



Financial Results Explanatory Material

2nd Quarter of Fiscal Year Ending March 2022

Nintendo Co., Ltd.
November 4, 2021

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1. Consolidated Financial Results and Outlook

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Consolidated Financial Highlights

	FY21/Q1-Q2	FY22/Q1-Q2	Comparison
Net sales	769.5 bn yen	624.2 bn yen	-18.9 %
Operating profit	291.4 bn yen	219.9 bn yen	-24.5 %
Operating profit ratio	37.9 %	35.2 %	-2.6 pt.
Ordinary profit	297.4 bn yen	236.2 bn yen	-20.6 %
Net profit	213.1 bn yen	171.8 bn yen	-19.4 %
Net profit ratio	27.7 %	27.5 %	-0.2 pt.

*Net profit: Profit attributable to owners of parent

*FY = Fiscal Year

FY22/Q1-Q2 indicates the period between April 1, 2021 and September 30, 2021.

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- Year-on-year, net sales for the first six months of this fiscal year declined by 18.9% to 624.2 billion yen, operating profit declined by 24.5% to 219.9 billion yen, ordinary profit declined by 20.6% to 236.2 billion yen, and profit attributable to owners of parent declined by 19.4% to 171.8 billion yen.

Consolidated Sales

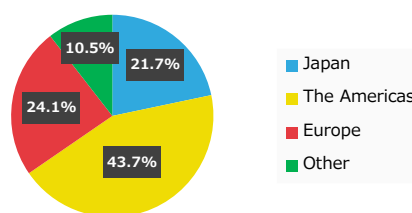
	FY21/Q1-Q2	FY22/Q1-Q2	Comparison
Net sales	769.5 bn yen	624.2 bn yen	-18.9 %
Dedicated video game platform*1	741.9 bn yen	597.4 bn yen	-19.5 %
Mobile, IP related income, etc.*2	26.7 bn yen	25.5 bn yen	-4.6 %
Playing cards, etc.	0.8 bn yen	1.3 bn yen	+47.2 %

*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: +24.0 billion yen

FY22/Q1-Q2 Regional Sales Ratio



Proportion of overseas sales: 78.3%

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- Sales from our dedicated video game platform business decreased by 19.5% year-on-year to 597.4 billion yen. Sales and profits for the first half of this fiscal year declined compared to the same period of last fiscal year, when *Animal Crossing: New Horizons* drove the entire Nintendo Switch business significantly. However, the results for the first half of this fiscal year have remained at a high level, in line with our expectations.
- Royalty income increased year-on-year, but income from smart-device content decreased, with the result that overall sales in our mobile, IP related business declined by 4.6% to 25.5 billion yen.

Gross Profit

	FY21/Q1-Q2	FY22/Q1-Q2	Comparison
Gross profit	434.0 bn yen	372.7 bn yen	-14.1 %
Gross profit ratio	56.4 %	59.7 %	+3.3 pt.
Main Variable Factors			
	FY21/Q1-Q2	FY22/Q1-Q2	Comparison
Proportion of hardware sales*1	51.1 %	46.5 %	-4.6 pt.
Proportion of first-party software sales*2	81.9 %	70.6 %	-11.3 pt.
Proportion of digital sales*2	47.2 %	45.1 %	-2.1 pt.
Average exchange rate	1 USD 1 Euro	106.84 yen 121.24 yen	109.78 yen 130.83 yen
			+2.94 yen +9.59 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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- Gross profit declined by 14.1% year-on-year to 372.7 billion yen due to the decrease in sales.
- The gross profit ratio increased by 3.3 percentage points year-on-year to 59.7%, due mainly to the increase in the proportion of software sales and the exchange-rate effect of a weak yen, even though the ratio of digital sales as well as first-party software sales to total software sales declined.

