



Financial Results Explanatory Material

2nd Quarter of Fiscal Year Ending March 2026

Nintendo Co., Ltd.
November 4, 2025

1

1. Consolidated Financial Results and Outlook

2

Consolidated Financial Highlights

	FY25/Q1-Q2	FY26/Q1-Q2	Comparison
Net sales	523.2 bn yen	1,099.5 bn yen	+110.1 %
Operating profit	121.5 bn yen	145.1 bn yen	+19.5 %
Operating profit ratio	23.2 %	13.2 %	-10.0 pt.
Ordinary profit	147.1 bn yen	236.0 bn yen	+60.5 %
Net profit	108.6 bn yen	198.9 bn yen	+83.1 %
Net profit ratio	20.8 %	18.1 %	-2.7 pt.

- Net profit: Profit attributable to owners of parent
- FY = Fiscal Year
- FY26/Q1-Q2 indicates the period between April 1, 2025 and September 30, 2025.

3

- For the first half of the fiscal year, net sales increased by 110.1% year-on-year to 1,099.5 billion yen, operating profit increased by 19.5% to 145.1 billion yen, ordinary profit increased by 60.5% to 236.0 billion yen, and profit attributable to owners of parent increased by 83.1% to 198.9 billion yen.

Consolidated Sales

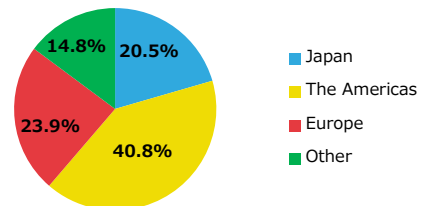
	FY25/Q1-Q2	FY26/Q1-Q2	Comparison
Net sales	523.2 bn yen	1,099.5 bn yen	+110.1 %
Dedicated video game platform*1	485.2 bn yen	1,066.1 bn yen	+119.7 %
IP related income, etc.*2	38.0 bn yen	33.3 bn yen	-12.4 %

*1 Includes hardware (including accessories and amiibo), and software (including downloadable versions of packaged software, download-only software, add-on content, and Nintendo Switch Online).

*2 Includes income from visual content, smart-device content, royalties and merchandise sales at official stores.

Effect of changes in foreign exchange rates on net sales: -24.1 billion yen

FY26/Q1-Q2 Regional Sales Ratio



Proportion of sales outside Japan: 79.5%

4

- Hardware sales increased significantly in this half-year period due to the launch of Nintendo Switch 2. The fact that Nintendo Switch 2 has a higher individual unit price than Nintendo Switch also contributed to the increase in net sales, and our dedicated video game platform business sales increased by 119.7% year-on-year to 1,066.1 billion yen.
- In our IP related business, sales declined by 12.4% year-on-year to 33.3 billion yen, mainly due to the decrease in revenue related to *The Super Mario Bros. Movie*.

Gross Profit

	FY25/Q1-Q2	FY26/Q1-Q2	Comparison
Gross profit	317.9 bn yen	398.4 bn yen	+25.3 %
Gross profit ratio	60.8 %	36.2 %	-24.6 pt.
Main Variable Factors			
	FY25/Q1-Q2	FY26/Q1-Q2	Comparison
Proportion of hardware sales*1	41.4 %	73.2 %	+31.8 pt.
Proportion of first-party software sales*2	69.5 %	67.2 %	-2.3 pt.
Proportion of digital sales*2	56.3 %	54.5 %	-1.8 pt.
Average exchange rate	1 USD 1 Euro	152.49 yen 165.80 Yen	145.98 yen 168.17 yen
			-6.51 yen +2.37 yen

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

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

5

- Gross profit increased alongside the increase in net sales, rising 25.3% year-on-year to 398.4 billion yen.
- The gross profit margin declined by 24.6 points to 36.2%, reflecting the fact that proportion of hardware sales became higher with the launch of Nintendo Switch 2, and Nintendo Switch 2, which has a lower profit margin than Nintendo Switch, accounted for a higher proportion of those hardware sales.

