



Financial Results Explanatory Material

3rd Quarter of Fiscal Year Ending March 2026

Nintendo Co., Ltd.
February 3, 2026

1

1. Consolidated Financial Results and Outlook

2

- We would like to talk about the consolidated financial results for the first nine months of the fiscal year ending March 2026 (hereinafter referred to as “the third quarter”).

Consolidated Financial Highlights

	FY25/Q1-Q3	FY26/Q1-Q3	Comparison
Net sales	956.2 bn yen	1,905.8 bn yen	+99.3 %
Operating profit	247.5 bn yen	300.3 bn yen	+21.3 %
Operating profit ratio	25.9 %	15.8 %	-10.1 pt.
Ordinary profit	327.1 bn yen	455.8 bn yen	+39.4 %
Net profit	237.1 bn yen	358.8 bn yen	+51.3 %
Net profit ratio	24.8 %	18.8 %	-6.0 pt.

- Net profit: Profit attributable to owners of parent
- FY = Fiscal Year
- FY26/Q1-Q3 indicates the period between April 1, 2025 and December 31, 2025.

3

- For the third quarter of this fiscal year, net sales increased by 99.3% year-on-year to 1,905.8 billion yen, operating profit rose by 21.3% to 300.3 billion yen, ordinary profit rose by 39.4% to 455.8 billion yen, and profit attributable to owners of parent rose by 51.3% to 358.8 billion yen.

Consolidated Sales

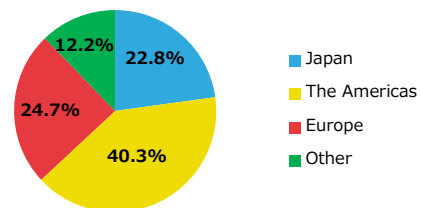
	FY25/Q1-Q3	FY26/Q1-Q3	Comparison
Net sales	956.2 bn yen	1,905.8 bn yen	+99.3 %
Dedicated video game platform*1	895.5 bn yen	1,851.3 bn yen	+106.7 %
IP related income, etc.*2	60.6 bn yen	54.5 bn yen	-10.1 %

*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 movies and videos, smart-device content, royalties and merchandise sales at official stores.

Effect of changes in foreign exchange rates on net sales: -7.5 billion yen

FY26/Q1-Q3 Regional Sales Ratio

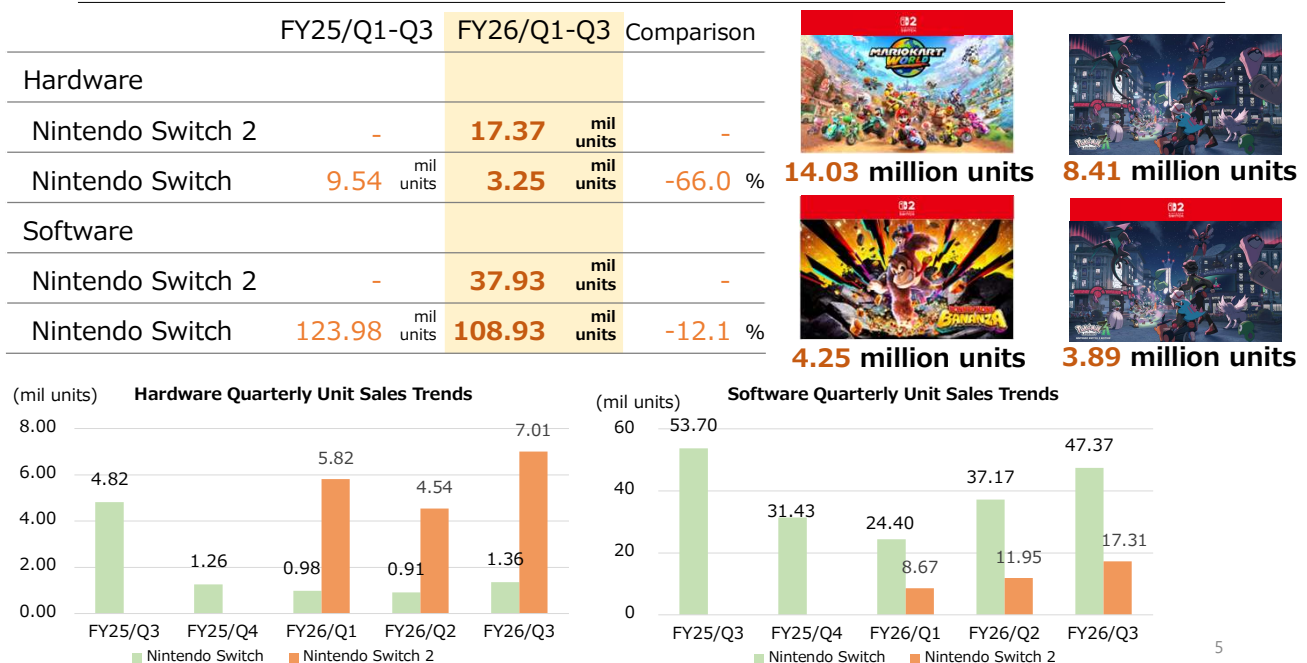


Proportion of sales outside Japan: 77.2%

4

- Hardware sales increased significantly in the third quarter with the release of Nintendo Switch 2. The higher individual unit price of Nintendo Switch 2 compared to Nintendo Switch also contributed to the increase in net sales, and our dedicated video game platform business sales increased by 106.7% year-on-year to 1,851.3 billion yen.
- In our IP related business, sales declined by 10.1% year-on-year to 54.5 billion yen, mainly due to the decrease in revenue related to *The Super Mario Bros. Movie*.

