

# Nintendo Co., Ltd.

## Information Disclosure in Accordance with the TCFD Recommendations

### Governance

We strive to “put smiles on the faces of everyone Nintendo touches” as our goal in conducting our CSR activities. We have set four priority areas for our CSR efforts and have designated Environment as one of these.

At Nintendo, under the supervision of the Senior General Manager of the General Affairs Division at Nintendo, Co. Ltd. (Japan), the CSR Promotion Project Team coordinates, supports and promotes CSR activities while collaborating with the entire group. To advance our CSR activities globally, we also have CSR teams at our main subsidiaries outside Japan. Information about the status of activities in each country is shared among the groups.

We also promote environmental initiatives through the Environment Committee, chaired by the president, which we established to protect the environment and contribute to a sustainable society. The Board of Directors regularly receives activity reports from the Environment Committee and monitors its progress.

### Strategy

Nintendo analyzes climate-related risks and opportunities based on a 1.5°C scenario and 4°C scenario. Each of these scenarios identifies risks and opportunities to evaluate the financial impact.

Type	Category	Subcategory	Description	Potential Risk/Opportunity	Financial Impact	
					1.5°C	4.0°C
Transition Risks	Policy and Legal	Regulations on products	The 1.5°C scenario foresees additional regulations on the production and use of plastic as well as import taxes by weight or other matrices. Regulations may be put into place, such as those related to the raw materials used in products and power consumption.	The introduction of regulations on plastics has the potential to increase the cost of procuring raw materials for gaming systems, merchandise and packaging. Another potential effect is rising costs required to accommodate regulation, such as those related to the raw materials used in products and power consumption.	Low	—
		Increase in business costs due to introduction of carbon pricing	The 1.5°C scenario foresees taxation proportional to the amount of CO <sub>2</sub> emissions from the use of fuel and electricity.	Business partners involved in procurement, production, transportation, server maintenance and other such operations will be subject to taxation on the use of fuel and electricity. This has the potential effect of business partners passing on the related costs to Nintendo in our transactions.	Low	—
	Market	Changes in consumer behavior	The 1.5°C scenario foresees greater societal interest in climate change, which will affect consumer purchase decisions and in turn the demand for our products and services.	Changes in consumer awareness about environmental issues and perception of the negative environmental impact of gaming systems have the potential to suppress demand.	Low	—
Physical Risks	Acute	Catastrophic and more frequent typhoons, torrential rain, heatwaves and other extreme weather conditions	The 4°C scenario foresees catastrophic and more frequent typhoons, torrential rain and other extreme weather conditions. This will in turn cause more frequent flooding and other disasters.	Catastrophic and more frequent typhoons, torrential rain, heatwaves and other extreme weather conditions have the potential to cause suspension of operations at supply chain facilities, disruptions in the supply of parts and materials, and increase in raw material costs. These disasters may also impact the transportation of products and result in product sales delays.	—	Low
Opportunities	Products and Services	Development and expansion of products and services that can contribute to carbon reduction and decarbonization	Both the 1.5°C and 4°C scenarios foresee greater societal interest in climate change, which will affect consumer motivations for purchase and in turn the demand for our products and services.	Potential opportunity for sales expansion resulting from changes in consumer awareness about climate issues and positive perception of the contributions Nintendo products can make toward carbon reduction and decarbonization.	Low	Low

Risk Management

Nintendo addresses transition and physical risks, with each division and department of the Nintendo group companies managing risks pertaining to work within its jurisdiction as a general rule. Regarding the response to physical risks, Nintendo Co., Ltd. (Japan) convenes the Disaster Response Committee and implements preparatory measures for natural disasters. Each of our locations outside of Japan has also established a framework to respond to disasters in line with local circumstances. We regularly review our climate-related risks and opportunities.

Metrics and Targets

Nintendo identifies and discloses Scope 1, 2 and 3 greenhouse gas (GHG) emissions based on international emission calculation and reporting standards.

