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[www.nintendo.co.jp/csr/en/](http://www.nintendo.co.jp/csr/en/)

CSR REPORT 2021

# Contributing to the Realization of a Sustainable Society and Weaving Smiles Through Nintendo's Products, Services and Business Activities



## For the Health and Safety of Everyone Involved

We have always prioritized the health and safety of our consumers, business partners and employees. To respond to the spread of COVID-19, we established the Disaster Response Committee, where the President serves as chairperson. We implemented a variety of initiatives, such as distributing masks to all employees and establishing Work From Home policies. In addition, considering risk of infection, we shifted all consumer events to an online format in principle, prioritizing the health and safety of consumers while attempting to minimize situations where they would miss out on eagerly anticipated opportunities. During the mandatory stay-at-home period, we feel that *Ring Fit Adventure* for Nintendo Switch along with *Jump Rope Challenge*, a game Nintendo developers created while working from home, were able to offer consumers many opportunities to exercise and stay active. And with our supply chain initiatives, we adjusted our processes to perform supply chain audits remotely. We are continuing to transform our organization by adapting flexibly to various changes in the business environment due to the spread of COVID-19.

## Putting Smiles on the Faces of Everyone Nintendo Touches

Our goal of “putting smiles on the faces of everyone we touch” includes three priority areas: “Put smiles on the faces of our consumers,” “Put smiles on the faces of our supply chain” and “Put smiles on the faces of our employees.” To support these priorities we engage in a variety of activities, including initiatives that are unique to our overseas subsidiaries and globally coordinated actions.

For example, we are continually focused on promoting the use of our free Nintendo Switch Parental Controls application, which helps children enjoy games with peace of mind. In regards to our supply chain, as it becomes increasingly important to deal with human rights and labor risks, we share each country's CSR procurement activities globally, and continue to strengthen our efforts in this area. For our employees, we continue to enhance our working environment and its systems, including respecting diversity and ensuring that each employee can perform to their fullest potential, regardless of sex, age, nationality, disability, sexual orientation or gender identity.

Nintendo has always strived to reduce our environmental impact, and that starts with our product development and design. As part of our ongoing work in this area, we collect and publish data related to our environmental impact and activities. In recent years, focus on environmental issues such as climate change and marine plastics has further increased, and the movement toward finding solutions is accelerating around the world, as represented by international frameworks like the Paris Agreement. We will work to tackle these environmental challenges as we look ahead to the future.

## To Build Long-Term Trust With Consumers

We have endeavored for many years to build and maintain strong relationships with our consumers. The trust our consumers place in us as a company is our most important asset. As a company that brings smiles to people through entertainment, Nintendo will continue to offer original products and services to everyone around the world. And we hope that Nintendo's unique entertainment experiences will help encourage communication across generations and borders, deepening community and connections between people.

