

# Nintendo Co., Ltd.

## Financial Results Briefing for the Nine-Month Period Ended December 2010 (Briefing Date: 2011/1/28)

### Supplementary Information

[Note]

Forecasts announced by Nintendo Co., Ltd. herein are 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).

## Consolidated Statements of Income Transition

million yen

	FY3/2007 Apr.–Dec.'06	FY3/2008 Apr.–Dec.'07	FY3/2009 Apr.–Dec.'08	FY3/2010 Apr.–Dec.'09	FY3/2011 Apr.–Dec.'10
Net sales	712,589	1,316,434	1,536,348	1,182,177	807,990
Cost of sales	411,862	761,944	851,283	715,575	487,575
Gross profit	300,727	554,489	685,065	466,602	320,415
(Gross profit ratio)	(42.2%)	(42.1%)	(44.6%)	(39.5%)	(39.7%)
Selling, general, and administrative expenses	133,093	160,453	183,734	169,945	161,619
Operating income	167,633	394,036	501,330	296,656	158,795
(Operating income ratio)	(23.5%)	(29.9%)	(32.6%)	(25.1%)	(19.7%)
Non–operating income	53,793	37,789	28,295	19,918	7,327
(of which foreign exchange gains)	(26,069)	(143)	(–)	(9,996)	(–)
Non–operating expenses	714	995	177,137	2,064	85,635
(of which foreign exchange losses)	(–)	(–)	(174,233)	(–)	(84,403)
Ordinary income	220,713	430,830	352,488	314,511	80,488
(Ordinary income ratio)	(31.0%)	(32.7%)	(22.9%)	(26.6%)	(10.0%)
Extraordinary income	1,047	3,830	98	4,310	115
Extraordinary loss	27	2,135	6,171	2,284	33
Income before income taxes and minority interests	221,734	432,525	346,415	316,537	80,569
Income taxes	89,847	173,679	133,856	124,063	31,019
Income before minority interests	–	–	–	–	49,550
Minority interests in income	–29	–83	35	–127	–7
Net income	131,916	258,929	212,524	192,601	49,557
(Net income ratio)	(18.5%)	(19.7%)	(13.8%)	(16.3%)	(6.1%)

