 million units



Nintendo Switch Sports
8.61 million units

Quarterly Unit Sales Trends



Number of Million-Seller Titles (FY23)

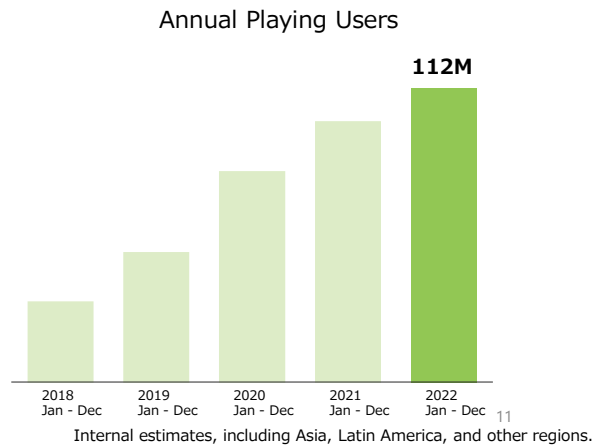
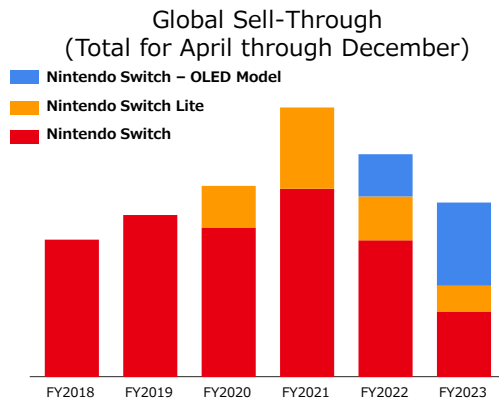
27 titles
(19 Nintendo titles and 8 titles by other software publishers)

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- First, let's talk about Nintendo Switch sales.
- Unit sales for the Nintendo Switch family of systems declined by 21.3% year-on-year to 14.91 million units. This breaks down to 5.22 million units of Nintendo Switch, 7.69 million units of Nintendo Switch – OLED Model, and 2.00 million units of Nintendo Switch Lite. Unit sales of software declined by 4.0% year-on-year to 172.11 million units.
- For the months of October through December 2022 which encompass the holiday season, the effects of shortages of semiconductors and other components was largely resolved, and shipments generally went according to plan. However, unit sales were down compared to the same period last year, when Nintendo Switch – OLED Model was released.
- Shipment volumes for software generally went according to plan as well. The release of new titles including *Pokémon Scarlet* and *Pokémon Violet* contributed to unit sales, but overall software unit sales declined year-on-year, affected to an extent by the decline in hardware sales.

Nintendo Switch: Hardware Sell-through and Annual Playing Users

- **The diversification of motives for purchase supported sales of all three models. Overall sales volume declined year-on-year.**
- **The number of annual playing users is increasing and the business foundation continues to expand.**



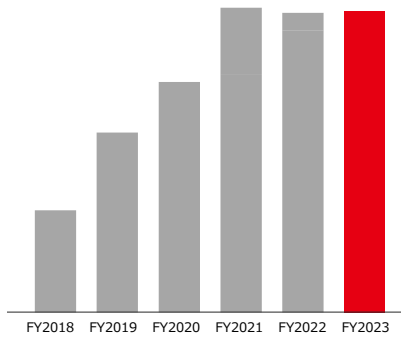
- So far we have been talking about sell-in, or unit sales by the Nintendo group to its business partners. Now let's turn the discussion to sell-through, which is the number of units purchased by consumers, and to the number of user accounts actually used to open software on Nintendo Switch.
- The diversification of motives for purchase by consumers underpinned sales of all three models in the Nintendo Switch family of systems. In addition to first-time purchases, we are seeing many consumers choose Nintendo Switch – OLED Model as a replacement or as an additional purchase.
- Global sell-through declined year-on-year, affected by the impact of the semiconductor shortage on production through the first half. In addition, for the months of October through December, the upswing in sales during the holiday season was smaller than those of the past two years. As a result, hardware unit sales for April through December declined compared to the same period last year, when Nintendo Switch – OLED Model was released.
- The number of annual playing users, which indicates the number of consumers who have opened software on Nintendo Switch at least once in the past year, continues to increase. The number of annual playing users between January and December 2022 exceeded 112 million users, indicating that the foundation of our business is continuing to expand.