Selling, General and Administrative Expenses / Operating Profit

	FY21/Q1-Q2	FY22/Q1-Q2	Comparison
SG&A expenses	142.6 bn yen	152.7 bn yen	+7.1 %
SG&A expenses-to-sales ratio	18.5 %	24.5 %	+5.9 pt.
Operating profit	291.4 bn yen	219.9 bn yen	-24.5 %
Operating profit ratio	37.9 %	35.2 %	-2.6 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. +15.0 billion yen

	FY21/Q1-Q2	FY22/Q1-Q2	Comparison
Research and development expenses	42.1 bn yen	44.1 bn yen	+4.6 %
Advertising expenses	30.7 bn yen	38.2 bn yen	+24.3 %

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- Selling, general and administrative expenses (SG&A expenses) increased by 7.1% year-on-year to 152.7 billion yen, due mainly to the rise in advertising expenses that accompanied the increase in new titles released, as well as the exchange-rate effect of a weak yen. The ratio of SG&A expenses to sales increased by 5.9 percentage points to 24.5%.
- Operating profit declined by 24.5% year-on-year to 219.9 billion yen, and the operating profit margin declined by 2.6 points to 35.2%, due to the decrease in gross profit and the rise in SG&A expenses.

Ordinary Profit and Net Profit

	FY21/Q1-Q2	FY22/Q1-Q2	Comparison
Non-operating income	10.2 bn yen	16.7 bn yen	+63.2 %
included foreign exchange gains	- bn yen	1.7 bn yen	%
Non-operating expenses	4.2 bn yen	0.4 bn yen	-88.9 %
included foreign exchange losses	3.6 bn yen	- bn yen	%
Ordinary profit	297.4 bn yen	236.2 bn yen	-20.6 %
Net profit	213.1 bn yen	171.8 bn yen	-19.4 %
Net profit ratio	27.7 %	27.5 %	-0.2 pt.

*Net profit: Profit attributable to owners of parent

Exchange rate	FY21	FY22/Q2	Comparison	Dividend	FY21	FY22	Comparison
1 USD	110.70 yen	111.71 yen	+1.01 yen	End of Q2	810 yen	620 yen	-190 yen
1 Euro	129.82 yen	129.47 yen	-0.35 yen				

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- Ordinary profit declined by 20.6% year-on-year to 236.2 billion yen, mainly due to the decrease in operating profit.
- Profit attributable to owners of parent declined by 19.4% year-on-year to 171.8 billion yen.

FY22 Consolidated Financial Forecast

We have revised the consolidated earnings forecast (issued on May 6, 2021) on November 4, 2021.

	Previous Forecast	Modified Forecast	Comparison
Net sales	1,600.0 bn yen	1,600.0 bn yen	-
Operating profit	500.0 bn yen	520.0 bn yen	+4.0 %
Ordinary profit	480.0 bn yen	500.0 bn yen	+4.2 %
Net profit	340.0 bn yen	350.0 bn yen	+2.9 %

*Net profit: Profit attributable to owners of parent

*For FY22, the estimated exchange rate for USD remains 1 USD = 105 yen, and the rate for Euros has been revised from 1 Euro = 120 yen to 125 yen.

	Previous Forecast	Modified Forecast	Comparison
Dividend			
Annual	1,430 yen	1,490 yen	+60 yen

	Previous Forecast	Modified Forecast	Comparison
Nintendo Switch			
Hardware	25.50 mil units	24.00 mil units	-5.9 %
Software	190.00 mil units	200.00 mil units	+5.3 %

*While revised FY22 forecast software sales units include the quantity bundled with hardware (0.1 million units) for the six months ended September 30, 2021, they do not include the quantity to be bundled with hardware on or after October 1, 2021.

- Based on the sales performance for the fiscal year to date and our future outlook, we have modified our financial forecast for the fiscal year ending March 31, 2022.
- For Nintendo Switch hardware, we reduced our forecast by 1.50 million units to 24.00 million units. Our shipment forecast for the second half was reduced because of the change in our production plan due to the effects of the global semiconductor shortage. On the other hand, we revised the Nintendo Switch software forecast up by 10.00 million units to 200.00 million units based on the sales performance of the first half.
- We have also modified other factors, including exchange rate assumptions. As a result, our net sales forecast remain unchanged while profits have been adjusted upward. Along with the revision of the consolidated financial forecast, the dividend per share for the annual dividend for the fiscal year ending March 31, 2022 has been revised from 1,430 yen to 1,490 yen.

