



Financial Results Explanatory Material

Fiscal Year Ended March 2023

Nintendo Co., Ltd.
May 9, 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 fiscal year ended March 2023, and the consolidated financial forecast for the fiscal year ending March 2024.

Consolidated Financial Highlights

	FY22	FY23	Comparison
Net sales	1,695.3 bn yen	1,601.6 bn yen	-5.5 %
Operating profit	592.7 bn yen	504.3 bn yen	-14.9 %
Operating profit ratio	35.0 %	31.5 %	-3.5 pt.
Ordinary profit	670.8 bn yen	601.0 bn yen	-10.4 %
Net profit	477.6 bn yen	432.7 bn yen	-9.4 %
Net profit ratio	28.2 %	27.0 %	-1.2 pt.

• Net profit: Profit attributable to owners of parent
 • FY = Fiscal Year
 FY23 indicates the period between April 1, 2022 and March 31, 2023.

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- Year-on-year, net sales for this fiscal year declined by 5.5% to 1,601.6 billion yen, operating profit declined by 14.9% to 504.3 billion yen, ordinary profit declined by 10.4% to 601.0 billion yen, and profit attributable to owners of parent declined by 9.4% to 432.7 billion yen.

Consolidated Sales

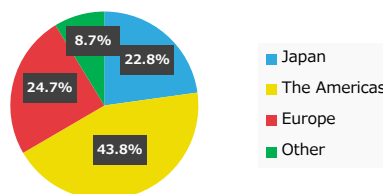
	FY22	FY23	Comparison
Net sales	1,695.3 bn yen	1,601.6 bn yen	-5.5 %
Dedicated video game platform*1	1,639.2 bn yen	1,544.9 bn yen	-5.8 %
Mobile, IP related income, etc.*2	53.3 bn yen	51.0 bn yen	-4.3 %
Playing cards, etc.	2.7 bn yen	5.6 bn yen	+105.1 %

*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: +157.8 billion yen

FY23 Regional Sales Ratio



Proportion of overseas sales: 77.2%

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- Next, we would like to give a breakdown of consolidated sales.
- Sales from our dedicated video game platform business declined by 5.8% year-on-year to 1,544.9 billion yen. Overall sales declined despite the continued weakness of the yen during the fiscal year, mainly due to a decrease in unit sales for both hardware and software.
- Overall revenue in our mobile and IP related business declined 4.3% to 51.0 billion yen. Royalty income increased, but income from smart-device content declined.
- The impact of the exchange rate on net sales was a gain of 157.8 billion yen year-on-year.

Gross Profit

	FY22	FY23	Comparison
Gross profit	946.0 bn yen	885.4 bn yen	-6.4 %
Gross profit ratio	55.8 %	55.3 %	-0.5 pt.
Main Variable Factors			
	FY22	FY23	Comparison
Proportion of hardware sales*1	48.4 %	45.6 %	-2.8 pt.
Proportion of first-party software sales*2	78.8 %	79.1 %	+0.3 pt.
Proportion of digital sales*2	42.6 %	48.2 %	+5.6 pt.
Average exchange rate	1 USD 1 Euro	112.34 yen 130.50 yen	135.38 yen 140.82 yen
			+23.04 yen +10.32 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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- Now, we would like to take an itemized look at profits.
- Gross profit declined by 6.4% year-on-year to 885.4 billion yen due to the decrease in net sales.
- Although proportion of hardware sales declined and proportion of digital sales increased, our gross profit margin declined by 0.5 percentage points year-on-year to 55.3%. This was due in part to Nintendo Switch – OLED Model, which has a lower profit margin than the other models in the Nintendo Switch family of systems, accounting for a greater percentage of hardware sales. Chronically high material costs also had an effect.