Sales Status of Hardware and Software (Sell-In)



5

- I'd like to talk now about sales of hardware and software in our dedicated video game platform business.
- Looking at hardware sales, Nintendo Switch 2 sales totaled 17.37 million units and Nintendo Switch sales declined 66.0% year-on-year to 3.25 million units. The growth in sales of Nintendo Switch 2 hardware was driven by “Nintendo Switch 2 + Mario Kart World Bundle” as well as by “Nintendo Switch 2 + Pokémon Legends: Z-A – Nintendo Switch 2 Edition Bundle,” which was released in October.
- For software unit sales, Nintendo Switch 2 software totaled 37.93 million units, and Nintendo Switch software declined 12.1% year-on-year to 108.93 million units.
- Nintendo Switch 2 software showed continued growth, with *Mario Kart World* selling 14.03 million units, *Donkey Kong Bananza* selling 4.25 million units, and *Pokémon Legends: Z-A – Nintendo Switch 2 Edition* selling 3.89 million units. The steady increase in unit sales of software has also been enhanced by the wide variety of titles released by software publishers, providing a solid lineup.
- Looking at Nintendo Switch software, *Pokémon Legends: Z-A* showed strong sales with 8.41 million units as of the third quarter. 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.

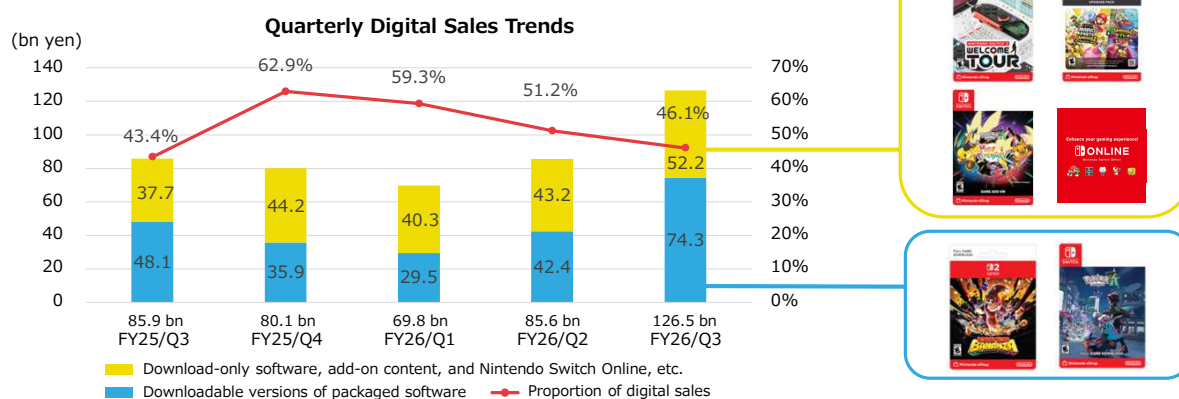
Note: *Sell-in* refers to sales by the Nintendo group to outside entities. In addition to units sold to corporate business partners, this number also includes units sold to individual consumers through Nintendo's direct-sales websites or as downloadable software.

Digital Sales

	FY25/Q1-Q3	FY26/Q1-Q3	Comparison
Digital sales*1	245.8 bn yen	282.0 bn yen	+14.7 %
Proportion of digital sales*2	51.0 %	50.4 %	-0.6 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, let's talk about the digital business for our software.
- Digital sales through the third quarter increased by 14.7% year-on-year to 282.0 billion yen and accounted for 50.4% of total software sales for our dedicated video game platform, down 0.6 percentage points.
- Digital sales increased year-on-year mainly due to an increase in sales of downloadable versions of packaged software and add-on content.

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.

