# CONSOLIDATED FINANCIAL HIGHLIGHTS





Nintendo Co., Ltd. 11-1 Hokotate-cho, Kamitoba, Minami-ku, Kyoto 601-8501 Japan

# Consolidated Results for the Three Months Ended June 30, 2016 and 2017

(1) Consolidated operating results

(Amounts below one million yen are rounded down)

	Net sales Operating profit		Ordinary profit	Profit attributable to owners of parent
	million yen %	million yen %	million yen %	million yen %
Three months ended June 30, 2017	154,069 148.6	16,208 -	30,960 -	21,260 -
Three months ended June 30, 2016	61,969 (31.3)	(5,134) -	(38,674) -	(24,534) -

Percentages for net sales, operating profit etc. show increase (decrease) from the same period of the previous fiscal year.

	Profit per share	
	yen	
Three months ended June 30, 2017	177.09	
Three months ended June 30, 2016	(204.23)	

(2) Consolidated financial positions

	Total assets	Net assets	Capital adequacy ratio
	million yen	million yen	%
As of June 30, 2017	1,475,601	1,234,658	83.5
As of March 31, 2017	1,468,978	1,250,972	85.2

# **Dividends**

		Dividend per share					
	End of 1st quarter	End of 2nd quarter	End of 3rd quarter	Year-end	Annual		
	yen	yen	yen	yen	yen		
Year ended March 31, 2017	-	0.00	-	430.00	430.00		
Year ending March 31, 2018 (forecast)		- *	-	- *	190.00		

# Consolidated Financial Forecast for the Fiscal Year Ending March 31, 2018

	Net sales	Operating profit	Ordinary profit	Profit attributable to owners of parent	Profit per share
	million yen %	million yen %	million yen %	million yen %	yen
Year ending March 31, 2018	750,000 53.3	65,000 121.4	60,000 19.1	45,000 (56.1)	374.60

Percentages for net sales, operating profit etc. show increase (decrease) from the previous period.

<sup>[</sup>Note]
\*Dividends are paid twice a year after the end of the second quarter and at the fiscal year-end based on profit levels achieved in each fiscal year as our basic policy. As for the dividend forecast for the fiscal year ending March 31, 2018, only the annual dividend is described because the financial forecast for the year is prepared only on a full fiscal year basis and the dividend cannot be separately forecasted between the interim and the fiscal year-end.

# **Others**

(1) Changes for important subsidiaries during the three-month period ended June 30, 2017 : Applicable Newly consolidated: Nintendo Sales Co., Ltd.

(2) Application of peculiar methods for accounting procedures : Applicable

(3) Changes in accounting procedures:

1) Related to accounting standard revisions etc. : Not applicable 2) Other changes : Not applicable 3) Changes in accounting estimates : Not applicable 4) Modified restatements : Not applicable

(4) Outstanding shares (common shares)

① Number of shares outstanding (including treasury shares)

As of June 30, 2017: 141,669,000 shares As of March 31, 2017: 141,669,000 shares

② Number of treasury shares

As of June 30, 2017: 21,612,278 shares As of March 31, 2017: 21,541,341 shares

3 Average number of shares

Three months ended Three months ended 120,056,885 shares 120,129,162 shares June 30, 2017:

June 30, 2016:

#### [Notes]

<sup>1.</sup> This earnings release report is not subject to quarterly review procedures based on the Financial Instruments and Exchange Act.

<sup>2.</sup> Forecasts announced by the Company (Nintendo Co., Ltd.) 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. Please note such risks and uncertainties may cause the actual results to be materially different from the forecasts (earnings forecast, dividend forecast, and other forecasts).

#### 1. Consolidated Operating Results

During the first quarter of this period (April through June 2017), for Nintendo Switch, we released *Mario Kart 8 Deluxe* in April to favorable response, selling 3.54 million units worldwide. *ARMS*, released in June, is also off to a good start with 1.18 million units sold globally. In addition, *The Legend of Zelda: Breath of the Wild*, released in the previous period, has also continued to perform well, selling 1.16 million units worldwide (3.92 million units on a cumulative basis). Altogether the sales volume for Nintendo Switch hardware and software during this period came to 1.97 million units and 8.14 million units respectively.

