



# Financial Results Explanatory Material

## 3rd Quarter of Fiscal Year Ending March 2025

Nintendo Co., Ltd.  
February 4, 2025

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## 1. Consolidated Financial Results and Outlook

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- We would like to talk about the consolidated financial results for the first nine months of the fiscal year ending March 2025 (hereinafter referred to as “the third quarter”).

## Consolidated Financial Highlights

	FY24/Q1-Q3	FY25/Q1-Q3	Comparison
Net sales	1,394.7 bn yen	<b>956.2 bn yen</b>	-31.4 %
Operating profit	464.4 bn yen	<b>247.5 bn yen</b>	-46.7 %
Operating profit ratio	33.3 %	<b>25.9 %</b>	-7.4 pt.
Ordinary profit	567.3 bn yen	<b>327.1 bn yen</b>	-42.3 %
Net profit	408.0 bn yen	<b>237.1 bn yen</b>	-41.9 %
Net profit ratio	29.3 %	<b>24.8 %</b>	-4.5 pt.

- Net profit: Profit attributable to owners of parent
- FY = Fiscal Year
- FY25/Q1-Q3 indicates the period between April 1, 2024 and December 31, 2024.

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- For the third quarter of this fiscal year, net sales decreased by 31.4% year-on-year to 956.2 billion yen, operating profit decreased by 46.7% to 247.5 billion yen, ordinary profit decreased by 42.3% to 327.1 billion yen, and profit attributable to owners of parent fell 41.9% to 237.1 billion yen.

## Consolidated Sales

	FY24/Q1-Q3	FY25/Q1-Q3	Comparison
Net sales	1,394.7 bn yen	<b>956.2 bn yen</b>	-31.4 %
Dedicated video game platform*1	1,310.9 bn yen	<b>895.5 bn yen</b>	-31.7 %
Mobile, IP related income, etc.*2	75.2 bn yen	<b>49.7 bn yen</b>	-33.9 %
Others*3	8.5 bn yen	<b>10.9 bn yen</b>	+27.6 %

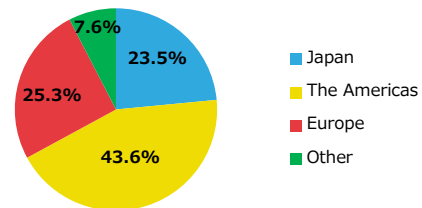
\*1 Includes hardware, software (including downloadable versions of packaged software, download-only software, add-on content, and Nintendo Switch Online) and accessories.

\*2 Includes income from visual content, smart-device content and royalties.

\*3 Includes merchandise sales at official stores such as Nintendo TOKYO as well as playing cards.

Effect of changes in foreign exchange rates on net sales: +43.7 billion yen

**FY25/Q1-Q3 Regional Sales Ratio**



Proportion of sales outside Japan: 76.5%

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- Sales from our dedicated game console business decreased by 31.7% year-on-year to 895.5 billion yen. Sales declined this period despite the continued weakness of the yen, affected by a year-on-year decline in unit sales for both Nintendo Switch hardware and software.
- Mobile and IP related income decreased by 33.9% year-on-year to 49.7 billion yen, mainly due to the decrease in income from visual content related to *The Super Mario Bros. Movie*.

## Gross Profit

	FY24/Q1-Q3	FY25/Q1-Q3	Comparison	
Gross profit	778.2 bn yen	<b>565.5 bn yen</b>	-27.3 %	
Gross profit ratio	55.8 %	<b>59.1 %</b>	+3.3 pt.	
Main Variable Factors				
	FY24/Q1-Q3	FY25/Q1-Q3	Comparison	
Proportion of hardware sales*1	45.0 %	<b>46.1 %</b>	+1.1 pt.	
Proportion of first-party software sales*2	82.5 %	<b>73.4 %</b>	-9.1 pt.	
Proportion of digital sales*2	48.1 %	<b>51.0 %</b>	+2.9 pt.	
Average exchange rate	1 USD 1 Euro	143.22 yen 155.26 yen	<b>152.45 yen</b> <b>164.70 yen</b>	+9.23 yen +9.44 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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- With the decrease in net sales, gross profit declined by 27.3% year-on-year to 565.5 billion yen.
- Although there was a decline in the proportion of first-party software sales, the gross profit margin increased by 3.3 percentage points year-on-year to 59.1% as the proportion of digital sales increased. There was also a decline in the proportion of unit sales for Nintendo Switch – OLED Model, which has a lower profit margin compared to other hardware.