Gross Profit

	FY25/Q1-Q3	FY26/Q1-Q3	Comparison
Gross profit	565.5 bn yen	712.4 bn yen	+26.0 %
Gross profit ratio	59.1 %	37.4 %	-21.7 pt.
Main Variable Factors			
	FY25/Q1-Q3	FY26/Q1-Q3	Comparison
Proportion of hardware sales*1	46.1 %	69.8 %	+23.7 pt.
Proportion of first-party software sales*2	73.4 %	74.9 %	+1.5 pt.
Proportion of digital sales*2	51.0 %	50.4 %	-0.6 pt.
Average exchange rate	1 USD 1 Euro	152.45 yen 164.70 Yen	148.69 yen 171.91 yen
			-3.76 yen +7.21 yen

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

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

7

- Gross profit increased alongside the increase in net sales, rising 26.0% year-on-year to 712.4 billion yen.
- The gross profit margin declined by 21.7 points to 37.4%, mainly due to the significant rise in proportion of hardware sales following 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-Q3	FY26/Q1-Q3	Comparison
SG&A expenses	317.9 bn yen	412.0 bn yen	+29.6 %
SG&A expenses-to-sales ratio	33.2 %	21.6 %	-11.6 pt.
Operating profit	247.5 bn yen	300.3 bn yen	+21.3 %
Operating profit ratio	25.9 %	15.8 %	-10.1 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. +17.5 billion yen

	FY25/Q1-Q3	FY26/Q1-Q3	Comparison
Research and development expenses	104.7 bn yen	127.5 bn yen	+21.8 %
Advertising expenses	68.8 bn yen	114.4 bn yen	+66.2 %

8

- Selling, general and administrative expenses (SG&A expenses) increased by 29.6% year-on-year to 412.0 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 11.6 points to 21.6%.
- As a result, operating profit increased by 21.3% year-on-year to 300.3 billion yen. The operating profit ratio decreased by 10.1 points to 15.8% due to the decrease in gross profit margin.

Ordinary Profit and Net Profit

	FY25/Q1-Q3	FY26/Q1-Q3	Comparison
Non-operating income	79.9 bn yen	156.1 bn yen	+95.4 %
included foreign exchange gains	6.2 bn yen	47.8 bn yen	+667.6 %
Non-operating expenses	0.4 bn yen	0.7 bn yen	+70.5 %
Ordinary profit	327.1 bn yen	455.8 bn yen	+39.4 %
Net profit	237.1 bn yen	358.8 bn yen	+51.3 %
Net profit ratio	24.8 %	18.8 %	-6.0 pt.

Exchange rate	FY25 (3/31/2025)	FY26/Q3 (12/31/2025)	Comparison
1 USD	149.48 yen	156.66 yen	+7.18 yen
1 Euro	161.76 yen	183.93 yen	+22.17 yen

9

- Ordinary profit increased by 39.4% year-on-year to 455.8 billion yen, due to factors including an increase in foreign exchange gains and an increase in share of profit of entities accounted for using equity method.
- Profit attributable to owners of parent increased by 51.3% year-on-year to 358.8 billion yen, due to factors such as a gain on sale of investment securities.

Consolidated Financial Forecast

The consolidated financial forecast for the fiscal year ending March 2026 remains unchanged from the forecast announced on November 4, 2025.

	FY25 (Actual)	FY26 (Forecast)	Comparison
Net sales	1,164.9 bn yen	2,250.0 bn yen	+93.1 %
Operating profit	282.5 bn yen	370.0 bn yen	+30.9 %
Ordinary profit	372.3 bn yen	460.0 bn yen	+23.6 %
Net profit	278.8 bn yen	350.0 bn yen	+25.5 %

• Assumed exchange rate for FY26: 1USD = 150 yen (previously 140 yen), 1 Euro = 170 yen (previously 160 yen)

	FY25 (Actual)	FY26 (Forecast)	Comparison
Dividend			
Annual	120 yen	181 yen	+61 yen

In regard to the potential impact of U.S. tariffs, the earnings forecast and projected sales volumes take into account tax rates as of the end of December 31, 2025.

10

- Next, we would like to talk about our financial forecast.
- The consolidated financial forecast for the fiscal year ending March 2026 remains unchanged from the forecast announced on November 4, 2025.
- The assumed exchange rate has been changed to 1 USD = 150 yen (previously 140 yen) and 1 Euro = 170 yen (previously 160 yen). While these revisions toward a weaker yen are expected to have a positive effect on net sales and each profit level, upon taking into consideration other adjustment items, the impact was not sufficient to warrant a revision to the consolidated financial forecast.

Consolidated Financial Forecast

Sales units forecast	FY25 (Actual)	FY26 (Forecast)	Comparison
Nintendo Switch 2			
Hardware	- mil units	19.00 mil units	- %
Software	- mil units	48.00 mil units	- %
Nintendo Switch			
Hardware	10.80 mil units	4.00 mil units	-63.0 %
Software	155.41 mil units	125.00 mil units	-19.6 %

FY26 software sales unit forecast includes software bundled with other products during the nine months ended December 31, 2025 (approx. 12.20 million units of Nintendo Switch 2 software and 0.91 million units of Nintendo Switch software) but does not include software bundled with other products January 1, 2026 onwards. Of the Nintendo Switch software mentioned above, approximately 0.51 million units were bundled with Nintendo Switch 2 hardware.

