

I'm not a bot



Suite of online services for the Nintendo SwitchNintendo Switch OnlineDeveloperNintendoTypeOnline serviceLaunch dateSeptember18, 2018; 6 years ago(2018-09-18)Platform(s)Nintendo SwitchNintendo Switch 2StatusOnlineMembers34 million (as of September 2024)Websitenintendo.com/switch/onlineNintendo Switch Online (NSO) is an online subscription service operated by Nintendo for video game consoles, the list of games for the Nintendo Switch and Nintendo Switch 2. The service is Nintendo's first online service called the Nintendo Wi-Fi Connection after the Nintendo Network. The subscription developed officially on September 18, 2018, an expanded tier of the service, Nintendo Switch Online + Expansion Pack, was released on October 25, 2021. Nintendo Switch Online features include online multiplayer, cloud saving, voice chat via a smartphone app or GameChat, access to special profile pictures, as well as other promotions and offers. The service also include access to a library emulated retro games called Nintendo Classics. Nintendo Switch Online + Expansion Pack includes access to additional retro systems' libraries (up to GameCube as of April 2025) and downloadable content for Animal Crossing: New Horizons, Mario Kart 8 Deluxe and Splatoon 2. The Nintendo Switch 2 Editions for The Legend of Zelda: Breath of the Wild and The Legend of Zelda: Tears of the Kingdom were announced as additional benefits for Expansion Pack members in April 2025.The base service on the original Nintendo Switch received mixed reviews; criticism at launch was directed at the requirement of using a smartphone app for voice chat, software library, limited selection of cloud save titles, and technical issues, although its price was praised. The Expansion Pack add-on also received divided responses, with controversy directed at its higher price.The Nintendo Switch was announced in October 2016 and released on March 3, 2017. Nintendo stated in its pre-release announcements that the system would eventually require the purchase of a paid "online service" but that they would be available to all users at no charge until the service launched. Features announced included a companion smartphone app, as well as access to a free Nintendo Entertainment System game per month. The service was initially planned for late 2017.[1] By June 2017, Nintendo pushed back the service's release until late December 2018.[2] But did establish the pricing plans for the service, with an average annual price of US\$20, depending on the region.[3] From July 21, 2017, Nintendo offered an interim period featuring online multiplayer free of charge and the launch of the Nintendo Switch Online smartphone app.Then-Nintendo of America president Reggie Fils-Aimé explained that the delay was to ensure that the service was "world-class", and had enough of its announced functionality available on-launch to justify its cost.[4] Nintendo aimed for a lower price point in comparison to PlayStation Plus and Xbox Live Gold, as the service does not include the same range of features as these subscription services provide.[5][6] Then-Nintendo president Tatsumi Kimishima stated that the price point was a subject of importance in designing the Switch's online services, and that regardless of what competitors were doing, "it's a matter of getting our content to the consumer at a price point that would make them happy, and then we're willing to look at what else we can do going forward."[7]"The Nintendo Switch Online service was launched on September 18, 2018.[8][9][10] A Nintendo Direct five days before the release detailed the full set of features that would be part of the Online service, including a larger and persistent library of NES games with 20 available on launch, and more to be added on an ongoing basis, as well as cloud save support.[11] The initial launch covered 43 markets, with more markets expected to follow later.[12][13][14][15]In September 2018, Nintendo Switch consoles imported to China started experiencing connectivity issues there, due to the Nintendo Switch Online service using Google's servers, which are blocked in China.[16]The service officially launched in South Korea and Hong Kong on April 23, 2019.[17][18]On September 5, 2019, Super NES games were added to the service under a separate app.[19] On December 1, 2020, the 11.0.0 software update for the Nintendo Switch system software was released, which added a Nintendo Switch Online app to the console's home screen.[20]Nintendo introduced a new subscription tier known as Nintendo Switch Online + Expansion Pack on October 26, 2021; this tier primarily adds Nintendo 64 and Sega Genesis titles to the classic games service. It also added Animal Crossing: Happy Home Paradise as the first of several pieces of downloadable content that users have free access to for the duration of the subscription.[21][22] This tier was priced at US\$50 per year on average or US\$80 for the family subscription option (including the base price of \$20 from the original service).[22] In February 2023, Nintendo added Game Boy, Game Boy Color and Game Boy Advance titles to the service. The standard subscription gave access to the Game Boy and Game Boy Color titles, while Game Boy Advance titles required the Nintendo Switch tier.[23] In November 2023, Nintendo launched a new version of the Nintendo 64 - Nintendo Switch Online in Japan for games that received a CERO Z rating, dubbed NINTENDO 64 Nintendo Switch Online +18.[24] A similar version was released for users outside Japan in June 18, 2024, called Nintendo 64 Nintendo Switch Online: MATURE 17+.[25]During a financial meeting in November 2024, Nintendo President Shuntaro Furukawa stated that the Nintendo Switch Online service will come to the Nintendo Switch 2 as well.[26]By December 31, 2018, approximately three months after its launch, the service had gained more than eight million subscribers.[27] Nintendo reported in late-April 2019 that the service had 9.8 million subscribers.[28] The service reached over 10 million subscribers by July 2019,[29] and over 15 million by January 2020.[30] The 2nd wave had reached over 26 million members by September 2020.[31] By September 2021, the service had reached 32 million subscribers.[32]In May 2022, Nintendo President Shuntaro Furukawa claimed in an interview that subscribers of the paid service had "gradually" increased, adding that a large percentage of the new members were in the United States.