## Selling, General and Administrative Expenses / Operating Profit

	FY24/Q1-Q3	FY25/Q1-Q3	Comparison
SG&A expenses	313.8 bn yen	<b>317.9 bn yen</b>	+1.3 %
SG&A expenses-to-sales ratio	22.5 %	<b>33.2 %</b>	+10.7 pt.
Operating profit	464.4 bn yen	<b>247.5 bn yen</b>	-46.7 %
Operating profit ratio	33.3 %	<b>25.9 %</b>	-7.4 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. +3.5 billion yen

	FY24/Q1-Q3	FY25/Q1-Q3	Comparison
Research and development expenses	92.3 bn yen	<b>104.7 bn yen</b>	+13.4 %
Advertising expenses	83.7 bn yen	<b>68.8 bn yen</b>	-17.8 %

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- Selling, general, and administrative expenses (SG&A expenses) rose by 1.3% year-on-year to 317.9 billion yen, mainly due to an increase in yen-equivalent foreign currency caused by the depreciation of the yen and an increase in research and development expenses. The ratio of SG&A expenses to sales increased by 10.7 percentage points to 33.2%, due to the year-on-year decline in net sales.
- Operating profit decreased by 46.7% year-on-year to 247.5 billion yen, due to the decline in gross profit and rise in SG&A expenses. The operating profit ratio fell 7.4 percentage points to 25.9%.

## Ordinary Profit and Net Profit

	FY24/Q1-Q3	FY25/Q1-Q3	Comparison
Non-operating income	103.2 bn yen	<b>79.9 bn yen</b>	-22.6 %
included foreign exchange gains	34.2 bn yen	<b>6.2 bn yen</b>	-81.8 %
Non-operating expenses	0.3 bn yen	<b>0.4 bn yen</b>	+22.3 %
Ordinary profit	567.3 bn yen	<b>327.1 bn yen</b>	-42.3 %
Net profit	408.0 bn yen	<b>237.1 bn yen</b>	-41.9 %
Net profit ratio	29.3 %	<b>24.8 %</b>	-4.5 pt.

Exchange rate	FY24 (3/31/2024)	FY25/Q3 (12/31/2024)	Comparison
1 USD	151.34 yen	<b>156.80 yen</b>	+5.46 yen
1 Euro	163.31 yen	<b>162.90 yen</b>	-0.41 yen

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- Despite an increase in interest income, ordinary profit declined by 42.3% year-on-year to 327.1 billion yen, impacted mainly by the decline in operating profit and foreign exchange gains.
- Profit attributable to owners of parent decreased by 41.9% year-on-year to 237.1 billion yen, due to the decrease in ordinary profit.

## Consolidated Financial Forecast

We have modified the consolidated earnings forecast (issued on November 5, 2024) on February 4, 2025.

	Previous Forecast	Modified Forecast	Comparison
Net sales	1,280.0 bn yen	<b>1,190.0 bn yen</b>	-7.0 %
Operating profit	360.0 bn yen	<b>280.0 bn yen</b>	-22.2 %
Ordinary profit	420.0 bn yen	<b>370.0 bn yen</b>	-11.9 %
Net profit	300.0 bn yen	<b>270.0 bn yen</b>	-10.0 %

· Assumed exchange rate For FY25: USD has been revised from 1USD = 140 yen to 150 yen, Euros remains 1 Euro = 155 yen

	Previous Forecast	Modified Forecast	Comparison
Dividend			
Annual	129 yen	<b>116 yen</b>	-13 yen

	Previous Forecast	Modified Forecast	Comparison
Nintendo Switch			
Hardware	12.50 mil units	<b>11.00 mil units</b>	-12.0 %
Software	160.00 mil units	<b>150.00 mil units</b>	-6.3 %

· The modified FY25 software sales unit forecast includes software bundled with other products during the nine months ended December 31, 2024 (approx. 2.82 million units) but does not include software to be bundled with other products January 1, 2025 onwards.