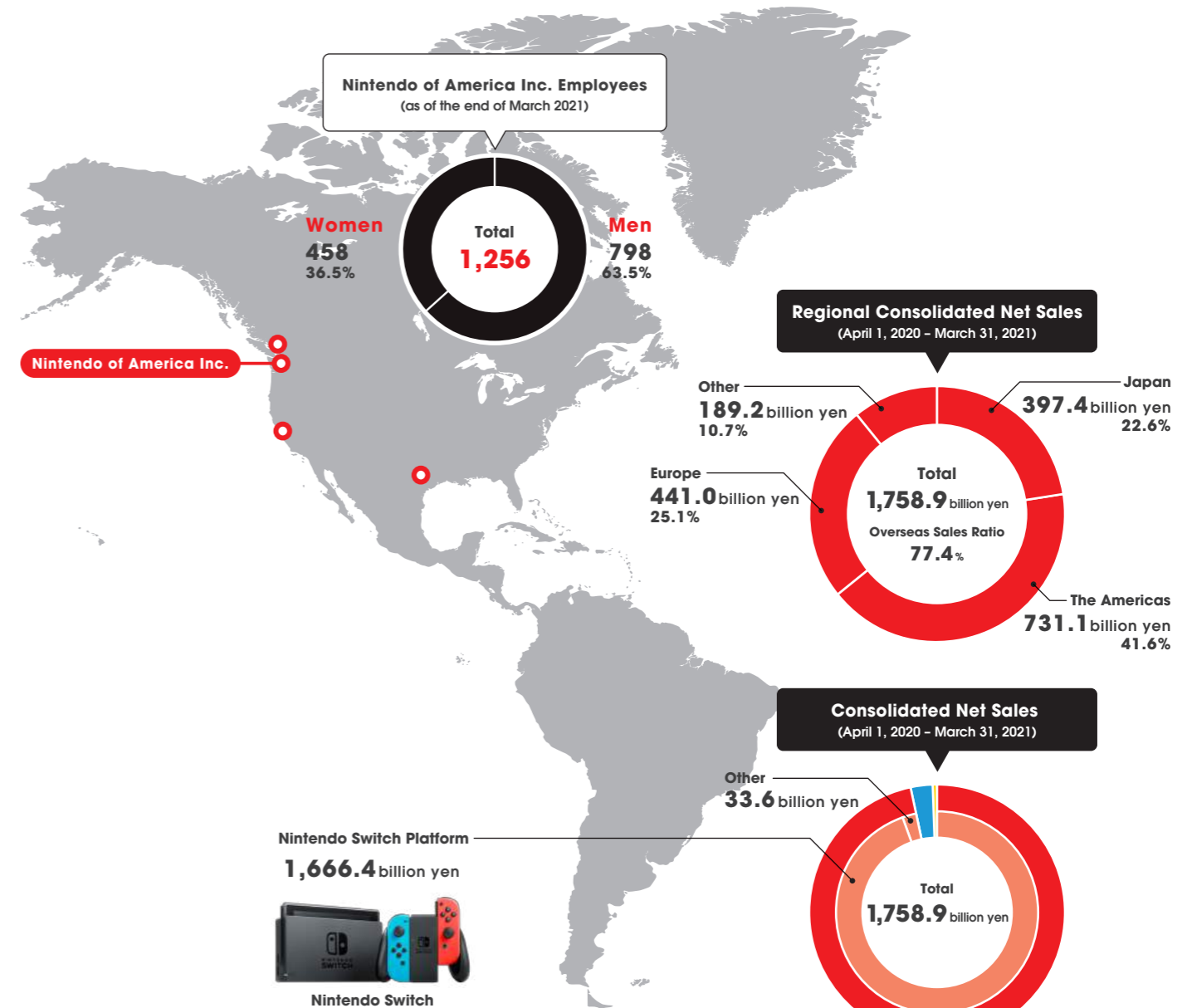
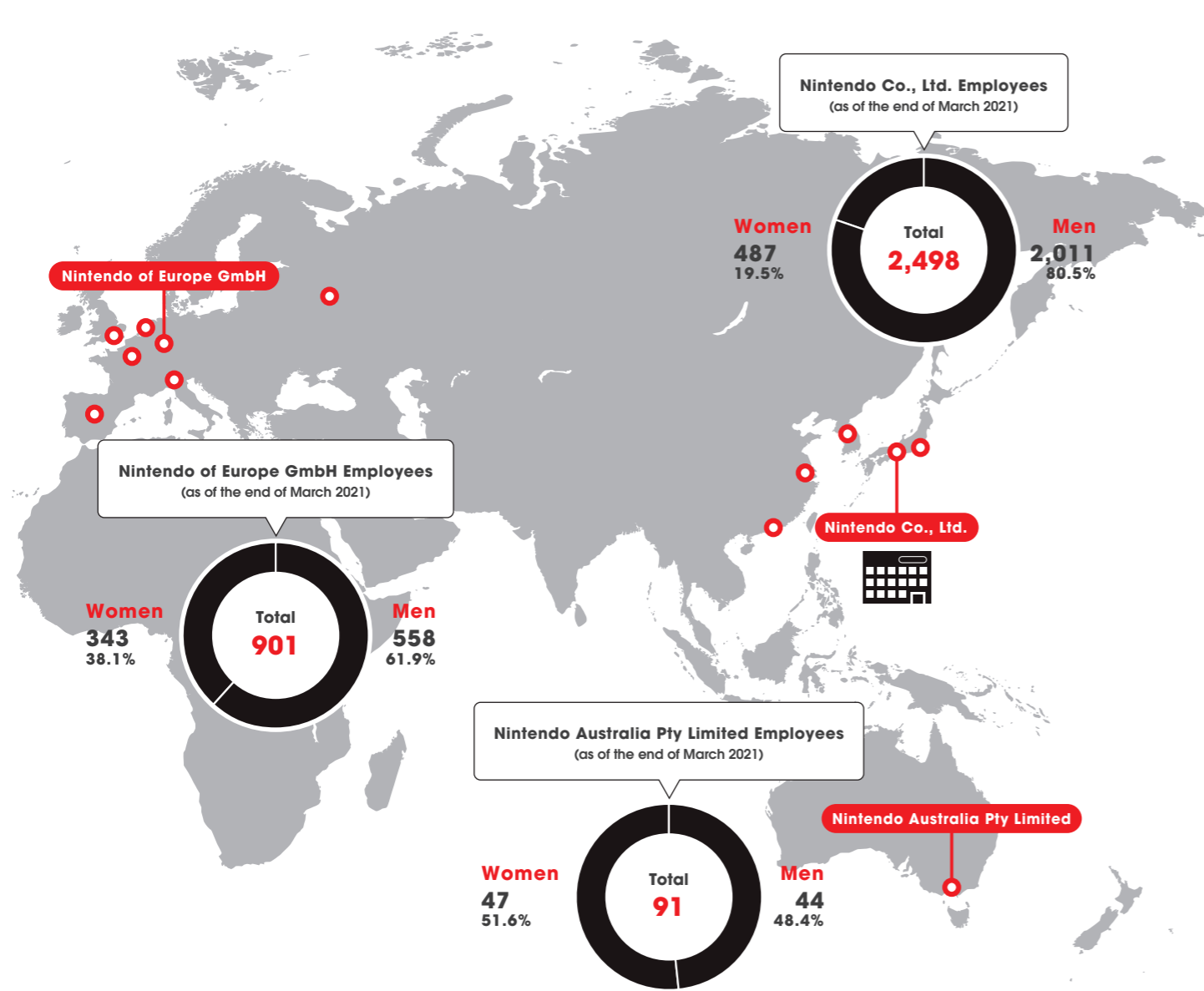