Selling, General and Administrative Expenses / Operating Profit

	FY25/Q1-Q2	FY26/Q1-Q2	Comparison
SG&A expenses	196.4 bn yen	253.2 bn yen	+29.0 %
SG&A expenses-to-sales ratio	37.5 %	23.0 %	-14.5 pt.
Operating profit	121.5 bn yen	145.1 bn yen	+19.5 %
Operating profit ratio	23.2 %	13.2 %	-10.0 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. -5.5 billion yen

	FY25/Q1-Q2	FY26/Q1-Q2	Comparison
Research and development expenses	68.6 bn yen	82.4 bn yen	+20.0 %
Advertising expenses	35.9 bn yen	64.6 bn yen	+79.9 %

6

- Selling, general and administrative expenses (SG&A expenses) increased by 29.0% year-on-year to 253.2 billion yen, due to a rise in advertising expenses associated with the launch of Nintendo Switch 2 as well as an increase in research and development expenses. However, with the large growth in net sales, the ratio of SG&A expenses to sales declined by 14.5 points to 23.0%.
- As a result, operating profit increased 19.5% year-on-year to 145.1 billion yen. The operating profit ratio decreased 10.0 points to 13.2% due to the decrease in gross profit margin.

Ordinary Profit and Net Profit

	FY25/Q1-Q2	FY26/Q1-Q2	Comparison
Non-operating income	48.3 bn yen	91.3 bn yen	+89.0 %
included foreign exchange gains	- bn yen	18.4 bn yen	- %
Non-operating expenses	22.7 bn yen	0.5 bn yen	-97.6 %
included foreign exchange losses	22.4 bn yen	- bn yen	- %
Ordinary profit	147.1 bn yen	236.0 bn yen	+60.5 %
Net profit	108.6 bn yen	198.9 bn yen	+83.1 %
Net profit ratio	20.8 %	18.1 %	-2.7 pt.
Exchange rate	FY25 (3/31/2025)	FY26/Q2 (9/30/2025)	Comparison
1 USD	149.48 yen	148.09 yen	-1.39 yen
1 Euro	161.76 yen	173.81 yen	+12.05 yen
Dividend	FY25	FY26	Comparison
Interim	35 yen	42 Yen	+7 yen

7

- Ordinary profit increased 60.5% year-on-year to 236.0 billion yen, due to the fact that there were foreign exchange gains this year in contrast to foreign exchange losses last year, as well as an increase in share of profit of entities accounted for using equity method.
- Profit attributable to owners of parent increased by 83.1% year-on-year to 198.9 billion yen, due to factors such as a 32.3 billion yen gain on sale of investment securities.

Consolidated Financial Forecast

	Previous Forecast	Modified Forecast	Comparison
Net sales	1,900.0 bn yen	2,250.0 bn yen	+18.4 %
Operating profit	320.0 bn yen	370.0 bn yen	+15.6 %
Ordinary profit	380.0 bn yen	460.0 bn yen	+21.1 %
Net profit	300.0 bn yen	350.0 bn yen	+16.7 %

• Assumed exchange rate for FY26: 1USD = 140yen (unchanged), 1 Euro = 160yen (previously 155 yen)

	Previous Forecast	Modified Forecast	Comparison
Dividend			
Annual	129 yen	181 yen	+52 yen

In regard to the potential impact of U.S. tariffs, the modified consolidated earnings forecast, and projected sales volumes take into account tax rates as of the end of September 30.

