



Financial Results Explanatory Material

Fiscal Year Ended March 2026

Nintendo Co., Ltd.
May 8, 2026

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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 fiscal year ended March 2026, and the consolidated financial forecast for the fiscal year ending March 2027.

Consolidated Financial Highlights

	FY25	FY26	Comparison
Net sales	1,164.9 bn yen	2,313.0 bn yen	+98.6 %
Operating profit	282.5 bn yen	360.1 bn yen	+27.5 %
Operating profit ratio	24.3 %	15.6 %	-8.7 pt.
Ordinary profit	372.3 bn yen	542.1 bn yen	+45.6 %
Net profit	278.8 bn yen	424.0 bn yen	+52.1 %
Net profit ratio	23.9 %	18.3 %	-5.6 pt.

- Net profit: Profit attributable to owners of parent
- FY = Fiscal Year
- FY26 indicates the period between April 1, 2025 and March 31, 2026.

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- Year-on-year, sales increased 98.6% to 2,313.0 billion yen, operating profit rose 27.5% to 360.1 billion yen, ordinary profit rose 45.6% to 542.1 billion yen, and profit attributable to owners of parent rose 52.1% to 424.0 billion yen.

Consolidated Sales

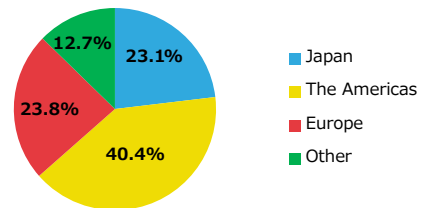
	FY25	FY26	Comparison
Net sales	1,164.9 bn yen	2,313.0 bn yen	+98.6 %
Dedicated video game platform*1	1,083.5 bn yen	2,239.5 bn yen	+106.7 %
IP related income, etc.*2	81.3 bn yen	73.5 bn yen	-9.7 %

*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: +19.2 billion yen

FY26 Regional Sales Ratio

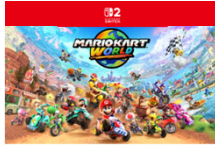



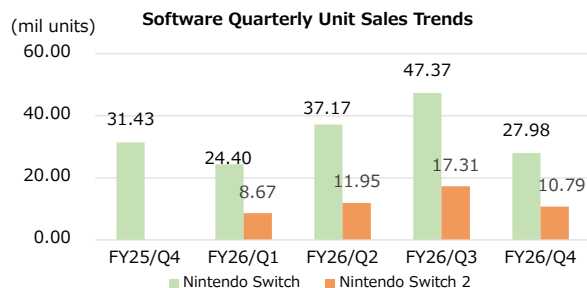
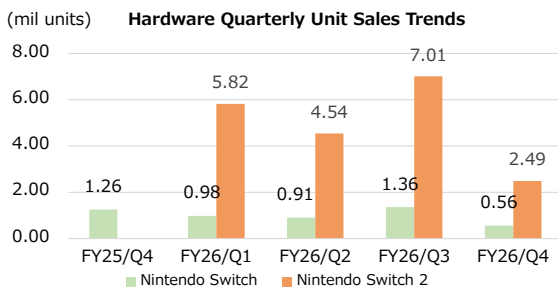
Proportion of sales outside Japan: 76.9%

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- Sales in our dedicated video game platform business grew significantly this fiscal year, driven by the launch of Nintendo Switch 2. The Nintendo Switch 2 hardware has a higher unit price than Nintendo Switch, and this was an added factor in the growth of sales. For the fiscal year, sales in our dedicated video game platform business rose 106.7% year-on-year to 2,239.5 billion yen.
- Our IP related income decreased by 9.7% year-on-year to 73.5 billion yen, due in part to the decline in visual content revenues related to *The Super Mario Bros. Movie*.