Nintendo Co., Ltd.  
Representative Director and President

# Nintendo Group Business Overview

We, at the various locations of the globally operating Nintendo group, deliver smiles to our stakeholders on a daily basis.

Main locations of the Nintendo Group



**Nintendo Co., Ltd. Overview**

- Location: 11-1 Hokotate-cho, Kamitoba, Minami-ku, Kyoto, Japan
- Founded: September 1889
- Incorporated: November 1947
- Capital: 10,065 million yen

**FY 2020 Unit Sales**

- Hardware: **28.83** million units
- Software: **230.88** million units

**Cumulative Unit Sales**

- Hardware: **84.59** million units
- Software: **587.12** million units

- Dedicated Video Game Platforms: **1,700.0** billion yen
- Mobile, IP Related Income, etc.: **57.0** billion yen
- Other (Playing Cards, etc.): **1.7** billion yen

# CSR Management

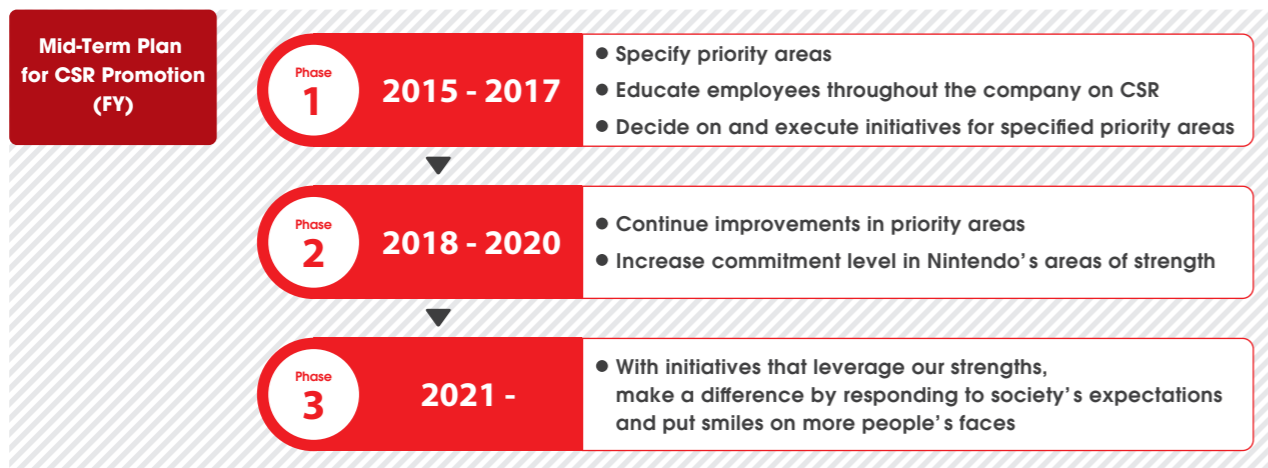
To “put smiles on the faces of everyone we touch,” Nintendo has established a system for promoting CSR activities along with CSR priority areas through which we advance our CSR initiatives.

## ● Mid-Term CSR Promotion Plan and Looking Toward the Future

In FY 2015, we formulated the Mid-Term CSR Promotion Plan, and at the same time, identified priority areas for our CSR activities. For FY 2018, we reviewed our activities from the prior three years, which led us to improve our priority areas and advance our CSR initiatives in consideration of the social conditions surrounding us.

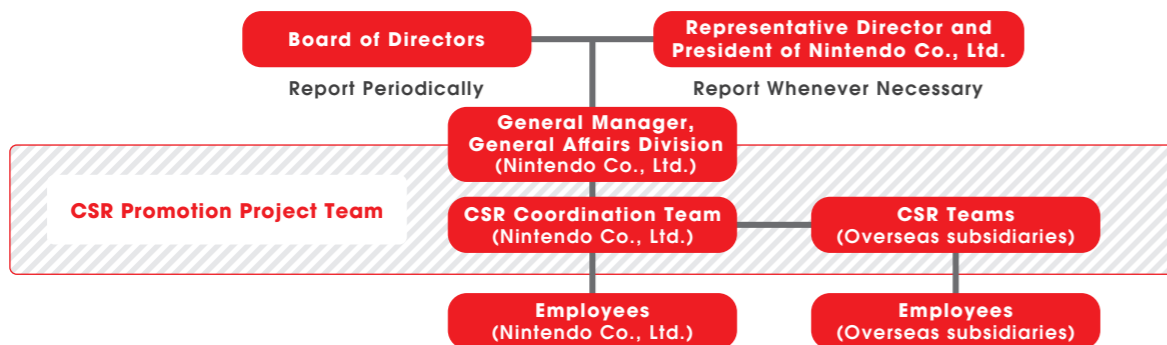
From FY 2021, to make a difference by responding to the expectations of society and deliver more smiles through efforts that play to Nintendo’s strengths, we will continue to advance CSR activities in our three priority areas: “putting smiles on the faces of our consumers,” “putting smiles on the faces of our supply chain” and “putting smiles on the faces of our employees.”

