Financial Results Explanatory Material

1st Quarter of Fiscal Year Ending March 2027

Nintendo Co., Ltd.

August 6, 2026

1. Consolidated Financial Results and Outlook

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Consolidated Financial Highlights

	FY26/Q1	FY27/Q1	Comparison
Net sales	572.3 bn yen	**517.8 bn yen**	-9.5 %
Operating profit	56.9 bn yen	**142.5 bn yen**	+150.5 %
Operating profit ratio	9.9 %	**27.5 %**	+17.6 pt.
Ordinary profit	95.8 bn yen	**206.1 bn yen**	+115.1 %
Net profit	96.0 bn yen	**147.4 bn yen**	+53.5 %
Net profit ratio	16.8 %	**28.5 %**	+11.7 pt.

- Net profit: Profit attributable to owners of parent
- FY = Fiscal Year
  FY27/Q1 indicates the period between April 1, 2026 and June 30, 2026.

In FY27/Q1, we recorded approximately 300 million U.S. dollars as a reduction of cost of sales in connection with refunds of IEEPA tariffs. The tariffs related to the refunds were primarily borne by the company rather than passed on to consumers through product prices.

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- For the first quarter of the fiscal year, net sales decreased by 9.5% year-on-year to 517.8 billion yen, operating profit rose by 150.5% to 142.5 billion yen, ordinary profit rose by 115.1% to 206.1 billion yen, and profit attributable to owners of parent rose by 53.5% to 147.4 billion yen.

- We recorded approximately 300 million U.S. dollars as a reduction of cost of sales in connection with refunds of IEEPA tariffs. The tariffs related to the refunds were primarily borne by the company rather than passed on to consumers through product prices.

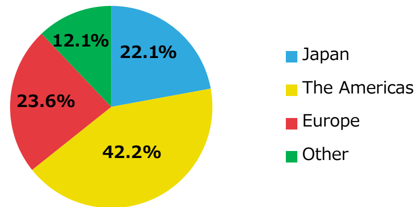
Consolidated Sales

	FY26/Q1	FY27/Q1	Comparison
Net sales	572.3 bn yen	**517.8 bn yen**	-9.5 %
Dedicated video game platform*1	555.5 bn yen	**483.0 bn yen**	-13.1 %
IP related income, etc.*2	16.7 bn yen	**34.8 bn yen**	+107.4 %

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

Effect of changes in foreign exchange rates on net sales: +39.0 billion yen

FY27/Q1 Regional Sales Ratio



Proportion of sales outside Japan: 77.9%

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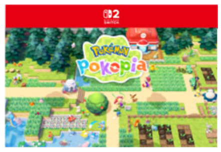
- Despite an increase in software unit sales and the depreciation of the yen, overall sales for our dedicated video game platform business declined by 13.1% year-on-year to 483.0 billion yen in the first quarter, due primarily to a decrease in unit sales of hardware.

- IP related income rose by 107.4% year-on-year to 34.8 billion yen, due in part to the growth in income from movies and videos related to *The Super Mario Galaxy Movie*.

Sales Status of Hardware and Software (Sell-In)

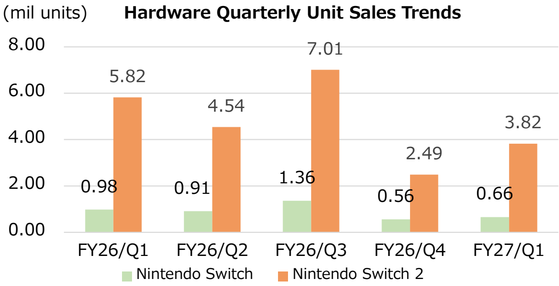
	FY26/Q1	FY27/Q1	Comparison
Hardware			
Nintendo Switch 2	5.82 mil units	**3.82 mil units**	-34.4 %
Nintendo Switch	0.98 mil units	**0.66 mil units**	-31.8 %
Software			
Nintendo Switch 2	8.67 mil units	**9.46 mil units**	+9.2 %
Nintendo Switch	24.40 mil units	**33.81 mil units**	+38.6 %