Sales Status of Hardware and Software (Sell-In)

	FY25	FY26	Comparison		
Hardware					
Nintendo Switch 2	-	19.86	mil units	-	
Nintendo Switch	10.80	3.80	mil units	-64.8 %	14.70 million units 8.85 million units
Software					
Nintendo Switch 2	-	48.71	mil units	-	
Nintendo Switch	155.41	136.91	mil units	-11.9 %	4.52 million units 3.94 million units



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- Now I will talk about sell-in of hardware and software in our dedicated video game platform business.
- Looking at hardware sales, Nintendo Switch 2 sales totaled 19.86 million units, and Nintendo Switch sales declined 64.8% year-on-year to 3.80 million units. Sales of Nintendo Switch 2 remained strong throughout its first fiscal year. It got off to a good start after launch and continued the momentum through the holiday season and beyond, receiving an added boost from the March release of *Pokémon Pokopia*, which contributed to hardware sales.
- Looking at software, Nintendo Switch 2 software sales totaled 48.71 million units, and Nintendo Switch software sales declined 11.9% year-on-year to 136.91 million units.
- Among Nintendo Switch 2 software titles that saw notable growth, *Mario Kart World* sold 14.70 million units, *Donkey Kong Bananza* sold 4.52 million units, and *Pokémon Legends: Z-A – Nintendo Switch 2 Edition* sold 3.94 million units. The solid performance of unit software sales was bolstered by the wide variety of titles released by other software publishers, providing for a robust lineup.
- Looking at Nintendo Switch software, *Pokémon Legends: Z-A* made a strong showing, with sales of 8.85 million units. In addition, *Super Mario Galaxy 2* sold 2.76 million units and *Super Mario Galaxy* sold 2.60 million units. Because many Nintendo Switch titles are also being played on Nintendo Switch 2, titles released for Nintendo Switch in previous years also experienced solid growth in sales.

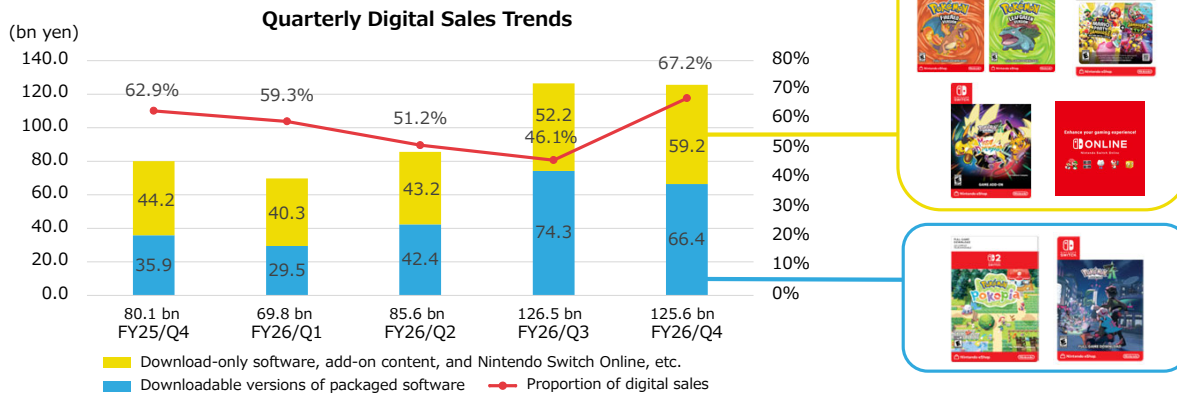
Note: *Sell-in* refers to sales by the Nintendo group to outside entities. In addition to units sold to corporate business partners, this number also includes units sold to individual consumers through Nintendo's direct-sales websites or as downloadable software.

Digital Sales

	FY25	FY26	Comparison
Digital sales*1	326.0 bn yen	407.6 bn yen	+25.0 %
Proportion of digital sales*2	53.5 %	54.6 %	+1.1 pt.

*1 Sales of downloadable versions of packaged software, download-only software, add-on content and Nintendo Switch Online, etc.

*2 Proportion to total dedicated video game platform software sales



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- Next, I will turn to our digital business for software.
- For the fiscal year, digital sales increased by 25.0% year-on-year to 407.6 billion yen, growing by 1.1 points to account for 54.6% of total software sales for our dedicated video game platforms.
- Digital sales increased year-on-year, due mainly to increased sales of the downloadable versions of packaged software, add-on content, and download-only software.