## Quarterly Consolidated Statements of Income Transition

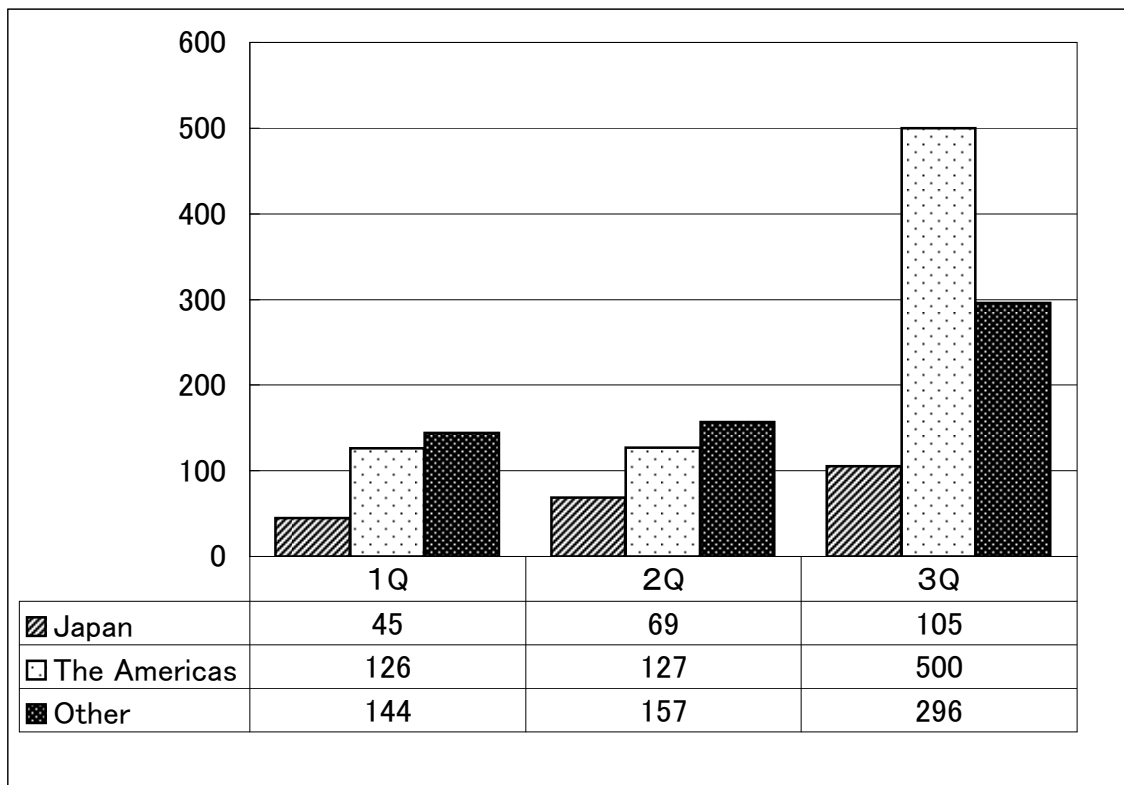
million yen

	FY3/2010				FY3/2011			
	1Q	2Q	3Q	Total	1Q	2Q	3Q	Total
Net sales	253,498	294,560	634,118	1,182,177	188,646	174,513	444,830	807,990
Cost of sales	161,940	179,819	373,815	715,575	118,298	96,070	273,206	487,575
Gross profit	91,558	114,740	260,303	466,602	70,348	78,442	171,624	320,415
(Gross profit ratio)	(36.1%)	(39.0%)	(41.0%)	(39.5%)	(37.3%)	(44.9%)	(38.6%)	(39.7%)
Selling, general, and administrative expenses	51,156	50,781	68,007	169,945	47,005	47,553	67,060	161,619
Operating income	40,401	63,959	192,295	296,656	23,342	30,889	104,563	158,795
(Operating income ratio)	(15.9%)	(21.7%)	(30.3%)	(25.1%)	(12.4%)	(17.7%)	(23.5%)	(19.7%)
Non-operating income	24,761	-16,771	11,928	19,918	2,169	2,680	2,477	7,327
(of which foreign exchange gains)	(20,088)	(-20,088)	(9,996)	(9,996)	(-)	(-)	(-)	(-)
Non-operating expenses	338	1,398	327	2,064	71,567	-8,332	22,400	85,635
(of which foreign exchange losses)	(-)	(664)	(-664)	(-)	(70,594)	(-8,419)	(22,228)	(84,403)
Ordinary income	64,824	45,789	203,897	314,511	-46,055	41,902	84,641	80,488
(Ordinary income ratio)	(25.6%)	(15.5%)	(32.2%)	(26.6%)	(-24.4%)	(24.0%)	(19.0%)	(10.0%)
Extraordinary income	5,227	-915	-0	4,310	134	56	-75	115
Extraordinary loss	2,308	-2	-22	2,284	17	1	14	33
Income before income taxes and minority interests	67,743	44,875	203,918	316,537	-45,938	41,956	84,551	80,569
Income taxes	25,367	17,739	80,955	124,063	-20,687	18,727	32,980	31,019
Income before minority interests	-	-	-	-	-25,250	23,229	51,571	49,550
Minority interests in income	58	-39	-145	-127	-33	24	1	-7
Net income	42,316	27,176	123,109	192,601	-25,216	23,205	51,569	49,557
(Net income ratio)	(16.7%)	(9.2%)	(19.4%)	(16.3%)	(-13.4%)	(13.3%)	(11.6%)	(6.1%)