Selling, General and Administrative Expenses / Operating Profit

	FY22	FY23	Comparison
SG&A expenses	353.2 bn yen	381.0 bn yen	+7.9 %
SG&A expenses-to-sales ratio	20.8 %	23.8 %	+3.0 pt.
Operating profit	592.7 bn yen	504.3 bn yen	-14.9 %
Operating profit ratio	35.0 %	31.5 %	-3.5 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. +44.0 billion yen

	FY22	FY23	Comparison
Research and development expenses	102.1 bn yen	110.0 bn yen	+7.6 %
Advertising expenses	93.8 bn yen	94.9 bn yen	+1.2 %

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- Selling, general, and administrative expenses (SG&A expenses) increased by 7.9% year-on-year to 381.0 billion yen, due to the depreciation of the yen, which primarily increased expenses reported by overseas subsidiaries, and to increased shipping and delivery costs and R&D expenses. The ratio of SG&A expenses to sales increased by 3.0 percentage points to 23.8%.
- Operating profit declined by 14.9% year-on-year to 504.3 billion yen, and the operating profit margin declined by 3.5 percentage points to 31.5%, due to the decrease 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 44.0 billion yen.

Ordinary Profit and Net Profit

	FY22	FY23	Comparison
Non-operating income	78.7 bn yen	97.3 bn yen	+23.5 %
included foreign exchange gains	45.6 bn yen	39.7 bn yen	-12.9 %
Non-operating expenses	0.7 bn yen	0.6 bn yen	-13.1 %
Ordinary profit	670.8 bn yen	601.0 bn yen	-10.4 %
Net profit	477.6 bn yen	432.7 bn yen	-9.4 %
Net profit ratio	28.2 %	27.0 %	-1.2 pt.

• Net profit: Profit attributable to owners of parent

Exchange rate	FY22	FY23	Comparison
1USD	121.83 yen	133.00 yen	+11.17 yen
1Euro	135.41 yen	144.67 yen	+9.26 yen

- Although there were foreign exchange gains from the depreciation of the yen in comparison to the previous fiscal year and an increase in interest income due to a rise in interest rates overseas, ordinary profit declined by 10.4% year-on-year to 601.0 billion yen, mainly due to a decrease in operating profit.
- Profit attributable to owners of parent declined by 9.4% year-on-year to 432.7 billion yen.

Consolidated Financial Forecast

	FY23 (Actual)	FY24 (Forecast)	Comparison
Net sales	1,601.6 bn yen	1,450.0 bn yen	-9.5 %
Operating profit	504.3 bn yen	450.0 bn yen	-10.8 %
Ordinary profit	601.0 bn yen	480.0 bn yen	-20.1 %
Net profit	432.7 bn yen	340.0 bn yen	-21.4 %
<small> • Net profit: Profit attributable to owners of parent • Estimated exchange rate for FY24: 1 USD = 130 yen, 1 Euro = 135 yen. </small>			
	FY23 (Actual)	FY24 (Forecast)	Comparison
Dividend			
Annual	* yen	147 yen	-
<small>*For more details regarding the annual dividend for FY23, please refer to "3. Basic Policy of Profit Distribution and Dividends" on pg. 4 of the Earnings Release.</small>			
	FY23 (Actual)	FY24 (Forecast)	Comparison
Nintendo Switch			
Hardware	17.97 mil units	15.00 mil units	-16.5 %
Software	213.96 mil units	180.00 mil units	-15.9 %
<small>• Software sales units for FY23 include the quantity bundled with hardware or other products (1.25 million units).</small>			

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- Next, we will explain our consolidated financial forecast for the fiscal year ending March 2024.
- Our outlook is 1,450.0 billion yen in net sales, 450.0 billion yen in operating profit, 480.0 billion yen in ordinary profit, and 340.0 billion yen in profit attributable to owners of parent. The assumed exchange rates are 130 yen per U.S. dollar and 135 yen per euro.
- If we achieve the financial results we are currently forecasting, we expect an annual dividend of 147 yen per share.
- Looking at unit sales for the full fiscal year, we forecast Nintendo Switch hardware sales of 15.00 million units and software sales of 180.00 million units.
- For the fiscal year ending March 2024, we forecast a decrease in net sales and profits due to a reduction in the unit sales of Nintendo Switch hardware and software, as well as the assumed exchange rate having an appreciated yen compared to the fiscal year ending March 2023. Nintendo Switch has entered its seventh year since launch, and while it will become more challenging to maintain the same sales momentum as before, our goal is to have more consumers continue to play Nintendo Switch for longer, leading to maximized sales. We aim to achieve this by maintaining high user engagement and conveying the appeal of not only new software titles but also titles released in previous years.