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

	FY25	FY26	Comparison	
Gross profit	710.1 bn yen	908.9 bn yen	+28.0 %	
Gross profit ratio	61.0 %	39.3 %	-21.7 pt.	
Main Variable Factors				
	FY25	FY26	Comparison	
Proportion of hardware sales*1	43.7 %	66.7 %	+23.0 pt.	
Proportion of first-party software sales*2	73.0 %	74.7 %	+1.7 pt.	
Proportion of digital sales*2	53.5 %	54.6 %	+1.1 pt.	
Average exchange rate	1 USD 1 Euro	152.48 yen 163.64 yen	150.72 yen 174.80 yen	-1.76 yen +11.16 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 alongside the growth in sales, rising 28.0% year-on-year to 908.9 billion yen.
- The gross profit margin declined by 21.7 points to 39.3%, reflecting the fact that hardware sales accounted for a much higher proportion of overall sales with the launch of Nintendo Switch 2, which has a lower profit margin than Nintendo Switch and accounted for a large percentage of those hardware sales.

Selling, General and Administrative Expenses / Operating Profit

	FY25	FY26	Comparison
SG&A expenses	427.6 bn yen	548.8 bn yen	+28.3 %
SG&A expenses-to-sales ratio	36.7 %	23.7 %	-13.0 pt.
Operating profit	282.5 bn yen	360.1 bn yen	+27.5 %
Operating profit ratio	24.3 %	15.6 %	-8.7 pt.

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

Effect of changes in foreign exchange rates on operating profit: approx. +33.3 billion yen

	FY25	FY26	Comparison
Research and development expenses	143.7 bn yen	177.8 bn yen	+23.7 %
Advertising expenses	86.5 bn yen	144.6 bn yen	+67.1 %

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- Selling, general and administrative expenses (SG&A expenses) increased by 28.3% year-on-year to 548.8 billion yen, due to a rise in advertising expenses associated mainly with the launch of Nintendo Switch 2 as well as a rise in R&D expenses. However, with the large growth in sales, the ratio of SG&A expenses to sales declined by 13.0 points to 23.7%.
- The end result is that operating profit increased 27.5% year-on-year to 360.1 billion yen. The operating margin decreased by 8.7 points to 15.6% along with the decrease in gross profit margin.

Ordinary Profit and Net Profit

	FY25	FY26	Comparison
Non-operating income	98.3 bn yen	182.9 bn yen	+85.9 %
included foreign exchange gains	- bn yen	44.3 bn yen	- %
Non-operating expenses	8.6 bn yen	0.8 bn yen	-90.3 %
included foreign exchange losses	7.9 bn yen	- bn yen	- %
Ordinary profit	372.3 bn yen	542.1 bn yen	+45.6 %
Net profit	278.8 bn yen	424.0 bn yen	+52.1 %
Net profit ratio	23.9 %	18.3 %	-5.6 pt.
Exchange rate	FY25 (3/31/2025)	FY26 (3/31/2026)	Comparison
1 USD	149.48 yen	159.31 yen	+9.83 yen
1 Euro	161.76 yen	183.28 yen	+21.52 yen

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- Ordinary profit increased 45.6% year-on-year to 542.1 billion yen due to factors including increases in share of profit of entities accounted for using equity method, interest income, and foreign exchange gains.
- Profit attributable to owners of parent increased by 52.1% year-on-year to 424.0 billion yen, due to factors such as a gain on sale of investment securities.

Consolidated Financial Forecast

	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 costs of goods sold.

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- Next, we would like to talk about the consolidated financial forecast for the fiscal year ending March 2027.
- Our consolidated financial forecast for the fiscal year ending March 2027 is net sales of 2,050.0 billion yen, operating profit of 370.0 billion yen, ordinary profit of 430.0 billion yen, and profit attributable to owners of parent of 310.0 billion yen.
- If we achieve the financial results we are currently forecasting, the annual dividend will be 162 yen per share.
- The assumed exchange rates for the financial forecast are 150 yen per U.S. dollar and 175 yen per euro.
- Regarding the impact of U.S. tariff measures, our forecast takes into account the tariff rates in effect as of the end of March 2026.
- The consolidated financial forecast factors in an approximately 100.0 billion yen impact on costs, reflecting higher prices for components such as memory, as well as the impact of tariff measures.