### Consolidated Sales Units of "Nintendo DS" (FY3/2011)

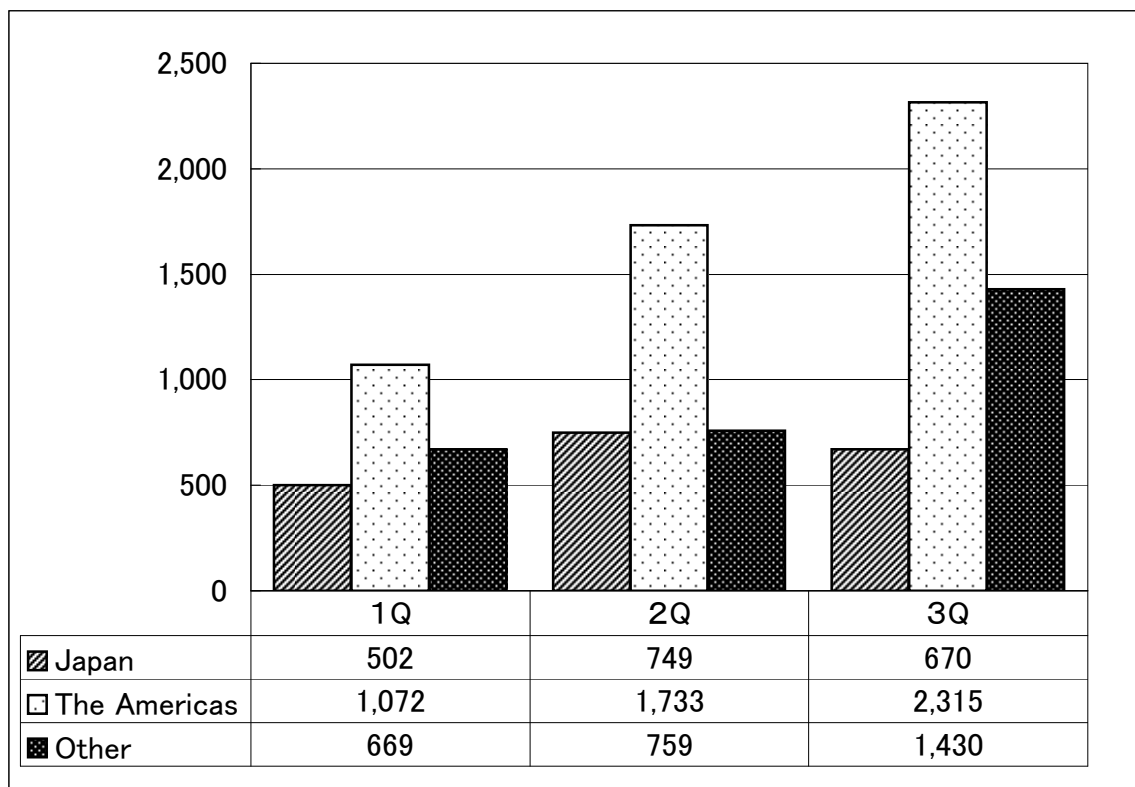
#### 1. Hardware

units in ten thousands



#### 2. Software

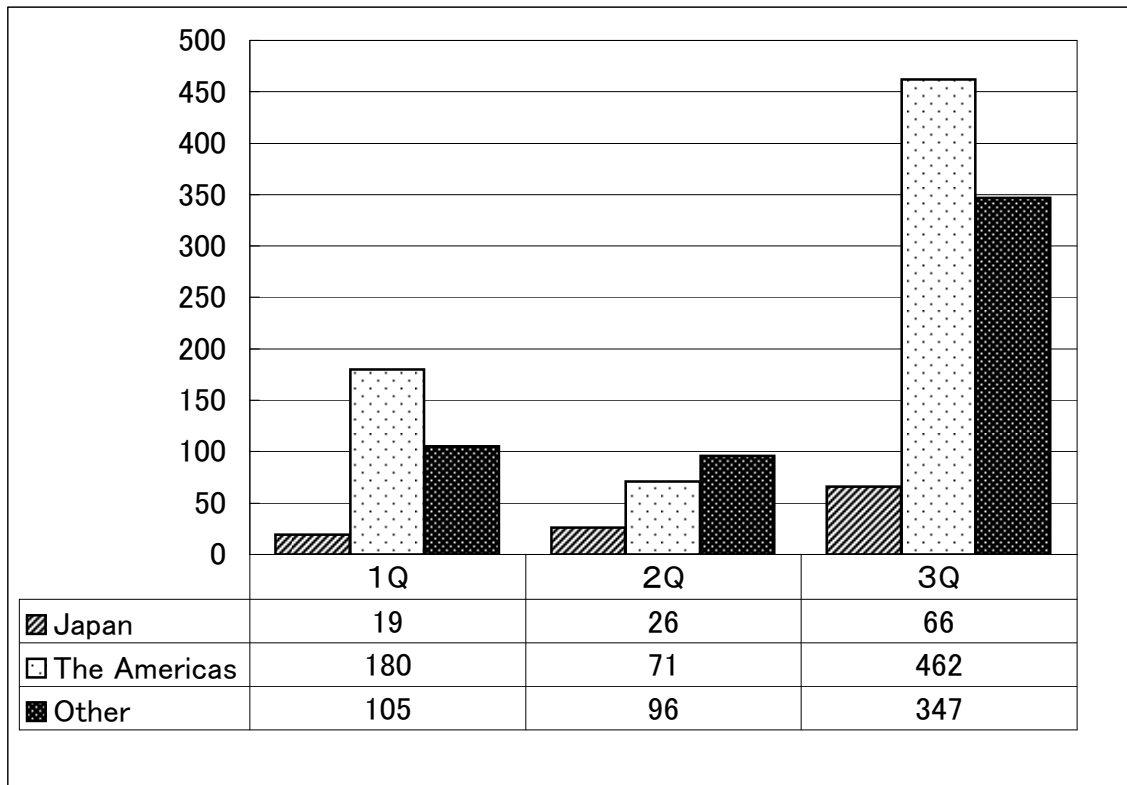
units in ten thousands



## Consolidated Sales Units of "Wii" (FY3/2011)

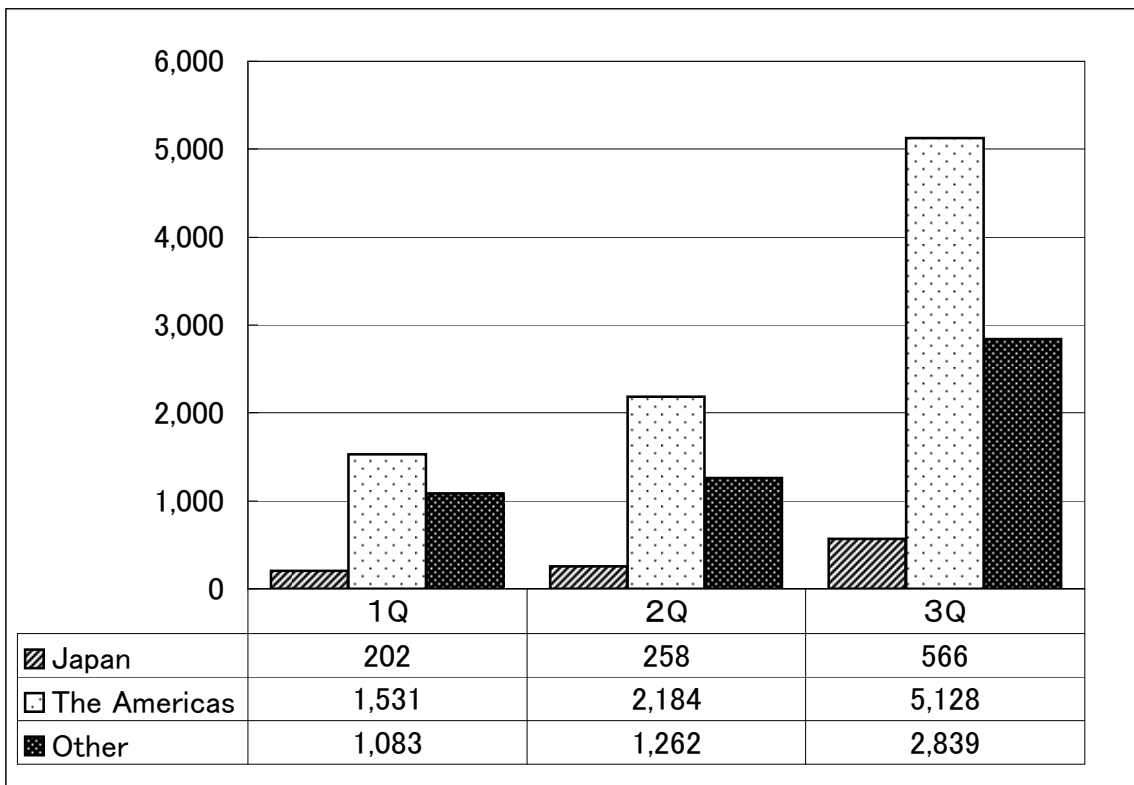
### 1. Hardware

units in ten thousands



### 2. Software

units in ten thousands



## Million-Seller Titles of NINTENDO Products

units in ten thousands

FY3/2011(Apr.'10-Dec.'10)			Life-to-date
Global	of which		Global
	Japan	Overseas	

### Nintendo DS

Pokémon Black Version/White Version	<b>532</b>	526	6	<b>532</b>
New Super Mario Bros.	<b>373</b>	30	343	<b>2,621</b>
Pokémon HeartGold Version/SoulSilver Version	<b>332</b>	9	323	<b>1,172</b>
Mario Kart DS	<b>280</b>	14	266	<b>2,070</b>
Professor Layton and the Unwound Future*	<b>187</b>	–	187	<b>187</b>
Art Academy	<b>152</b>	31	121	<b>152</b>
Mario vs. Donkey Kong: Mini-Land Mayhem!	<b>115</b>	32	83	<b>115</b>
Dragon Quest IX: Sentinels of the Starry Skies*	<b>102</b>	–	102	<b>102</b>

### Wii

Wii Sports	<b>1,219</b>	4	1,215	<b>7,566</b>