Note: A 10-for-1 split of common stock was enacted, effective October 1, 2022. If the stock split were enacted at the start of the fiscal year, the annual dividend for the fiscal year ended March 31, 2023, would be

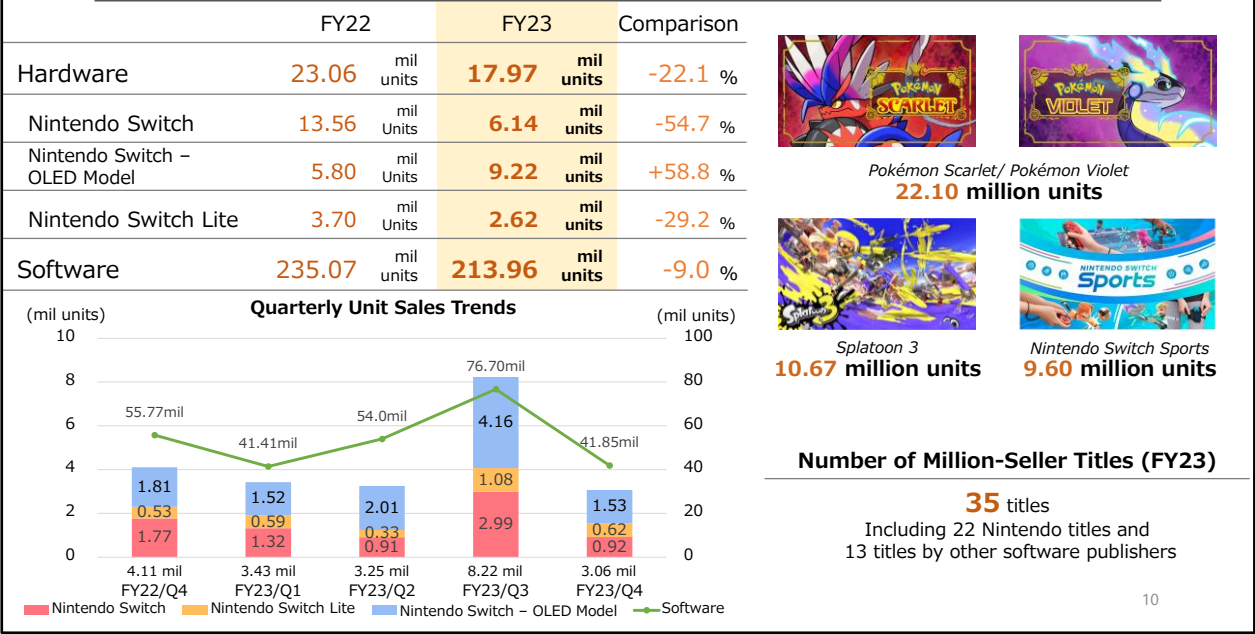
186 yen per share.

2. Business Highlights

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

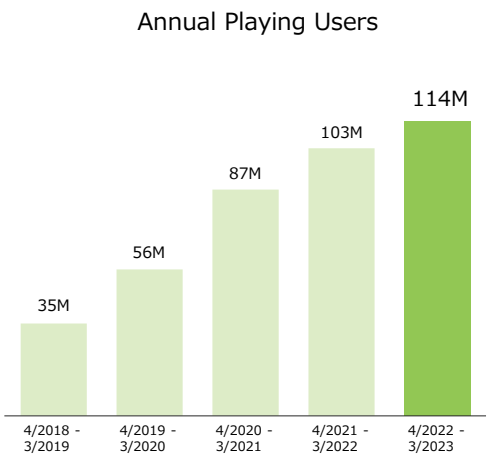
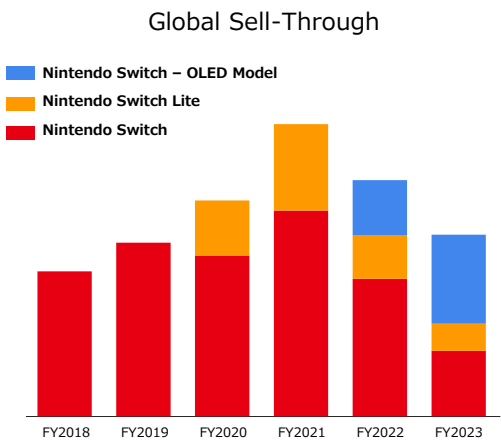
Sales Status of Nintendo Switch (Sell-In)