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.

Price Revisions for Nintendo Switch 2

- **A price revision of Nintendo Switch 2 is scheduled during the fiscal year ending March 2027**
- **The impact of these price revisions has also been reflected in our consolidated financial forecast**

Region	Product	Current Price	Revised Price	Scheduled Timing
Japan	Nintendo Switch 2 Japanese-Language System (Japan Only)	49,980 yen	59,980 yen	May 25, 2026
United States	Nintendo Switch 2	\$449.99	\$499.99	September 1, 2026
Europe	Nintendo Switch 2	€469.99	€499.99	September 1, 2026

*Prices in Japan and Europe include taxes and prices in the United States do not include tax.

*Prices in Japan and the United States are manufacturer's suggested retail prices. Prices in Europe are prices on My Nintendo Store.

*Price revisions for Nintendo Switch 2 and Nintendo Switch will be implemented in other regions.

*Price revisions for other products have also been announced. Please refer to the news release issued on May 8 for details.

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- In addition, our financial forecast reflects the impact of price revisions for certain products.
- In light of changing market conditions, we have carefully reviewed the outlook for our business on a global basis. As a result, in Japan, effective May 25, 2026, we will revise the manufacturer's suggested retail price of "Nintendo Switch 2 Japanese-Language System (Japan Only)" to 59,980 yen.
- Furthermore, as the impact of these changes in the market environment is expected to continue over the medium to long term, we plan to revise the price of the Nintendo Switch 2 system to 499.99 U.S. dollars in the United States and 499.99 euros in Europe on September 1, 2026. Price revisions for Nintendo Switch 2 and Nintendo Switch will be implemented in other regions as well. Details regarding price revisions in each region, including specific timing, will be announced by the respective overseas subsidiaries.
- We sincerely apologize for the impact these price revisions may have on our customers and other stakeholders and we deeply appreciate your understanding.

Note: We have also revised the prices of products other than the Nintendo Switch 2. For details, please refer to the news release issued on May 8th.

<https://www.nintendo.co.jp/corporate/release/en/2026/260508.html>

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 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 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.

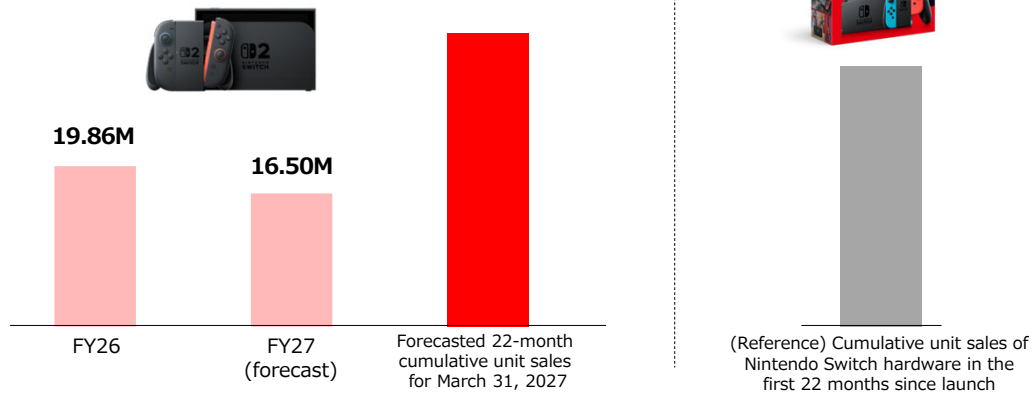
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- Next, we would like to explain our sales units forecast.
- For the full fiscal year, we forecast Nintendo Switch 2 hardware sales of 16.50 million units and software sales of 60.00 million units.
- We forecast Nintendo Switch hardware sales of 2.00 million units and software sales of 105.00 million units.

