



Financial Results Explanatory Material

1st Quarter of Fiscal Year Ending March 2026

Nintendo Co., Ltd.
August 1, 2025

1

1. Consolidated Financial Results and Outlook

2

Consolidated Financial Highlights

	FY25/Q1	FY26/Q1	Comparison
Net sales	246.6 bn yen	572.3 bn yen	+132.1 %
Operating profit	54.5 bn yen	56.9 bn yen	+4.4 %
Operating profit ratio	22.1 %	9.9 %	-12.2 pt.
Ordinary profit	113.4 bn yen	95.8 bn yen	-15.6 %
Net profit	80.9 bn yen	96.0 bn yen	+18.6 %
Net profit ratio	32.8 %	16.8 %	-16.0 pt.

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

3

- For the first quarter of this fiscal year, net sales increased by 132.1% year-on-year to 572.3 billion yen, operating profit rose by 4.4% to 56.9 billion yen, ordinary profit declined by 15.6% to 95.8 billion yen, and profit attributable to owners of parent rose by 18.6% to 96.0 billion yen.

Consolidated Sales

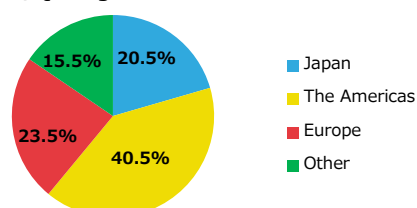
	FY25/Q1	FY26/Q1	Comparison
Net sales	246.6 bn yen	572.3 bn yen	+132.1 %
Dedicated video game platform*1	229.0 bn yen	555.5 bn yen	+142.5 %
IP related income, etc.*2	17.5 bn yen	16.7 bn yen	-4.4 %

*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: -28.0 billion yen

FY26/Q1 Regional Sales Ratio



Proportion of sales outside Japan: 79.5%

4

- Sales from our dedicated video game platform business grew by 142.5% year-on-year to 555.5 billion yen. Net sales increased significantly in the first quarter, due mainly to the launch of Nintendo Switch 2. The Nintendo Switch 2 hardware's higher price, relative to Nintendo Switch, contributed to a greater increase in net sales.
- In our IP related business, sales declined by 4.4% year-on-year to 16.7 billion yen, mainly due to the decrease in revenue related to *The Super Mario Bros. Movie*.

Gross Profit

	FY25/Q1	FY26/Q1	Comparison
Gross profit	152.4 bn yen	185.1 bn yen	+21.4 %
Gross profit ratio	61.8 %	32.3 %	-29.5 pt.
Main Variable Factors			
	FY25/Q1	FY26/Q1	Comparison
Proportion of hardware sales*1	40.2 %	78.8 %	+38.6 pt.
Proportion of first-party software sales*2	73.2 %	64.8 %	-8.4 pt.
Proportion of digital sales*2	58.9 %	59.3 %	+0.4 pt.
Average exchange rate	1 USD 155.93 yen 1 Euro 167.84 Yen	144.48 yen 163.91 yen	-11.45 yen -3.93 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 21.4% year-on-year to 185.1 billion yen.
- The gross profit margin declined by 29.5 points to 32.3%, 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	FY26/Q1	Comparison
SG&A expenses	97.9 bn yen	128.2 bn yen	+30.9 %
SG&A expenses-to-sales ratio	39.7 %	22.4 %	-17.3 pt.
Operating profit	54.5 bn yen	56.9 bn yen	+4.4 %
Operating profit ratio	22.1 %	9.9 %	-12.2 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. -10.0 billion yen

	FY25/Q1	FY26/Q1	Comparison
Research and development expenses	34.7 bn yen	38.9 bn yen	+12.2 %
Advertising expenses	17.2 bn yen	37.0 bn yen	+115.2 %

6

- Selling, general and administrative expenses (SG&A expenses) increased by 30.9% year-on-year to 128.2 billion yen, due to a rise in advertising expenses, mainly associated with promotional activities for the Nintendo Switch 2 launch, and R&D expenses. But with the large growth in net sales, the ratio of SG&A expenses-to-sales declined by 17.3 points to 22.4%.
- As a result, operating profit increased by 4.4% year-on-year to 56.9 billion yen and the operating profit margin declined 12.2 points to 9.9%.