- First, let's talk about Nintendo Switch sales.
- Unit sales for the overall Nintendo Switch family of systems declined by 22.1% year-on-year to 17.97 million units. This breaks down to 6.14 million units of Nintendo Switch, 9.22 million units of Nintendo Switch – OLED Model, and 2.62 million units of Nintendo Switch Lite. Software unit sales decreased by 9.0% year-on-year to 213.96 million units.
- Hardware unit sales declined year-on-year, with production strongly impacted by the global shortage of semiconductors and other components during the first half of the fiscal year. Although production constraints caused by the shortage of semiconductors and other components were largely resolved in October, hardware unit sales in the second half declined year-on-year in comparison to the same period last year, when Nintendo Switch – OLED Model was released and gave a boost to overall sales of the Nintendo Switch family.
- Looking at software, unit sales were favorable for newly released titles like *Nintendo Switch Sports*, *Splatoon 3*, and *Pokémon Scarlet* and *Pokémon Violet*, but overall software unit sales declined year-on-year, affected to an extent by the decline in hardware unit sales.

Nintendo Switch: Hardware Sell-through and Annual Playing Users

- Cumulative global Nintendo Switch family sell-through has surpassed 120 million units
- Annual playing users continue to rise



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

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- 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 consumer accounts that have opened software on Nintendo Switch.
- The graph on the left shows hardware sell-through for the full year. This March marked the start of the seventh year of Nintendo Switch, and cumulative global sell-through for the Nintendo Switch family of systems has risen to more than 120 million units. While the scale of sales this past holiday season did not reach the levels of the previous two years, and hardware sell-through for the full year was below last year, there was no large decline in momentum and the level of sales remained firm.
- Each of our three Nintendo Switch models sold well in response to different kinds of demand. Notably, the Nintendo Switch – OLED Model special editions that were launched this fiscal year—featuring *Splatoon 3* and *Pokémon Scarlet* and *Pokémon Violet* designs—were bought not only by new purchasers, but also by those looking for a replacement or additional hardware.
- Next, let's look at annual playing users, which represents the number of consumer accounts that opened software on Nintendo Switch at least once during the year. As you can see on the graph to the right, the number has continued to rise, surpassing 114 million in the most recent year. Our business foundation continues to expand.

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 websites or as downloadable software.

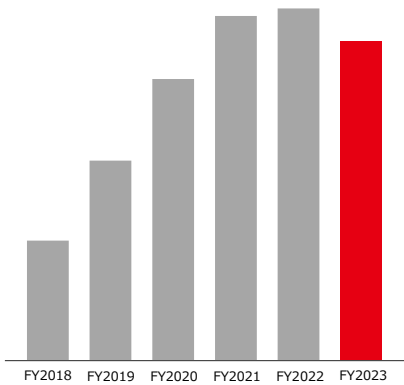
Sell-through refers to sales to individual consumers. In addition to units sold by retailers, this number also includes units sold to individual consumers through Nintendo's direct-sales websites and as downloadable software.

Note: The number of Nintendo Switch annual playing users refers to the number of Nintendo Accounts, out of all Nintendo Accounts registered to a Nintendo Switch system, 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

- Unit sales of first-party software are at the third-highest level since the launch of Nintendo Switch
- Sales were strong for a number of new titles, and evergreen titles also saw solid performance