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- Next, we would like to talk about changes to our consolidated financial forecast for the fiscal year ending March 2025.
- Considering the sales trend for the third quarter and outlook for the remainder of the fiscal year, our revised forecast is 1,190.0 billion yen in net sales, 280.0 billion yen in operating profit, 370.0 billion yen in ordinary profit, and 270.0 billion yen in profit attributable to owners of parent.
- The assumed exchange rate at the end of the period for USD has been revised from 1 USD = 140 yen to 150 yen, and the rate for Euros remains 1 Euro = 155 yen.
- We have modified the unit sales forecast for the fiscal year, decreasing Nintendo Switch hardware by 1.50 million to 11.00 million units and software by 10.00 million to 150.00 million units.
- As a result of the modification of the consolidated earnings forecast, the annual dividend forecast has been revised from 129 yen to 116 yen per share.

**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.

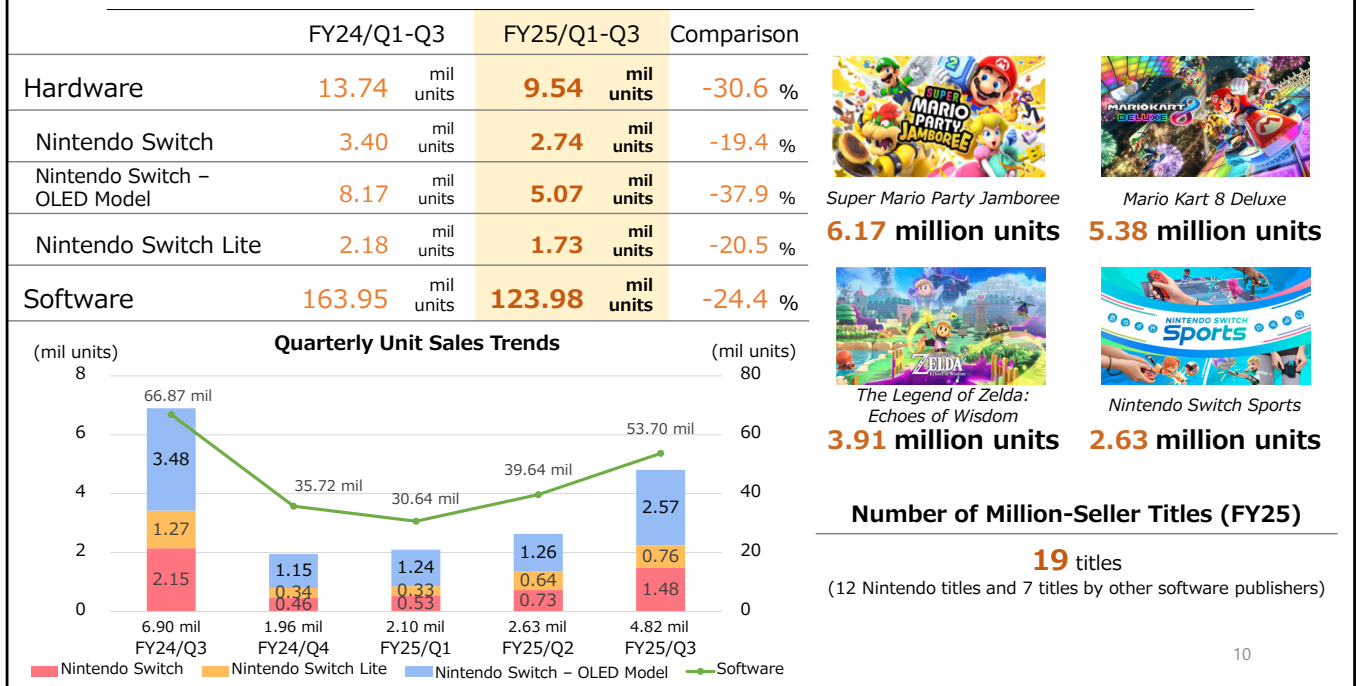


## 2. Business Highlights

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

## Sales Status of Nintendo Switch (Sell-In)



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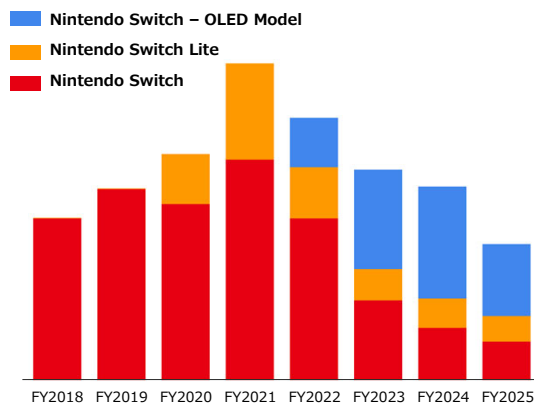
- Although unit sales of both hardware and software in the third quarter declined year-on-year, sales have been stable given the fact that the platform is in its eighth year.