For Nintendo 3DS, *Fire Emblem Echoes: Shadows of Valentia* was released in Japan in April and overseas in May and has been a popular title. Hardware sales were 0.95 million units (1% increase on a year-on-year basis) and software sales were 5.85 million units (31% decrease on a year-on-year basis).

As there were few new types of amiibo compared to the same period last year and few new titles offering amiibo functionality, amiibo sales were approximately 1.60 million units for figure-type and approximately 1.30 million units for card-type. In our digital business, sales of the digital versions of packaged software and downloadable content on Nintendo Switch showed steady growth, with total digital sales of 11.0 billion ven (41% increase on a year-on-year basis).

For smart devices, many consumers are continuing to enjoy *Super Mario Run* and *Fire Emblem Heroes*, which were released during the previous fiscal year. Our smart device and IP related income was 9.0 billion yen (450% increase on a year-on-year basis).

With this background, we had an operating profit of 16.2 billion yen and an ordinary profit of 30.9 billion yen against net sales of 154.0 billion yen (of which overseas sales were 113.8 billion yen or 73.9% of the total sales). The profit attributable to owners of parent for this quarter was 21.2 billion yen.

#### 2. Consolidated Financial Forecast

For Nintendo Switch, we are planning worldwide releases for *Splatoon 2* in July and *Super Mario Odyssey* in October, and there are several big titles from other software publishers planned for this period.

For Nintendo 3DS, we are launching New Nintendo 2DS XL across the globe in June and July as a new addition to the hardware lineup. On the software front, we are releasing *Hey! Pikmin* worldwide in July, and we plan to release *Pokémon Ultra Sun* and *Pokémon Ultra Moon* in November. There are also strong third-party titles on the way for Nintendo 3DS.

In addition, Super Nintendo Entertainment System: Super NES Classic Edition is a compact recreation of Super Nintendo Entertainment System, which launched in 1990, and it features a collection of 21 titles selected from the rich library of Super NES games. We plan to launch this system globally in September and October.

In our smart device business, we will introduce new game applications while also focusing on continued operations for our released applications so that consumers can enjoy playing them for a long time.

There is no revision to the financial forecast for this period originally published on April 27, 2017.

# 3. Consolidated Balance Sheets

million yen

		million
Description	As of March 31, 2017	As of June 30, 2017
(Assets)		
Current assets		
Cash and deposits	662,763	701,9
Notes and accounts receivable-trade	106,054	57,7
Securities	283,307	251,0
Inventories	39,129	63,2
Other	49,867	65,3
Allowance for doubtful accounts	(379)	(2
Total current assets	1,140,742	1,139,
Non-current assets		
Property, plant and equipment	86,558	86,0
Intangible assets	12,825	12,
Investments and other assets		
Investment securities	157,963	175,
Other	70,887	62,
Total investments and other assets	228,851	237,
Total non-current assets	328,235	336,
Total assets	1,468,978	1,475,
(Liabilities)		
Current liabilities		
Notes and accounts payable-trade	104,181	119,
Income taxes payable	11,267	17,
Provision	2,341	
Other	66,319	71,
Total current liabilities	184,109	209,
Non-current liabilities		
Net defined benefit liability	19,245	16,
Other	14,650	14,
Total non-current liabilities	33,895	31,
Total liabilities	218,005	240,
(Net assets)		
Shareholders' equity		
Capital stock	10,065	10,
Capital surplus	13,256	13,
Retained earnings	1,489,518	1,459,
Treasury shares	(250,601)	(252,
Total shareholders' equity	1,262,239	1,230,
Accumulated other comprehensive income		
Valuation difference on available-for-sale securities	18,913	24,
Foreign currency translation adjustment	(30,312)	(22,
Total accumulated other comprehensive income	(11,399)	1,
Non-controlling interests	132	2,9
Total net assets	1,250,972	1,234,0
Total liabilities and net assets	1,468,978	1,475,0