Furthermore, in support of our ongoing environmental work and as society’s interest in this area grows, we are continuing to expand the scope of our environmental efforts globally.



## ● System for Promoting CSR Activities

Nintendo Co., Ltd. (Japan) sees the promotion of CSR as more than the responsibility of a single department. We believe all departments must advance their responsibilities and promote activities in the areas in which they are involved. To this end, we established a CSR Promotion Project Team in 2007 to coordinate and support CSR activities. We also established CSR promotion teams globally and appointed CSR promotion leads at each of our main overseas subsidiaries. Information about the status of activities in each country is shared among the groups, and there is a system for reporting to management at Nintendo Co., Ltd. when the need arises.



# The Nintendo Group's Three Priority Areas

## ★ Putting Smiles on the Faces of Our Consumers P9-10 ▶

We must constantly deliver surprises and new experiences to consumers to better engage them.

- Pursuit of new entertainment possibilities
- Fostering the future generation
- Product quality and safety
- Consumer privacy



## 🌱 Putting Smiles on the Faces of Our Supply Chain P11-12 ▶

Promoting CSR activities throughout our supply chain allows us to improve working conditions for those employed at its production sites, leading to higher product quality that in turn brings more smiles to our consumers. Nintendo will continue to work together with our production partners, focusing on communication and mutual understanding, to deliver smiles throughout our entire supply chain.

- Optimizing the working environment
- Responsible sourcing of minerals



## 👤 Putting Smiles on the Faces of Our Employees P13-14 ▶

We employ people with a wide variety of unique talents, who all work to bring smiles to everyone they interact with. It is crucial that we as a global entity establish an appropriate awareness of human rights issues and create a work environment that empowers our employees, who are the source of our competitive edge.

- Diversity, equal opportunity and work-life balance
- Health and safety
- Training and career development



## Responding to COVID-19

We place the highest importance on the health and safety of all our stakeholders, starting with our consumers, and we are implementing a variety of measures in response to COVID-19.

### Initiatives for Our Consumers

#### Jump Rope Challenge Software for Nintendo Switch

To help encourage exercise during the mandatory stay-at-home period, we released the Nintendo Switch software title, *Jump Rope Challenge*, which allows players to jump rope indoors using the Joy-Con controllers. We are providing this software free of charge so that we can assist our many consumers in staying active. The idea to develop and provide this software came from our own developers, who wanted to consider how they could contribute while in a work-from-home environment. Since the release of *Jump Rope Challenge*, people all over the world have jumped rope approximately 5.3 billion times (as of June 2021).



### Initiatives for Our Production Partners

In FY 2020, we engaged in communication with our production partners, taking into account the impact of the COVID-19 pandemic. In addition to confirming the status of responsible mineral procurement remotely, we prepared to implement remote third-party audits in place of our regular on-site inspections and conducted these in the spring of 2021. While focusing on reducing the risk of transmission, we established and verified rigorous item checks, and made sure to increase opportunities for communication as we worked to understand on-site conditions.

### Initiatives for Our Employees

#### Helping Employees Feel Safe at Work

To address the spread of the COVID-19 pandemic, Nintendo Co., Ltd. (Japan) established the Disaster Response Committee, with the President as the chairperson, to create policies for action in the event that internal or related personnel become infected, and to formulate plans that would support both our business activities and employee safety. With the spread of COVID-19, systems for working from home have been implemented at all of our locations, along with measures to prevent infection in the workplace to ensure that our employees can work with peace of mind. Here are some specific initiatives that also take into account the situation outside of Japan.