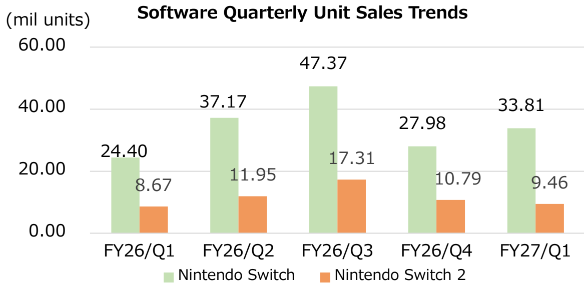
7.94 million units



1.27 million units

Note: In Japan, this software is released and sold by The Pokémon Company





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- Now we will talk about sell-in of hardware and software in our dedicated video game platform business.

- Looking at hardware sales, Nintendo Switch 2 sales declined by 34.4% year-on-year to 3.82 million units, and Nintendo Switch sales declined by 31.8% year-on-year to 0.66 million units. Although Nintendo Switch 2 sales volume declined compared to the same quarter when it launched last fiscal year, many consumers continued to adopt the system, encouraged by the release of new titles and other factors.

- Looking at software sales, Nintendo Switch 2 software increased by 9.2% year-on-year to 9.46 million units, and Nintendo Switch software increased by 38.6% year-on-year to 33.81 million units. In addition to the solid performance of *Tomodachi Life: Living the Dream*, which sold 7.94 million units, and *Pokémon Pokopia*, which sold 1.27 million units, software sales were also bolstered by the wide variety of titles released by other software publishers, providing a robust lineup.

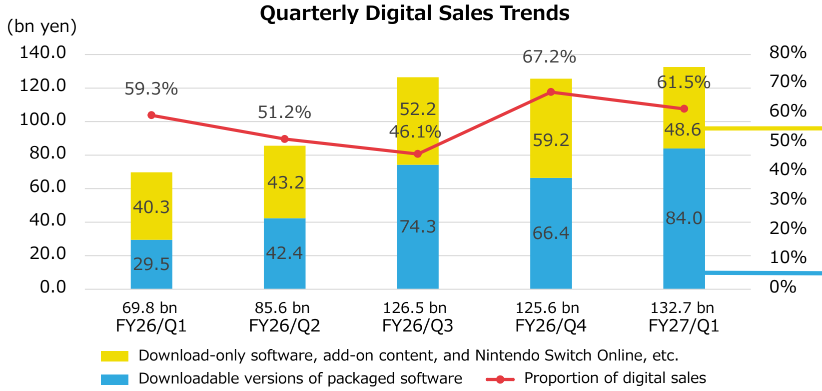
Note: In Japan, *Pokémon Pokopia* is released and sold by The Pokémon Company.

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

	FY26/Q1	FY27/Q1	Comparison
Digital sales*1	69.8 bn yen	**132.7 bn yen**	+90.0 %
Proportion of digital sales*2	59.3 %	**61.5 %**	+2.2 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



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- Next, we will talk about our digital business for software.
- For this period, digital sales increased by 90.0% year-on-year to 132.7 billion yen, with proportion of digital sales growing by 2.2 points to account for 61.5% of total software sales for our dedicated video game platform.
- Digital sales increased year-on-year due to factors including an increase in sales of downloadable versions of packaged software and the depreciation of the 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.

Gross Profit

	FY26/Q1	FY27/Q1	Comparison
Gross profit	185.1 bn yen	**281.3 bn yen**	+52.0 %
Gross profit ratio	32.3 %	**54.3 %**	+22.0 pt.