FY27 Sales Units Forecast for Nintendo Switch 2

- For Nintendo Switch 2, sales were more concentrated in the launch year in comparison to previous hardware systems
- Reflecting strong launch-year sales and price revisions, we expect FY27 sales units to decline year-on-year. Even so, we believe this represents a solid level of adoption for Nintendo Switch 2 in its second year after launch

Sales trend and cumulative unit sales of Nintendo Switch 2 hardware



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- Next, we would like to add some context regarding our Nintendo Switch 2 hardware sales forecast.
- For our hardware systems to date, sales units have generally tended to be higher in the second fiscal year after launch than in the launch year.
- Nintendo Switch 2, however, launched at a time when many consumers were continuing to enjoy Nintendo Switch. Against this backdrop and other factors, launch-year sales reached a level we had not experienced with any of our previous hardware systems.
- In light of the strong sales performance in the first year following launch and price adjustments, we expect unit sales for the fiscal year ending March 2027 to decline year over year. That said, we view this as a healthy level of sales for Nintendo Switch 2 in its second year after launch, and we continue to anticipate further growth in its installed base.

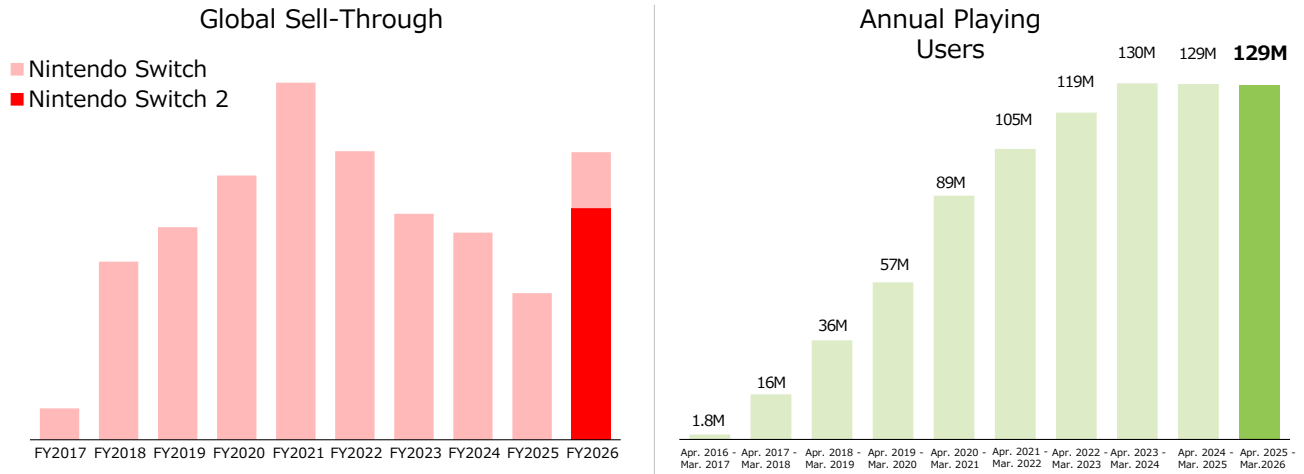
2. Business Highlights

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

Hardware Sell-Through and Annual Playing Users

- **Nintendo Switch 2 hardware sell-through was higher than posted by Nintendo Switch in its first full fiscal year**
- **Annual playing users exceeded 100 million, continuing the trend from last fiscal year**



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Nintendo estimates

- I would like to start by talking about hardware sell-through and annual playing users.
- The graph on the left shows full-year global hardware sell-through for Nintendo Switch and Nintendo Switch 2.
- Nintendo Switch 2, released in June 2025, was purchased by many consumers around the world, with sales reaching a level that exceeded those recorded in the fiscal years ended March 2018 and March 2019, the full-year periods immediately following the launch of Nintendo Switch.
- Looking now at the graph on the right, which shows the trend in annual playing users, you can see that the numbers continued to exceed 100 million, maintaining the level from last fiscal year.