11

- Furthermore, the sales units forecast for hardware and software remains unchanged.
- However, based on sales performance for the third quarter and the outlook going forward, the breakdown of unit sales by region and by product have shifted somewhat from earlier expectations. Specifically, the proportion of hardware sales in Japan has increased and for software, the proportion of units sold in Japan and the composition of titles from other software publishers have risen. These changes are expected to be a factor reducing operating profit.
- Therefore, after considering both the positive effects of the revised exchange rate assumptions and negative effects of the changes in the regional and product mix of unit sales, we have determined that the overall changes in net sales and profit levels did not require a revision. Accordingly, we have maintained our financial forecast.

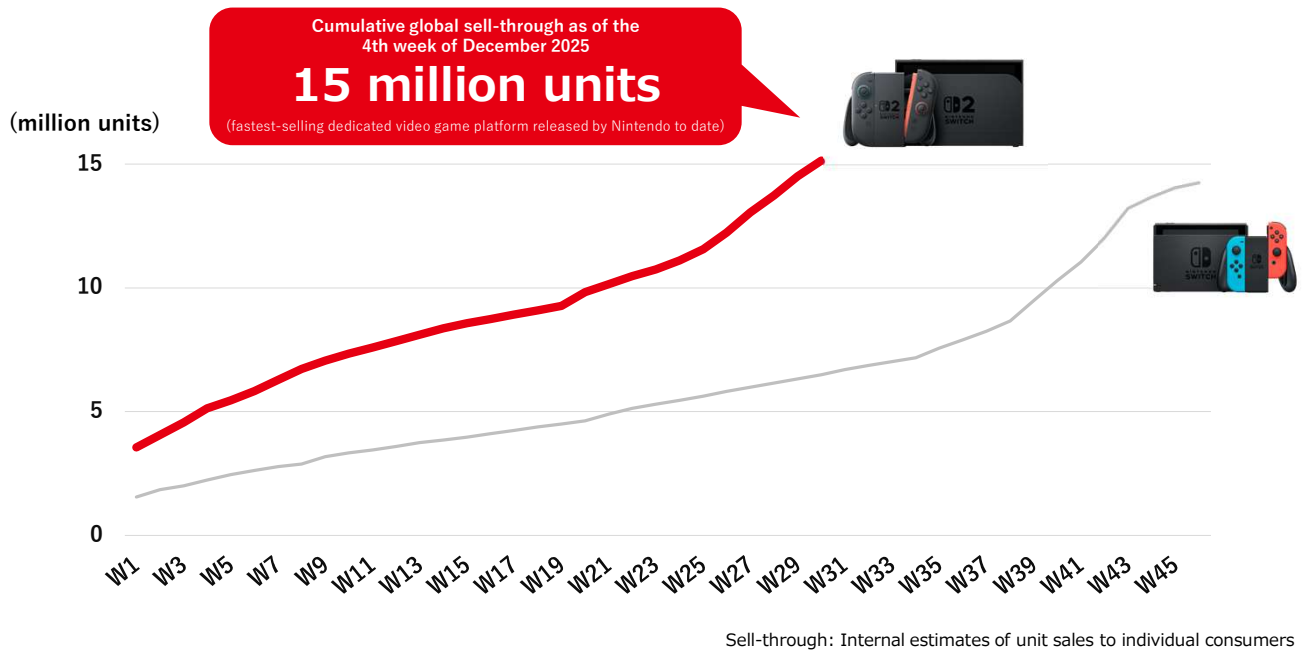
Note: Appropriate Use of Earnings Forecasts: Forecasts referred to above were prepared based on management's assumptions with information available at this time and therefore involve known and unknown risks and uncertainties such as fluctuation in foreign exchange rates and other changes in the market 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