Main Variable Factors

		FY26/Q1	FY27/Q1	Comparison
Proportion of hardware sales*1		78.8 %	**55.3 %**	-23.5 pt.
Proportion of first-party software sales*2		64.8 %	**82.6 %**	+17.8 pt.
Proportion of digital sales*2		59.3 %	**61.5 %**	+2.2 pt.
Average exchange rate	1 USD	144.48 yen	**159.38** yen	+14.90 yen
	1 Euro	163.91 yen	**185.27** yen	+21.36 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 increased 52.0% year-on-year to 281.3 billion yen, helped in conjunction with the decrease in cost of sales.

- The gross profit margin increased by 22.0 points to 54.3%, reflecting solid software sales and the resulting increase in the proportion of software in net sales, as well as refunds of U.S. tariffs imposed under IEEPA that had previously been recorded as cost of sales, among other factors.

Selling, General and Administrative Expenses / Operating Profit

	FY26/Q1	FY27/Q1	Comparison
SG&A expenses	128.2 bn yen	**138.8 bn yen**	+8.2 %
SG&A expenses-to-sales ratio	22.4 %	**26.8 %**	+4.4 pt.
Operating profit	56.9 bn yen	**142.5 bn yen**	+150.5 %
Operating profit ratio	9.9 %	**27.5 %**	+17.6 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. +22.2 billion yen

	FY26/Q1	FY27/Q1	Comparison
Research and development expenses	38.9 bn yen	**49.1 bn yen**	+26.0 %
Advertising expenses	37.0 bn yen	**28.6 bn yen**	-22.9 %

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- Selling, general, and administrative expenses (SG&A expenses) rose by 8.2% year-on-year to 138.8 billion yen despite the decrease in advertising expenses, due to factors such as an increase in research and development expenses and a rise in yen-equivalent foreign currency expenses due to the weakness of the yen.

- The ratio of SG&A expenses to sales increased by 4.4 points to 26.8% due to the decline in sales.

- As a result, operating profit increased by 150.5% year-on-year to 142.5 billion yen, and the operating profit ratio increased by 17.6 points to 27.5%.

Ordinary Profit and Net Profit

	FY26/Q1	FY27/Q1	Comparison
Non-operating income	39.2 bn yen	**63.7 bn yen**	+62.3 %
included foreign exchange gains	2.2 bn yen	**16.8 bn yen**	+642.7 %
Non-operating expenses	0.3 bn yen	**0.1 bn yen**	-52.9 %
Ordinary profit	95.8 bn yen	**206.1 bn yen**	+115.1 %
Net profit	96.0 bn yen	**147.4 bn yen**	+53.5 %
Net profit ratio	16.8 %	**28.5 %**	+11.7 pt.

Exchange rate	FY26 (3/31/2026)	FY27/Q1 (6/30/2026)	Comparison
1 USD	159.31 yen	**162.39** yen	+3.08 yen
1 Euro	183.28 yen	**185.25** yen	+1.97 yen

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- Ordinary profit increased 115.1% year-on-year to 206.1 billion yen, due to an increase in non-operating income, including foreign exchange gains and share of profit of entities accounted for using equity method.
- Profit attributable to owners of parent increased 53.5% year-on-year to 147.4 billion yen due to the increase in ordinary profit.

Consolidated Financial Forecast

The consolidated financial forecast for the fiscal year ending March 2027 remains unchanged from the forecast announced on May 8, 2026.

	FY26 (Actual)	FY27 (Forecast)	Comparison
Net sales	2,313.0 bn yen	**2,050.0 bn yen**	-11.4 %
Operating profit	360.1 bn yen	**370.0 bn yen**	+2.7 %
Ordinary profit	542.1 bn yen	**430.0 bn yen**	-20.7 %
Net profit	424.0 bn yen	**310.0 bn yen**	-26.9 %
Annual dividend	219 yen	**162 yen**	-57 yen

Assumptions for the FY27 Financial Forecast

- Assumed exchange rates are 150 yen per U.S. dollar and 175 yen per euro.
- Regarding the impact of U.S. tariff measures, the forecast takes into account the tariff rates in effect as of the end of March 2026.
- An impact of approximately 100.0 billion yen due to rising component prices, particularly for memory, and tariff measures has been factored into cost of sales.