8

- Next, we would like to talk about changes to our consolidated financial forecast for the fiscal year ending March 2026.
- Based on the sales performance in the first half of the fiscal year and the outlook going forward, we have made modifications to our financial forecast, including a revision in our full-year sales unit forecast. Net sales has been modified to 2,250.0 billion yen, operating profit to 370.0 billion yen, ordinary profit to 460.0 billion yen, and profit attributable to owners of parent to 350.0 billion yen.
- For the assumed exchange rates for the end of the fiscal year, the rate for the USD remains unchanged at 140 yen, while the rate for the euro has been changed to 1 Euro = 160 yen.
- Taking into account the change in our dividend policy and the modification of the consolidated financial forecast, the forecast for the annual dividend per share has been increased by 52 yen to 181 yen.
- Please note that this revised forecast factors in US tariff measures, using the tariff rates in effect as of the end of September 2025 for both the consolidated financial forecast and the projected sales volumes.
- For more details regarding the change in dividend policy, please refer to the reference materials portion of this presentation as well as the “Notice of Dividend (end of 2nd quarter), Change in Dividend Policy, and Dividend (year-end) Forecast Modifications” announced today.

Consolidated Financial Forecast

Sales units forecast	Previous Forecast	Modified Forecast	Comparison
Nintendo Switch 2			
Hardware	15.00 mil units	19.00 mil units	+26.7 %
Software	45.00 mil units	48.00 mil units* ²	+6.7 %
Nintendo Switch			
Hardware	4.50 mil units	4.00 mil units	-11.1 %
Software	105.00 mil units* ¹	125.00 mil units* ²	+19.0 %

* The modified FY26 software sales unit forecast includes software bundled with other products during the six months ended September 30, 2025 (approx. 8.10 million units of Nintendo Switch 2 software and 0.25 million units of Nintendo Switch software) but does not include software to be bundled with other products October 1, 2025 onwards.

9

- The full-year sales unit forecast for Nintendo Switch 2 hardware has been increased by 4.00 million units to 19.00 million units, and software by 3.00 million units to 48.00 million units.
- Additionally, the forecast for Nintendo Switch hardware has been decreased by 0.50 million units to 4.00 million units, and software has been increased by 20.00 million units to 125.00 million units.





Note: Appropriate Use of Earnings Forecasts: Forecasts referred to above were prepared based on management's assumptions with information available at this time and therefore involve known and unknown risks and uncertainties such as fluctuation in foreign exchange rates and other changes in the market environment. Please note such risks and uncertainties may cause the actual results (earnings, dividend, and other results) to be materially different from the forecasts.

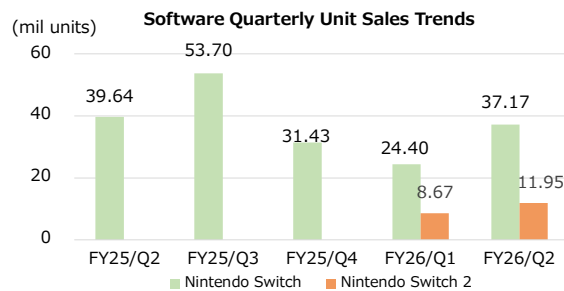
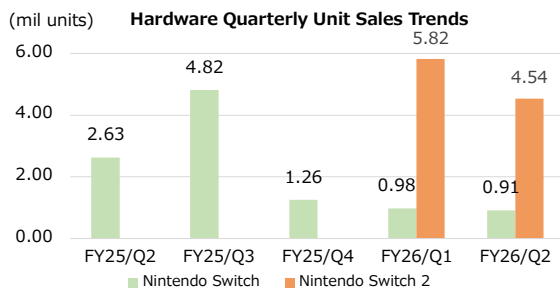
2. Business Highlights

10

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

Sales Status of Hardware and Software (Sell-In)

	FY25/Q1-Q2	FY26/Q1-Q2	Comparison		
Hardware					
Nintendo Switch 2	-	10.36	mil units	-	9.57 million units
Nintendo Switch	4.72	1.89	mil units	-60.0 %	3.49 million units
Software					
Nintendo Switch 2	-	20.62	mil units	-	1.37 million units
Nintendo Switch	70.28	61.56	mil units	-12.4 %	1.16 million units