#### Initiatives for Employees in Each Region

##### Nintendo Co., Ltd. (Japan)

- Shortened or waived core working hours for employees who come into the office to allow for more flexible commuting times
- Distributed masks to employees and installed partitions in offices and cafeterias to prevent droplet transmission
- Provided all employees with a stipend to assist with the purchase of equipment needed to work from home, etc.
- Provided special leave for employees at times when their children's schools were closed

##### Nintendo of America

- Worked with medical insurance companies and the on-site medical facility to provide virtual medical care
- Issued announcements to employees about the virtual counseling that we provide, as well as online resources for behavioral health
- Provided employee support programs such as child care support and online individual exercise training
- Enacted extensive new safety protocols to ensure onsite employees were able to work in the office safely
- Provided flexible working hours and additional vacation time to support employees caring for children and other family members
- Supplemented the costs of supporting remote work and working from home
- For employees living in regions where performing work was not possible because of lockdowns, we provided salary and benefits equivalent to their normal compensation

##### Nintendo of Europe

- During the lockdown period, we established virtual coffee breaks to encourage communication between employees
- Managers held virtual lunches during their break times to discuss topics related to working from home and the pandemic
- Held virtual orientations for new employees
- Provided welcome-back gifts that included masks upon returning to the office
- Established a mental health hotline to talk with mental health experts, which is available to all employees

##### Nintendo Australia

- Implemented a COVID Safe Plan (temperature checks for employees before they come to the office, installing disinfectant stations, preventing transmission in the cafeteria, etc.)
- Provided information and periodic advice about how to make masks, mental health, work-life balance, fitness and other topics
- Sent a gift basket to all employees on "R U OK? Day" (a day that promotes awareness of mental health)
- Provided welcome-back packs, that included supplies such as masks, to employees

## Putting Smiles on the Faces of Our Consumers



We aim to always deliver new surprises and unique experiences in our development of entertainment.

With Nintendo Switch and its integrated hardware-software approach, our goal is to offer original products and services that anyone can enjoy. The time and energy that our consumers have devoted to playing games have given life to Mario and the characters he represents, which we feel has allowed them to become familiar to many across generations. Consumers have cultivated Nintendo as a brand, and this is a precious asset.

We develop many of our products with the hope that they will be enjoyed by the entire family or together with friends. To help families play with peace of mind, we provide a way for parents to monitor their children's gameplay with Nintendo Switch Parental Controls. Through efforts like this, we work to continue delivering smiles to our consumers in every way, including from a service perspective.



### Usage Restrictions for Parents and Guardians

For Nintendo Switch, we have introduced usage restriction features (parental controls). These features include options which allow parents and guardians to set restrictions on software use based on ratings for the relevant country, as well as limit communication with other users.

#### Nintendo Co., Ltd. (Japan)

### Promoting the Use of Nintendo Switch Parental Controls in a Variety of Ways

Nintendo Co., Ltd. (Japan) is carrying out a variety of initiatives to promote the use of Nintendo Switch Parental Controls. For example, at a youth forum in Kyoto aimed at improving Internet literacy and reducing problems stemming from the Internet, we promoted active use of our products' parental control features to protect children. At the forum, we joined participants, including junior high and senior high school students from Kyoto Prefecture and members of the Kyoto Prefectural Police, in panel discussions about how young people can use the Internet safely. Nintendo Switch Parental Controls have also been introduced in a pamphlet titled "Four Important Things for Parents to Know," created by the Cabinet Office of the Japanese government with the goal of protecting young people. In addition, Nintendo Switch Parental Controls are introduced periodically on the official Nintendo Twitter account for sharing information related to consumer support. We have also posted a series of comics about Nintendo Switch safety on our official Japanese support site to help make these features and how to use them easier to understand.



NINTENDO  
みまもりSWITCH™

#### Nintendo of Europe GmbH (U.K.)

### Working Together With Starlight

We are continuing to work with the Starlight Children's Foundation, an organization which conducts activities to support critically ill children.

In 2020, we produced the "Starlight Gaming Bundle," which includes both a Nintendo Switch and Nintendo 3DS, along with two games. Refurbished\* products are used in the Starlight Gaming Bundle. To date, we have sent out over 300 bundles to hospitals to help enrich children's

daily lives and make their time at the hospital more enjoyable. In a feedback survey of healthcare professionals at the hospitals where the bundles were donated, over 80% of respondents said that the Starlight Gaming Bundles were successful in reducing the children's anxiety. So far, around 25,000 children have played on a Starlight Gaming Bundle.

\* Refurbished products are used products that have been remanufactured and reused in order to promote circular use of resources.

## Putting Smiles on the Faces of Our Supply Chain



Conducted in May 2019

We believe that promoting CSR activities throughout our entire supply chain helps cultivate CSR awareness among our suppliers and production sites, leading to improvements in working conditions, which brings smiles to everyone in our supply chain. In addition to increasing worker retention and productivity, we believe that these initiatives also make

it possible to stably produce high-quality, appealing products, thereby enabling us to deliver smiles to our consumers and everyone Nintendo interacts with. We will continue to focus on communication and mutual understanding, working closely with our production partners to actively promote CSR activities.



### ● CSR Procurement Policies

To further ensure that we fulfill our social responsibility throughout our supply chain, we established the Nintendo CSR Procurement Guidelines in 2011. We distribute these guidelines to all of our production partners and require that they adhere to them.

These guidelines incorporate advice from external experts, as well as the RBA\* standards, and we work to ensure all of the points listed are followed. In addition to Japanese and English versions, we have also created a Chinese version so that more people can access these guidelines in their native language.