- The consolidated financial forecast for the fiscal year ending March 2027 remains unchanged from the forecast announced on May 8, 2026.

Consolidated Financial Forecast

Sales units forecast	FY26 (Actual)	FY27 (Forecast)	Comparison
Nintendo Switch 2			
Hardware	19.86 mil units	**16.50 mil units**	-16.9 %
Software	48.71 mil units*1	**60.00 mil units*2**	+23.2 %
Nintendo Switch			
Hardware	3.80 mil units	**2.00 mil units**	-47.4 %
Software	136.91 mil units*1	**105.00 mil units*2**	-23.3 %

*1 FY26 software sales units include software bundled with hardware or other products during the 12 months ended March 31, 2026 (approx. 12.60 million units of Nintendo Switch 2 software and 0.96 million units of Nintendo Switch software). Of the Nintendo Switch software mentioned above, approximately 0.51 million units were bundled with Nintendo Switch 2 hardware.
*2 Forecasted software sales units do not include the quantity bundled with hardware or other products during the fiscal year. During the 3 months ended June 30, 2026, approximately 0.35 million units of Nintendo Switch 2 software and 0.10 million units of Nintendo Switch software have been sold bundled with hardware or other products.

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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

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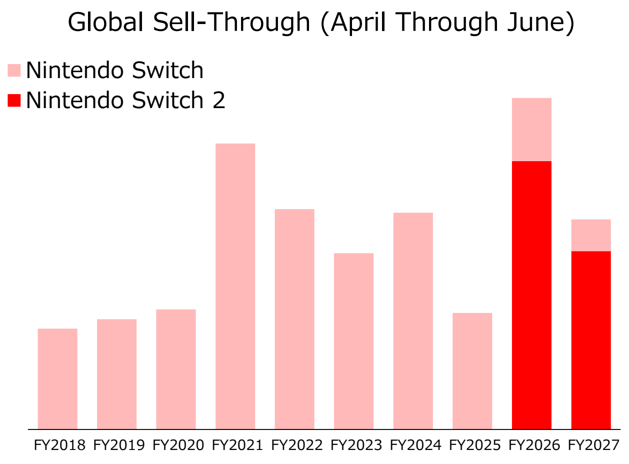
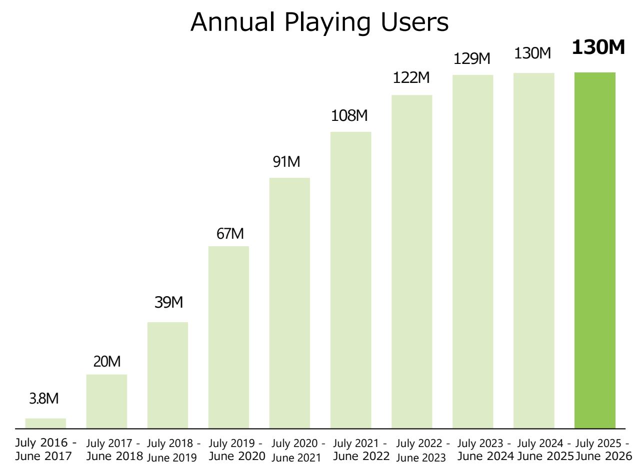
- I would now like to turn to our business highlights.

