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STRONG LINEUP OF GAMES CONTINUES NINTENDO'S MOMENTUM IN 2008

Bold 2007 Set the Stage for Broad 2008 Software Lineups for Wii and Nintendo DS

REDMOND, Wash., Jan. 16, 2008 – With their focus on fun for everyone, Nintendo's Wii™ and Nintendo DS™ systems are leading a new movement in the world of video games. Games based on brain exercises. ... New experiences that surprise even core gamers. ... Grandparents buying video game systems – for themselves! Surely, these are unprecedented times.

“The video game industry has never had so many new players, and they've never had so much fun,” said Cammie Dunaway, Nintendo of America's executive vice president of sales & marketing. “Our momentum is not limited to one system or one game. We're going broad and bold in 2008, with something for every member of the family.”

Nintendo DS and Wii finished as the No. 1 and No. 2 best-selling systems of the year, respectively. Nintendo continues its momentum into 2008 with a strong lineup of games. In the first half of 2008 alone, more than 65 new Wii games will add to the current library of more than 195 and 80 new Nintendo DS games will add to the current library of nearly 500. Nintendo DS opens the first half of the year with games that demonstrate the breadth of the Nintendo DS library. *Advance Wars®: Days of Ruin* is a treat aimed squarely at core gamers, while *Crosswords DS™* is for all consumers, whether they currently play games or not.

Likewise, the first half of 2008 brings a diverse array of Wii games from Nintendo, including core games like *Super Smash Bros.® Brawl*; games with universal appeal for gamers old and new with *Mario Kart® Wii*, which uses the easy-to-pick-up Wii Wheel™; and *Wii Fit™*, which comes with the Wii Balance Board and has appeal for new consumers well beyond the traditional video game audience. On top of all that, new

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downloadable WiiWare™ games will make their debut. These unique games have much lower entry barriers for developers and let consumers enjoy an incredibly diverse selection of content.

Third-party publishers also continue their strong support for Wii and Nintendo DS. Some of the innovative Wii games for the first half of 2008 include *Ninja Reflex* from Electronic Arts, *No More Heroes™* from Ubisoft, *DeBlob* from THQ, *Star Wars: The Force Unleashed* from LucasArts and *Okami* from Capcom, in addition to compelling Nintendo DS games like *FINAL FANTASY CRYSTAL CHRONICLES: Rings of Fate* from Square Enix, *Ninja Gaiden Dragon Sword* from Tecmo and *Quick Yoga Training* from Ubisoft.

The following is a partial list of Wii and Nintendo DS software for the first half of 2008. Note that details are subject to change.

Wii

Jan. 7: *Kidz Sports Ice Hockey* from Destineer

Jan. 8: *Harvey Birdman: Attorney at Law* from Capcom

Jan. 15: *SAMURAI WARRIORS: KATANA* from KOEI CORPORATION

Jan. 15: *Furu Furu Park* from Majesco Entertainment

Jan. 21: *Endless Ocean™* from Nintendo

Jan. 22: *One Piece™: Unlimited Adventure™* from Namco Bandai Games America Inc.