Note: The number of annual playing users of Nintendo Switch refers to the number of Nintendo Accounts, out of all Nintendo Accounts registered to a Nintendo Switch, that used Nintendo Switch software one or more times during the 12-month data aggregation period. Only consumers who connected to the internet and agreed to provide statistical information to Nintendo are counted. The count does not include use of certain services such as Nintendo eShop.

Nintendo Switch First-Party Software Sell-Through

- The consumer base is growing, creating an environment where many people are purchasing software.
- Unit sales of first-party software continue at the highest levels seen since the launch of Nintendo Switch.

Nintendo Switch First-Party Software Global Sell-Through (April-December)



Global Sell-Through by Title (April-December)

New Titles



Total **18.2M** **9.4M** **7.9M** **1.9M** **1.5M**

Previously Released Titles



6.3M **3.4M** **2.9M** **2.5M** **2.4M**

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Internal estimates, including Asia, Latin America, and other regions.

- Next, let's discuss sell-through of first-party software.
- Global sell-through of first-party software for Nintendo Switch during April through December continued to maintain the highest levels seen since the launch of Nintendo Switch.
- As the hardware install base grows, many people continue to play Nintendo Switch in a variety of ways. Moreover, people across a wide range of ages from children to seniors are playing Nintendo Switch. Nintendo Switch is in an environment where titles are available to a wider audience than ever before, and multiple new titles released in this period saw significant growth in unit sales.
- Although evergreen titles are not selling at the same pace as previous years, their sales remain steady.

Pokémon Scarlet and Pokémon Violet

- ***Pokémon Scarlet* and *Pokémon Violet*, released on November 18 of last year, got off to the fastest start of any title for a Nintendo dedicated video game platform.**



18.2 million units combined
(Sell-through in seven weeks after release)

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Internal estimates, including Asia, Latin America, and other regions.

- Among the new titles released this fiscal year, *Pokémon Scarlet* and *Pokémon Violet*, released last November, got off to the fastest start of any title for a Nintendo dedicated video game platform*. Sales of the titles have continued to grow, resulting in cumulative global sell-through of over 18 million units in the first seven weeks since its release.

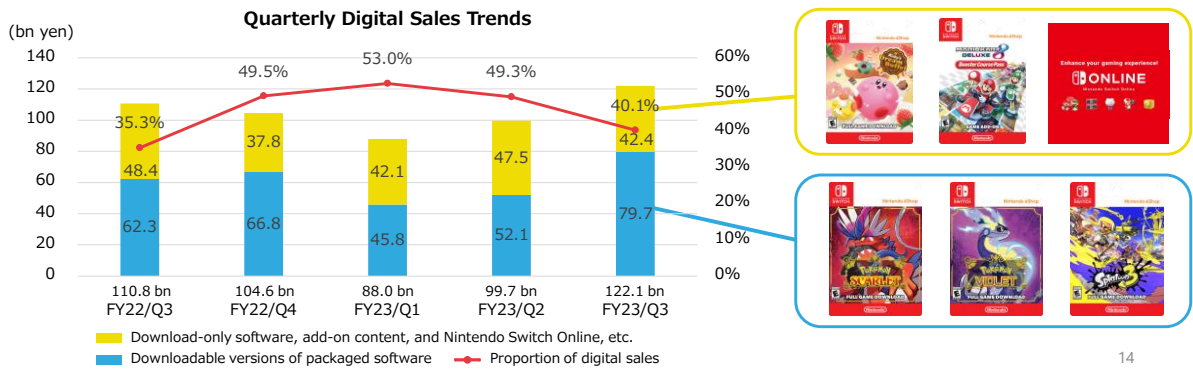
* Over 10 million cumulative units sold-through globally in the first three days.