# 4. Consolidated Statements of Income

million yen

		million yer
Description	Three months ended June 30, 2016	Three months ended June 30, 2017
Net sales	61,969	154,069
Cost of sales	31,436	89,339
Gross profit	30,532	64,729
Selling, general and administrative expenses	35,667	48,520
Operating profit (loss)	(5,134)	16,208
Non-operating income		
Interest income	1,123	1,973
Foreign exchange gains	-	7,139
Share of profit of entities accounted for using equity method	36	3,286
Other	709	2,704
Total non-operating income	1,869	15,105
Non-operating expenses		
Sales discounts	3	-
Loss on redemption of securities	337	347
Foreign exchange losses	35,003	-
Other	64	5
Total non-operating expenses	35,409	353
Ordinary profit (loss)	(38,674)	30,960
Extraordinary income		
Gain on sales of non-current assets	5	368
Gain on sales of investment securities	-	40
Total extraordinary income	5	409
Extraordinary losses		
Loss on disposal of non-current assets	18	6
Total extraordinary losses	18	6
Profit (loss) before income taxes	(38,688)	31,363
Total income taxes	(14,157)	9,568
Profit (loss)	(24,530)	21,795
Profit attributable to non-controlling interests	4	534
Profit (loss) attributable to owners of parent	(24,534)	21,260

# **5.** Consolidated Statements of Comprehensive Income

million yen

Description	Three months ended June 30, 2016	Three months ended June 30, 2017
Profit (loss)	(24,530)	21,795
Other comprehensive income		
Valuation difference on available-for-sale securities	1,675	5,439
Foreign currency translation adjustment	(29,891)	8,334
Share of other comprehensive income of entities accounted for using equity method	(15)	(584)
Total other comprehensive income	(28,231)	13,189
Comprehensive income	(52,761)	34,984
(Comprehensive income attributable to)		
Comprehensive income attributable to owners of parent	(52,765)	34,391
Comprehensive income attributable to non-controlling interests	4	592

# 6. Notes Pertaining to Consolidated Financial Statements

Application of peculiar methods for accounting procedures

With respect to certain consolidated subsidiaries, corporate income tax amount is calculated by taking the amount of profit before income taxes through the three-month period ended June 30, 2017 multiplied by reasonably estimated annual effective tax rate with the effects of deferred taxes reflected.

### 7. Others

(1)Consolidated sales information million yen

		Japan	The Americas	Europe	Other	Total
	Dedicated video game platform (*1)	35,754	61,771	34,238	12,850	144,615
	of which Nintendo 3DS platform	9,325	12,504	7,707	1,556	31,094
Three months ended	of which Nintendo Switch platform	23,576	44,664	24,643	10,923	103,808
June 30, 2017	of which the others (*2)	2,852	4,602	1,887	370	9,712
	Smart devices, IP related income, etc. (*3)	4,359	3,843	686	172	9,062
	Playing cards, etc.	155	228	7	-	391
	Total	40,269	65,844	34,932	13,023	154,069

		Japan	The Americas	Europe	Other	Total
	Dedicated video game platform (*1)	15,998	25,611	15,781	2,562	59,955
	of which Nintendo 3DS platform	10,123	13,207	9,799	1,789	34,919
June 30, 2016 of Smart de	of which Wii U platform	4,276	9,464	4,664	488	18,893
	of which Nintendo Switch platform	-	-	-	-	-
	of which the others (*4)	1,599	2,939	1,318	284	6,142
	Smart devices, IP related income, etc. (*3)	1,001	585	50	11	1,649
	Playing cards, etc.	149	209	5	-	364
	Total	17,149	26,406	15,837	2,574	61,969

[Note] Download sales:

Three months ended June 30, 2016: 7.8 billion yen

Three months ended June 30, 2017: 11.0 billion yen

- \*1 Each platform includes hardware, software (including downloadable versions of packaged software, download-only software and add-on content) and accessories.
- \*2 Includes amiibo, Virtual Console and platforms other than Nintendo 3DS or Nintendo Switch.
- \*3 Includes income from smart-device content and royalty income.
- \*4 Includes amiibo, Virtual Console and platforms other than Nintendo 3DS, Wii U or Nintendo Switch.