\* RBA (Responsible Business Alliance)  
An organization that promotes the creation of a safe working environment, treatment of workers with respect and dignity, and sustainability improvements in the electronics industry.

### ● Confirmation Through Written Surveys

To understand the status of CSR promotion of our production partners, we require all first-tier suppliers to submit a written report once per year, along with a report of their business conditions.

This report includes descriptions of the conditions at each first-tier supplier facility so we can understand the CSR promotion status at every location. When we have concerns about a response, we take further measures including additional written surveys and verification by third-party audits.

In FY 2020, we also revised our survey to obtain more comprehensive information about our production partners' workers.

### ● Understanding Conditions Through Activities Such as Site Visits

Since 2008, representatives from our procurement division have continued to visit the factories of our production partners, selected by considering their written survey responses, business criticality and any changes in conditions. In addition to on-site inspections, we conduct third-party audits, focusing on further improving the transparency of CSR procurement. Considering the impact of COVID-19 in FY 2020, we made preparations to conduct audits remotely in place of on-site visits. In spring of 2021, we were able to conduct these audits and ascertain site conditions.

### ● Follow-up for Improvements

To verify what our production partners have done in response to issues identified in the written surveys and on-site visits, we established follow-up standards in accord with our Nintendo CSR Procurement Guidelines.

We believe it is important for our suppliers to renew their understanding of Nintendo's approach to CSR through these follow-up activities. Moreover, we believe that suppliers thinking about CSR themselves and making improvements is essential for bringing smiles to our supply chain.

### Coordination in the CSR Procurement Working Group

Nintendo established the CSR Procurement Working Group to globally share information related to each country's CSR procurement activities in the supply chain. This working group brings together representatives of the Nintendo group from all around the world, each sharing the status of their CSR procurement activities, as well as discussing initiatives for the group as a whole.



## Putting Smiles on the Faces of Our Employees

The Nintendo group employs people with a wide variety of unique talents, who all work to bring smiles to everyone they interact with. As a global entity, while establishing an appropriate awareness of human rights issues, we introduce systems and initiatives suited to each country and region to create a work environment that supports and empowers our employees, who are the source of Nintendo's competitive edge.

### Supporting Health and Creating a Comfortable Workplace

#### Nintendo of America Inc.

#### Ensuring Employees' Wellness

Nintendo of America was able to transition most of our on-site health and wellness services to virtual offerings at the onset of the pandemic. We regularly communicate these evolving options to employees through internal website articles, emails and home mailings.

All employees have access to free virtual counseling sessions through our Employee Assistant Program (EAP). Additionally, those covered under a company-sponsored medical plan have virtual care and mental health care resources through the CareATC Health and Wellness Center, which includes primary care, prescription drugs, physical therapy, counseling and coaching. Most services are free or covered by a minimal copay.

To keep employees physically active and engaged as working from home became more prevalent, our EXOS onsite Fitness Center staff offered a variety of virtual activities, including live group exercise classes, such as yoga and meditation, along with recorded videos for on-demand access. Monthly educational webinars and activity challenges are also available, all focusing on the four pillars of EXOS methodology: mindset, nutrition, movement and recovery.

Collaboration between CareATC, EXOS and our Employee Resource Groups\* has resulted in internal parenting support groups and weekly healthy cooking demonstrations led by a registered dietitian.

\* Employee Resource Groups (ERG)  
Our ERGs are initiatives to encourage mutual understanding and increase motivation among our employees, in which they come together and create groups based on their shared backgrounds, experiences and interests.

#### Nintendo of Europe GmbH (Germany)

#### Launching a New Employee-Led Initiative to Improve the Working Experience

Nintendo FIT is an initiative at Nintendo of Europe (Germany) by and for employees that aims at promoting health and performance, alleviating stress and increasing employee satisfaction.

In January 2021, we kicked off the initiative, with employees from a variety of departments volunteering to participate. Our work is guided by the principles of interconnectedness with our existing systems and philosophy, participation and equal opportunity. Based on these ideals, we have started to develop strategies and activities to increase work motivation, prevent work-related illnesses, reduce absenteeism, increase identification with the company and improve the working atmosphere. After a careful needs assessment, we identified

topics and developed solutions that take into consideration all interest groups, genders, ages and special needs. By integrating Nintendo FIT into our existing organizational management at Nintendo of Europe (Germany), we will continue to support our employees.

Initial activities will include promoting awareness about COVID-19 through our intranet and newsletters, as well as educating employees about how to avoid and reduce stress through physical exercise, mental exercises like meditation and balanced nutrition. We are also considering keynote speeches about various health topics and online support courses through an external fitness coach.