Hardware Sell-Through and Annual Playing Users

- **Q1 Nintendo Switch 2 hardware sell-through exceeds that of Nintendo Switch during its initial adoption**
- **Annual playing users exceeded 100 million, continuing the trend from last fiscal year**





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Nintendo estimates

- I will start by talking about hardware sell-through and annual playing users.
- The graph on the left shows the global sell-through of Nintendo Switch 2 and Nintendo Switch hardware units for April through June.
- First-quarter sales for Nintendo Switch 2 did not reach the level seen in the same quarter of last fiscal year, which was when the console launched. However, for a hardware system in its second year, sales compare favorably to the adoption trajectory of Nintendo Switch. In the Japanese market, where a price revision took effect on May 25, hardware sell-through has also remained solid.
- Looking now at the graph on the right, which shows the trend in annual playing users, you can see that the numbers remained above 100 million, maintaining the level from last year.
- Through Nintendo Account, we have been able to maintain a stable relationship with consumers, and this relationship is serving as a foundation supporting the smooth transition from Nintendo Switch to Nintendo Switch 2.

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.

Note: For more information about the price revisions, see the May 8 news release: https://www.nintendo.co.jp/corporate/release/en/2026/260508.html

Note: The number of annual playing users refers to the number of Nintendo Accounts, out of all Nintendo Accounts registered to a Nintendo Switch 2 or Nintendo Switch system, that used Nintendo Switch 2 or Nintendo Switch 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.

Sell-Through of Tomodachi Life: Living the Dream

Cumulative Global Sell-Through

Over 8 million units **Note: As of August 5, 2026**

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Nintendo Estimates

- Looking at software sell-through, the Nintendo Switch title *Tomodachi Life: Living the Dream* has shown strong sales. Cumulative global sell-through has exceeded 8 million units, and it is being enjoyed by people of all ages, regardless of gender.

- Consumers are able to play Nintendo Switch software with Nintendo Switch 2, and many people are taking advantage of this feature. For Nintendo Switch software, we will also continue to communicate the appeal of our evergreen titles by leveraging our hardware installed base, while working to maintain user awareness and expand sales.

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/

Released First-Party Nintendo Switch 2 Titles

May 21, 2026

June 25, 2026

July 23, 2026

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- The titles shown here were released for Nintendo Switch 2 during this fiscal year. We released *Yoshi and the Mysterious Book* in May, *Star Fox* in June, and *Splatoon Raiders* in July.

- We believe that releasing new titles at regular intervals is crucial for building a foundation on which to expand our hardware installed base. This continuous release of new titles helps expand our hardware to a wider range of consumers.

- The titles shown here are examples of first-party Nintendo Switch 2 titles we plan to release in the future. Only previously announced titles are included.

- For *Pokémon Pokopia*, we have released Part 1 of the *Pokémon Pokopia* Expansion Pass paid add-on content on August 5. We plan to release Part 2 in late 2026 and Part 3 in 2027, continuously delivering new content so consumers can enjoy the title for a long time.

- *Fire Emblem: Fortune's Weave* is scheduled to be released in September. This title offers the deep strategic gameplay characteristic of the series, along with a compelling story woven by captivating characters.

- *Nintendo Switch Sports Resort* is slated for release in October. With this title, players can easily enjoy a variety of sports through intuitive motion controls.

- *The Legend of Zelda: Ocarina of Time* is also scheduled to be released this year.

- In addition, *Xenoblade Genesis*, *Pokémon Winds* and *Pokémon Waves*, the latest games in their respective series, are slated for release in 2027.

- These games—which include evergreen titles that we anticipate to have stable sales over the long term—take advantage of the enhanced performance and new features of Nintendo Switch 2, and we believe they will all become major contributors toward expanding the Nintendo Switch 2 user base.

Note: In Japan, *Pokémon Pokopia* is released and sold by The Pokémon Company.

Announced Third-Party Nintendo Switch 2 Titles

- These are some examples of titles for Nintendo Switch 2 from other software publishers that will be released in July of 2026 and beyond.

Announced Third-Party Nintendo Switch 2 Titles

- With the support of software publishers, a wide variety of titles have been released since launch. In addition, the announcement of new titles means the lineup will appeal to an even broader range of consumers.