Wii Sports Resort	<b>1,021</b>	38	983	<b>2,635</b>
New Super Mario Bros. Wii	<b>658</b>	62	595	<b>2,128</b>
Super Mario Galaxy 2	<b>615</b>	102	514	<b>615</b>
Wii Fit Plus	<b>509</b>	34	475	<b>1,774</b>
Wii Party	<b>507</b>	181	326	<b>507</b>
Donkey Kong Country Returns	<b>421</b>	75	347	<b>421</b>
Mario Kart Wii	<b>395</b>	51	344	<b>2,650</b>
Super Mario All-Stars Limited Edition	<b>195</b>	94	101	<b>195</b>
Kirby's Epic Yarn	<b>138</b>	49	90	<b>138</b>

[Reference] Global sales units of Wii Balance Board bundled with Wii Fit or Wii Fit Plus are more than 4.5 million units this fiscal year and more than 34 million units on a life-to-date basis.

[Note] Software units include quantity bundled with hardware.

\*This title is licensed to be sold as a Nintendo product overseas. Global units (both FY3/2011 and Life-to-date) do not include units sold in Japan.

## Foreign Currency Transaction Information

### Consolidated Net Sales in Foreign Currencies

	FY3/2010				FY3/2011		
	1Q	2Q	3Q	4Q	1Q	2Q	3Q
U.S.\$	0.9 billion				0.9 billion		
	2.1 billion				1.6 billion		
	5.1 billion				4.0 billion		
	6.3 billion						
Euro	0.6 billion				0.4 billion		