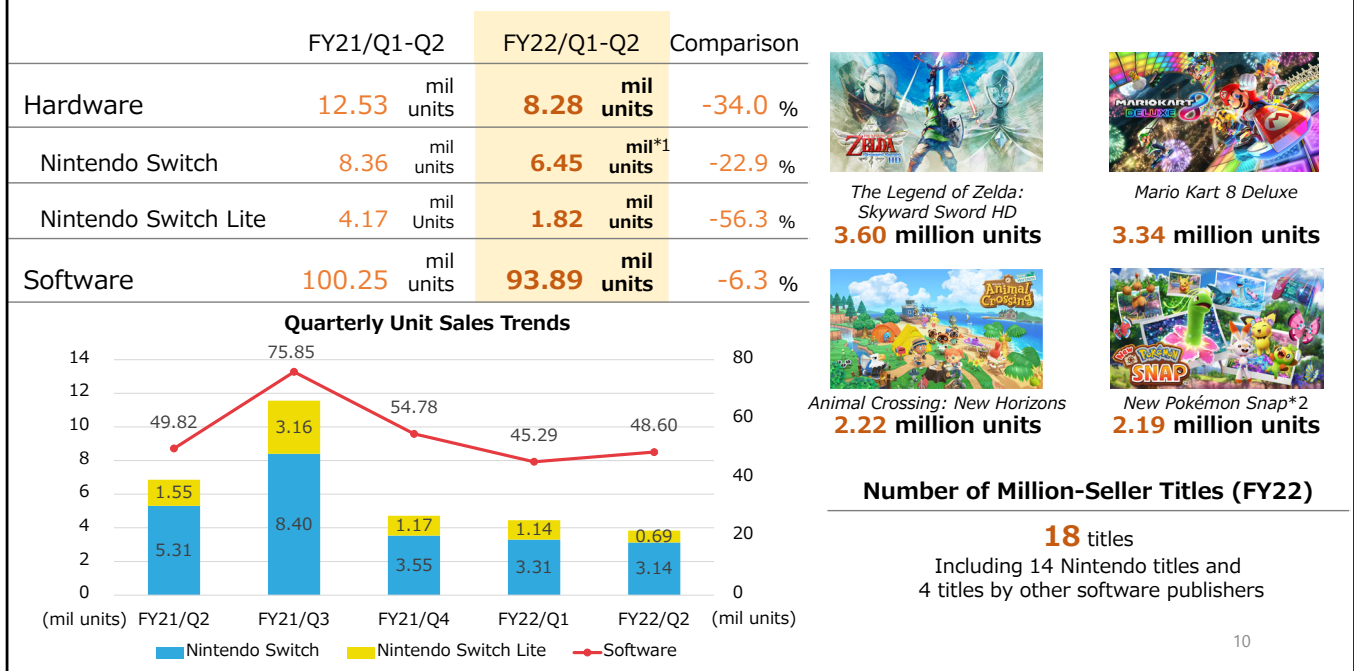
Note: Cautionary Note for the Appropriate Use of Earnings Forecasts.

Statements relating to future projections represent the judgments made by Nintendo management based on information that is available at the time they are written, and for that reason include certain potential risks and uncertainties. Please understand that such risks and uncertainties may cause actual results to be materially different from these forecasts (earnings forecasts, dividend forecasts, or other such forecasts).

2. Business Highlights

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Sales Status of Nintendo Switch (Sell-In)