Nintendo Switch First-Party Software
Global Sell-Through



Global Sell-Through by Title

New Titles



Previously Released Titles



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

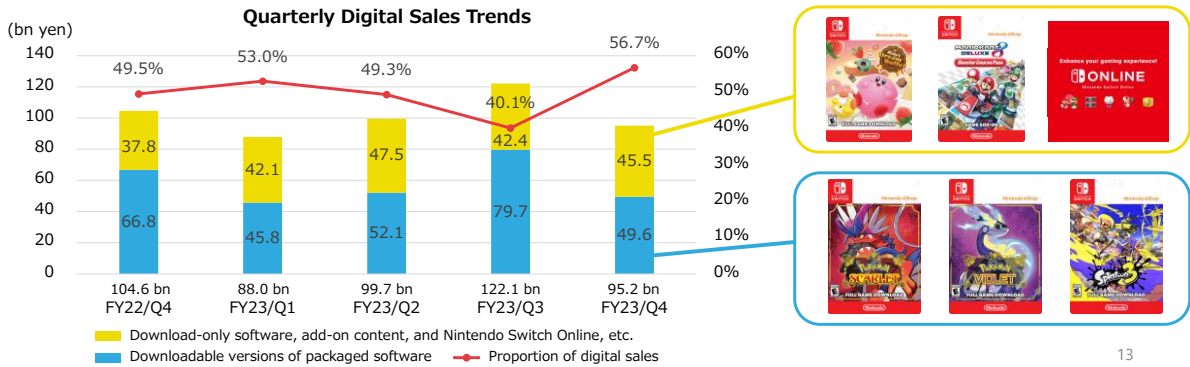
- Let's move on to a discussion of sell-through of first-party software for Nintendo Switch.
- This year, first-party software saw the third-highest level of worldwide sell-through since the launch of Nintendo Switch. In the current environment, where Nintendo Switch hardware has become widespread and many consumers continue to play, good sales were posted for a number of new titles, including *Pokémon Scarlet* and *Pokémon Violet*, *Splatoon 3*, and *Nintendo Switch Sports*. Sales also remained solid for previously released titles, though not at the same pace as before.

Digital Sales

	FY22	FY23	Comparison
Digital sales*1	359.6 bn yen	405.2 bn yen	+12.7 %
Proportion of digital sales*2	42.6 %	48.2 %	+5.6 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 platforms.
- Digital sales increased by 12.7% year-on-year to 405.2 billion yen and accounted for 48.2% of total software sales for our dedicated video game platforms.
- Digital sales for the full year reached a record high. This was primarily due to the continuing weakness of the yen resulting in an increase in the sales amount at the time of conversion, and a rise in sales of the downloadable versions of packaged software and Nintendo Switch Online-related sales.
- Sales of the downloadable versions of packaged software continued strong from January through March of 2023. The downloadable version accounted for a higher portion of overall unit sales for titles such as *Metroid Prime Remastered*, for which the downloadable version was released before the packaged version, and also for other new titles like *Fire Emblem Engage*. In addition, sales related to Nintendo Switch Online have remained stable, with the overall result that the proportion of digital sales has reached 56.7%.

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.

Examples of Announced Nintendo Products (2023) - 1



May 12



July 21



Part 1: Fall 2023
(Part 2: Planned for release in the Winter of 2023)



Waves 5 & 6: 2023

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- The titles shown here are among the Nintendo products announced for release after April 2023.
- We plan to release *The Legend of Zelda: Tears of the Kingdom* on May 12, and the new entry in the Pikmin series, *Pikmin 4*, on July 21.
- In addition to new titles, we also plan to release new add-on content, including *The Hidden Treasure of Area Zero* for *Pokémon Scarlet* and *Pokémon Violet*, and more waves of the *Mario Kart 8 Deluxe – Booster Course Pass*. Not only does this kind of add-on content give consumers an incentive to continue playing a title, it also creates opportunities to rekindle interest in players who are taking a break from a game, so we will work to maximize the sales of this add-on content just like we do for new titles.

Examples of Announced Nintendo Products (2023) - 2



Nintendo Switch – OLED Model - The Legend of Zelda: Tears of the Kingdom Edition
April 29

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- Nintendo Switch – OLED Model - The Legend of Zelda: Tears of the Kingdom Edition was released on April 29 ahead of the software release. We hope that this provides another option for those who are considering purchasing hardware for the first time, as well as those looking to purchase another console for their home or a replacement console.