	1.4 billion				0.9 billion		
	3.0 billion				2.2 billion		
	3.6 billion						

### Non-Consolidated Purchases in U.S. Dollars

	FY3/2010				FY3/2011		
	1Q	2Q	3Q	4Q	1Q	2Q	3Q
	0.5 billion				0.3 billion		
	1.2 billion				0.8 billion		
	1.7 billion				1.3 billion		
	2.1 billion						

### Average Exchange Rates

	FY3/2010				FY3/2011			yen
	1Q	2Q	3Q	4Q	1Q	2Q	3Q	
1 U.S.\$ =	97.32				92.01			
	95.49				88.95			
	93.56				86.85			
	92.85							
1 Euro =	132.57				116.99			
	133.16				113.85			
	133.00				113.31			
	131.15							

### Balance of Assets and Liabilities in Major Foreign Currencies without Exchange Contract (Non-Consolidated)

	FY3/2010 2010/3/31	million dollars/euros FY3/2011		
		2010/6/30	2010/9/30	2010/12/31
Cash and deposits (U.S.\$)	2,740	2,654	2,668	3,032
Accounts receivable-trade (U.S.\$)	1,127	826	1,003	1,389
Accounts payable-trade (U.S.\$)	221	171	274	241
Cash and deposits (Euro)	2,776	3,023	2,131	2,035
Accounts receivable-trade (Euro)	638	414	596	750

### Exchange Rates

	FY3/2010 2010/3/31	FY3/2011			yen
		2010/6/30	2010/9/30	2010/12/31	
1 U.S.\$ =	93.04	88.48	83.82	81.49	
1 Euro =	124.92	107.81	114.24	107.90	