- In terms of hardware sales, Nintendo Switch Lite: Hyrule Edition and hardware bundled with software for the holiday season showed steady growth. On the other hand, multiple special editions of Nintendo Switch – OLED Model were released during the same period of the previous fiscal year, which was a contributing factor to the decline in the overall sales volume for the entire Nintendo Switch family of systems, down 30.6% year-on-year at 9.54 million units.
- Unit sales of software declined by 24.4% year-on-year to 123.98 million units. Sales grew steadily for new titles like *The Legend of Zelda: Echoes of Wisdom* and *Super Mario Party Jamboree*, and sales were also steady for evergreen titles released in previous fiscal years and for titles released by other software publishers. As a result, the number of million-seller titles this fiscal year reached 19 titles.

**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 sites or as downloadable software.

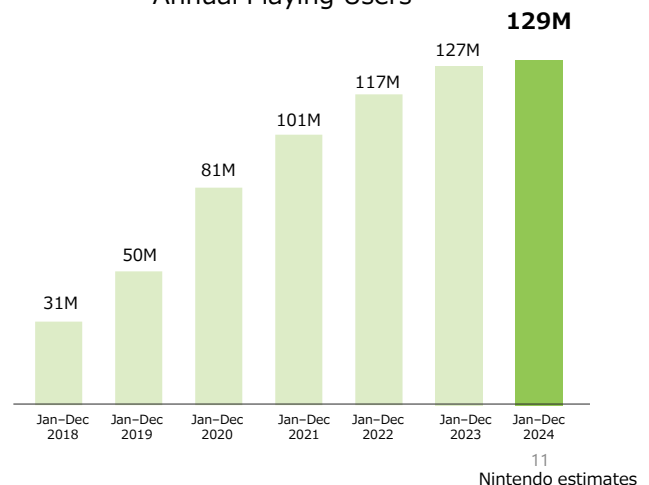
## Nintendo Switch: Hardware Sell-Through and Annual Playing Users

- **Nintendo Switch sell-through declined year-on-year, but even in its eighth year it is still being purchased by many people**
- **The number of annual playing users remains above 100 million**

Global Sell-Through (Total for April-December)