- Many software publishers are contributing to the Nintendo Switch 2 software lineup. There are more titles for Nintendo Switch 2 than there were in the first year for Nintendo Switch, and numerous other titles are in active development.

- With Nintendo Switch 2 now in its second year since launch, we believe this further expansion of the software lineup will lead to expansion of the installed base.

The Super Mario Galaxy Movie

- **Total box-office revenue has exceeded 1 billion U.S. dollars, the second-highest total ever for a film based on a video game, with the highest being the previous installment.**
- **Transcends the boundaries of dedicated video game platforms to create points of contact between Nintendo characters and people all over the world.**

- In the field of movies and videos, *The Super Mario Galaxy Movie* began its global release on April 1, 2026.

- The movie has drawn a broad audience of all ages around the world, and the cumulative global box-office revenue has exceeded 1 billion U.S. dollars. This represents the second-highest box office performance of all time for a film based on a video game, behind the previous installment, *The Super Mario Bros. Movie*.

- In addition to Japan, North America, and Europe, which are the largest markets for Nintendo's dedicated video game platform business, many people also made their way to theaters to see the movie in other regions such as Central and South America and Asia/Oceania. In particular, it serves as an opportunity for consumers in regions where dedicated video game platforms are not yet widely adopted to experience Nintendo content for the first time.

- We believe that our initiatives in movies and videos can transcend the boundaries of the dedicated video game platform business and provide opportunities for people all over the world to become aware of Nintendo characters. The movie highlights individual characters and enables audiences to discover new aspects of their appeal. These factors form an important foundation for people to choose Nintendo for unique, family-friendly entertainment, regardless of whether they have previous experience with our games.

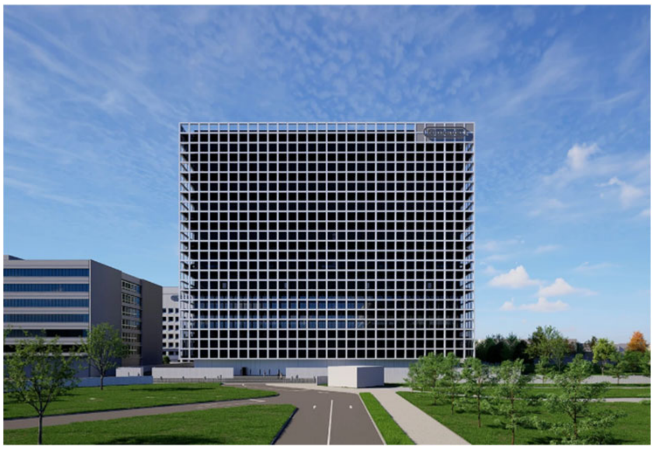
- A live-action movie of *The Legend of Zelda* is planned for release in 2027. Going forward, we will take a variety of approaches to continually create contact points with Nintendo characters all over the world, working to convey the appeal of Nintendo's entertainment offerings to an even wider audience.

Construction of the Technology Development Center

- **A new research and development base for software and hardware.**
- **Will have the functions and infrastructure required for future research and development, including development servers.**

Facility name	Nintendo Co., Ltd. Technology Development Center
Location	11-1 Kamitoba Hokotate-cho, Minami-ku, Kyoto
Building area	6,084.00 ㎡
Floor area	49,305.87 ㎡
Stories	9 floors above ground, 1 floor below ground
Completion	Planned for March 2029

* Building construction cost: ¥121 billion (current estimate as stated in the Annual Report)



Rendering of the Technology Development Center

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- Finally, I would like to talk about the construction of the Technology Development Center.

- Nintendo is currently building the Technology Development Center on the land that we acquired from Kyoto City in 2022.

- The Technology Development Center will serve as a new research and development base for Nintendo’s software and hardware. In addition to office space for developers, the facility will have the functions and infrastructure required for future research and development, including development servers, and Nintendo plans to continue investing in the center.