#### Nintendo of Europe GmbH (Germany)

#### A New Office Focused on Employee Well-being, Functionality and the Environment

Nintendo of Europe (Germany) recently moved its European headquarters within the city of Frankfurt, Germany. The primary focus of the move was on employee participation, state-of-the-art functionality and environmental protection. To realize this, interdisciplinary committees were established. For example, the Interior Committee decided on all materials and furniture used, while the Media Committee designed the concept for meeting rooms from a multimedia perspective to enable efficient use of video conference systems and other equipment. In addition to creating a dedicated email address to give employees the chance to actively contribute by giving feedback, making suggestions and asking questions, everyone has been informed regularly about the move over a special intranet channel.

The new office has been designed to meet the DGNB\* Gold certification and utilizes many environmentally sustainable materials such as carpeting made from recycled fishnets.

\* DGNB  
The Deutsche Gesellschaft für Nachhaltiges Bauen (German Sustainable Building Council) is a system for evaluating buildings. In addition to assessing reduction of environmental impact, it considers economic aspects such as cost effectiveness and value retention, sociocultural and functional factors, including comfort and universal design, and various other sustainability themes.

Features of the new Nintendo of Europe headquarters include:

- Soccer field, table tennis table and multi-sports field for volleyball, basketball and other sports
- Parent-and-child rooms furnished with toys, books and chairs where mothers can rest or breastfeed, enabling employees to work while taking care of their children
- Garden area and terrace with Wi-Fi
- Fitness room
- Unisex accessible toilet (on each floor)
- State-of-the-art, energy-efficient air conditioning and heating system
- Improved sun protection panels outside the building and windows that can be opened
- New ergonomic furniture, including desks with adjustable height

#### Nintendo Australia Pty Limited

#### Enhancing the Work Environment Through Office Renovations

From April 2020 through September 2020, Nintendo Australia undertook internal office renovations at the head office located in Melbourne, Australia. Some major considerations for the renovation were employee health and well-being, accessibility and environmental factors.

The redesign of the office area allowed us to reconfigure the workspace to be more comfortable for employees. There is now more open space, with new furnishings and increased comfortable seating arrangements for staff. We also have added many indoor plants in the office area, which we believe will help in improving the atmosphere of the room and employee well-being.

Enhanced accessibility within the building was a key consideration for the renovation. The building has now been installed with a lift, as well as disability access amenities, with the goal of offering staff and visitors greater access throughout the building.



To reduce our environmental footprint within the building, we installed new solar films on external windows that improve heating and cooling efficiency and lighting options that turn off when areas are not occupied, which has boosted environmental performance in the office.

As our staff returns to the office after spending the greater part of 2020 under lockdown due to COVID-19, we look forward to reconnecting with everyone in a freshly designed environment.



## ● Realizing a Diverse Workplace

### Nintendo Co., Ltd. (Japan)

#### Introduction of a Partnership System

At Nintendo Co., Ltd. (Japan), we want to create a work environment that supports and empowers each and every one of our unique employees.

We introduced the Partnership System in March 2021 as one initiative based on this philosophy. This system ensures employees who are in a domestic partnership with a same-sex partner have the same benefits as employees in an opposite-sex marriage. We have also established that a common-law marriage between couples\* will be observed in the same way as a legal marriage.

In our Code of Conduct for employees in Japan, we had already established that “we do not discriminate based on race, ethnicity, nationality, ideology, religion, creed, origin, social status, class, occupation, gender, age, disability, sexual orientation or gender identity,” prohibiting all forms of discrimination. In addition, with the introduction of the Partnership System,

\* Corrected on August 3, 2021

we took the opportunity to revise our internal regulations regarding harassment to clearly prohibit discriminatory comments based on sexual orientation or gender identity, as well as disclosing someone’s privately held sexual orientation against their will.

Alongside the introduction of the Partnership System in Japan, we notified our employees about the issue of gender diversity with a message from our President on the company intranet as a means of raising awareness. In this message, the President called for renewed understanding that even speech and actions which are not intended to harm can cause significant emotional pain, asking for understanding and support for creating an environment in which everyone can work comfortably.

By improving our company systems and conducting training, we will continue our work to create an environment where each of our many diverse employees can fully realize their talents.

### Nintendo of America Inc.

#### Supporting Employees’ Development and Diversity, Equity and Inclusion

Throughout the pandemic, Nintendo of America provided a variety of virtual learning and engagement opportunities for employees. We offered employees a self-serve online education platform that provided optional video courses taught by industry experts in areas related to software, creative and business fields.

We also continue to offer Diversity, Equity and Inclusion (DE&I) resources, including our ongoing “Disrupting Everyday Bias” virtual course, which helps employees understand how to identify unconscious biases and address them in everyday life.

In 2020, we hosted a variety of special forums in which attendees were able to share and listen to a wide range of personal and professional stories. Employees were exposed to a number of perspectives and conversations that helped deepen awareness of and appreciation for our different life experiences.

Employees were also invited to participate in a learning program to better understand how to engage in active practices designed to eliminate racism in all its forms. Hundreds of Nintendo of America employees participated and committed to taking action on a daily basis.