Annual Playing Users

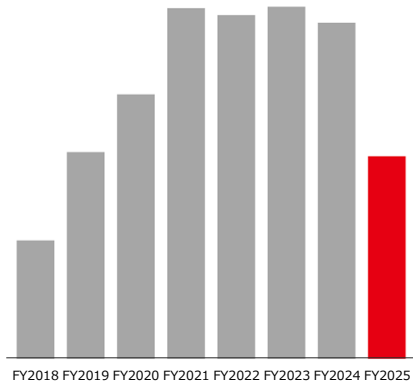


- So far, we have been talking about sell-in, or unit sales by the Nintendo group to its business partners. Now let's turn the discussion to sell-through, which is the number of units purchased by consumers, and to the number of consumer accounts that have actually used software on Nintendo Switch.
  - The graph on the left shows global hardware sell-through for the nine months of April through December. Nintendo Switch unit sales declined year-on-year, but even in the eighth year since its launch in March 2017, Nintendo Switch continues to attract the interest of consumers, and sales in some weeks during the holiday season exceeded same-week sales of the previous year.
  - The graph on the right shows the trend in the number of annual playing users for the Nintendo Switch family of systems. The number of annual playing users remained stable, exceeding 129 million users during the period between January and December 2024.
- ※ *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.
- ※ The number of Nintendo Switch annual playing users refers to the number of Nintendo Accounts, out of all Nintendo Accounts registered to a Nintendo Switch system, that used Nintendo Switch 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 Nintendo Switch is connected to the internet, so the results are revised retroactively.

## Nintendo Switch First-Party Software Sell-Through

- A wide variety of evergreen titles released to date for Nintendo Switch show steady sell-through and contribute to the cumulative sales
- New titles sold well throughout the holiday season

Global First-Party Software Sell-Through  
(Total for April through December)



Released  
September 26, 2024  
**3.4M**



Released  
October 17, 2024  
**5.6M**

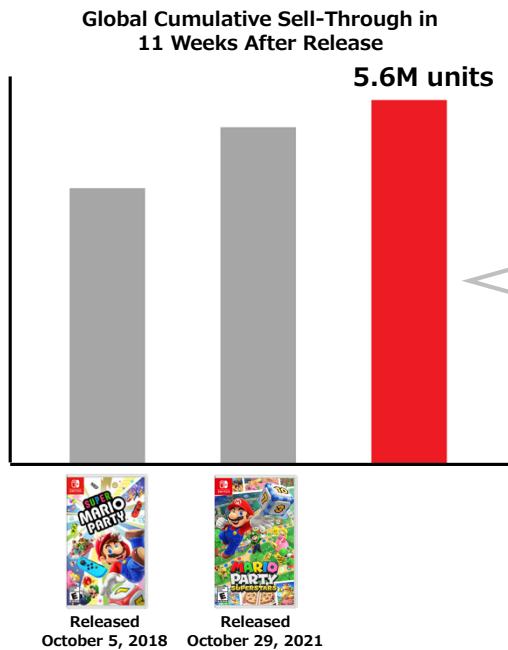


Released  
November 7, 2024  
**1.4M**

<sup>12</sup>  
Nintendo estimates

- Let's move on to a discussion of sell-through of software.
- Software sell-through declined significantly compared to last fiscal year, when *The Legend of Zelda: Tears of the Kingdom* and *Super Mario Bros. Wonder* were released. That being said, evergreen titles released in previous fiscal years have shown steady sales. During the past few years, these evergreen titles have been bought by many of the consumers who made a new hardware purchase. We believe the rich variety of titles released to date for Nintendo Switch will underpin the Nintendo Switch business in its eighth year.
- In addition, sell-through for the new titles you see here showed strong growth throughout the holiday season.