12

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

Nintendo Switch 2 Sell-Through



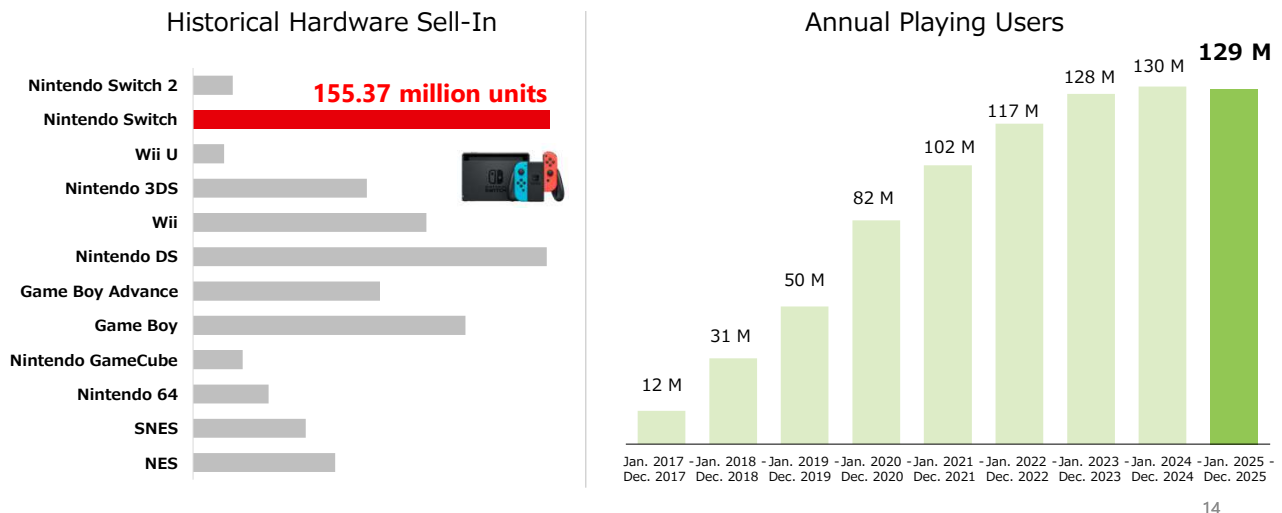
- First, let's talk about sales of Nintendo Switch 2, which launched in June 2025.
- This graph shows cumulative sell-through of Nintendo Switch 2 after launch compared to Nintendo Switch. Nintendo Switch 2 has been purchased by many consumers around the world, with cumulative sell-through surpassing 15 million units in the six months since the launch.
- As the red line on the graph shows, adoption is growing at the fastest pace ever (*see note), significantly outpacing Nintendo Switch.
- We believe we have been able to get off to a good start.

Note: The fastest-selling dedicated video game platform released by Nintendo to date.

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.

Historical Hardware Sell-In and Annual Playing Users

- **Nintendo Switch has reached the highest sales volume of any Nintendo hardware**
- **Over 100 million annual playing users, continuing the trend from last year**

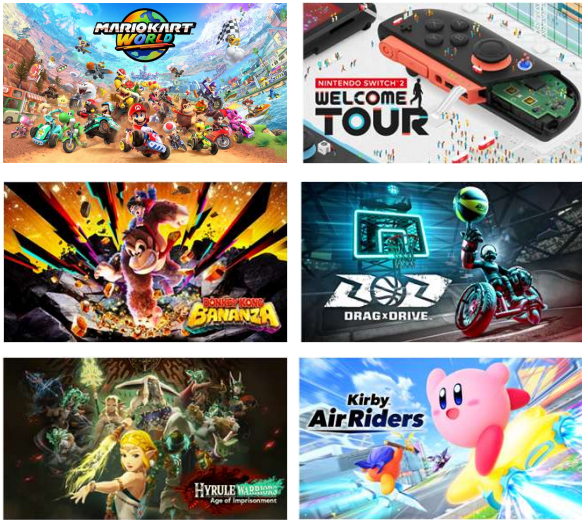


- The connections we built with consumers via Nintendo Switch have supported the smooth launch of Nintendo Switch 2.
- The graph on the left of the slide shows the cumulative sales volumes for other Nintendo hardware. Through the third quarter, cumulative sell-in of Nintendo Switch surpassed that for Nintendo DS, reaching the highest sales volume of any Nintendo hardware.
- The graph on the right shows the trend in the number of annual playing users. The most recent figure shows that the number of annual playing users has remained steady. Even at this juncture between platform generations, the number of annual playing users remains above 100 million users, as in the previous year.
- With our dedicated video game platforms prior to Nintendo Switch, our relationship with consumers was interrupted whenever they purchased a new platform, which presented challenges.
- In contrast, the Nintendo Switch install base, which is our largest ever, and the fact that many consumers continue to play on the platform, provide a strong business foundation that has supported the launch of Nintendo Switch 2.

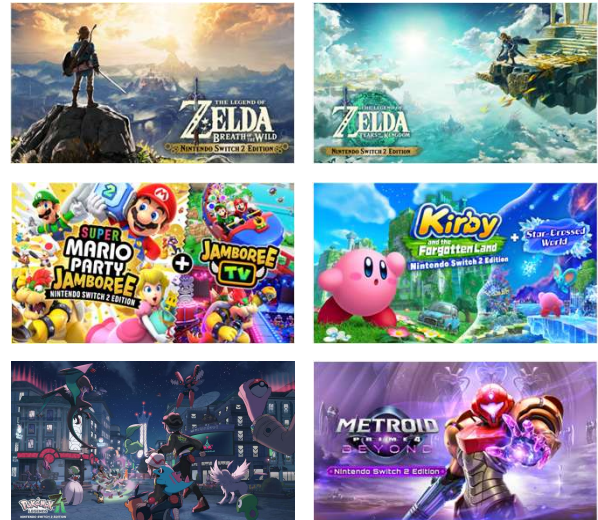
Note: The number of annual playing users refers to the number of Nintendo Accounts, out of all Nintendo Accounts registered to a Nintendo Switch or Nintendo Switch 2 system, that used Nintendo Switch or Nintendo Switch 2 software one or more times during the 12-month data aggregation period. In addition, the count does not include use of services such as Nintendo eShop. Past usage data is collected when the hardware is connected to the internet, so the results are revised retroactively.