- ***The Super Mario Bros. Movie* began its global theatrical release on April 5**



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- Next, I'd like to cover our efforts to expand the number of people who have access to Nintendo IP, which is one of our basic strategies for continually invigorating our dedicated video game platform business.
- *The Super Mario Bros. Movie* began its global release in theaters on April 5 and premiered on April 28 in Japan. This movie is co-produced by the founder and representative of Illumination, Chris Meledandri and Shigeru Miyamoto, Representative Director, Fellow of Nintendo.
- Visual content, which can spread awareness through channels different from our dedicated video game platform business, provides an opportunity for both existing Super Mario fans around the world and those who have never played our games, to enjoy a new Nintendo IP experience, beginning with Mario.

Examples of Initiatives to Expand the Number of People Who Have Access to Nintendo IP - 2

**Grand opening of SUPER NINTENDO
WORLD at Universal Studios
Hollywood on February 17, 2023**



**Official Nintendo Store
Nintendo KYOTO is
scheduled to open on October 17, 2023**



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- SUPER NINTENDO WORLD opened in the United States at Universal Studios Hollywood on February 17, following the earlier opening at Universal Studios Japan.
- In addition, Nintendo KYOTO will be opening on October 17 as our third directly operated official store in Japan, alongside Nintendo TOKYO and Nintendo OSAKA.
- We will continue to create points of contact with consumers by promoting initiatives in a wide range of fields other than gaming by utilizing 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

					units in ten thousands				
Nintendo Switch	FY23 (Apr. '22 ~ Mar. '23)			Life-to-date					
	Global	incl. Japan	incl. Overseas	Global	Global	incl. Japan	incl. Overseas	Global	
Pokémon Scarlet/ Pokémon Violet	2,210	735	1,475	2,210	Pokémon Legends: Arceus	219	18	202	1,483
Splatoon 3	1,067	654	413	1,067	New Super Mario Bros. U Deluxe	211	17	194	1,541
Nintendo Switch Sports	960	172	788	960	Super Mario 3D World + Bowser's Fury	195	21	174	1,138
Mario Kart 8 Deluxe	845	122	723	5,379	Xenoblade Chronicles 3	186	52	134	186
Kirby and the Forgotten Land	381	81	300	646	Fire Emblem Engage	161	43	118	161
Animal Crossing: New Horizons	358	52	305	4,221	Kirby's Return to Dream Land Deluxe	146	54	92	146
Mario Party Superstars	329	44	285	1,017	Luigi's Mansion 3	140	16	124	1,282
The Legend of Zelda: Breath of the Wild	324	48	276	2,981	Super Mario Party	136	16	120	1,914
Super Smash Bros. Ultimate	292	60	232	3,109	Ring Fit Adventure	129	38	90	1,538
Mario Strikers: Battle League	254	17	237	254	Metroid Prime Remastered	109	5	104	109
SUPER MARIO ODYSSEY	225	22	203	2,576	Bayonetta 3	107	16	91	107

[Note] Software sales units include the quantity bundled with hardware or 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%	80.6%
75.9%			
76.4%			
77.2%			

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%	42.7%
41.7%			
46.2%			
45.6%			

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%	77.9%
74.3%			
79.4%			
79.1%			

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	95.2 bn
187.8 bn			
310.0 bn			
405.2 bn			

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			

*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

FY23			
Q1	Q2	Q3	Q4
53.0%	49.3%	40.1%	56.7%
51.0%			
46.0%			
48.2%			

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

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

Proportion of Downloadable Versions of Packaged Software Sales

FY23			
Q1	Q2	Q3	Q4
52.1%	52.3%	65.3%	52.2%
52.2%			
57.4%			
56.1%			

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

*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~ March 2023)					
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
Fire Emblem Engage	1/20/2023	Pokémon Violet	11/18/2022	Pokémon Violet	11/18/2022
Metroid Prime Remastered	2/9/2023 ***	Fire Emblem Engage	1/20/2023	Fire Emblem Engage	1/20/2023
Kirby's Return to Dream Land Deluxe	2/24/2023	Metroid Prime Remastered	2/8/2023 ***	Metroid Prime Remastered	2/8/2023 ***
Bayonetta Origins: Cereza and the Lost Demon	3/17/2023	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
<div>[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. ***Release date of downloadable version. Packaged version released on March 3, 2023 in Japan and Europe, on February 22, 2023 in United States.</div>					
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Launch Schedule of Primary Nintendo Products by Region (extracts: April 2023~)