## Launch Dates of Primary NINTENDO Products by Region (Apr. 2010~Dec. 2010)

Nintendo DS				Wii	
Region	Category	Title	Launch Date	Title	Launch Date
Japan	(Hardware)				
	(Software)	Art Academy	2010/6/19	Super Mario Galaxy 2	2010/5/27
		Fire Emblem Shin Monsho no Nazo Hikari to Kage no Eiyu	2010/7/15	Xenoblade	2010/6/10
		Pokémon Black Version	2010/9/18	Wii Party	2010/7/8
		Pokémon White Version	2010/9/18	Metroid: Other M	2010/9/2
		Golden Sun: Dark Dawn	2010/10/28	Kirby's Epic Yarn	2010/10/14
		Super Kaseki Horida	2010/11/18	Super Mario All-Stars Limited Edition	2010/10/21
		Mario vs. Donkey Kong: Mini-Land Mayhem!	2010/12/2	FlingSmash	2010/11/18
				Mario Sports Mix	2010/11/25
		Donkey Kong Country Returns	2010/12/9		
The United States	(Hardware)				
	(Software)	Picross 3D	2010/5/3	Super Mario Galaxy 2	2010/5/23
		100 Classic Books	2010/6/14	Sin & Punishment: Star Successor	2010/6/27
		Dragon Quest IX: Sentinels of the Starry Skies*	2010/7/11	Metroid: Other M	2010/8/31
		Professor Layton and the Unwound Future*	2010/9/12	Wii Party	2010/10/3
		Pokémon Ranger: Guardian Signs	2010/10/4	Kirby's Epic Yarn	2010/10/17
		Art Academy	2010/10/25	PokéPark Wii: Pikachu's Adventure	2010/11/1
		Mario vs. Donkey Kong: Mini-Land Mayhem!	2010/11/14	FlingSmash	2010/11/7
		Golden Sun: Dark Dawn	2010/11/29	Donkey Kong Country Returns	2010/11/21
		Super Mario All-Stars Limited Edition	2010/12/12		
Europe	(Hardware)				
	(Software)	WarioWare: Do It Yourself	2010/4/30	Sin and Punishment: Successor of the Skies	2010/5/7
		Jam with the Band	2010/5/21	Super Mario Galaxy 2	2010/6/11
		Dragon Quest IX: Sentinels of the Starry Skies*	2010/7/23	PokéPark Wii: Pikachu's Adventure	2010/7/9
		Art Academy: Learn Painting and Drawing Techniques with Step-by-Step Training	2010/8/6	Metroid: Other M	2010/9/3
		Last Window: The Secret of Cape West	2010/9/17	Wii Party	2010/10/8
		Face Training: Facial exercises to strengthen and relax from Fumiko Inudo	2010/9/24	FlingSmash	2010/11/19
		Professor Layton and the Lost Future*	2010/10/22	Super Mario All-Stars - 25th Anniversary Edition	2010/12/3
		Pokémon Ranger: Guardian Signs	2010/11/5	Donkey Kong Country Returns	2010/12/3
Golden Sun: Dark Dawn	2010/12/10				

Notes: Launch dates may be different within the United States and Europe regions depending on territories or countries.

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## Launch Schedule of Primary NINTENDO Products by Region (Jan. 2011~)

Region	Category	Nintendo DS		Wii	
		Title	Launch Date	Title	Launch Date
Japan	(Software)	Eigo de Tabisuru Little Charo	2011/1/20	The Last Story	2011/1/27
		Kirby (Temp.)	2011	The Legend of Zelda: Skyward Sword	2011
		Battle & Get! Pokémon Typing DS	2011	Rhythm Tengoku (Temp.)	2011
				Zero Shinsaku (Temp.)	2011
The United States	(Software)	Dragon Quest VI: Realms Of Revelation*	2011/2/14	Mario Sports Mix	2011/2/7
		Pokémon Black Version	2011/3/6	The Legend of Zelda: Skyward Sword	2011
		Pokémon White Version	2011/3/6	Line Attack Heroes (Temp.)	TBA
				Monado: Beginning of the World (Temp.)	TBA
Europe	(Software)	Mario vs. Donkey Kong: Mini-Land Mayhem!	2011/2/4	Mario Sports Mix	2011/1/28
		Pokémon Black Version	2011/3/4	Kirby's Epic Yarn	2011/2/25
		Pokémon White Version	2011/3/4	The Legend of Zelda: Skyward Sword	2011

Notes: Launch dates and titles etc. are subject to change.