Jan. 29: *Bomberman Land* from Hudson

January: *No More Heroes™* from Ubisoft

January: *CSI: Crime Scene Investigation™: Hard Evidence* from Ubisoft

Feb. 8: *Kawasaki Jet Ski* from Destineer

Feb. 11: *Go Diego Go!: Safari Rescue* from 2K Play

Feb. 12: *WWII Aces* from Destineer

Feb. 12: *Dream Pinball 3D* from SouthPeak Games

Feb. 18: *MX vs. ATV Untamed* from THQ

Feb. 25: *Agatha Christie And Then There Were None* from DreamCatcher Games

Feb. 26: *Baroque* from Atlus USA

Feb. 26: *The Masked Queen and the Tower of Mirrors* from Square Enix

Feb. 27: *Kidz Sports Soccer* from Destineer

Feb. 27: *London Taxi: Rush Hour* from Destineer

February: *Garfield® Gets Real* from DSI Games

February: *Yamaha Supercross* from DSI Games

February: *Karaoke Revolution Presents: American Idol Encore* from Konami

February: *Brothers in Arms: Road to Hill 30™* from Ubisoft

February: *BALLOON POP* from UFO INTERACTIVE GAMES

March 3: *Destroy All Humans: Big Willy Unleashed* from THQ

March 9: *Super Smash Bros.® Brawl* from Nintendo

March 10: *Worms: A Space Oddity* from THQ

March 25: *Okami* from Capcom

March 25: *OPOONA* from KOEI CORPORATION

March: *MiniCopter: Adventure Flight* from Aksys Games

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March: *Alone in the Dark* from Atari
March: *Ninja Reflex* from Electronic Arts
March: *Obscure: The Aftermath* from Ignition Entertainment
March: *Target: Terror* from Konami
March: *Nitro Bike*™ from Ubisoft
March: *Emergency Heroes*™ from Ubisoft
March: *HEAVENLY GUARDIAN* from UFO INTERACTIVE GAMES
March: *Rebel Raiders* from XS Games
April 15: *Castle of Shikigami III* from Aksys Games
April: *Pro Evolution Soccer* from Konami
April: *Wild Earth: African Safari* from Majesco Entertainment
April: *THE MONKEY KING-THE LEGEND BEGINS* from UFO INTERACTIVE GAMES
April: *Super Pick Ups* from XS Games
May 6: *Speed Racer* from Warner Bros. Games
May 13: *The Chronicles of Narnia: Prince Caspian* from Disney Interactive Studios
May: *BlastWorks: Build, Trade, Destroy* from Majesco Entertainment
May: *King of Fighters: The Orochi Saga* from SNK Playmore
May: *THE DOG Island*™ from Ubisoft
June 8: *Wonderworld Amusement Park* from Majesco Entertainment
June: *Catch of the Day* from Electronic Arts
June: *Ford Racing Off Road* from Empire Interactive
June: *Cooking Mama Cook Off 2* from Majesco Entertainment
June: *Rygar: The Battle of Argus* from Tecmo, Inc.
June: *DeBlob* from THQ
June: *Wall-E* from THQ
Spring: *Mario Kart Wii* with Wii Wheel from Nintendo
Spring: *Major League Baseball*® 2K8 from 2K Sports
Spring: *Don King Presents: Prizefighter* from 2K Sports
Spring: *Top Spin 3* from 2K Sports
Spring: *Kung Fu Panda* from Activision
Spring: *LEGO: Indiana Jones* from LucasArts
Summer: *Deca Sports* from Hudson
Summer: *Star Wars: The Force Unleashed* from LucasArts
Summer: *Active Life*™: *Outdoor Challenge*™ from Namco Bandai Games America Inc.
Q2: *Wii Fit* from Nintendo

Nintendo DS

Jan. 21: *Advance Wars: Days of Ruin* from Nintendo/Intelligent Systems
Jan. 21: *Mazes of Fate DS* from Graffiti Entertainment, LLC
Jan. 22: *Mega Brain Boost* from Majesco Entertainment
Jan. 24: *Aquarium by DS* from Bold Games
Jan. 24: *Fantasy Aquarium by DS* from Bold Games
Jan. 29: *Pet Pals: Animal Doctor* from Majesco Entertainment
January: *N+* from Atari
January: *Barnyard Blast* from DSI Games
January: *Command & Destroy* from DSI Games
January: *Miami Nights: Singles in the City*™ from Ubisoft
January: *Brain Challenge*™ from Ubisoft