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
Nintendo Switch					
(Software)		(Software)		(Software)	
The Legend of Zelda: Tears of the Kingdom	5/12/2023	Advance Wars 1+2: Re-Boot Camp	4/21/2023	Advance Wars 1+2: Re-Boot Camp	4/21/2023
Pikmin 4	7/21/2023	The Legend of Zelda: Tears of the Kingdom	5/12/2023	The Legend of Zelda: Tears of the Kingdom	5/12/2023
Metroid Prime 4 (temp.)	TBA	Pikmin 4	7/21/2023	Pikmin 4	7/21/2023
		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.

Upcoming Software Publishers' Title Lineup (extracts: April 2023~)				
Nintendo Switch				
Region	Title	Publisher	Title	Publisher
Japan	LEGO 2K Drive	2K	FANTASY LIFE i: The Girl Who Steals Time	LEVEL-5
	Etrian Odyssey Origins Collection	ATLUS	Loop8: Summer of Gods	Marvelous
	We Love Katamari REROLL+ Royal Reverie	Bandai Namco Entertainment	Fashion Dreamer	Marvelous
	Baten Kaitos I & II HD Remaster	Bandai Namco Entertainment	Fae Farm	Phoenix Labs
	Ghost Trick: Phantom Detective	CAPCOM	Samba de Amigo: Party Central	SEGA
	FRONT MISSION 2: Remake	Forever Entertainment	Master Detective Archives: RAIN CODE	Spike Chunsoft
	CRYMACHINA	FURYU	natsumon !	Spike Chunsoft
	Atelier Marie Remake: The Alchemist of Salburg	KOEI TECMO GAMES	Elements with Emotions	SQUARE ENIX
	SUPER BOMBERMAN R 2	KONAMI	Disney Illusion Island	Disney Games
	Momotaro Dentetsu World ~Chikyuu wa Kibou de Mawatteru! ~	KONAMI		
The United States	LEGO 2K Drive	2K	CONVERGENCE: A League of Legends Story	Riot Forge
	We Love Katamari REROLL+ Royal Reverie	Bandai Namco Entertainment	The MageSeeker: A League of Legends Story	Riot Forge
	Mega Man Battle Network Legacy Collection	Capcom	Etrian Odyssey Origins Collection	SEGA
	Gunbrella	Devolver Digital	Master Detective Archives: RAIN CODE	Spike Chunsoft US
	Disney Speedstorm	Gameloft	FINAL FANTASY PIXEL REMASTER	SQUARE ENIX
	Teslagrad 2 Teslagrad Remastered	Maximum Games	Five Nights At Freddy's: Security Breach	Steel Wool Studios
	Minecraft Legends	Mojang	STORY OF SEASONS: A Wonderful Life	XSEED Games / Marvelous USA
	Omega Strikers	Odyssey Interactive		
Europe	LEGO 2K Drive	2K	Omega Strikers	Odyssey Interactive
	We Love Katamari REROLL+ Royal Reverie	Bandai Namco Entertainment	CONVERGENCE: A League of Legends Story	Riot Forge
	Mega Man Battle Network Legacy Collection	Capcom	The MageSeeker: A League of Legends Story	Riot Forge
	Gunbrella	Devolver Digital	Etrian Odyssey Origins Collection	SEGA
	Disney Speedstorm	Gameloft	Master Detective Archives: RAIN CODE	Spike Chunsoft
	STORY OF SEASONS: A Wonderful Life	Marvelous Europe	FINAL FANTASY PIXEL REMASTER	SQUARE ENIX
	Teslagrad 2 Teslagrad Remastered	Maximum Games	Five Nights At Freddy's: Security Breach	Steel Wool Studios
	Minecraft Legends	Mojang		
[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.				

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.