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## Launch Schedule of Primary NINTENDO Products by Region (Feb. 2011～)

Region	Category	Nintendo 3DS	
		Title	Launch Date
Japan	(Hardware)	Nintendo 3DS	2011/2/26
	(Software)	nintendogs + cats Toy Poodle & New Friends	2011/2/26
		nintendogs + cats French Bulldog & New Friends	2011/2/26
		nintendogs + cats Shiba & New Friends	2011/2/26
		Steel Diver	2011/3/17
		Pilotwings Resort	2011 Spring
		The Legend of Zelda: Ocarina of Time 3D	2011 Spring
		Kid Icarus: Uprising	2011
		Star Fox 64 3D (Temp.)	2011
		Animal Crossing (Temp.)	TBA
		Paper Mario (Temp.)	TBA
		Mario Kart (Temp.)	TBA
The United States	(Hardware)	Nintendo 3DS	2011/3/27
	(Software)	nintendogs + cats (Temp.)	See Note*
		Pilotwings Resort	See Note*
		Steel Diver	See Note*
		Animal Crossing (Temp.)	TBA
		Kid Icarus: Uprising	TBA
		Mario Kart (Temp.)	TBA
		Paper Mario (Temp.)	TBA
		Star Fox 64 3D (Temp.)	TBA
		The Legend of Zelda: Ocarina of Time 3D	TBA
Europe	(Hardware)	Nintendo 3DS	2011/3/25
	(Software)	nintendogs + cats (Temp.)	See Note*
		Pilotwings Resort	See Note*
		Steel Diver	See Note*
		Animal Crossing (Temp.)	TBA
		Kid Icarus: Uprising	TBA
		Mario Kart (Temp.)	TBA
		Paper Mario (Temp.)	TBA
		Star Fox 64 3D (Temp.)	TBA
		The Legend of Zelda: Ocarina of Time 3D	TBA

Notes: Launch dates and titles etc. are subject to change.

\*These titles are scheduled to be launched between the Nintendo 3DS launch date and early June

## Upcoming Third-Party Software Lineup (extracts: Jan. 2011 ~)

Nintendo DS		Wii	
Title	Publisher	Title	Publisher
<b>&lt; Japan &gt;</b>		<b>&lt; Japan &gt;</b>	
Gyakuten Kennji 2	CAPCOM	EARTH SEEKER	KADOKAWA GAMES
YU-GI-OH! 5D's WORLD CHAMPIONSHIP 2011 OVER THE NEXUS	Konami Digital Entertainment	YU-GI-OH! 5D's Duel Transer	Konami Digital Entertainment
POWERFUL GOLF	Konami Digital Entertainment	Inazuma Eleven Strikers (Temp.)	LEVEL-5
Dragon Ball KAI: Ultimate Butoden	NAMCO BANDAI Games	Rune Factory Oceans	Marvelous Entertainment
Tobidase! Kagaku-kun	NAMCO BANDAI Games	Ikenie No Yoru	Marvelous Entertainment
Digimon Story Super Xros Wars Blue	NAMCO BANDAI Games	SDGUNDAM GGENERATION WORLD	NAMCO BANDAI Games
Digimon Story Super Xros Wars Red	NAMCO BANDAI Games	BILLY'S BOOTCAMP Wii De Enjoy Diet !	Rocket
DRAGON QUEST MONSTERS-Joker2 PROFESSIONAL	SQUARE ENIX	SAMURAI WARRIORS 3: Xtreme Legends	TECMO KOEI GAMES
<b>&lt; The United States &gt;</b>		<b>&lt; The United States &gt;</b>	
Okamiden	Capcom	LEGO® Star Wars® III: The Clone Wars™	LucasArts
LEGO® Star Wars® III: The Clone Wars™	LucasArts	deBlob® 2	THQ
<b>&lt; Europe &gt;</b>		<b>&lt; Europe &gt;</b>	
Okamiden	Capcom	Tiger Woods PGA Tour 12: The Masters	Electronic Arts
LEGO® Star Wars™ III The Clone Wars™	LucasArts	Zumba Fitness Party™	505 Games
Peppa Pig Theme Park Fun	P2 Games	LEGO® Star Wars™ III The Clone Wars™	LucasArts
Green Lantern Rise of the Manhunters	Warner	Virtua Tennis™ 4	SEGA
LEGO Ninjago	Warner	Top Spin 4	Take Two
		uDraw Studio	THQ
		Pictionary	THQ
		DANCE JUNIOR	Ubisoft
		Green Lantern Rise of the Manhunters	Warner

Notes: Launch titles are listed by publisher alphabetically.  
Launch schedules etc. are subject to change.