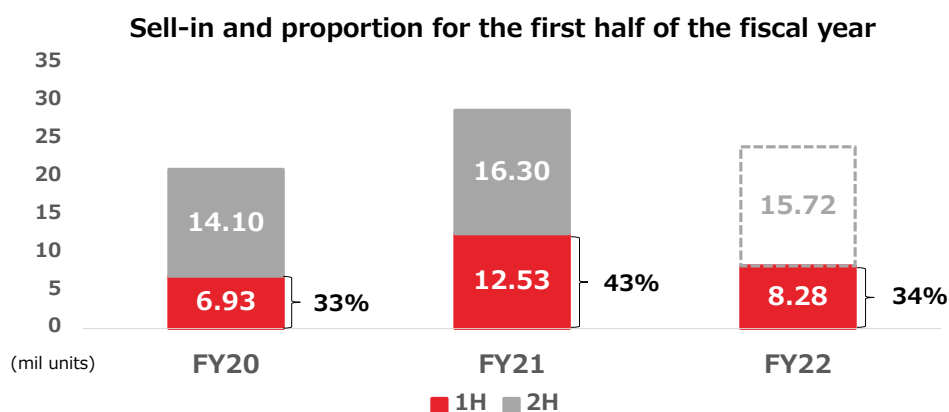
- Unit sales for the entire Nintendo Switch family declined by 34.0% year-on-year to 8.28 million units. That breaks down to sales of 6.45 million units of Nintendo Switch, and 1.82 million units of Nintendo Switch Lite.
- While our evergreen titles continued to drive sales of Nintendo Switch hardware, the overall number of unit sales has declined comparatively due to the release of *Animal Crossing: New Horizons* (March 2020) prompting a significant increase in hardware and software sales in the same period of last fiscal year. In addition, there was a major decrease for Nintendo Switch Lite compared to the same period of last fiscal year, when we had relatively plentiful inventories for Europe and North America and unit sales were high.
- For software, sales of Nintendo Switch titles released this fiscal year all exhibited strong growth, with *The Legend of Zelda: Skyward Sword HD* recording sales of 3.60 million units, and *New Pokémon Snap* (see Note 2) selling 2.19 million units. Titles released in previous fiscal years also continues to sell well. Additionally, sales of titles from other software publishers continued to grow steadily, bringing the total number of million-seller titles during this period to 18, including titles from these other software publishers. However, *Animal Crossing: New Horizons* sold more than 10.00 million units in the same period of last fiscal year, so software unit sales declined by 6.3% year-on-year to 93.89 million units.

Note 1: Sales units of Nintendo Switch include the Nintendo Switch - OLED Model, which started shipping from the second quarter of the fiscal year ending March 31, 2022.

Note 2: *New Pokémon Snap* is released and sold by The Pokémon Company in Japan, and by Nintendo outside of Japan. Sales of 2.19 million units all represent those outside of Japan.

Nintendo Switch Hardware Sell-in and Outlook

- *Animal Crossing: New Horizons* drove hardware sales significantly in 1H of FY21
- 1H of FY22 was down from FY21 but exceeded FY20
- Even after the modification, 2H of FY22 is expected to be at the same level of FY21



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- Unit sales for Nintendo Switch hardware in the first half of this fiscal year were 8.28 million units, a decrease from last fiscal year (FY21). In the first half of the last fiscal year, more than 40% of the consumers who began playing Nintendo Switch in Japan, the U.S., and Europe chose *Animal Crossing: New Horizons* as their first game, and as a result, the title drove hardware sales significantly.
- While there was not a single title like *Animal Crossing: New Horizons* driving hardware sales in the first half of this fiscal year, consumers purchased hardware alongside various titles, and the sales volume exceeded that of the fiscal year before last (FY20).
- In addition, the proportion of sales units in the first half, compared to the full year, was 43% last fiscal year, which was higher than in past years. However, we estimate that the sales ratio for the second half will return to its previous levels this fiscal year.
- While we have revised our sales plans for the second half downwards, sales are still projected to reach the same levels as the second half of the previous fiscal year even after these modifications.