Ordinary Profit and Net Profit

	FY25/Q1	FY26/Q1	Comparison
Non-operating income	59.1 bn yen	39.2 bn yen	-33.6 %
included foreign exchange gains	30.6 bn yen	2.2 bn yen	-92.6 %
Non-operating expenses	0.1 bn yen	0.3 bn yen	+127.0 %
Ordinary profit	113.4 bn yen	95.8 bn yen	-15.6 %
Net profit	80.9 bn yen	96.0 bn yen	+18.6 %
Net profit ratio	32.8 %	16.8 %	-16.0 pt.

Exchange rate	FY25 (3/31/2025)	FY26 (6/30/2025)	Comparison
1 USD	149.48 yen	144.17 yen	-5.31 yen
1 Euro	161.76 Yen	169.30 yen	+7.54 yen

7

- Despite posting 20.7 billion yen in share of profit of entities accounted for using equity method, with only a slight rise in operating profit against a large decline year-on-year in foreign exchange gains, ordinary profit declined 15.6% year-on-year to 95.8 billion yen.
- Profit attributable to owners of parent increased by 18.6% year-on-year to 96.0 billion yen, due to the 32.3 billion yen reported as a gain on sale of investment securities.

Consolidated Financial Forecast

	FY25 (Actual)	FY26 (Forecast)	Comparison
Net sales	1,164.9 bn yen	1,900.0 bn yen	+63.1 %
Operating profit	282.5 bn yen	320.0 bn yen	+13.3 %
Ordinary profit	372.3 bn yen	380.0 bn yen	+2.1 %
Net profit	278.8 bn yen	300.0 bn yen	+7.6 %

• Assumed exchange rate for FY26: 1USD = 140yen, 1 Euro = 155yen

	FY25 (Actual)	FY26 (Forecast)	Comparison
Dividend			
Annual	120 yen	129 yen	+9 yen

For the purpose of our initial forecast, the potential impact from U.S. tariffs is calculated under the assumption that the tax rates established on April 10, 2025 (U.S. Eastern Time) will continue for the entire fiscal year.

8

- There are no changes to the consolidated financial forecast for the fiscal year ending March 2026 that was announced on May 8, 2025.
- While there have been changes in the market environment since we announced our initial forecast for the fiscal year, such as the U.S. tariff measures, at this time there is no significant impact on our earnings forecast for this fiscal year.

Consolidated Financial Forecast

Sales units forecast	FY25 (Actual)	FY26 (Forecast)	Comparison
Nintendo Switch 2			
Hardware	- mil units	15.00 mil units	- %
Software	- mil units	45.00 mil units^{*2}	- %
Nintendo Switch			
Hardware	10.80 mil units	4.50 mil units	-58.3 %
Software	155.41 mil units^{*1}	105.00 mil units^{*2}	-32.4 %

^{*1} Software sales units for FY25 include the quantity bundled with hardware or other products (approx. 2.97 million units).

^{*2} Forecasted software sales units do not include the quantity to be bundled with hardware or other products (such as *Mario Kart World* software units included in "Nintendo Switch 2 + Mario Kart World Bundle").

• 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.

9

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



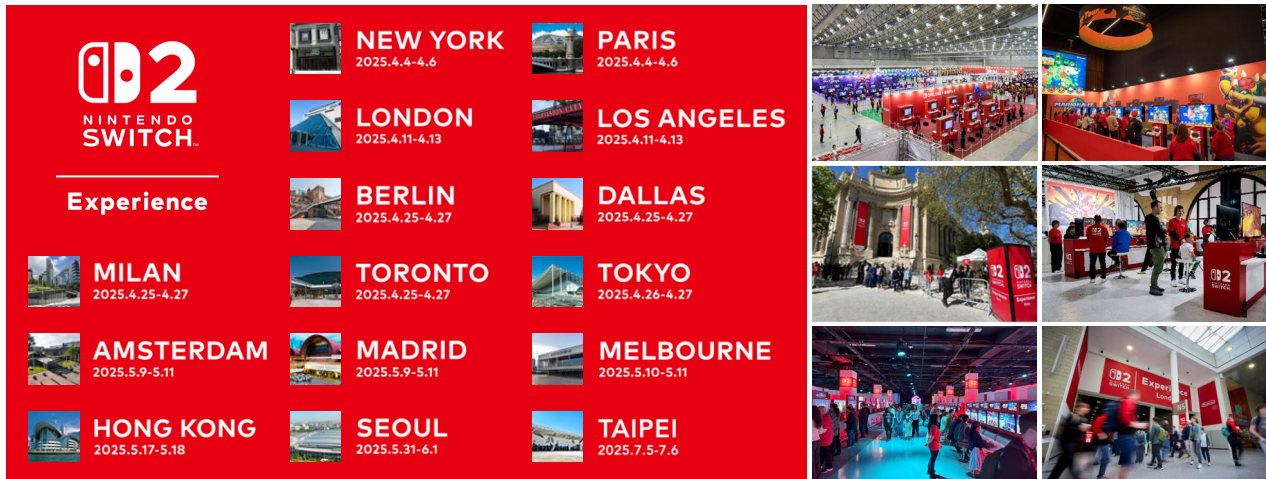
- Nintendo Switch 2 was launched globally on June 5, 2025.
- As announced in our news release, Nintendo Switch 2 sell-through exceeded 3.5 million units worldwide in the four days following the launch. This is the highest-ever global sales level during the first four days after the launch of any of our dedicated video game platforms.