Digital Sales

	FY22/Q1-Q3	FY23/Q1-Q3	Comparison
Digital sales*1	255.0 bn yen	310.0 bn yen	+21.5 %
Proportion of digital sales*2	40.2 %	46.0 %	+5.8 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, we would like to talk about digital sales on our dedicated video game platform.
- Digital sales through the third quarter increased by 21.5% year-on-year to 310.0 billion yen, accounting for 46.0% of total software sales for our dedicated video game platform.
- We are seeing a rise in digital sales due not only to the strong sales trends in downloadable versions of packaged software seen with new titles like *Pokémon Scarlet and Pokémon Violet*, *Splatoon 3*, and *Nintendo Switch Sports*, but also due to consumers joining Nintendo Switch Online to take advantage of the online play elements offered for these and other titles.
- Digital sales from October through December 2022 increased by 10.2% year-on-year to 122.1 billion yen, showing record quarterly sales for this period

Note: When calculating digital sales, 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 (2023)



January 20



February 24



March 17



May 12



2023

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- These are the Nintendo titles already announced for release in 2023.
- We hope that these new titles will not only be enjoyed by consumers who already own Nintendo Switch, but also inspire consumers to purchase new Nintendo Switch systems.
- Going forward, we will work to maximize software sales in this environment where many people continue to enjoy playing Nintendo Switch.

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

SUPER NINTENDO WORLD at Universal Studios Hollywood will have its grand opening on February 17.



***The Super Mario Bros. Movie* premieres in the U.S. on April 7 and in Japan on April 28.**



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- To continually invigorate our dedicated video game platform business, one of our strategies is to expand the number of people who have access to Nintendo IP. As part of that effort, SUPER NINTENDO WORLD at Universal Studios Hollywood in the U.S. will be opening on February 17 where visitors can experience the world of Super Mario.
- In addition, the animated film *The Super Mario Bros. Movie*, jointly produced with Illumination, is scheduled for release in the U.S. on April 7, and in Japan on April 28.
- We are also continuing to work on various other initiatives to expand the number of people who have access to Nintendo IP.

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	FY23 (Apr. '22 ~ Dec. '22)			Life-to-date	units in ten thousands			
	Global	incl. Japan	incl. Overseas	Global	Global	incl. Japan	incl. Overseas	Global
	Pokémon Scarlet/ Pokémon Violet	2,061	694	1,367	2,061	199	16	183
Splatoon 3	1,013	632	380	1,013	181	50	131	181
Nintendo Switch Sports	861	159	702	861	162	19	143	2,512
Mario Kart 8 Deluxe	666	95	571	5,200	145	13	132	1,475
Kirby and the Forgotten Land	347	77	270	612	139	17	122	1,082
Animal Crossing: New Horizons	295	43	252	4,159	113	33	80	1,522
Mario Party Superstars	250	34	216	938	104	15	88	104
Mario Strikers: Battle League	247	17	230	247	102	13	89	1,244
The Legend of Zelda: Breath of the Wild	243	34	209	2,900	101	13	88	1,879
Super Smash Bros. Ultimate	227	48	179	3,044				

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

Key Indicators

Proportion of Overseas Sales

FY23			
Q1	Q2	Q3	Q4
79.9%	72.4%	76.8%	
75.9%			
76.4%			

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

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

Proportion of Hardware Sales

FY23			
Q1	Q2	Q3	Q4
43.8%	39.8%	50.9%	
41.7%			
46.2%			

FY22			
Q1	Q2	Q3	Q4
47.6%	45.2%	53.9%	41.5%
46.5%			
50.4%			
48.4%			

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

Proportion of First-Party Software Sales

FY23			
Q1	Q2	Q3	Q4
76.3%	72.7%	85.0%	
74.3%			
79.4%			

FY22			
Q1	Q2	Q3	Q4
72.3%	68.9%	84.1%	82.3%
70.6%			
77.7%			
78.8%			

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

Digital Sales Indicators

Digital Sales

(yen)