Nintendo Switch 2 Software (First-Party)

Nintendo Switch 2 Software



Nintendo Switch 2 Edition



15

- The titles shown here are first-party Nintendo Switch 2 software titles released through the third quarter.
- On the left are Nintendo Switch 2 software, and on the right are Nintendo Switch 2 Edition titles.
- Among the Nintendo Switch 2 software is *Kirby Air Riders*, which was released in November. The Nintendo Switch 2 Edition titles include *Pokémon Legends: Z-A – Nintendo Switch 2 Edition*, released in October, and *Metroid Prime 4: Beyond – Nintendo Switch 2 Edition*, released in December.
- In addition, we released add-on content for *Donkey Kong Bananza* and for *Pokémon Legends: Z-A*.

Note: *Hyrule Warriors: Age of Imprisonment* will be licensed to be released and sold as a Nintendo Product outside of Japan.

Nintendo Switch 2 Titles Planned For Release (First-Party)



January 15, 2026



February 12, 2026



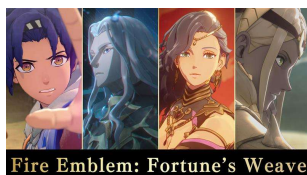
March 5, 2026



March 26, 2026



Spring 2026



2026



TBD

16

- The titles shown here are the lineup of first-party Nintendo Switch 2 titles planned for release in 2026 and beyond.
- On January 15th, we released *Animal Crossing: New Horizons – Nintendo Switch 2 Edition*. On February 12th, we will release *Mario Tennis Fever*.
- And heading into spring, we plan to release titles such as *Pokémon Pokopia*, *Super Mario Bros. Wonder – Nintendo Switch 2 Edition + Meetup in Bellabel Park*, and *Yoshi and the Mysterious Book*.
- By preparing a diverse lineup including additional games like *Fire Emblem: Fortune's Weave* and *Splatoon Raiders* that take advantage of the performance and new features of Nintendo Switch 2, we are further accelerating the momentum of the platform.

Note: *Pokémon Pokopia* will be published by The Pokémon Company in Japan.

First-Party Titles for Nintendo Switch



April 16, 2026



2026



2026

17

- Next, let's talk about first-party titles for Nintendo Switch.
- We are also continuing to release new titles for Nintendo Switch, a platform that now has a user base exceeding 100 million people.
- We plan to release *Tomodachi Life: Living the Dream* and *Rhythm Heaven Groove*, which both represent a return to their respective series, and also *Pokémon Champions*.
- These titles can also be played on Nintendo Switch 2, so we hope users of both platforms will have enjoy these games.

Note: There are software titles that are not compatible, and others that are limited to only certain styles of play. For more information, see <https://www.nintendo.com/us/gaming-systems/switch-2/transfer-guide/compatible-games/>.

Nintendo Switch 2 Titles From Other Software Publishers



January 22, 2026



January 22, 2026



February 5, 2026



February 12, 2026



February 13, 2026



February 27, 2026



March 12, 2026



March 13, 2026



April 24, 2026



May 27, 2026



2026



2026

- These are some examples of titles for Nintendo Switch 2 from other software publishers that will be released in 2026 and beyond.
- As you can see, a variety of titles are planned for release that will appeal to a wide range of consumers, including avid gamers.
- With the tremendous support of software publishers, the lineup for Nintendo Switch 2 is continuing to grow, greatly contributing to the platform's momentum since launch.