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Feb. 4: *Paws & Claws: Pet Resort* from THQ
Feb. 5: *Homie Rollerz* from Destineer
Feb. 5: *Nanostray 2* from Majesco Entertainment
Feb. 10 (street date): *Professor Layton and the Curious Village*™ from Nintendo/LEVEL-5
Feb. 12: *Apollo Justice: Ace Attorney* from Capcom
Feb. 12: *New Zealand Story Revolution* from Ignition Entertainment
Feb. 12: *Dream Pinball 3D* from SouthPeak Games
Feb. 19: *Spitfire Heroes: Tales of the RAF* from Destineer
Feb. 19: *Zoo Tycoon II* from THQ
Feb. 25: *Bratz: Super Babyz* from THQ
Feb. 26: *Bubble Bobble Double Shot* from Ignition Entertainment
February: *My Horse and Me* from Atari
February: *M&M'S® Kart Racing* from DSI Games
February: *Garfield® Gets Real* from DSI Games
February: *Yamaha Supercross* from DSI Games
February: *Insecticide* from Gamecock Media Group
February: *Anno™ 1701: Dawn of Discovery* from Ubisoft
February: *Assassin's Creed Altair's Chronicles™* from Ubisoft
February: *Petz® Wild Animals: Tigerz* from Ubisoft
February: *Puppy Palace™* from Ubisoft
February: *Real Soccer® 2008* from Ubisoft
March 1: *Project Exile* from Graffiti Entertainment, LLC
March 3: *Let's Ride: Friends Forever* from THQ
March 4: *Diary Girl* from Konami
March 4: *Go Pets* from Konami
March 4: *Disney Friends* from Disney Interactive Studios
March 4: *Eco-Creatures: Save the Forest* from Majesco Entertainment
March 8: *Plushees* from Destineer
March 8: *River King: Mystic Valley* from Natsume Inc.
March 8: *Harvest Moon DS Cute* from Natsume Inc.
March 11: *FINAL FANTASY CRYSTAL CHRONICLES: Rings of Fate* from Square Enix
March 11: *Lost in Blue 3* from Konami
March 11: *Pro Evolution Soccer* from Konami
March 25: *Ninja Gaiden Dragon Sword* from Tecmo, Inc.
March: *Alone in the Dark* from Atari
March: *Drone Tactics* from Atlus USA
March: *Double Sequence* from DSI Games
March: *Ninja Reflex* from Electronic Arts
March: *Myst* from Empire Interactive
March: *Naruto™: Ninja Destiny* from Tomy Corporation
March: *Petz® Bunnyz™* from Ubisoft
March: *Imagine™ Figure Skater* from Ubisoft
March: *Commando* from XS Games
April 15: *Teenage Zombies: Invasion of the Alien Brain Thingys* from Ignition Entertainment
April: *Super Dodgeball Brawlers* from Aksys Games
April: *Rondo of Swords* from Atlus USA
April: *Quick Yoga Training* from Ubisoft

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May 5: *Crosswords DS* from Nintendo
May 6: *Speed Racer* from Warner Bros. Games
May 8: *Organize It* from Summitsoft Corporation
May 13: *The Chronicles of Narnia: Prince Caspian* from Disney Interactive Studios
May: *Winx Club: Mission Enchantix* from Konami
May: *Jake Hunter: Detective Chronicles* from Aksys Games
May: *Garfield® Fun Fest* from DSI Games
May: *1 vs. 100* from DSI Games
June 8: *Harvest Moon: Island of Happiness* from Natsume Inc.
June: *Shining Stars®* from DSI Games
June: *Catch of the Day* from Electronic Arts
June: *PipeMania* from Empire Interactive
June: *Wall-E* from THQ
Spring: *Sid Meier's Civilization® Revolution™* from 2K Games
Spring: *Don King Presents: Prizefighter* from 2K Sports
Spring: *Top Spin 3* from 2K Sports
Spring: *Kung Fu Panda* from Activision
Spring: *LEGO: Indiana Jones* from LucasArts
Spring: *The World Ends with You* from Square Enix
Summer: *Star Wars: The Force Unleashed* from LucasArts
Summer: *Tamagotchi Connection®: Corner Shop® 3* from Namco Bandai Games America Inc.
Q2: *Bangai-O Spirits* from D3 Publisher of America
Q2: *PREY THE STARS* from KOEI CORPORATION
Q2: *Pokemon® Mystery Dungeon: Explorers of Time* from Nintendo
Q2: *Pokemon® Mystery Dungeon: Explorers of Darkness* from Nintendo

About Nintendo: The worldwide innovator in the creation of interactive entertainment, Nintendo Co., Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its Wii™, Nintendo DS™, Game Boy® Advance and Nintendo GameCube™ systems. Since 1983, Nintendo has sold nearly 2.5 billion video games and more than 430 million hardware units globally, and has created industry icons like Mario™, Donkey Kong®, Metroid®, Zelda™ and Pokémon®. A wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere. For more information about Nintendo, visit the company's Web site at www.nintendo.com.

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