## Comparative Sell-Through of Mario Party Series Titles



<sup>13</sup>  
Nintendo estimates

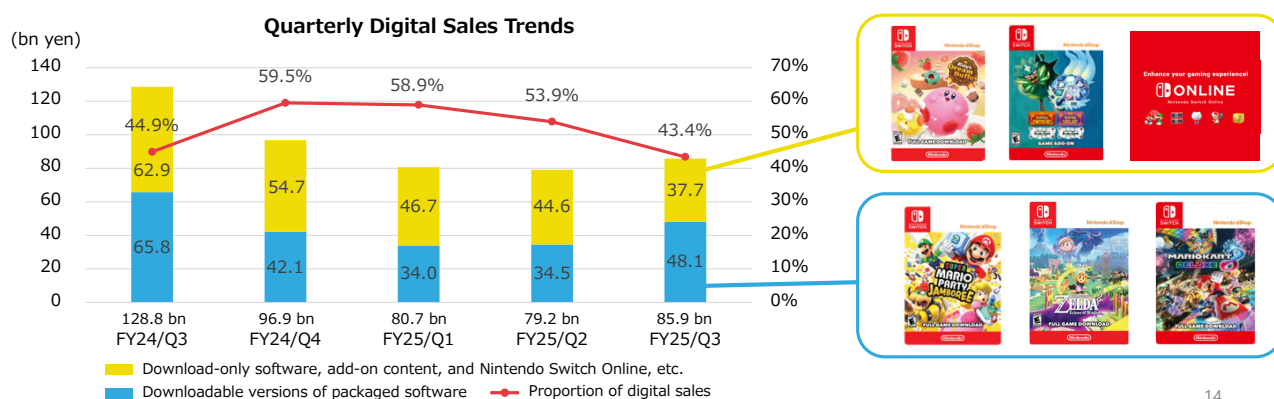
- Looking at *Super Mario Party Jamboree*, cumulative global sell-through for this title exceeded 5.6 million units during the first eleven weeks after its release on October 17, 2024, surpassing the pace of sales for previous titles in the Mario Party series for Nintendo Switch, namely *Super Mario Party* and *Mario Party Superstars*.

## Digital Sales

	FY24/Q1-Q3	FY25/Q1-Q3	Comparison
Digital sales*1	346.4 bn yen	<b>245.8 bn yen</b>	-29.0 %
Proportion of digital sales*2	48.1 %	<b>51.0 %</b>	+2.9 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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- Digital sales for the third quarter declined by 29.0% year-on-year to 245.8 billion yen, mainly because of a decrease in sales of downloadable versions of packaged software and add-on content.
- While overall software sales decreased, the ratio of digital sales among software for our dedicated video game platform increased by 2.9 percentage points to 51.0% due to increased sales of download-only software and stable revenue from Nintendo Switch Online.

**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.

## First-Party Titles Set for Release in 2025



January 16, 2025



March 20, 2025



2025



2025

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- The titles shown here are Nintendo first-party titles scheduled for release in 2025 that have been announced to date.
- *Donkey Kong Country Returns HD* was released on January 16. *Xenoblade Chronicles X: Definitive Edition* will be released on March 20, and *Pokémon Legends: Z-A* and *Metroid Prime 4: Beyond* are scheduled for release in 2025.



- On January 16, we announced that Nintendo Switch 2, the successor to Nintendo Switch, will be released in 2025. On the same day, we offered a first look at Nintendo Switch 2 in a video introducing the hardware.



## Nintendo Switch 2

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**Nintendo Direct will air on April 2**



**Nintendo Switch 2 Experience events will be held in various cities worldwide starting in April**



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- For more details on Nintendo Switch 2, please tune in for the Nintendo Direct which will air on April 2, 2025.
- We will also hold Nintendo Switch 2 Experience events, where consumers can go hands-on with Nintendo Switch 2 in cities around the world.

**The new Donkey Kong Country area of SUPER NINTENDO WORLD at Universal Studios Japan opened on December 11, 2024**



- Next, we would like to introduce some of our initiatives to expand the number of people who have access to the Nintendo IP, the goal of which is to continually invigorate our dedicated video game platform business.
- Donkey Kong Country, an area that expands SUPER NINTENDO WORLD opened on December 11, 2024 at Universal Studios Japan.