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: 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 Pokémon Titles



Nintendo Switch Software
Released February 27, 2026

Global cumulative sell-through in 6 weeks after release

Over 4 million units

Note: Download-only titles



Nintendo Switch 2 Software
Released March 5, 2026

Global cumulative sell-through in 5 weeks after release

Over 4 million units

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

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- Looking at software sell-through, Pokémon titles released in the fourth quarter have posted strong sales since week one of their respective debuts.
- *Pokémon FireRed* and *Pokémon LeafGreen*, released for Nintendo Switch on February 27, 2026, together recorded global cumulative sell-through exceeding 4 million units in the first six weeks.
- *Pokémon Pokopia*, released for Nintendo Switch 2 on March 5, 2026, had global cumulative sell-through exceeding 4 million units in the first five weeks.
- *Pokémon Pokopia* is being picked up by a broad range of players regardless of gender, and many are using the features, such as GameShare, that are exclusive to Nintendo Switch 2.
- By continuing to release these kinds of compelling titles for Nintendo Switch 2, we aim to convey the appeal of the platform to our consumers who play on Nintendo Switch.

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

Announced First-Party Nintendo Switch 2 Titles



May 21, 2026



June 25, 2026



July 23, 2026



2026



2027

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- The lineup of titles shown here includes first-party Nintendo Switch 2 titles we plan to release in May 2026 and beyond, that have already been announced.
- *Yoshi and the Mysterious Book* is set for release on May 21 and we plan to release *Star Fox* on June 25. Both titles feature a character that appears in *The Super Mario Galaxy Movie* and are titles that enable players to enjoy the unique appeal that only video games can offer.
- We also plan to release *Splatoon Raiders* on July 23, alongside new amiibo of “Deep Cut” from the *Splatoon* series.
- Also, many fans are eagerly awaiting the release of the newest upcoming entries in existing series, such as *Fire Emblem: Fortune's Weave*, *Pokémon Winds* and *Pokémon Waves*.
- These titles take advantage of the enhanced performance and new features of Nintendo Switch 2, and we believe that each of these titles will serve as a major driver for the widespread adoption of Nintendo Switch 2.

Announced First-Party Nintendo Switch Titles



April 8, 2026



April 16, 2026



July 2, 2026

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- Next, let's talk about first-party titles for Nintendo Switch.
- We released *Pokémon Champions* on April 8, 2026, and followed by the release of *Tomodachi Life: Living the Dream* on April 16.
- Adding to these, we plan to release *Rhythm Heaven Groove* on July 2.
- These titles can be enjoyed not only on Nintendo Switch, but also on Nintendo Switch 2. By leveraging the Nintendo Switch install base, we expect that many people will be able to enjoy these games.

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/>

Sell-through of Tomodachi Life: Living the Dream



Global cumulative sell-through in 2 weeks after release

over 3.8 million units

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- *Tomodachi Life: Living the Dream* had solid release, with global sell-through surpassing 3.8 million units in the first two weeks. Although released as a Nintendo Switch title, approximately 40% of players are Nintendo Switch 2 owners.

Announced Third-Party Nintendo Switch 2 Titles



April 17, 2026



May 12, 2026



May 22, 2026



June 3, 2026



June 3, 2026



June 18, 2026



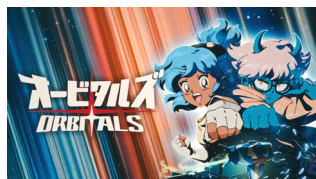
July 9, 2026



July 16, 2026



Summer 2026



Summer 2026



Autumn 2026



2026

- These are some examples of titles for Nintendo Switch 2 from other software publishers that will be released in April 2026 and beyond.
- With the tremendous support from software publishers, the lineup for Nintendo Switch 2 is the largest ever following a platform launch.
- As you can see, titles in a variety of genres are planned for release that will appeal to a wide range of consumers including avid gamers.
- This continuous expansion of the software lineup will provide a solid foundation for the growth of the installed base as we enter the second year for Nintendo Switch 2.

The Super Mario Galaxy Movie

- **Began its global release on April 1, 2026**
- **Worldwide box-office gross revenue of over \$800 million USD in its first 4 weeks**



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- In the field of movies and videos, *The Super Mario Galaxy Movie* began its global release on April 1, 2026, and premiered in Japan on April 24.
- Recording global box office sales of over 800 million U.S. dollars in its first 4 weeks since release, the movie has gotten off to a strong start, and like its predecessor has resonated with people of all ages .
- This movie is part of an initiative that unique from our dedicated video game platform business, and we believe it is very significant in that it moves beyond the framework of video games, creating opportunities for even more people to experience Nintendo IP.
- Through this movie, people who have never played a Nintendo game can become familiar with the world of Super Mario, and we feel it will help encourage people to choose Nintendo for unique, family-friendly entertainment.
- Going forward, we will continue to create points of contact with consumers by promoting various initiatives that utilize Nintendo IP, working to convey the appeal of Nintendo to people of all ages around the world.