- As an overview of the construction, the building will have a total floor area of 49,305.87 ㎡, with 9 floors above ground and 1 floor below ground and is planned to be completed in March 2029. The cost of construction is currently estimated at 121 billion yen, as noted in the Annual Report.

- Through the construction of the Technology Development Center and further investment in research and development, Nintendo will continue to create more reasons for consumers to choose Nintendo for unique, family-friendly entertainment, while striving to deliver Nintendo’s unique and original entertainment to everyone around the world.

3. Reference Materials

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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.

Sales Breakdown (by Region)

million yen

FY27/Q1	Japan	The Americas	Europe	Other	Total
Dedicated video game platform	102,204	198,016	121,004	61,784	483,009
IP related income, etc.	12,328	20,547	1,361	566	34,803
Total	114,532	218,564	122,365	62,351	517,813

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

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

		FY26/Q1	FY27/Q1	FY27 (forecast)
Depreciation of property, plant and equipment		3,170	2,855	11,000
Research and development expenses		38,981	49,133	190,000
Advertising expenses		37,091	28,602	120,000
Average exchange rate	1 USD =	144.48 yen	159.38 yen	150.00 yen
	1 Euro =	163.91 yen	185.27 yen	175.00 yen
Consolidated net sales in U.S. dollars		1.5 billion	1.3 billion	-
Consolidated net sales in Euros		0.8 billion	0.6 billion	-
Non-consolidated purchases in U.S. dollars		2.2 billion	2.0 billion	-

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

million U.S. dollars/Euros

		March 31, 2026		June 30, 2026		March 31, 2027 (Forecast)
		Balance	Exchange Rate	Balance	Exchange Rate	Assumed Exchange Rate
USD	Cash and deposits	1,617	1 USD= 159.31 yen	1,732	1 USD= 162.39 yen	1 USD= 150.00 yen
	Accounts receivable-trade	637		559		
	Accounts payable-trade	1,177		1,436		
Euro	Cash and deposits	963	1 Euro= 183.28 yen	444	1 Euro= 185.25 yen	1 Euro= 175.00 yen
	Accounts receivable-trade	384		383		