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

**SUPER NINTENDO WORLD will open at Universal Epic Universe (Orlando, USA), which is scheduled to open on May 22, 2025**



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- SUPER NINTENDO WORLD will open at Universal Epic Universe (Orlando, USA), which is scheduled to open on May 22, 2025.
- 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

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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

FY25/Q1-Q3	Japan	The Americas	Europe	Other	Total
Dedicated video game platform	197,503	388,242	238,389	71,389	895,523
of which Nintendo Switch platform <sup>(*1)</sup>	182,802	382,107	236,312	70,391	871,613
of which the others <sup>(*2)</sup>	14,700	6,134	2,077	997	23,910
Mobile, IP related income, etc. <sup>(*3)</sup>	18,369	27,095	3,357	949	49,772
Other <sup>(*4)</sup>	8,801	1,557	647	-84	10,921
<b>Total</b>	<b>224,674</b>	<b>416,894</b>	<b>242,394</b>	<b>72,254</b>	<b>956,218</b>

FY24/Q1-Q3	Japan	The Americas	Europe	Other	Total
Dedicated video game platform	273,813	558,488	344,000	134,684	1,310,987
of which Nintendo Switch platform <sup>(*1)</sup>	259,590	554,436	340,199	132,179	1,286,406
of which the others <sup>(*2)</sup>	14,222	4,051	3,800	2,505	24,580
Mobile, IP related income, etc. <sup>(*3)</sup>	17,269	51,567	5,108	1,302	75,248
Other <sup>(*4)</sup>	6,181	1,710	-	669	8,561
<b>Total</b>	<b>297,264</b>	<b>611,766</b>	<b>349,108</b>	<b>136,656</b>	<b>1,394,796</b>

\*1 Nintendo Switch platform includes hardware, software (including downloadable versions of packaged software, download-only software, add-on content and Nintendo Switch Online) and accessories.

\*2 Includes platforms other than Nintendo Switch and also amiibo.

\*3 Includes income from visual content, smart-device content and royalties.

\*4 Includes merchandise sales at official stores such as Nintendo TOKYO as well as playing cards.

## Supplementary Information

million yen

	FY24/Q1-Q3	FY25/Q1-Q3	FY25 (Forecast)
Depreciation of property, plant and equipment	5,193	7,221	10,000
Research and development expenses	92,365	104,772	145,000
Advertising expenses	83,766	68,859	90,000
Average exchange rate			
1 USD =	143.22 yen	152.45 yen	151.84 yen
1 Euro =	155.26 yen	164.70 yen	162.27 yen
Consolidated net sales in U.S. dollars	4.0 billion	2.5 billion	-
Consolidated net sales in Euros	2.2 billion	1.4 billion	-
Non-consolidated purchases in U.S. dollars	2.8 billion	3.2 billion	-

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

million U.S. dollars/Euros

		March 31, 2024		December 31, 2024		March 31, 2025 (Forecast)
		Balance	Exchange rate	Balance	Exchange Rate	Assumed Exchange Rate
USD	Cash and deposits	2,307	1 USD=	2,171	1 USD=	1 USD=
	Accounts receivable-trade	391	151.34 yen	334	156.80 yen	150.00 yen
	Accounts payable-trade	208		1,114		
Euro	Cash and deposits	201	1 Euro=	176	1 Euro=	1 Euro=
	Accounts receivable-trade	171	163.31 yen	281	162.90 yen	155.00 yen

## Digital Sales

Digital Sales billion yen				Proportion of Digital Sales				Proportion of Downloadable Versions of Packaged Software Sales			
FY25				FY25				FY25			
Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
80.7	79.2	85.9		58.9%	53.9%	43.4%		42.2%	43.6%	56.1%	
159.9				56.3%				42.9%			
245.8				51.0%				47.5%			
FY24				FY24				FY24			
Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
119.6	97.9	128.8	96.9	47.3%	54.2%	44.9%	59.5%	64.5%	43.8%	51.1%	43.5%
217.5				50.2%				55.2%			
346.4				48.1%				53.7%			
443.3				50.2%				51.5%			