11

- I'd like to talk about sales for hardware and software over the first half of the fiscal year.
- Although hardware sales has decreased compared to the high demand seen immediately following the launch of Nintendo Switch 2 during the first quarter, performance remained strong with sales of 4.54 million units during the second quarter. Nintendo Switch 2, which launched on June 5, 2025, has surpassed 10 million cumulative units sold in the approximately four months through the end of September. Additionally, sales of Nintendo Switch hardware totaled 1.89 million units.
- For Nintendo Switch 2 software, *Mario Kart World*, released at the same time as the hardware, and *Donkey Kong Bananza*, released in July, showed strong sales. Combined with titles released by other software publishers, unit sales for Nintendo Switch 2 software for the first half of the fiscal year were 20.62 million. Please note that this sales result includes the approximately 8.10 million units of Nintendo Switch 2 software that were bundled with the hardware.
- Nintendo Switch software sales decreased 12.4% year-on-year to 61.56 million units. Since many Nintendo Switch titles are also being played on Nintendo Switch 2, titles released for Nintendo Switch in previous years also saw stable sales.

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.

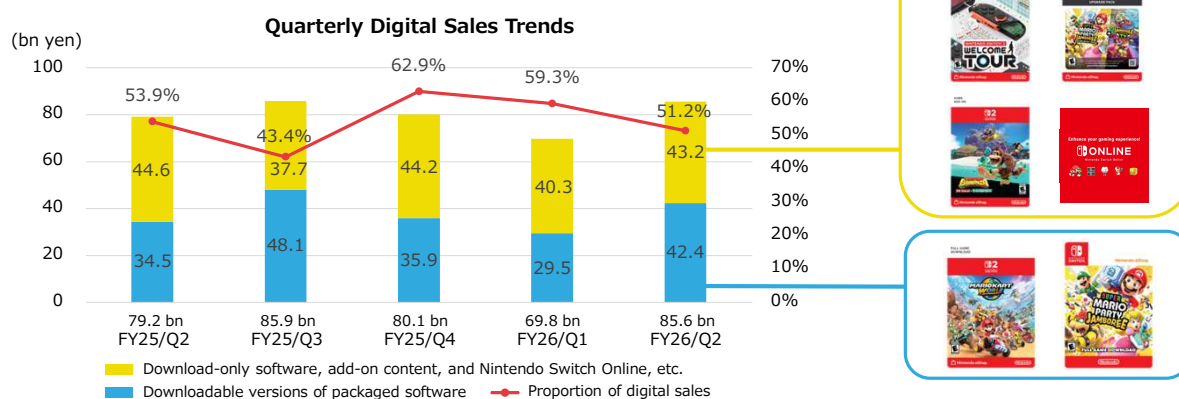
Note: *Sell-through* refers to sales to individual consumers. In addition to units sold by retailers, this number also includes units sold to individual consumers through Nintendo's direct-sales websites and as downloadable software.

Digital Sales

	FY25/Q1-Q2	FY26/Q1-Q2	Comparison
Digital sales*1	159.9 bn yen	155.5 bn yen	-2.8 %
Proportion of digital sales*2	56.3 %	54.5 %	-1.8 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



12

- Digital sales for the first half of the fiscal year decreased by 2.8% year-on-year to 155.5 billion yen, and the proportion of digital sales decrease by 1.8 points to 54.5%
- Digital sales decreased mainly due to the impact of exchange rates and a decrease in sales of download-only software.

Note: Net sales from software bundled with hardware is entirely classified as hardware sales. As a result, although bundled software such as *Mario Kart World* is included in the number of software units sold, the corresponding revenue is not recognized as software sales or digital sales.

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.

3. Reference Materials

13

[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.