### (2)Other consolidated information

million yen

(-)				
		Three months ended	Three months ended	Year ending March 31, 2018
		June 30, 2016	June 30, 2017	(Forecast)
Depreciation of property, plant and equipment		1,246	1,558	6,000
Research and development expenses		13,474	15,857	65,000
Advertising expenses	Advertising expenses		13,431	65,000
Average exchange rates	1 USD =	108.14 yen	111.09 yen	105.00 yen
1 Euro =		122.02 yen	122.19 yen	115.00 yen

Consolidated net sales in U.S. dollars	0.2 billion	0.5 billion	-
Consolidated net sales in Euros	0.1 billion	0.2 billion	-
Non-consolidated purchases in U.S. dollars	0.1 billion	0.8 billion	-

# (3)Balance of major assets and liabilities in foreign currencies (non-consolidated)

### million U.S. dollars/euros

		As of March 31, 2017		As of June 30, 2017		As of March 31, 2018	
		Balance	Exchange rate	Balance	Exchange rate	Estimated exchange rate	
USD	Cash and deposits	2,181		2,227			
	Accounts receivable-trade	500	1 USD=	446	1 USD=	1 USD=	
	Accounts payable-trade	531	112.19 yen	654	112.00 yen	105.00 yen	
	Loans payable to subsidiaries	300		300			
Euro	Cash and deposits	495	1 Euro=	522	1 Euro=	1 Euro=	
	Accounts receivable-trade	333	119.79 yen	365	127.97 yen	115.00 yen	

# (4) Consolidated sales units, number of new titles, and sales units forecast

			Ī			ts in Ten Thousands New Titles Released
			Actual	Actual	Life-to-date	Forecast
			Apr. '16-Jun. '16	Apr. '17-Jun. '17	Jun. '17	Apr. '17-Mar. '18
Nintendo 3DS	Hardware	Japan	31	23	2,354	
Time and SES		The Americas	35	42	2,273	
		Other	28	30	2,080	
	-	Total	94	95	6,708	600
of which New Nintendo 3DS	XL	Japan	27	20	450	
		The Americas	20	28	376	
		Other	12	13	268	
	-	Total	59	61	1,093	
of which Nintendo 2DS	•	Japan	-	2	61	
		The Americas	15	13	312	
		Other	9	16	400	
	-	Total	24	31	773	
of which New Nintendo 2DS	XL	Japan	-	-		
		The Americas	_	_	_	
		Other	_	2	2	
	ē	Total	_	2	2	
	Software	Japan	209	183	12,526	
		The Americas	316	187	11,257	
		Other	322	215	9,727	
	ē	Total	847	585	33,510	4,000
	New titles	Japan	16	8	613	
		The Americas	10	7	456	
		Other	10	11	507	
Nintendo Switch	Hardware	Japan	-	52	112	
		The Americas	-	75	195	
		Other	-	69	163	
	-	Total	-	197	470	1,000
	Software	Japan	-	156	245	
		The Americas	-	363	649	
		Other	-	295	466	
		Total	-	814	1,360	3,500
	New titles	Japan	-	6	15	
		The Americas	-	7	17	
		Other	-	6	15	

### [Notes]

- 1 Software sales units include both packaged and downloadable versions of software.
- $2 \ \ \text{Each title available in both packaged and downloadable versions is counted as one new title.}$
- ${\it 3}\>\>\>\> Actual\ software\ sales\ units\ for\ each\ platform\ include\ the\ quantity\ bundled\ with\ hardware.$
- 4 Forecasted software sales units for each platform do not include the quantity bundled with hardware.