### Nintendo of America Inc.

#### Initiatives for Diversity Through Employee Resource Groups

At Nintendo of America, we have established Employee Resource Groups (ERG), initiatives to encourage mutual understanding and increase motivation among our employees in which they come together based on their shared backgrounds, experiences and interests. These various groups support activities that promote diversity, equity and inclusivity.

One ERG, Black @ Nintendo Dialogue (B@ND), works to champion inclusivity through community outreach, employee engagement and talent acquisition. B@ND researches and creates volunteer opportunities for Nintendo of America and its employees to engage with the Black community and raise awareness of the company’s DE&I activities. B@ND also provides opportunities and platforms for employees to have open conversations around DE&I-related events and topics.

In support of diverse talent acquisition, B@ND attends recruiting events, such as National Black MBA Association (NBMBAA) Annual Conference & Expo and Game Developers of Color Conference, to increase the pipeline of diverse candidates.

Another of our ERGs, Nintendo Women and Allies, supports female employees by offering a variety of empowering opportunities that help promote women’s careers. These include presentations from women in management positions, cross-departmental communication to promote leadership, presentation skill development and networking.

In January 2020, Nintendo Women and Allies hosted an event called “Cultivating



Communication Excellence” to learn better tactics for communicating, including using body language and how to speak positively about yourself in order to be more confident and comfortable in the workplace.

In 2020, due to the pandemic and work-from-home policy, Nintendo Women and Allies pivoted to offer various virtual opportunities, with topics ranging from leadership, to working culture, to dealing with isolation.

In addition, Nintendo Women and Allies also hosted various virtual events, including a panel discussion entitled “Defining Success in Changing Time” and an event for Girls Make Games\*, in which Nintendo of America employees led a conversation with girls (8-14 years old) about how to identify and operationalize their unique strengths.

\* Girls Make Games  
Launched in 2014, Girls Make Games is an organization that offers summer camps, workshops and game jams designed to inspire and support girls interested in pursuing video game industry careers.

# Environmental Initiatives



In response to society's expectations, and to cultivate a better environment for future generations, Nintendo is not only exercising care with our office environment, but also embarking on various initiatives to reduce

the environmental impact of our products. These initiatives span the design stage to post-sales repair and support, and continue through to recycling.



## Design

We have continued to implement energy efficiency improvements for Nintendo Switch after its launch, resulting in extended battery life for the current model released in 2019.

Nintendo Switch Lite, released after that, also uses the same energy-saving mechanism as the current Nintendo Switch model.

In addition, we are working to avoid the unnecessary use of resources, and conducting the following initiatives to conserve resources and increase recyclability.

- Reduce the use of composite materials\* in our product design
- Improve ease of disassembly
- Ensure labelling of constituent materials to make them easier to recycle after disassembly
- Expand the use of resource-conserving materials
- Consider how to reduce environmental impact at disposal

\* Composite materials combine separate materials, such as "paper + aluminum" or "paper + plastic," into a single material, and are generally considered difficult to recycle.

### Battery Life

Original Nintendo Switch model  
Approximately 2.5 to 6.5 hours

Current Nintendo Switch model  
Approximately 4.5 to 9.0 hours

Nintendo Switch Lite  
Approximately 3.0 to 7.0 hours

Note 1: The duration may change depending on the software being played.

Note 2: These are estimates. The time may be shorter depending on usage conditions.

## Transportation and Sales

Nintendo of Europe proactively works to reduce CO<sub>2</sub> emissions in the transport of its products by advancing modal shift and other initiatives.

As an example, we mainly use rail for inbound containers from European ports to our distribution centers. For outbound shipments from our European distribution centers to retail partners,

our aim is always to load trucks to their full capacity to keep the number of single shipments as low as possible. This is also supported by our IT system, which consolidates orders into a single outbound shipment when possible, taking into consideration the delivery dates requested by retail partners.

## Repair and Support

Nintendo Co., Ltd. (Japan) has established the Nintendo Service Center as the point of contact for product repairs and parts sales.

In addition, so that users can keep their game systems in good condition and continue to use them for a long time, we used Nintendo Switch repair data to create a reference page of actions that may damage the system and published it on our support site (Japanese only). We believe it is

important for consumers to form an attachment to our products and keep using them over a long time. This is also significant for protecting the global environment, and we have set up systems in each country and region to carry out repairs whenever possible.

We are also working to improve our support sites and proactively providing information to our consumers.

## Recycling

Nintendo of America offers consumers, both in the U.S. and Canada, recycling for any of their video game products (not just Nintendo products) through our Take Back Program.

Under this program, Nintendo of America will supply postage, along with instructions on how to

send their video game products to us for R2\* certified recycling. Upon request, we will also provide fully recyclable packaging for the consumer. Our recycling partners are all contractually required to have R2 certification to ensure that the materials are handled properly and securely.

\* R2 Responsible Recycling is a standard for recycling electronics that has spread throughout North and South America. The official name is Responsible Recycling ("R2") Practices for Use in Accredited Certification Programs for Electronics Recyclers.