<https://www.nintendo.co.jp/corporate/release/en/2025/250611.html>

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.

Nintendo Switch 2 Experience Events

Nintendo Switch 2 Experience events were held in 15 cities around the world ahead of launch



12

- Starting on April 4 in New York and Paris, we held Nintendo Switch 2 Experience events in 15 cities around the world to give people an early chance to try out the new system ahead of launch.
- Holding events on this scale around the world, in the short span of three months, was a first for Nintendo. People of all ages came to take part, resulting in events that were characteristic of Nintendo and full of smiles.

Nintendo Switch 2 Hardware Sell-Through



Nintendo Switch 2 hardware
global sell-through
in the seven weeks after launch

more than
6 million units

13

Sell-through: Internal estimates of unit sales to individual consumers

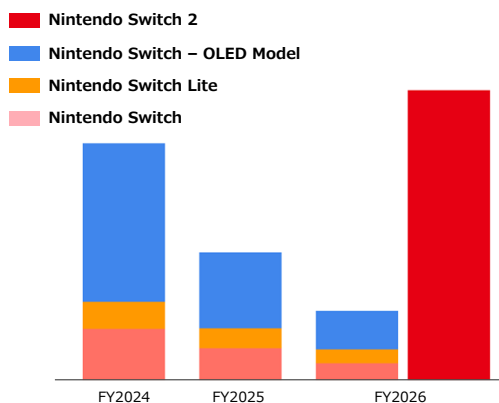
- Nintendo Switch 2 sales grew at a strong pace following the launch, with sell-through exceeding 6 million units globally in the seven weeks after launch.
- Currently, demand for Nintendo Switch 2 is exceeding supply in many countries, and we regret the inconvenience this is causing our consumers. We will continue to strengthen our production and supply systems to deliver as much Nintendo Switch 2 hardware as possible.



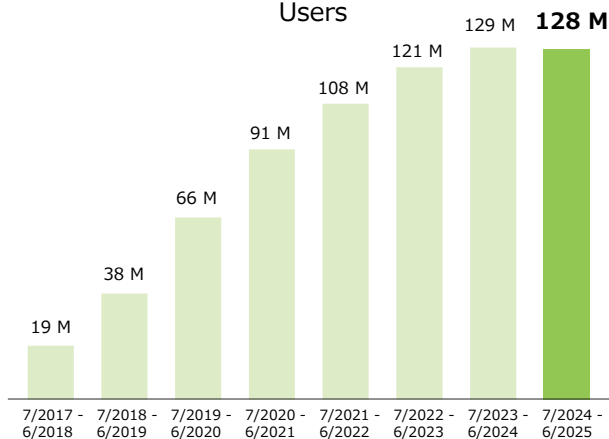
Hardware Sell-Through and Annual Playing Users

- Demand for Nintendo Switch has continued after the launch of Nintendo Switch 2
- The new hardware launched alongside over 100 million annual playing users

Global Sell-Through (April - June)



Annual Playing Users



Sell-through: Internal estimates of unit sales to individual consumers

- Next, here are the hardware sales for Nintendo Switch and Nintendo Switch 2, and the number of consumers who are playing games on these systems.
- The graph on the left represents hardware sell-through for the first quarter. Demand for Nintendo Switch has remained after Nintendo Switch 2 launched in June.
- The graph on the right shows the trends in annual playing users for Nintendo Switch and Nintendo Switch 2. The number of annual playing users between July 2024 and June 2025 has remained above 100 million, and we were able to launch new hardware in an environment where many consumers are playing Nintendo Switch.