Change in Determination Method of Dividends

Starting with the year-end dividend for the fiscal year ending March 2026, dividend per share will be calculated as follows

Interim Dividend

$$\text{Interim dividend per share (in yen)} = \frac{40\% \text{ of consolidated operating profit for the six-month period (from Apr. 1 to Sep. 30)}}{\text{Total number of outstanding shares (excluding treasury shares) as of the end of the six-month period}}$$

Year-end Dividend

Year-end dividend per share will be established by deducting the paid interim dividend per share from the annual dividend per share, which will be established at the higher of the amount calculated by the following standards:

$$\frac{40\% \text{ of consolidated operating profit}}{40\% \text{ of consolidated operating profit for the fiscal year (from Apr. 1 to Mar. 31 of the next year)}}$$

$$\frac{\text{Total number of outstanding shares (excluding treasury shares) as of the end of the fiscal year}}{\text{Total number of outstanding shares (excluding treasury shares) as of the end of the fiscal year}}$$

$$\frac{60\% \text{ consolidated payout ratio}}{\frac{\text{Total number of outstanding shares (excluding treasury shares) as of the end of the fiscal year}}{\text{Total average number of outstanding shares (excluding treasury shares) for the fiscal year}}}$$

* The new dividend policy will be applied from the year-end dividend for the fiscal year ending March 2026. The interim dividend for the fiscal year ending March 2026 will be calculated based on 33% of consolidated operating profit for the six-month period.

Sales Breakdown (by Region)

million yen

FY26/Q1-Q2	Japan	The Americas	Europe	Other	Total
Dedicated video game platform	206,162	436,935	260,989	162,112	1,066,199
IP related income, etc.	19,062	11,619	1,860	823	33,365
Total	225,224	448,554	262,850	162,936	1,099,565

FY25/Q1-Q2	Japan	The Americas	Europe	Other	Total
Dedicated video game platform	115,735	214,769	114,512	40,199	485,217
IP related income, etc.	16,480	18,574	2,536	490	38,081
Total	132,215	233,344	117,048	40,690	523,299

Dedicated video game platform : Includes hardware (including accessories and amiibo) and ,
software (including downloadable versions of packaged software,
download-only software, add-on content and Nintendo Switch Online)

IP related income, etc. : Includes income from movies and videos, smart-device content, royalties,
and merchandise sales at official stores.

Supplementary Information

million yen

	FY25/Q1-Q2	FY26/Q1-Q2	FY26 (forecast)
Depreciation of property, plant and equipment	4,235	6,255	12,000
Research and development expenses	68,659	82,420	175,000
Advertising expenses	35,940	64,655	140,000
Average exchange rate	1 USD = 152.49 yen	145.98 yen	142.97 yen
	1 Euro = 165.80 yen	168.17 yen	164.08 yen
Consolidated net sales in U.S. dollars	1.4 billion	2.9 billion	-
Consolidated net sales in Euros	0.6 billion	1.5 billion	-
Non-consolidated purchases in U.S. dollars	1.8 billion	4.4 billion	-

Balance of Major Assets and Liabilities in Foreign Currencies held by Nintendo Co., Ltd. (Japan)

million U.S. dollars/Euros

		March 31, 2025		September 30, 2025		March 31, 2026 (Forecast)
		Balance	Exchange Rate	Balance	Exchange Rate	Assumed Exchange Rate
USD	Cash and deposits	1,576	1 USD= 149.48 yen	1,651	1 USD= 148.09 yen	1 USD= 140.00 円 yen
	Accounts receivable-trade	679		1,216		
	Accounts payable-trade	1,105		1,502		
Euro	Cash and deposits	244	1 Euro= 161.76 yen	591	1 Euro= 173.81 yen	1 Euro= 160.00 yen
	Accounts receivable-trade	632		989		

Digital Sales

Digital Sales				Proportion of Digital Sales				Proportion of Downloadable Versions of Packaged Software Sales			
billion yen											
FY26				FY26				FY26			
Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
69.8	85.6			59.3%	51.2%			42.3%	49.5%		
155.5				54.5%				46.3%			
FY25				FY25				FY25			
Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
80.7	79.2	85.9	80.1	58.9%	53.9%	43.4%	62.9%	42.2%	43.6%	56.1%	44.9%
159.9				56.3%				42.9%			
245.8				51.0%				47.5%			
326.0				53.5%				46.9%			

