Nintendo Co., Ltd.  
UK Modern Slavery Act 2015  
Transparency Statement

This statement has been prepared pursuant to Section 54 of the UK Modern Slavery Act 2015 and summarizes Nintendo’s policies and actions taken during the fiscal year ending 31 March 2016 to prevent modern slavery and human trafficking in Nintendo’s business and supply chain.

Nintendo Co., Ltd. is a manufacturer and seller of entertainment products, based in Kyoto, Japan. Nintendo employs a fabless production model, meaning we do not own the facilities that manufacture our products. Thus, we establish policies and guidelines to prevent human rights violations, including modern slavery, human trafficking, child labor, or forced labor, and we work with our subsidiaries and our production partners around the world to implement those policies.

1. The Nintendo business
As a global company with the ultimate goal of putting smiles on the faces of everyone it touches, the Nintendo Group (Nintendo Co., Ltd. and its subsidiaries) realizes that consumer trust depends upon our commitment to conduct business in a socially responsible and legally compliant manner. To do so, the Nintendo Group has established and implemented region-specific internal codes of conduct to prevent modern slavery and human trafficking within our business operations.

1-1 Policy
At Nintendo Co., Ltd., we have distributed the Nintendo Standards of Behavior to all employees. These Standards include the Nintendo Code of Conduct and the Nintendo DNA — the spirit and strength of our prized heritage. These Standards emphasize the importance of respecting the rights of all people and outline the high standards Nintendo expects from its employees in the
performance of their duties. Nintendo takes these values seriously, is committed to ensuring a proper and full understanding of human rights issues, and takes measures to prevent any human rights violation.

Our subsidiaries have implemented equivalent codes of conduct, which have been adapted to the laws, regulations, and cultures of their respective countries, but which all seek to promote and protect the universal standards of behavior expected by Nintendo.

1-2 Structure and Responsibility
At Nintendo Co., Ltd., the General Manager of the HR department ensures that Nintendo's employees in Japan receive training about, and comply with, all relevant laws and regulations and the Nintendo Standards of Behavior. Similarly, each of our subsidiaries has appointed a department or person who is responsible for educating the organization's employees and implementing effective compliance.

1-3 Measures
When the Nintendo Group hires employees, we take the following measures to reduce the risk of modern slavery:
- All employees are bound by written employment contracts.
- We use reputable employment agencies to source temporary workers.
- We require each recruitment agency we use to provide the terms on which workers will be engaged by them, including minimum wages to be paid, before accepting employees from those agencies.
- We periodically review our terms with employment agencies and require all agencies to confirm their compliance status with all appropriate laws and regulations.
- We have an anonymous procedure employees can use to report any legal violations or suspected issues, including a violation of the Nintendo Standards of Behavior.
- We conduct on-line and/or face to face training for employees to ensure a full understanding of the Standards of Behavior or code of conducts, and take appropriate measures to address any violation of the Standards.
- If there is any suspected misconduct, trained personnel from our Human Resources department investigate these incidents in a timely manner and take all necessary steps to mitigate risks.

2. The Nintendo Supply Chain

Nintendo’s commitment to responsible and compliant manufacturing applies throughout our supply chain. Nintendo requires our production partners to adhere to our policies and guidelines prohibiting modern slavery, human trafficking, child labor or forced labor in sourcing, manufacturing and labor processes.

2-1 Policy

To ensure the continued fulfillment of our social responsibility throughout our supply chain, Nintendo Co., Ltd. established the Nintendo CSR Procurement Guidelines, which are based on relevant laws, international standards and guidelines that focus on protecting human rights, prohibiting child and forced labor, ensuring workplace safety, promoting corporate ethics, safeguarding the environment and sourcing materials ethically. All production partners must agree to comply with these guidelines.

2-2 Measures /Due diligence

Nintendo Co., Ltd. requires each of its production partners to complete a written CSR compliance questionnaire each year.

Based on various selection criteria, including the results of the questionnaire and the production partner’s role in the supply chain, we send personnel to conduct on-site inspections of selected production partners to ascertain the current on-site situation and improvement status. In fiscal year ending 31 March 2016, we visited 16 selected production partners.

Since 2013, Nintendo has utilized third-party monitoring to enhance transparency in the procurement process. The third-party monitoring team interviews managers and workers, inspects production facilities and dormitories, and uses a sampling method to verify
employment contracts and policies to ensure that production partners comply
with the Nintendo CSR Procurement Guidelines and its goals of providing safe
working conditions, ensuring responsible sourcing, and avoiding forced and child
labor.
In fiscal year ending 31 March 2016, an independent third party monitored four of
our production partners with an emphasis on human rights and labor practices to
ensure compliance with Nintendo’s CSR Procurement Guidelines.

Nintendo’s Global Corporate Social Responsibility Commitment
Nintendo’s commitment to social responsibility extends beyond the
manufacturing and supply chain process. To find out more about our CSR efforts,
please read our CSR report: https://www.nintendo.co.jp/csr/index.html

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