Initiatives Leveraging Nintendo IP

**Nintendo Live 2025 TOKYO
was held on October 4 and 5
at Tokyo Big Sight**



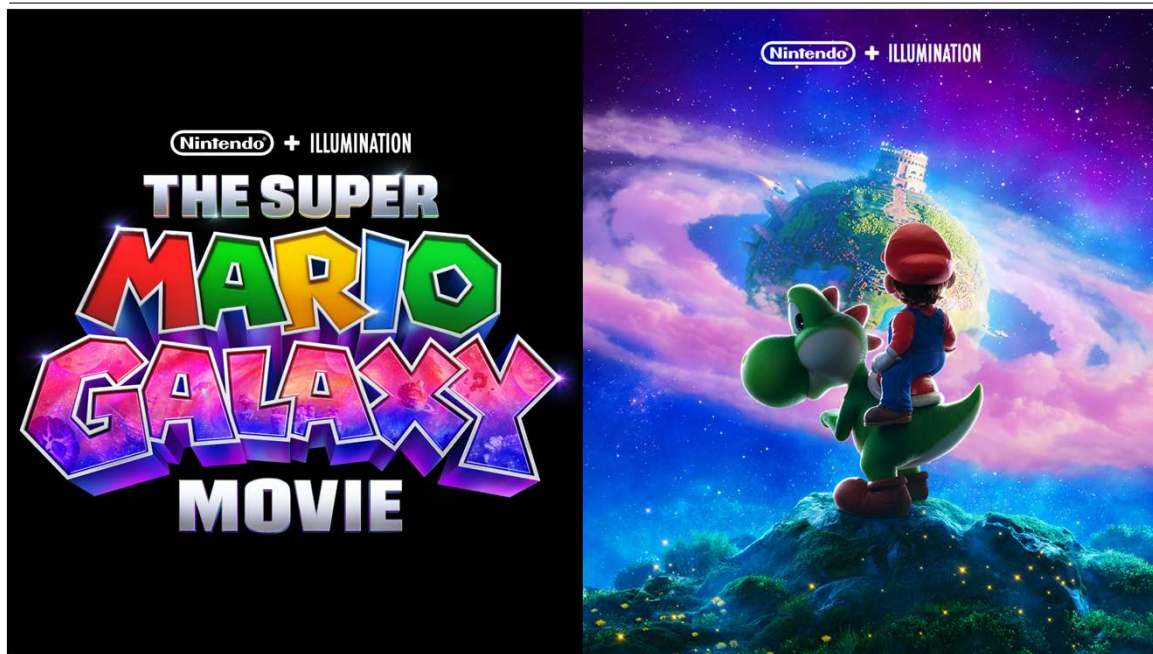
**Our fourth directly managed store
in Japan, Nintendo FUKUOKA,
opened in November 2025**



19

- Now let's introduce some initiatives that made use of Nintendo IP.
- Nintendo Live 2025 TOKYO was held for two days at Tokyo Big Sight in October 2025. It was the first time in three years since Nintendo Live was last held in Japan, and the event featured hands-on experience of Nintendo Switch 2 games and tournaments. Activities were live-streamed via the Nintendo Today! Smartphone app and Nintendo's official YouTube channel, giving people who could not physically attend the event the opportunity to share in the excitement.
- Also, November 2025 marked the opening of Nintendo FUKUOKA, our fourth directly managed official store in Japan and the first permanent store in the Kyushu region. Our official stores are more than just a place for selling merchandise. They are also important touchpoints where we can convey information about Nintendo through gameplay experiences and events. Going forward we will continue to carefully manage each individual store.
- Furthermore, in the Kyushu region, we are collaborating with JR Kyushu Railway Company to launch a campaign called "Super Mario × JR Kyushu ~Let's Go Kyushu!~"
- Going forward, we will continue to create touchpoints with consumers by promoting various initiatives that utilize Nintendo IP in a wide range of fields.

Movies



- In the field of movies and videos, the animated film *The Super Mario Galaxy Movie*, jointly produced with Illumination, is scheduled to premiere in April.
- Like the previous Mario film, this movie was produced with the goal of creating an experience that everyone can enjoy, regardless of whether they have any experience with the games. We hope that watching the game with family and friends will serve as a gateway to the world of Super Mario.

Super Mario Bros. 40th Anniversary Initiatives



- This fiscal year marks the 40th anniversary of the release of *Super Mario Bros.* in 1985. To mark this milestone, we are releasing a variety of Mario related products, services and events that go beyond the boundaries of our video game systems. Ahead of new movie scheduled for release this April, we have released *Super Mario Galaxy* and *Super Mario Galaxy 2* for Nintendo Switch as 40th-anniversary titles.
- Going forward, we will continue to create unique entertainment experiences through various initiatives so Super Mario and our other IP and characters continue to be loved for a long time.

3. Reference Materials

22

[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.

Sales Breakdown (by Region)

million yen

FY26/Q1-Q3	Japan	The Americas	Europe	Other	Total
Dedicated video game platform	406,028	748,671	467,010	229,614	1,851,324
IP related income, etc.	29,452	20,091	3,718	1,295	54,558
Total	435,481	768,763	470,728	230,909	1,905,883

FY25/Q1-Q3	Japan	The Americas	Europe	Other	Total
Dedicated video game platform	197,503	388,242	238,389	71,389	895,523
IP related income, etc.	27,170	28,652	4,005	865	60,694
Total	224,674	416,894	242,394	72,254	956,218

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-Q3	FY26/Q1-Q3	FY26 (forecast)
Depreciation of property, plant and equipment	7,221	9,212	12,000
Research and development expenses	104,772	127,570	175,000
Advertising expenses	68,859	114,424	140,000
Average exchange rate	1 USD = 152.45 yen	148.69 yen	149.01 円
	1 Euro = 164.70 yen	171.91 yen	171.42 円
Consolidated net sales in U.S. dollars	2.5 billion	4.9 billion	-
Consolidated net sales in Euros	1.4 billion	2.7 billion	-
Non-consolidated purchases in U.S. dollars	3.2 billion	6.6 billion	-

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

million U.S. dollars/Euros

		March 31, 2025		December 31, 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	1,859	1 USD= 156.66 yen	1 USD= 150.00 yen
	Accounts receivable-trade	679		1,135		
	Accounts payable-trade	1,105		1,612		
Euro	Cash and deposits	244	1 Euro= 161.76 yen	779	1 Euro= 183.93 yen	1 Euro= 170.00 yen
	Accounts receivable-trade	632		791		