Digital Sales

Digital Sales

billion yen

FY27			
Q1	Q2	Q3	Q4
132.7			

FY26			
Q1	Q2	Q3	Q4
69.8	85.6	126.5	125.6
155.5			
282.0			
407.6			

Proportion of Digital Sales

FY27			
Q1	Q2	Q3	Q4
61.5%			

FY26			
Q1	Q2	Q3	Q4
59.3%	51.2%	46.1%	67.2%
54.5%			
50.4%			
54.6%			

Proportion of Downloadable Versions of Packaged Software Sales

FY27			
Q1	Q2	Q3	Q4
63.3%			

FY26			
Q1	Q2	Q3	Q4
42.3%	49.5%	58.7%	52.9%
46.3%			
51.9%			
52.2%			

[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

FY27			
Q1	Q2	Q3	Q4
77.9%			

FY26			
Q1	Q2	Q3	Q4
79.5%	79.5%	73.9%	75.6%
79.5%			
77.2%			
76.9%			

Proportion of Hardware Sales

FY27			
Q1	Q2	Q3	Q4
55.3%			

FY26			
Q1	Q2	Q3	Q4
78.8%	67.2%	65.1%	51.8%
73.2%			
69.8%			
66.7%			

Proportion of First-Party Software Sales

FY27			
Q1	Q2	Q3	Q4
82.6%			

FY26			
Q1	Q2	Q3	Q4
64.8%	68.7%	81.9%	73.8%
67.2%			
74.9%			
74.7%			

[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

		FY26/Q1	FY27/Q1	Life-to-date	Forecast FY27
Nintendo Switch 2					
Hardware	Japan	127	104	670	
	The Americas	208	122	795	
	Europe	134	96	537	
	Other	113	59	366	
	Total	582	382	2,368	1,650
Software	Japan	176	299	1,616	
	The Americas	331	350	2,098	
	Europe	242	203	1,440	
	Other	117	94	663	
	Total	867	946	5,817	6,000
Nintendo Switch					
Hardware (Total)	Japan	33	21	3,855	
	The Americas	30	20	5,980	
	Europe	17	11	4,014	
	Other	17	15	1,809	
	Total	98	66	15,659	200
of which Nintendo Switch	Japan	5	4	2,114	
	The Americas	11	6	3,843	
	Europe	6	6	2,696	
	Other	1	1	1,122	
	Total	22	16	9,775	
of which Nintendo Switch – OLED Model	Japan	18	8	1,010	
	The Americas	10	9	958	
	Europe	8	3	734	
	Other	15	12	522	
	Total	52	33	3,223	
of which Nintendo Switch Lite	Japan	10	9	732	
	The Americas	9	5	1,179	
	Europe	3	3	584	
	Other	1	1	165	
	Total	23	18	2,661	
Software	Japan	544	855	31,055	
	The Americas	1,021	1,424	67,643	
	Europe	690	791	45,178	
	Other	184	312	12,319	
	Total	2,440	3,381	156,195	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	FY27/Q1			Life-to-date
	Global	Japan	Outside of Japan	Global
Pokémon Pokopia (*1)	127	-	127	368

Nintendo Switch	FY27/Q1			Life-to-date
	Global	Japan	Outside of Japan	Global
Tomodachi Life: Living the Dream	794	255	539	796 (*2)

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

*1 This title is published by The Pokémon Company in Japan, and by Nintendo outside of Japan.

*2 This title was released during the current fiscal year, however a portion of sell-in shipments made ahead of release was recorded in the previous fiscal year.

Launch Dates of Primary Nintendo Products (April through June 2026)

Nintendo Switch 2	Release Date
(Software)	
Xenoblade Chronicles X: Definitive Edition – Nintendo Switch 2 Edition (*2/*3)	4/16/2026
Yoshi and the Mysterious Book	5/21/2026
Xenoblade Chronicles: Definitive Edition – Nintendo Switch 2 Edition (*2/*4)	6/9/2026
Star Fox	6/25/2026

Nintendo Switch	Release Date
(Software)	
Pokémon Champions (*1)	4/8/2026
Hello, Yoshi! (*1)	4/9/2026
Tomodachi Life: Living the Dream	4/16/2026

[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 digital format only. ("Pokémon Champions" and "Hello, Yoshi!" are available for free download.)

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

*3 The downloadable version was released on 2/19/2026.

*4 The release date for the packaged version is 7/30/2026.

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

Nintendo Switch 2	Release Date
(Software)	
Fitness Boxing 3: Your Personal Trainer – Nintendo Switch 2 Edition (*4)	7/16/2026
Splatoon Raiders	7/23/2026
Xenoblade Chronicles: Definitive Edition – Nintendo Switch 2 Edition (*1/*2)	7/30/2026
Xenoblade Chronicles 2 – Nintendo Switch 2 Edition (*1/*3)	7/30/2026
Fire Emblem: Fortune's Weave	9/17/2026
Nintendo Switch Sports Resort	10/22/2026
Xenoblade Chronicles 3 – Nintendo Switch 2 Edition (*1)	12/3/2026
The Legend of Zelda: Ocarina of Time	2026
Pokémon Winds	2027
Pokémon Waves	2027
Xenoblade Genesis	2027

Nintendo Switch	Release Date
(Software)	
Rhythm Heaven Groove	7/2/2026

[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 The downloadable version was released on 6/9/2026.

*3 The packaged version will release on 10/1/2026.

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

Supplementary Information on Our Website

Earnings Releases, etc.
・Earnings 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.