FY23			
Q1	Q2	Q3	Q4
88.0 bn	99.7 bn	122.1 bn	
187.8 bn			
310.0 bn			

Proportion of Digital Sales

FY23			
Q1	Q2	Q3	Q4
53.0%	49.3%	40.1%	
51.0%			
46.0%			

Proportion of Downloadable Versions of Packaged Software Sales

FY23			
Q1	Q2	Q3	Q4
52.1%	52.3%	65.3%	
52.2%			
57.4%			

FY22			
Q1	Q2	Q3	Q4
75.9 bn	68.2 bn	110.8 bn	104.6 bn
144.2 bn			
255.0 bn			
359.6 bn			

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

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

*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 2022~December 2022)

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
Nintendo Switch					
(Software)		(Software)		(Software)	
Nintendo Switch Sports	4/29/2022	Nintendo Switch Sports	4/29/2022	Nintendo Switch Sports	4/29/2022
Mario Strikers: Battle League	6/10/2022	Mario Strikers: Battle League	6/10/2022	Mario Strikers: Battle League Football	6/10/2022
Xenoblade Chronicles 3	7/29/2022	Fire Emblem Warriors: Three Hopes **	6/24/2022	Fire Emblem Warriors: Three Hopes **	6/24/2022
Kirby's Dream Buffet *	8/17/2022	LIVE A LIVE **	7/22/2022	LIVE A LIVE **	7/22/2022
Splatoon 3	9/9/2022	Xenoblade Chronicles 3	7/29/2022	Xenoblade Chronicles 3	7/29/2022
Bayonetta 3	10/28/2022	Kirby's Dream Buffet *	8/17/2022	Kirby's Dream Buffet *	8/17/2022
Pokémon Scarlet	11/18/2022	Splatoon 3	9/9/2022	Splatoon 3	9/9/2022
Pokémon Violet	11/18/2022	Bayonetta 3	10/28/2022	Bayonetta 3	10/28/2022
Mario + Rabbids Sparks of Hope **	12/2/2022	Pokémon Scarlet	11/18/2022	Pokémon Scarlet	11/18/2022
		Pokémon Violet	11/18/2022	Pokémon Violet	11/18/2022

[Notes] Launch dates may differ within the United States and European regions depending on territories or countries.
 *This title is available in downloadable format only.
 **This title is licensed to be released and sold as a Nintendo product.

Launch Schedule of Primary Nintendo Products by Region (extracts: January 2023~)

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
Nintendo Switch					
(Software)		(Software)		(Software)	
Fire Emblem Engage	1/20/2023	Fire Emblem Engage	1/20/2023	Fire Emblem Engage	1/20/2023
Kirby's Return to Dream Land Deluxe	2/24/2023	Kirby's Return to Dream Land Deluxe	2/24/2023	Kirby's Return to Dream Land Deluxe	2/24/2023
Bayonetta Origins: Cereza and the Lost Demon	3/17/2023	Bayonetta Origins: Cereza and the Lost Demon	3/17/2023	Bayonetta Origins: Cereza and the Lost Demon	3/17/2023
The Legend of Zelda: Tears of the Kingdom	5/12/2023	The Legend of Zelda: Tears of the Kingdom	5/12/2023	The Legend of Zelda: Tears of the Kingdom	5/12/2023
Pikmin 4	2023	Pikmin 4	2023	Pikmin 4	2023
Metroid Prime 4 (temp.)	TBA	Metroid Prime 4 (temp.)	TBA	Metroid Prime 4 (temp.)	TBA
		Advance Wars 1+2: Re-Boot Camp	TBA	Advance Wars 1+2: Re-Boot Camp	TBA

[Notes] Launch dates and titles etc. are subject to change.
 Launch dates may differ within the United States and European regions depending on territories or countries.