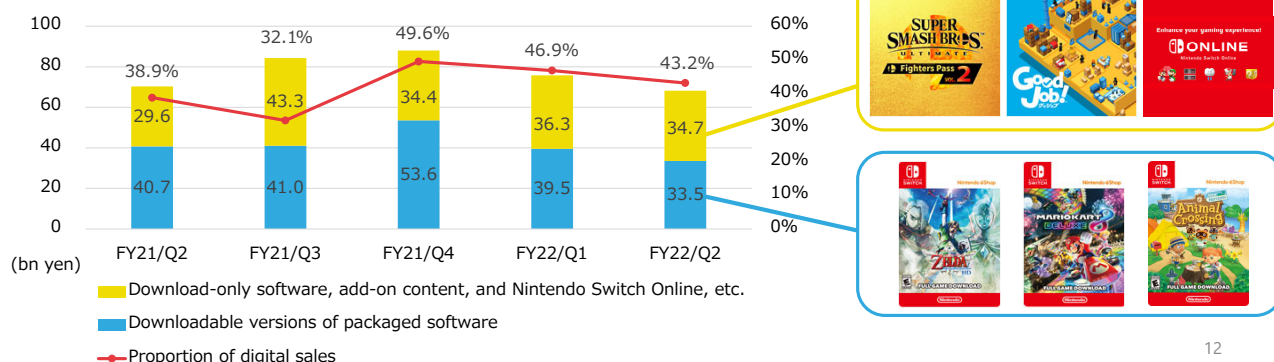
Digital Sales

	FY21/Q1-Q2	FY22/Q1-Q2	Comparison
Digital sales*1	171.5 bn yen	144.2 bn yen	-15.9 %
Proportion of digital sales*2	47.2 %	45.1 %	-2.1 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

Quarterly Digital Sales Trends



- Digital sales for the first half of this fiscal year declined by 15.9% year-on-year to 144.2 billion yen, accounting for 45.1% of total software sales for our dedicated video game platform.
- Although sales declined for downloadable versions of packaged software on Nintendo Switch, sales steadily increased for download-only software, including indie titles, as well as Nintendo Switch Online sales, resulting in an increase in the proportion of digital sales.
- Digital sales during the three months of the second quarter (July through September) have decreased by 2.2 billion yen year-on-year, but the proportion of digital sales has increased by 4.3 percentage points and remains at a high level.

Note : Regarding calculation of digital sales, in principle, sales of Nintendo software are recognized as gross sales, while sales of software released by other software publishers are recognized as net sales. For software released by other publishers, the sales commissions that Nintendo receives based on contracts with the software publishers or other parties are recognized as revenue.

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	FY22 (April ~ September '21)			Life-to-date		FY22 (April ~ September.'21)			Life-to-date
	Global	incl. Japan	incl. Overseas	Global		Global	incl. Japan	incl. Overseas	Global
The Legend of Zelda: Skyward Sword HD	360	42	318	360	Pokémon Sword/Pokémon Shield	154	19	135	2,264
Mario Kart 8 Deluxe	334	46	289	3,874	Miitopia	137	35	102	137
Animal Crossing: New Horizons	222	25	197	3,485	SUPER MARIO ODYSSEY	112	8	103	2,195
New Pokémon Snap *	219	-	219	219	New Super Mario Bros. U Deluxe	103	8	96	1,148
Ring Fit Adventure	210	52	158	1,221					
Mario Golf: Super Rush	194	29	165	194					
Super Smash Bros. Ultimate	186	33	153	2,571					
Super Mario 3D World + Bowser's Fury	186	36	150	745					
The Legend of Zelda: Breath of the Wild	185	16	170	2,413					
Super Mario Party	168	22	147	1,648					

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

Key Indicators

Proportion of Overseas Sales

FY22			
Q1	Q2	Q3	Q4
77.9%	78.7%		
78.3%			

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

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

Proportion of Hardware Sales

FY22			
Q1	Q2	Q3	Q4
47.6%	45.2%		
46.5%			

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

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

Proportion of First-Party Software Sales

FY22			
Q1	Q2	Q3	Q4
72.3%	68.9%		
70.6%			

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

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

Digital Sales Indicators

Digital Sales

(yen)

FY22			
Q1	Q2	Q3	Q4
75.9 bn	68.2 bn		
144.2 bn			

Proportion of Digital Sales

FY22			
Q1	Q2	Q3	Q4
46.9%	43.2%		
45.1%			

Proportion of Downloadable Versions of Packaged Software Sales

FY22			
Q1	Q2	Q3	Q4
52.1%	49.1%		
50.7%			

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

*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.