- [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			
FY25				FY25				FY25			
Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
74.2%	75.2%	78.6%		40.2%	42.6%	51.7%		73.2%	66.3%	78.0%	
74.7%				41.4%				69.5%			
76.5%				46.1%				73.4%			
FY24				FY24				FY24			
Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
80.0%	76.0%	79.2%	76.4%	40.9%	41.5%	50.0%	36.6%	88.8%	72.1%	82.6%	74.9%
78.3%				41.1%				82.4%			
78.7%				45.0%				82.5%			
78.3%				43.6%				81.2%			

- [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

		FY24/Q1-Q3	FY25/Q1-Q3	Life-to-date	Forecast FY25
Nintendo Switch Hardware (Total)	Japan	374	281	3,682	
	The Americas	485	330	5,783	
	Europe	356	251	3,900	
	Other	159	92	1,722	
	Total	1,374	954	15,086	1,100
of which Nintendo Switch	Japan	53	49	2,083	
	The Americas	146	126	3,770	
	Europe	117	92	2,647	
	Other	24	7	1,118	
	Total	340	274	9,618	
of which Nintendo Switch – OLED Model	Japan	258	170	920	
	The Americas	235	137	883	
	Europe	201	124	692	
	Other	123	76	445	
	Total	817	507	2,941	
of which Nintendo Switch Lite	Japan	64	62	679	
	The Americas	103	68	1,129	
	Europe	39	35	560	
	Other	12	8	159	
	Total	218	173	2,527	
Software	Japan	3,258	2,688	26,681	
	The Americas	6,850	5,088	59,106	
	Europe	4,770	3,758	39,590	
	Other	1,517	863	10,603	
	Total	16,395	12,398	135,980	15,000

- [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 includes software bundled with other products during the nine months ended December 31, 2024 but does not included software to be bundled with other products January 1, 2025 onwards.

## Million-Seller Nintendo First-Party Titles

units in ten thousands

Nintendo Switch	FY25/Q1-Q3			Life-to-date
	Global	Japan	Outside of Japan	Global
Super Mario Party Jamboree	617	164	453	617
Mario Kart 8 Deluxe	538	61	477	6,735
The Legend of Zelda: Echoes of Wisdom	391	72	319	391
Nintendo Switch Sports	263	43	220	1,574
Animal Crossing: New Horizons	208	53	155	4,744
Super Mario Bros. Wonder	207	25	182	1,551
Paper Mario: The Thousand-Year Door	206	44	162	206
Mario & Luigi: Brotherhood	184	29	155	184
Luigi's Mansion 2 HD	180	32	149	180
Super Smash Bros. Ultimate	166	45	121	3,588
Pokémon Scarlet/ Pokémon Violet	146	40	106	2,638
SUPER MARIO ODYSSEY	109	14	95	2,904

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

## Launch Dates of Primary Nintendo Products (April through December 2024)

Nintendo Switch	Release Date
(Software)	
Endless Ocean Luminous	5/2/2024
Paper Mario: The Thousand-Year Door	5/23/2024
Luigi's Mansion 2 HD	6/27/2024
Nintendo World Championships: NES Edition	7/18/2024
Emio – The Smiling Man: Famicom Detective Club	8/29/2024
The Legend of Zelda: Echoes of Wisdom	9/26/2024
Super Mario Party Jamboree	10/17/2024
Mario & Luigi: Brotherhood	11/7/2024
Fitness Boxing 3: Your Personal Trainer *	12/5/2024
Other	Release Date
Nintendo Sound Clock: Alarmo	10/9/2024

[Note] · Release dates may differ by region. Please refer to the official site of each region for further details.

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

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

Nintendo Switch	Release Date
(Software)	
Donkey Kong Country Returns HD	1/16/2025
Xenoblade Chronicles X: Definitive Edition	3/20/2025
Pokémon Legends: Z-A	2025
Metroid Prime 4: Beyond	2025
Nintendo Switch 2	Release Date
(Hardware)	
Nintendo Switch 2	2025

[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.



## 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

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.