Digital Sales

Digital Sales billion yen				Proportion of Digital Sales				Proportion of Downloadable Versions of Packaged Software Sales			
FY26				FY26				FY26			
Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
69.8	85.6	126.5		59.3%	51.2%	46.1%		42.3%	49.5%	58.7%	
155.5				54.5%				46.3%			
282.0				50.4%				51.9%			
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%	73.9%		78.8%	67.2%	65.1%		64.8%	68.7%	81.9%	
79.5%				73.2%				67.2%			
77.2%				69.8%				74.9%			
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-Q3	FY26/Q1-Q3	Life-to-date	Forecast FY26
Nintendo Switch 2						
Hardware	Japan		-	478	478	
	The Americas		-	598	598	
	Europe		-	410	410	
	Other		-	250	250	
	Total		-	1,737	1,737	1,900
Software	Japan		-	916	916	
	The Americas		-	1,410	1,410	
	Europe		-	1,018	1,018	
	Other		-	448	448	
	Total		-	3,793	3,793	4,800
Nintendo Switch						
Hardware (Total)	Japan		281	94	3,814	
	The Americas		330	114	5,945	
	Europe		251	71	3,991	
	Other		92	45	1,787	
	Total		954	325	15,537	400
of which Nintendo Switch	Japan		49	17	2,106	
	The Americas		126	47	3,831	
	Europe		92	31	2,685	
	Other		7	2	1,121	
	Total		274	98	9,742	
of which Nintendo Switch – OLED Model	Japan		170	47	992	
	The Americas		137	36	945	
	Europe		124	25	728	
	Other		76	40	503	
	Total		507	148	3,168	
of which Nintendo Switch Lite	Japan		62	30	716	
	The Americas		68	30	1,169	
	Europe		35	16	579	
	Other		8	3	163	
	Total		173	79	2,627	
Software	Japan		2,688	2,312	29,624	
	The Americas		5,088	4,548	65,051	
	Europe		3,758	3,215	43,687	
	Other		863	819	11,654	
	Total		12,398	10,893	150,016	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 include software bundled with other products during the nine months ended December 31, 2025 but do not include software to be bundled with other products January 1, 2026 onwards.
 - 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-Q3			Life-to-date
	Global	Japan	Outside of Japan	Global
Mario Kart World	1,403	335	1,067	1,403
Donkey Kong Bananza	425	69	356	425
Pokémon Legends: Z-A Nintendo Switch 2 Edition	389	112	276	389
Kirby Air Riders	176	90	86	176

Nintendo Switch	FY26/Q1-Q3			Life-to-date
	Global	Japan	Outside of Japan	Global
Pokémon Legends: Z-A	841	308	533	841
Super Mario Galaxy 2	242	32	210	242
Mario Kart 8 Deluxe	239	35	204	7,059
Super Mario Galaxy	228	30	198	228
Super Mario Party Jamboree	193	37	156	941
Nintendo Switch Sports	157	21	136	1,784
Animal Crossing: New Horizons	150	40	109	4,932
Pokémon Scarlet/ Pokémon Violet	128	28	101	2,808
Super Smash Bros. Ultimate	120	24	96	3,744
Super Mario Bros. Wonder	112	9	103	1,715

[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 December 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
Pokémon Legends: Z-A – Nintendo Switch 2 Edition ^(*2)	10/16/2025
Hyrule Warriors: Age of Imprisonment ^(*4)	11/6/2025
Kirby Air Riders	11/20/2025
Metroid Prime 4: Beyond – Nintendo Switch 2 Edition ^(*2)	12/4/2025

Nintendo Switch	Release Date
(Software)	
Pokémon Friends ^(*1)	7/22/2025
Super Mario Galaxy ^(*1)	10/2/2025
Super Mario Galaxy 2 ^(*1)	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

[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.

*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

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

Launch Schedule of Primary Nintendo Products (extracts: January 2026 onwards)

Nintendo Switch 2	Release Date
(Software)	
Animal Crossing: New Horizons – Nintendo Switch 2 Edition ^(*1)	1/15/2026
Mario Tennis Fever	2/12/2026
Pokémon Pokopia ^(*2)	3/5/2026
Super Mario Bros. Wonder – Nintendo Switch 2 Edition + Meetup in Bellabel Park ^(*1)	3/26/2026
Yoshi and the Mysterious Book	Spring 2026
Fire Emblem: Fortune's Weave	2026
Splatoon Raiders	TBD

Nintendo Switch	Release Date
(Software)	
Hello, Mario! ^(*3)	2/19/2026
Tomodachi Life: Living the Dream	4/16/2026
Rhythm Heaven Groove	2026
Pokémon Champions ^(*3)	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 published by The Pokémon Company in Japan.

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

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.