Share Buyback and Cancellation of Treasury Shares

Conducted the acquisition and cancellation of treasury shares in March 2026

Share Buyback

Total shares acquired	11,430,000 shares
Acquisition cost (aggregate)	99,921,060,000 yen
Acquisition date	March 3, 2026

Cancellation of Treasury Shares

Total number of shares canceled	11,430,000 shares (0.88% of total number of shares outstanding prior to cancellation)
Cancellation date	March 31, 2026

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- Lastly, I would like to explain the share buyback that was carried out in March 2026 .
- We repurchased a total of approximately 100 billion yen of our own shares on March 3. This was done to improve our capital efficiency, as part of our flexible capital policy to respond to changes in the business environment and for returns to shareholders, and to mitigate the impact on supply and demand of the secondary offering of common stock implemented in March of 2026.
- The repurchased shares were canceled in their entirety on March 31.

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

FY26	Japan	The Americas	Europe	Other	Total
Dedicated video game platform	496,319	907,421	546,213	289,587	2,239,541
IP related income, etc.	38,605	27,830	5,255	1,818	73,510
Total	534,924	935,251	551,468	291,405	2,313,051

FY25	Japan	The Americas	Europe	Other	Total
Dedicated video game platform	237,177	477,804	280,621	87,931	1,083,534
IP related income, etc.	37,704	37,326	5,122	1,234	81,388
Total	274,882	515,130	285,744	89,165	1,164,922

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

	FY25	FY26	FY27 (forecast)
Capital Investments	39,275	49,293	75,000
Depreciation of property, plant and equipment	10,474	12,286	11,000
Research and development expenses	143,788	177,892	190,000
Advertising expenses	86,575	144,684	120,000
Number of employees (at year-end)	8,205	8,666	-
Average exchange rate	1 USD = 152.48 yen	150.72 yen	150.00 yen
	1 Euro = 163.64 yen	174.80 yen	175.00 yen
Consolidated net sales in U.S. dollars	3.1 billion	6.0 billion	-
Consolidated net sales in Euros	1.7 billion	3.1 billion	-
Non-consolidated purchases in U.S. dollars	4.7 billion	8.4 billion	-

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

million U.S. dollars/Euros

	March 31, 2025		March 31, 2026		March 31, 2027 (Forecast)
	Balance	Exchange Rate	Balance	Exchange Rate	Assumed Exchange Rate
USD Cash and deposits	1,576	1 USD= 149.48 yen	1,617	1 USD= 159.31 yen	1 USD= 150.00 yen
Accounts receivable-trade	679		637		
Accounts payable-trade	1,105		1,177		
Euro Cash and deposits	244	1 Euro= 161.76 yen	963	1 Euro= 183.28 yen	1 Euro= 175.00 yen
Accounts receivable-trade	632		384		