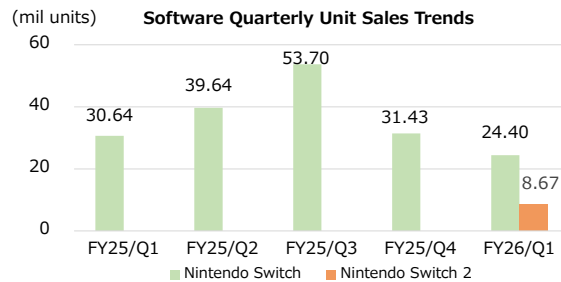
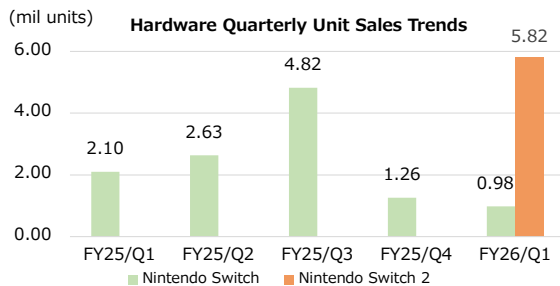
Note: The number of annual playing users refers to the number of Nintendo Accounts, out of all Nintendo Accounts registered to a Nintendo Switch or Nintendo Switch 2 system, that used Nintendo Switch or Nintendo Switch 2 software one or more times during the 12-month data aggregation period. Users who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

Sales Status of Hardware and Software (Sell-In)

	FY25/Q1	FY26/Q1	Comparison
Hardware			
Nintendo Switch 2	-	5.82 mil units	-
Nintendo Switch	2.10 mil units	0.98 mil units	-53.5 %
Software			
Nintendo Switch 2	-	8.67 mil units	-
Nintendo Switch	30.64 mil units	24.40 mil units	-20.4 %



5.63 million units



15

- So far, we have discussed sell-through, which is the number of units purchased by consumers, and the number of consumer accounts that have actually used software on Nintendo Switch and Nintendo Switch 2. This slide introduces sell-in, which is the number of units sold by the Nintendo group to its business partners.
- Looking at hardware sales volume in the first quarter of this fiscal year, Nintendo Switch 2 sales totaled 5.82 million units, and Nintendo Switch sales declined 53.5% year-on-year to 0.98 million units. Nintendo Switch is now in its ninth year since launch, so a year-on-year decline in sales is expected, but it continues to show stable sales.
- Nintendo Switch 2 software sales totaled 8.67 million units. This was due to the fact that many consumers purchased the hardware bundled with *Mario Kart World*, and that there was a wide variety of titles from other software publishers.
- Nintendo Switch software sales declined 20.4% year-on-year to 24.40 million units. Because Nintendo Switch 2 can play Nintendo Switch titles, the people purchasing Nintendo Switch software include not only owners of Nintendo Switch, but also people who have bought Nintendo Switch 2.

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.

Nintendo Switch 2 Exclusive Software (First-Party Software)

Currently Released Software



June 5, 2025



June 5, 2025



July 17, 2025

Software to be Released



August 14, 2025



2025



This winter



TBD

16

- These titles are Nintendo Switch 2 exclusive software titles published by Nintendo.
- On June 5 this year, we released *Mario Kart World* and *Nintendo Switch 2 Welcome Tour* simultaneously with the Nintendo Switch 2 system, and released *Donkey Kong Bananza* on July 17.
- Going forward, we plan to release a variety of other titles that utilize the performance and new features of Nintendo Switch 2.

Note: *Hyrule Warriors: Age of Imprisonment* will be sold in Japan by Koei Tecmo Games, but will be sold elsewhere by Nintendo.

First-Party Titles for Nintendo Switch



July 22, 2025



October 16, 2025



2025



2026



2026



2026

17

- Furthermore, we intend to continue to release new titles for the over 100 million people worldwide who are playing Nintendo Switch.
- *Pokémon Friends* was released on July 22. We have also announced plans to release *Pokémon Legends: Z-A*, *Metroid Prime 4: Beyond*, *Rhythm Heaven Groove*, *Tomodachi Life: Living the Dream*, and *Pokémon Champions*.
- These Nintendo Switch titles can also be played on Nintendo Switch 2*.