- [Notes]
- Digital Sales: Includes (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: Proportion of digital sales to total dedicated video game platform software sales
 - Proportion of Downloadable Versions of Packaged Software Sales: Proportion of downloadable versions of packaged software sales to total digital sales [= a/(a+b+c+d)]

Key Indicators

Proportion of Sales Outside of Japan				Proportion of Hardware Sales				Proportion of First-Party Software Sales			
FY26				FY26				FY26			
Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
79.5%	79.5%			78.8%	67.2%			64.8%	68.7%		
79.5%				73.2%				67.2%			

FY25				FY25				FY25			
Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
74.2%	75.2%	78.6%	75.9%	40.2%	42.6%	51.7%	32.2%	73.2%	66.3%	78.0%	71.5%
74.7%				41.4%				69.5%			
76.5%				46.1%				73.4%			
76.4%				43.7%				73.0%			

- [Notes]
- Proportion of Sales Outside of Japan: Proportion of sales outside of Japan to total sales
 - Proportion of Hardware Sales: Proportion of hardware (including accessories) sales to total dedicated video game platform sales
 - Proportion of First-Party Software Sales: Proportion of first-party software sales to total dedicated video game platform software sales

Sales Units and Sales Units Forecast

units in ten thousands

			FY25/Q1-Q2	FY26/Q1-Q2	Life-to-date	Forecast FY26
Nintendo Switch 2						
Hardware	Japan		-	235	235	
	The Americas		-	368	368	
	Europe		-	240	240	
	Other		-	193	193	
	Total		-	1,036	1,036	1,900
Software	Japan		-	387	387	
	The Americas		-	810	810	
	Europe		-	570	570	
	Other		-	295	295	
	Total		-	2,062	2,062	4,800
Nintendo Switch						
Hardware (Total)	Japan		162	57	3,777	
	The Americas		159	67	5,898	
	Europe		103	36	3,956	
	Other		49	28	1,770	
	Total		472	189	15,401	400
of which Nintendo Switch	Japan		26	10	2,099	
	The Americas		54	30	3,813	
	Europe		41	14	2,667	
	Other		5	1	1,120	
	Total		126	55	9,699	
of which Nintendo Switch – OLED Model	Japan		102	29	974	
	The Americas		72	22	930	
	Europe		38	14	717	
	Other		39	26	488	
	Total		250	91	3,110	
of which Nintendo Switch Lite	Japan		34	19	705	
	The Americas		33	15	1,154	
	Europe		24	8	571	
	Other		6	2	162	
	Total		97	43	2,592	
Software	Japan		1,552	1,229	28,542	
	The Americas		2,927	2,559	63,063	
	Europe		2,045	1,909	42,382	
	Other		504	458	11,293	
	Total		7,028	6,156	145,279	12,500

- [Notes]
- Software sales units include both packaged and downloadable versions of software, and do not include download-only software or add-on content.
 - Actual software sales units include the quantity bundled with hardware or other products.
 - Forecasted software sales units do not include the quantity to be bundled with hardware or other products.
 - Packaged versions of Nintendo Switch 2 Edition software are included in Nintendo Switch 2 software sales units, and downloadable versions are included in Nintendo Switch software sales units. Sales of upgrade packs are not included in software sales units.

Million-Seller Nintendo First-Party Titles

units in ten thousands

Nintendo Switch 2	FY26/Q1-Q2			Life-to-date
	Global	Japan	Outside of Japan	Global
Mario Kart World	957	207	750	957
Donkey Kong Bananza	349	53	296	349

Nintendo Switch	FY26/Q1-Q2			Life-to-date
	Global	Japan	Outside of Japan	Global
Mario Kart 8 Deluxe	137	23	114	6,956
Super Mario Party Jamboree	116	24	92	864

[Notes] ・ Software sales units include those bundled with hardware or other products and downloadable versions of packaged software.