Upcoming Software Publishers' Title Lineup (extracts: January 2023~)

Nintendo Switch

Region	Title	Publisher	Title	Publisher
Japan	MY HERO ULTRA RUMBLE	Bandai Namco Entertainment	Rune Factory 3 Special	Marvelous
	SD Shin Kamen Rider Rumble	Bandai Namco Entertainment	Minecraft Legends	Mojang/Microsoft Japan
	Tales of Symphonia Remastered	Bandai Namco Entertainment	Ib	PLAYISM
	Mega Man Battle Network Legacy Collection	CAPCOM	Arcana of Paradise —The Tower—	SHUEISHA GAMES
	ONI : Road to be the Mightiest Oni	Clouded Leopard Entertainment	ARK: Survival Evolved	Spike Chunsoft
	Dokapon Kingdom Connect	IDEA FACTORY	Master Detective Archives: RAIN CODE	Spike Chunsoft
	Atelier Ryza 3: Alchemist of the End & the Secret Key	KOEI TECMO GAMES	Elements with Emotions	SQUARE ENIX
	FATAL FRAME / PROJECT ZERO: Mask of the Lunar Eclipse	KOEI TECMO GAMES	OCTOPATH TRAVELER II	SQUARE ENIX
	Winning Post 10	KOEI TECMO GAMES	THEATRHYTHM FINAL BAR LINE	SQUARE ENIX
	Loop8: Summer of Gods	Marvelous	Hogwarts Legacy	WB Games
The United States	Storyteller	Annapurna Interactive	The Legend of Heroes: Trails to Azure	NIS America
	Tales of Symphonia Remastered	Bandai Namco Entertainment	Omega Strikers	Odyssey Interactive
	Mega Man Battle Network Legacy Collection	Capcom	Persona 3 Portable	SEGA
	Disney Speedstorm	Gameloft	Persona 4 Golden	SEGA
	Blanc	Gearbox Publishing	Life is Strange 2	SQUARE ENIX
	Have a Nice Death	Gearbox Publishing	OCTOPATH TRAVELER II	SQUARE ENIX
	Risk of Rain Returns	Gearbox Publishing	PowerWash Simulator	SQUARE ENIX
	Atelier Ryza 3: Alchemist of the End & the Secret Key	KOEI TECMO GAMES	THEATRHYTHM FINAL BAR LINE	SQUARE ENIX
	MLB: The Show 23	MLB	Spongebob Squarepants: The Cosmic Shake	THQ Nordic
Minecraft Legends	Mojang	OddBallers	Ubisoft	
Europe	Storyteller	Annapurna Interactive	The Legend of Heroes: Trails to Azure	NIS America
	Tales of Symphonia Remastered	Bandai Namco Entertainment	Omega Strikers	Odyssey Interactive
	Mega Man Battle Network Legacy Collection	Capcom	Persona 3 Portable	SEGA
	Disney Speedstorm	Gameloft	Persona 4 Golden	SEGA
	Blanc	Gearbox Publishing	Life is Strange 2	SQUARE ENIX
	Have a Nice Death	Gearbox Publishing	OCTOPATH TRAVELER II	SQUARE ENIX
	Risk of Rain Returns	Gearbox Publishing	PowerWash Simulator	SQUARE ENIX
	Atelier Ryza 3: Alchemist of the End & the Secret Key	KOEI TECMO GAMES	THEATRHYTHM FINAL BAR LINE	SQUARE ENIX
	MLB: The Show 23	MLB	Spongebob Squarepants: The Cosmic Shake	THQ Nordic
Minecraft Legends	Mojang	OddBallers	Ubisoft	

[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.

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- Timely Disclosure of Information, etc.

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- Financial Results Explanatory Materials, etc.

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- Consolidated Statements of Income Transition
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*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.