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

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

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

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

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

Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
Nintendo Switch					
(Software)		(Software)		(Software)	
New Pokémon Snap *	4/30/2021	New Pokémon Snap *	4/30/2021	New Pokémon Snap *	4/30/2021
Famicom Detective Club: The Missing Heir	5/14/2021	Famicom Detective Club: The Missing Heir **	5/14/2021	Famicom Detective Club: The Missing Heir **	5/14/2021
Famicom Detective Club: The Girl Who Stands Behind	5/14/2021	Famicom Detective Club: The Girl Who Stands Behind **	5/14/2021	Famicom Detective Club: The Girl Who Stands Behind **	5/14/2021
Miitopia	5/21/2021	Miitopia	5/21/2021	Miitopia	5/21/2021
DC Super Hero Girls: Teen Power	6/4/2021	DC Super Hero Girls: Teen Power	6/4/2021	DC Super Hero Girls: Teen Power	6/4/2021
Game Builder Garage	6/11/2021	Game Builder Garage	6/11/2021	Game Builder Garage	6/11/2021
Mario Golf: Super Rush	6/25/2021	Mario Golf: Super Rush	6/25/2021	Mario Golf: Super Rush	6/25/2021
The Legend of Zelda: Skyward Sword HD	7/16/2021	The Legend of Zelda: Skyward Sword HD	7/16/2021	The Legend of Zelda: Skyward Sword HD	7/16/2021
WarioWare: Get It Together!	9/10/2021	WarioWare: Get It Together!	9/10/2021	WarioWare: Get It Together!	9/10/2021

[Notes] Launch dates may differ within the United States and European regions depending on territories or countries.
 *This title is released and sold by The Pokémon Company in Japan, and by Nintendo outside of Japan.
 **This title is available in downloadable format only.

Launch Schedule of Primary Nintendo Products by Region (extracts: October 2021~)					
Japan		The United States		Europe	
Title	Launch Date	Title	Launch Date	Title	Launch Date
Nintendo Switch					
(Hardware)		(Hardware)		(Hardware)	
Nintendo Switch – OLED Model	10/8/2021	Nintendo Switch – OLED Model	10/8/2021	Nintendo Switch – OLED Model	10/8/2021
(Software)		(Software)		(Software)	
Metroid Dread	10/8/2021	Metroid Dread	10/8/2021	Metroid Dread	10/8/2021
Mario Party Superstars	10/29/2021	Mario Party Superstars	10/29/2021	Mario Party Superstars	10/29/2021
Pokémon Brilliant Diamond	11/19/2021	Pokémon Brilliant Diamond	11/19/2021	Shin Megami Tensei V *	11/12/2022
Pokémon Shining Pearl	11/19/2021	Pokémon Shining Pearl	11/19/2021	Pokémon Brilliant Diamond	11/19/2021
Big Brain Academy: Brain vs. Brain	12/3/2021	Big Brain Academy: Brain vs. Brain	12/3/2021	Pokémon Shining Pearl	11/19/2021
Pokémon Legends: Arceus	1/28/2022	Pokémon Legends: Arceus	1/28/2022	Big Brain Academy: Brain vs. Brain	12/3/2021
Kirby and the Forgotten Land	Spring 2022	TRIANGLE STRATEGY *	3/4/2022	Pokémon Legends: Arceus	1/28/2022
Splatoon 3	2022	Kirby and the Forgotten Land	Spring 2022	TRIANGLE STRATEGY *	3/4/2022
The sequel to The Legend of Zelda: Breath of the Wild (temp.)	2022	Advance Wars 1+2: Re-Boot Camp	Spring 2022	Kirby and the Forgotten Land	Spring 2022
Mario + Rabbids Sparks of Hope *	2022	Splatoon 3	2022	Advance Wars 1+2: Re-Boot Camp	Spring 2022
Bayonetta 3	2022	The sequel to The Legend of Zelda: Breath of the Wild (temp.)	2022	Splatoon 3	2022
Metroid Prime 4 (temp.)	TBA	Bayonetta 3	2022	The sequel to The Legend of Zelda: Breath of the Wild (temp.)	2022
		Metroid Prime 4 (temp.)	TBA	Bayonetta 3	2022
				Metroid Prime 4 (temp.)	TBA
Others					
Game & Watch: The Legend of Zelda	11/12/2021	Game & Watch: The Legend of Zelda	11/12/2021	Game & Watch: The Legend of Zelda	11/12/2021
[Notes] Launch dates and titles etc. are subject to change. Launch dates may differ within the United States and European regions depending on territories or countries. *This title is licensed to be released and sold as a Nintendo product.					