Launch Dates of Primary Nintendo Products (April through September 2025)

Nintendo Switch 2	Release Date
(Hardware)	
Nintendo Switch 2	6/5/2025
(Software)	
Mario Kart World	6/5/2025
Nintendo Switch 2 Welcome Tour ^(*1)	6/5/2025
The Legend of Zelda: Breath of the Wild – Nintendo Switch 2 Edition ^(*2/*3)	6/5/2025
The Legend of Zelda: Tears of the Kingdom – Nintendo Switch 2 Edition ^(*2/*3)	6/5/2025
Donkey Kong Bananza	7/17/2025
Super Mario Party Jamboree – Nintendo Switch 2 Edition + Jamboree TV ^(*2)	7/24/2025
Drag x Drive ^(*1)	8/14/2025
Kirby and the Forgotten Land – Nintendo Switch 2 Edition + Star-Crossed World ^(*2)	8/28/2025

Nintendo Switch	Release Date
(Software)	
Pokémon Friends ^(*1)	7/22/2025
Hello, Mario! ^(*1)	8/26/2025

[Notes] ・ Release dates may differ by region. Please refer to the official site of each region for further details.

*1 This title is available in downloadable format only. ("Hello, Mario!" is available for free download.)

*2 Owners of the packaged or downloadable versions of the game for Nintendo Switch will be able to purchase the upgrade pack to upgrade to the Nintendo Switch 2 Edition.

*3 Nintendo Switch Online + Expansion Pack members can access the upgrade packs for these games

Launch Schedule of Primary Nintendo Products (extracts: October 2025 onwards)

Nintendo Switch 2	Release Date
(Software)	
Pokémon Legends: Z-A – Nintendo Switch 2 Edition ^{(*)1}	10/16/2025
Hyrule Warriors: Age of Imprisonment ^{(*)2}	11/6/2025
Kirby Air Riders	11/20/2025
Metroid Prime 4: Beyond – Nintendo Switch 2 Edition ^{(*)1}	12/4/2025
Animal Crossing: New Horizons – Nintendo Switch 2 Edition ^{(*)1}	1/15/2026
Mario Tennis Fever	2/12/2026
Super Mario Bros. Wonder – Nintendo Switch 2 Edition + Meetup in Bellabel Park ^{(*)1}	Spring 2026
Yoshi and the Mysterious Book	Spring 2026
Pokémon Pokopia ^{(*)3}	2026
Fire Emblem: Fortune's Weave	2026
Splatoon Raiders	TBD
Nintendo Switch	Release Date
(Software)	
Super Mario Galaxy ^{(*)4}	10/2/2025
Super Mario Galaxy 2 ^{(*)4}	10/2/2025
Super Mario Galaxy + Super Mario Galaxy 2	10/2/2025
Pokémon Legends: Z-A	10/16/2025
Metroid Prime 4: Beyond	12/4/2025
Tomodachi Life: Living the Dream	Spring 2026
Rhythm Heaven Groove	2026
Pokémon Champions ^{(*)4}	2026

[Notes] • Launch dates and titles etc. are subject to change.

• Release dates may differ by region. Please refer to the official site of each region for further details.

*1 Owners of the packaged or downloadable versions of the game for Nintendo Switch will be able to purchase the upgrade pack to upgrade to the Nintendo Switch 2 Edition.

*2 This title is licensed to be released and sold as a Nintendo product outside of Japan.

*3 This title is published by The Pokémon Company in Japan.

*4 This title is available in downloadable format only.

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)

[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

Upcoming Software Title Lineup ([Japan](#) / [United States](#) / [Europe](#))

- Upcoming Software Publishers' Title Lineup

[Notes] • 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.