* Some software titles are not compatible or are limited to certain styles of play. For more information, please refer to <https://www.nintendo.com/us/gaming-systems/switch-2/transfer-guide/compatible-games/>

Nintendo Switch 2 Edition (First-Party Software)



June 5, 2025



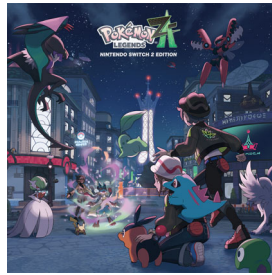
June 5, 2025



July 24, 2025



August 28, 2025



October 16, 2025



2025

18

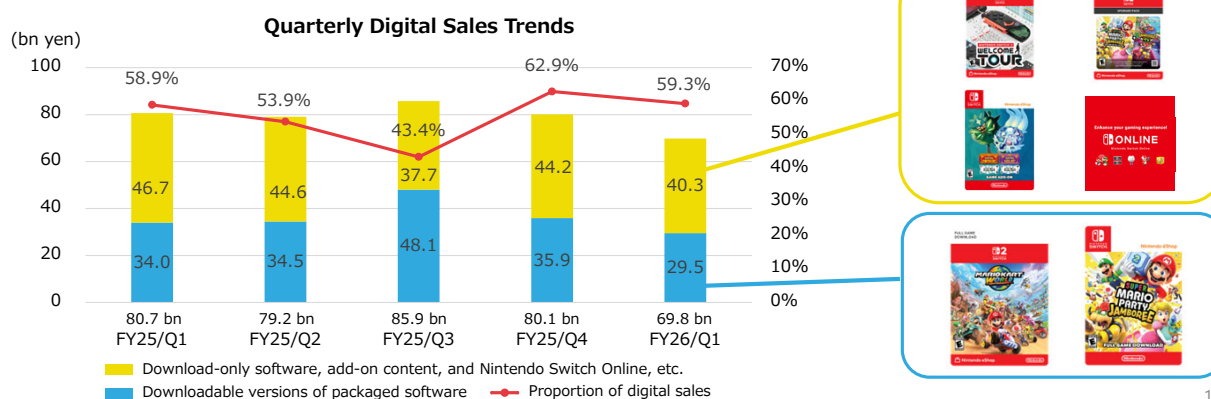
- In addition, for the Nintendo Switch software you see here, there will be Nintendo Switch 2 Edition games with enhanced graphics and gameplay that is unique to Nintendo Switch 2.
- Users who already own these Nintendo Switch titles can purchase just the upgrade pack to upgrade to Nintendo Switch 2 Edition.

Digital Sales

	FY25/Q1	FY26/Q1	Comparison
Digital sales*1	80.7 bn yen	69.8 bn yen	-13.5 %
Proportion of digital sales*2	58.9 %	59.3 %	+0.4 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



- Digital sales in the first quarter decreased by 13.5% year-on-year to 69.8 billion yen and accounted for 59.3% of total software sales for our dedicated video game platforms.
- Digital sales declined year-on-year mainly because of a decrease in sales of downloadable versions of packaged software and the effects of a stronger yen.

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.

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

**Our directly-managed official store
Nintendo SAN FRANCISCO
opened on May 15, 2025**



**SUPER NINTENDO WORLD
at Universal Epic Universe in Orlando, Florida,
opened on May 22, 2025**



20

- Next, we would like to introduce some of our initiatives to expand the number of people who have access to Nintendo IP, the goal of which is to continually invigorate our dedicated video game platform business.
- Nintendo SAN FRANCISCO opened on May 15 of this year, marking our second directly managed official store in the United States.
- On May 22, SUPER NINTENDO WORLD opened at Universal Epic Universe (Orlando, USA).

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

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



**Nintendo FUKUOKA,
fourth directly managed store in Japan,
will open at the end of 2025**



21

- Looking to the future, these are some of the initiatives we have planned.
- We plan to hold Nintendo Live 2025 TOKYO at Tokyo Big Sight for two days, starting on October 4, 2025. It will have been three years since Nintendo Live was last held in Japan in 2022.
- At the end of 2025, we plan to open Nintendo FUKUOKA, our fourth official directly managed store in Japan and our first permanent store location in the Kyushu region.
- Additionally, on June 9 of this year, we announced that the theatrical release date for the live-action film of The Legend of Zelda has been set for May 7, 2027.
- Going forward, we will continue to create points of contact with consumers by promoting various initiatives that utilize Nintendo IP in a wide range of fields.