Digital Sales

Digital Sales billion yen				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	85.6	126.5	125.6	59.3%	51.2%	46.1%	67.2%	42.3%	49.5%	58.7%	52.9%
155.5				54.5%				46.3%			
282.0				50.4%				51.9%			
407.6				54.6%				52.2%			
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%	79.5%	73.9%	75.6%	78.8%	67.2%	65.1%	51.8%	64.8%	68.7%	81.9%	73.8%
79.5%				73.2%				67.2%			
77.2%				69.8%				74.9%			
76.9%				66.7%				74.7%			
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	FY26	Life-to-date	Forecast FY27
Nintendo Switch 2					
Hardware	Japan	-	566	566	
	The Americas	-	673	673	
	Europe	-	440	440	
	Other	-	306	306	
	Total	-	1,986	1,986	1,650
Software	Japan	-	1,317	1,317	
	The Americas	-	1,748	1,748	
	Europe	-	1,237	1,237	
	Other	-	570	570	
	Total	-	4,871	4,871	6,000
Nintendo Switch					
Hardware (Total)	Japan	319	114	3,834	
	The Americas	379	130	5,961	
	Europe	271	83	4,003	
	Other	111	53	1,794	
	Total	1,080	380	15,592	200
of which Nintendo Switch	Japan	55	21	2,110	
	The Americas	139	54	3,837	
	Europe	98	38	2,691	
	Other	8	2	1,121	
	Total	300	115	9,759	
of which Nintendo Switch – OLED Model	Japan	195	57	1,001	
	The Americas	162	40	948	
	Europe	135	28	731	
	Other	94	47	510	
	Total	586	172	3,191	
of which Nintendo Switch Lite	Japan	69	37	723	
	The Americas	78	36	1,175	
	Europe	38	18	581	
	Other	9	3	164	
	Total	195	94	2,643	
Software	Japan	3,320	2,888	30,201	
	The Americas	6,485	5,716	66,219	
	Europe	4,641	3,915	44,387	
	Other	1,095	1,172	12,007	
	Total	15,541	13,691	152,814	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			Life-to-date
	Global	Japan	Outside of Japan	Global
Mario Kart World	1,470	353	1,117	1,470
Donkey Kong Bananza	452	75	377	452
Pokémon Legends: Z-A – Nintendo Switch 2 Edition	394	115	279	394
Pokémon Pokopia ^(*1)	241	-	241	241
Kirby Air Riders	187	96	91	187

Nintendo Switch	FY26			Life-to-date
	Global	Japan	Outside of Japan	Global
Pokémon Legends: Z-A	885	320	566	885
Mario Kart 8 Deluxe	288	42	247	7,108
Super Mario Galaxy 2	276	34	242	276
Super Mario Galaxy	260	32	228	260
Super Mario Party Jamboree	248	47	202	996
Animal Crossing: New Horizons	208	60	149	4,991
Nintendo Switch Sports	205	29	176	1,832
Super Smash Bros. Ultimate	152	32	120	3,776
Pokémon Scarlet/ Pokémon Violet	148	31	117	2,828
Super Mario Bros. Wonder	140	12	128	1,744
SUPER MARIO ODYSSEY	122	14	108	3,050
The Legend of Zelda: Breath of the Wild	103	18	85	3,384

[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.

Launch Dates of Primary Nintendo Products (April 2025 through March 2026)

	Release Date
Nintendo Switch 2	
(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
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 ^(*5)	11/6/2025
Kirby Air Riders	11/20/2025
Metroid Prime 4: Beyond – Nintendo Switch 2 Edition ^(*2)	12/4/2025
Animal Crossing: New Horizons – Nintendo Switch 2 Edition ^(*2)	1/15/2026
Mario Tennis Fever	2/12/2026
Xenoblade Chronicles X: Definitive Edition – Nintendo Switch 2 Edition ^(*1/*2)	2/19/2026
Pokémon Pokopia ^(*4)	3/5/2026
Super Mario Bros. Wonder – Nintendo Switch 2 Edition + Meetup in Bellabel Park ^(*2)	3/26/2026

Nintendo Switch	Release Date
(Software)	
Pokémon Friends ^(*1)	7/22/2025
Super Mario Galaxy ^(*1)	10/2/2025
Super Mario Galaxy 2 ^(*1)	10/2/2025
Super Mario Galaxy + Super Mario Galaxy 2	10/2/2025
Pokémon Legends: Z-A	10/16/2025
Metroid Prime 4: Beyond	12/4/2025
Hello, Mario! ^(*1)	2/19/2026
Pokémon FireRed Version ^(*1)	2/27/2026
Pokémon LeafGreen Version ^(*1)	2/27/2026

[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 downloadable format only. ("Hello, Mario!" is 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 Nintendo Switch Online + Expansion Pack members can access the upgrade packs for these games at no additional cost.

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

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

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

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
Star Fox	6/25/2026
Fitness Boxing 3: Your Personal Trainer – Nintendo Switch 2 Edition ^(*4)	7/16/2026
Splatoon Raiders	7/23/2026
Fire Emblem: Fortune's Weave	2026
Pokémon Winds	2027
Pokémon Waves	2027

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
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 This title is available in downloadable 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 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.