Upcoming Software Publishers' Title Lineup (extracts: October 2021~)

Nintendo Switch

Region	Title	Publisher	Title	Publisher
Japan	Shin Megami Tensei V	ATLUS	PAWAPUROKUN POCKET R	KONAMI
	SUPER ROBOT WARS 30	BANDAI NAMCO Entertainment	MEGATON MUSASHI	LEVEL-5
	Disney Magical World 2: Enchanted Edition	BANDAI NAMCO Entertainment	Oshiri Tantei	NIPPON COLUMBIA
	PUI PUI MOLCAR Let's! MOLCAR PARTY!	BANDAI NAMCO Entertainment	Eiga Sumikkogurashi	NIPPON COLUMBIA
	Loop Hero	Devolver Digital	Grand Theft Auto: The Trilogy - The Definitive Edition	Rockstar Games
	Touken Ranbu Warriors	DMM GAMES	Danganronpa Trilogypack + Happy DanganronpaS	Spike Chunsoft
	FIFA 22 Nintendo Switch Legacy Edition	Electronic Arts	DRAGONQUESTX ITSUTSUNOMEZAMESHISYUZOKU OFFLINE	SQUARE ENIX
	Monark	FURYU	TRIANGLE STRATEGY	SQUARE ENIX
	FATAL FRAME / PROJECT ZERO: Maiden of Black Water	KOEI TECMO GAMES	Just Dance 2022	Ubisoft
	DYNASTY WARRIORS 9 Empires	KOEI TECMO GAMES		
	Tokimeki Memorial Girl's Side 4th Heart	KONAMI		
The United States	Star Wars: Knights of the Old Republic	Aspyr	Grand Theft Auto: The Trilogy - The Definitive Edition	Rockstar Games
	Disney Magical World 2: Enchanted Edition	BANDAI NAMCO Entertainment	Super Monkey Ball Banana Mania	SEGA
	Gang Beasts	Boneloaf	Shin Megami Tensei V	SEGA
	Loop Hero	Devolver Digital	Voice of Cards: The Isle Dragon Roars	Square Enix
	FIFA 22 Nintendo Switch Legacy Edition	Electronic Arts	Life is Strange: True Colors	Square Enix
	Tetris Effect Connected	Enhance	Marvel's Guardians of the Galaxy: Cloud Version	Square Enix
	THE HOUSE OF THE DEAD: REMAKE	Forever Entertainment	Dying Light: Platinum Edition	Techland
	Nickelodeon All-Star Brawl	GameMill Entertainment	Wreckfest	THQ Nordic
	The Jackbox Party Pack 8	Jackbox Games	Just Dance 2022	Ubisoft
	Skul: The Hero Slayer	Neowiz	Shovel Knight Pocket Dungeon	Yacht Club Games
	DUSK	New Blood Interactive	Disco Elysium - The Final Cut	ZA/UM
	Ruined King: A League of Legends Story	Riot Forge		
Europe	Star Wars: Knights of the Old Republic	Aspyr	Ruined King: A League of Legends Story	Riot Forge
	Disney Magical World 2: Enchanted Edition	BANDAI NAMCO Entertainment	Grand Theft Auto: The Trilogy - The Definitive Edition	Rockstar Games
	Gang Beasts	Boneloaf	Super Monkey Ball Banana Mania	SEGA
	Loop Hero	Devolver Digital	Voice of Cards: The Isle Dragon Roars	Square Enix
	FIFA 22 Nintendo Switch Legacy Edition	Electronic Arts	Life is Strange: True Colors	Square Enix
	Tetris Effect Connected	Enhance	Marvel's Guardians of the Galaxy: Cloud Version	Square Enix
	THE HOUSE OF THE DEAD: REMAKE	Forever Entertainment	Dying Light: Platinum Edition	Techland
	Nickelodeon All-Star Brawl	GameMill Entertainment	Wreckfest	THQ Nordic
	The Jackbox Party Pack 8	Jackbox Games	Just Dance 2022	Ubisoft
	Skul: The Hero Slayer	Neowiz	Shovel Knight Pocket Dungeon	Yacht Club Games
	DUSK	New Blood Interactive	Disco Elysium - The Final Cut	ZA/UM
[Note] Launch schedules, software names etc. are subject to change. Launch titles are listed by publisher alphabetically. This list includes titles that are released as download-only software.				

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.

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

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