Disclosures	Details		2022	2023	2024	
CO <sub>2</sub> emissions	Scope 1 (t)		1,744.4	1,673.1	2,410.9	
	Scope 2 (t)		5,520.2	6,854.4	14,047.9	
	Scope 3 (t)		3,131,503.4	3,276,335.2	2,482,803.5	
		Category 1	Purchased goods and services	2,717,331.8	2,947,917.4	2,199,513.8
		Category 2	Capital goods	27,457.4	36,771.1	43,910.9
		Category 3	Fuel- and energy-related activities (not included in Scope 1 or Scope 2)	1,241.2	1,270.7	2,983.2
		Category 4	Upstream transportation and distribution	96,589.2	31,824.5	28,245.5
		Category 5	Waste generated in operations	129.8	135.6	151.2
		Category 6	Business travel	1,471.0	2,392.1	4,680.1
		Category 7	Employee commuting	492.9	792.6	857.8
		Category 8	Upstream leased assets	(N/A)	(N/A)	(N/A)
		Category 9	Downstream transportation and distribution	1,185.8	1,111.9	1,056.4
		Category 10	Processing of sold products	(N/A)	(N/A)	(N/A)
		Category 11	Use of sold products	279,208.7	248,788.7	197,407.7
		Category 12	End-of-life treatment of sold products	6,395.6	5,330.6	3,996.9
		Category 13	Downstream leased assets	(N/A)	(N/A)	(N/A)
		Category 14	Franchises	(N/A)	(N/A)	(N/A)
Category 15	Investments	(N/A)	(N/A)	(N/A)		

Calculation method for Scope 3 CO <sub>2</sub> emissions	<div><div><div>Category 1</div><div>Amount procured multiplied by the emission factor.</div></div><div><div>Category 2</div><div>Amount of capital investments multiplied by the emission factor.</div></div><div><div>Category 3</div><div>Amount of each type of energy consumed multiplied by the emission factor.</div></div><div><div>Category 4</div><div>Transportation distance and weight multiplied by the emission factor.</div></div><div><div>Category 5</div><div>Amount of each type of waste generated multiplied by the emission factor.</div></div><div><div>Category 6</div><div>Travel expenses paid for each mode of transportation multiplied by the emission factor.</div></div><div><div>Category 7</div><div>Travel expenses paid for each mode of transportation multiplied by the emission factor.</div></div><div><div>Category 8</div><div>(N/A)</div></div><div><div>Category 9</div><div>Transportation distance and weight multiplied by the emission factor.</div></div><div><div>Category 10</div><div>(N/A)</div></div><div><div>Category 11</div><div>Energy consumption of sold products multiplied by years of use and the emission factor.</div></div><div><div>Category 12</div><div>Weight of sold products multiplied by the emission factor.</div></div><div><div>Category 13</div><div>(N/A)</div></div><div><div>Category 14</div><div>(N/A)</div></div><div><div>Category 15</div><div>(N/A)</div></div></div> <div><div><div>* Figures for 2022 and 2023 include data from some business locations of Nintendo Co., Ltd. (Japan), as well as Nintendo of America, Nintendo of Canada, Nintendo of Europe and Nintendo Australia. However, within the Scope 3 amounts under CO<sub>2</sub> emissions, Categories 1 and 2 cover data for the Nintendo group. Categories 6 and 7 cover data for only Nintendo Co., Ltd. (Japan).</div><div>* Figures from 2024 onward have been expanded to cover data from the Nintendo group with the exception of the following. Figures for Scope 3 Category 5 under CO<sub>2</sub> emissions include data from some business locations of Nintendo Co., Ltd. (Japan), as well as Nintendo of America, Nintendo of Canada, Nintendo of Europe and Nintendo Australia. Scope 3 Categories 6 and 7 under CO<sub>2</sub> emissions include only Nintendo Co., Ltd. (Japan) data.</div><div>* Figures for 2022 and 2023 were compiled on a calendar year basis. However, with the exception of Categories 3 and 5, Scope 3 categories under CO<sub>2</sub> emissions were compiled on a fiscal year basis, covering the period from April of the indicated year through March of the following year.</div><div>* In most cases, 2024 figures were compiled on a fiscal year basis. Scope 3 Category 5 under CO<sub>2</sub> emissions were compiled on a calendar year basis.</div><div>* Scope 1 under CO<sub>2</sub> emissions figures for 2022 and 2023 that were reported in June 2024 indicated amounts after carbon offsets. These figures have been revised retroactively to indicate the amounts before carbon offsets.</div><div>* Starting with the 2024 figures, the transportation weights covered in the calculation of Scope 3 Category 4 under CO<sub>2</sub> emissions have been adjusted.</div><div>* The following factors are used for calculating CO<sub>2</sub> emissions. Electricity: Factors include those published by power companies for Japan, the International Energy Agency (IEA) for countries outside Japan, etc. Fuel: Factors include those provided in the “Greenhouse Gas Emissions Calculation and Reporting Manual” published in Japanese by the Ministry of the Environment of Japan.</div></div></div>
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