## Upcoming Third-Party Software Lineup (extracts: Feb. 2011～)

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### Nintendo 3DS

Title	Publisher
<b>&lt;Japan&gt;</b>	
SUPER STREET FIGHTER IV 3D EDITION	CAPCOM
Winning Eleven 3DSoccer	Konami Digital Entertainment
PROFESSIONAL BASEBALL SPIRITS 2011	Konami Digital Entertainment
Professor Layton and the Mask of Miracle (Temp.)	LEVEL-5
RIDGE RACER 3D	NAMCO BANDAI Games
GUNDAM THE 3D BATTLE	NAMCO BANDAI Games
BUST-A-MOVE UNIVERSE	SQUARE ENIX
SAMURAI WARRIORS Chronicles	TECMO KOEI GAMES
DEAD OR ALIVE Dimensions	TECMO KOEI GAMES
Combat of Giants™: Dinosaurs 3D	Ubisoft

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### <The United States>

SUPER STREET FIGHTER® IV 3D EDITION	Capcom
Madden NFL Football	EA SPORTS
LEGO® Star Wars® III: The Clone Wars™	LucasArts
DEAD OR ALIVE Dimensions	Tecmo Koei America
Asphalt™ 3D	Ubisoft

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### <Europe>

SUPER STREET FIGHTER™ IV 3D EDITION	Capcom
Madden NFL Football	Electronic Arts
PES 2011 3D	Konami
LEGO® Star Wars™ III The Clone Wars™	LucasArts
RIDGE RACER™ 3D	Namco Bandai
Super Monkey Ball™ 3D	SEGA
Puzzle Bobble Universe	Square-Enix
DEAD OR ALIVE Dimensions	TECMO KOEI EUROPE
Asphalt™ 3D	Ubisoft
Tom Clancy's™ Ghost Recon® Shadow Wars	Ubisoft
Tom Clancy's™ Splinter Cell® 3D	Ubisoft
Green Lantern Rise of the Manhunters	Warner

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Notes: Launch titles are listed by publisher alphabetically.

Launch schedules etc. are subject to change.

## URL Reference

The URLs listed below include information such as earnings releases and other information which helps you to understand the Company's view and directions.

### ■ IR Information

<http://www.nintendo.co.jp/ir/en/index.html>

### ■ IR events

IR Information > IR Library > IR Events (incl. video clips)

- Corporate Management Policy Briefing / Financial Results Briefing (for the Six Months Ended September 2010) (2010/10/29)
- Nintendo Conference Q&A Session (2010/9/29)
- 2010 E3 Expo Analyst Q&A Session (2010/6/16)
- Financial Results Briefing (for the Fiscal Year Ended March 2010) (2010/5/7)
- Past financial results briefings and other events

### ■ Stock Information

IR Information > Stock Information

- The 70th Annual General Meeting of Shareholders (2010/6/29)  
Q & A  
IR Information > Stock Information > General Meeting of Shareholders > Q&A

### ■ Other information

- Nintendo 3DS Preview Event held in New York and Amsterdam (2011/1/19)  
Presentation by Nintendo of America Inc. (web cast)  
<http://mediaevent.nintendo.com>  
Presentation by Nintendo of Europe GmbH (web cast)  
<http://live.nintendo3ds.nintendo-europe.com>
- Nintendo Conference 2010 (2010/9/29)  
Keynote address by the President (web cast)  
<http://www.nintendo.co.jp/n10/conference2010/presentation/movE/index.html>  
Keynote address by the President (text)  
<http://www.nintendo.co.jp/n10/conference2010/presentation/textE/index.html>
- E3 2010 (2010/6)  
<http://e3.nintendo.com>
- Iwata Asks Links  
Links to some of Nintendo's product websites that host "Iwata Asks," a series of interviews where our worldwide president asks the development staff to hear the background and history behind some of our projects  
<http://www.nintendo.com/corp/iwataasks.jsp>

\*Availability may change without notice.