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	Japan	The Americas	Europe	Other	Total
Dedicated video game platform	107,409	226,348	133,638	88,184	555,581
IP related income, etc.	9,905	5,538	943	394	16,782
Total	117,315	231,887	134,582	88,578	572,363

FY25/Q1	Japan	The Americas	Europe	Other	Total
Dedicated video game platform	55,483	101,853	51,631	20,108	229,077
IP related income, etc.	8,054	8,552	791	162	17,561
Total	63,538	110,406	52,423	20,271	246,638

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 visual content, smart-device content, royalties,
and merchandise sales at official stores.

Supplementary Information

million yen

	FY25/Q1	FY26/Q1	FY26 (forecast)
Depreciation of property, plant and equipment	1,940	3,170	12,000
Research and development expenses	34,745	38,981	155,000
Advertising expenses	17,233	37,091	140,000
Average exchange rate	1 USD = 155.93 yen	144.48 yen	140.00 yen
	1 Euro = 167.84 yen	163.91 yen	155.00 yen
Consolidated net sales in U.S. dollars	0.6 billion	1.5 billion	-
Consolidated net sales in Euros	0.3 billion	0.8 billion	-
Non-consolidated purchases in U.S. dollars	0.7 billion	2.2 billion	-

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

million U.S. dollars/Euros

		March 31, 2025		June 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	1,801	1 USD= 144.17 yen	1 USD= 140.00 yen
	Accounts receivable-trade	679		1,028		
	Accounts payable-trade	1,105		1,637		
Euro	Cash and deposits	244	1 Euro= 161.76 yen	246	1 Euro= 169.30 yen	1 Euro= 155.00 yen
	Accounts receivable-trade	632		1,002		

Digital Sales

Digital Sales				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				59.3%				42.3%			

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%				78.8%				64.8%			

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	FY26/Q1	Life-to-date	Forecast FY26
Nintendo Switch 2						
Hardware	Japan		-	127	127	
	The Americas		-	208	208	
	Europe		-	134	134	
	Other		-	113	113	
	Total		-	582	582	1,500
Software	Japan		-	176	176	
	The Americas		-	331	331	
	Europe		-	242	242	
	Other		-	117	117	
	Total		-	867	867	4,500
Nintendo Switch						
Hardware (Total)	Japan		79	33	3,753	
	The Americas		65	30	5,861	
	Europe		41	17	3,937	
	Other		25	17	1,758	
	Total		210	98	15,310	450
of which Nintendo Switch	Japan		12	5	2,094	
	The Americas		25	11	3,794	
	Europe		14	6	2,659	
	Other		2	1	1,119	
	Total		53	22	9,666	
of which Nintendo Switch – OLED Model	Japan		55	18	963	
	The Americas		28	10	919	
	Europe		20	8	712	
	Other		22	15	478	
	Total		124	52	3,072	
of which Nintendo Switch Lite	Japan		13	10	696	
	The Americas		12	9	1,148	
	Europe		7	3	566	
	Other		2	1	161	
	Total		33	23	2,572	
Software	Japan		684	544	27,856	
	The Americas		1,280	1,021	61,525	
	Europe		861	690	41,163	
	Other		239	184	11,019	
	Total		3,064	2,440	141,563	10,500

- [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			Life-to-date
	Global	Japan	Outside of Japan	Global
Mario Kart World	563	118	445	563

[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 June 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

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

Nintendo Switch 2	Release Date
(Software) 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)	This Winter
Metroid Prime 4: Beyond – Nintendo Switch 2 Edition ^(*2)	2025
Kirby Air Riders	2025
Splatoon Raiders	TBD

Nintendo Switch	Release Date
(Software) Pokémon Friends ^(*1)	7/22/2025
Pokémon Legends: Z-A	10/16/2025
Metroid Prime 4: Beyond	2025
Tomodachi Life: Living the Dream	2026
Rhythm Heaven Groove	2026
Pokémon Champions ^(*1)	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 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 at no additional cost.

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

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.