[33]Nintendo Switch Online is required to access online multiplayer on the majority of titles. Some free-to-play multiplayer games, such as Fortnite Battle Royale and Warframe, and games published in China (due to the Chinese version of Nintendo Switch lacking the Nintendo Switch Online service), are exempt from this requirement, and can be played online freely without a subscription.[34] [35]Cloud storage allows save data for supported games to be synchronized online, so it can be recovered if the user must move their Nintendo Account to a different Switch console or if they use multiple consoles.[36] Users will lose access to their cloud saves should they allow their subscription to lapse, though there is a grace period of six months to renew the subscription and recover them before they are purged.[37][38]The feature is not supported for some first and third party games, including those with certain forms of online functionality such as item trading and competitive rankings. Nintendo cites concerns surrounding the possibility of abuse that could "unfairly affect" gameplay as the reason for those games not allowing for cloud saves. Nintendo also keeps a list of games that aren't supported on its website.[39][40][41]The Nintendo Switch App (formerly called the Nintendo Switch Online App) [42] is a console companion application developed and published by Nintendo for use alongside the Nintendo Switch Online service. Released on July 21, 2017,[43] for use on iOS and Android devices. The app features voice chat and "game-specific services" for games such as Splatoon 2, Mario Kart 8 Deluxe, Arms, Mario Tennis Aces, Nintendo Entertainment System for Nintendo Switch Online, Super Smash Bros. Ultimate, and Animal Crossing: New Horizons.[44] On the Nintendo Switch 2, users are able to export screenshots and videos from games onto the app.[42]Users can voice chat through the Nintendo Switch Online mobile app on smartphones. Voice chat functionality is not available naturally through the Switch console; Reggie Fils-Aim justified the decision by explaining that "Nintendo's approach is to do things differently. We have a much different suite of experiences than our competitors offer, and we do that in a different way. This creates a sort of yin and yang for our consumers. They're excited about cloud saves and legacy content but wish we might deliver voice chat a different way, for example." [45] During a later interview, Kouichi Kawamoto revealed that the developers wanted to include voice chat as a feature of the system itself, but "were unable to implement it without affecting game performance due to the Switch system's processing capability limitations", and instead decided to offer it via a smart device.[46]Main article: Nintendo ClassicsSince the Wii era, Nintendo typically offered retro games from their older consoles through the brand Virtual Console, using first-party emulators to run the games on their newer consoles. However, starting with the Nintendo Switch family, Nintendo would not use the Virtual Console brand. Instead, retro games have been released under the brand "Nintendo Classics" on both the Switch and Switch 2. Subscribers to Nintendo Switch Online can access apps to play retro games on recent Nintendo video game systems, with the emulation software for the service mostly handled by N64. Games with multiplayer modes support both local and online play.[47][48][49][50] During its first year, the Online service distributed Nintendo Entertainment System (NES) games, and later added Super Nintendo Entertainment System (SNES) titles in September 2019. Nintendo has expanded both libraries over time.[51] Starting in October 2021, subscribers can purchase an expansion to play Nintendo 64 and Sega Genesis games; unlike the other systems, the emulation software for these consoles was principally done by iQue and M2, respectively. In February 2023, games for the Game Boy/Game Boy Color were added to the base Nintendo Switch Online subscription, while games for the Game Boy Advance were made available for those who purchase the Expansion Pack. Starting in June of 2025, games for the GameCube will also be made available for those with the Expansion Pack exclusively on Nintendo Switch 2. In certain cases, some of these games have been reworked to support multiplayer gameplay for up to four players locally and online.[21]Switch Online subscribers are also granted access to special offers and promotions from Nintendo; on launch, those who purchased a 12-month subscription or family plan received special in-game items for Splatoon 2, and Nintendo opened exclusive pre-orders for special wireless controllers based on the NES controller.[52][53][54][55] specifically intended for use with the aforementioned NES app.[citation needed] Similarly, a special wireless SNES-based controller designed to work with the Switch was made available to purchase exclusively to Online subscribers shortly after the service added support for SNES titles.[56] Ahead of the October 2021 expansion pack to support Nintendo 64 and Sega Genesis games, Nintendo announced the availability of two Switch controllers available to Online subscribers based on the Nintendo 64 and the three-button Genesis controller form factors.[21] while a controller based on the six-button Mega Drive controller will be available to Japan subscribers.[57] Controllers based on the Famicom and Super Famicom were also released for their respective companion apps in Japan. With the announcement of GameCube games coming to the service, a controller based on the GameCube controller was also revealed during the release of Super Mario Maker 2. The six-way Nintendo Direct that was announced exclusively to Nintendo Switch Online members. The promotion included "Nintendo Switch Game Vouchers", which allows purchasers to download two qualifying Nintendo Switch games for a set price of \$59.99 MSRP, compared to a \$120 cost of buying both games separately.[58]Nintendo has also offered free original games for those with an Online subscription. Tetris 99 was released as a free-to-play title for subscribers in February 2019, though has subsequently offered paid downloadable content and retail versions of the game for non-subscribers.[59] Super Mario Bros. 35 was released on October 1, 2020 for a limited time to celebrate the anniversary of the Super Mario franchise, and was discontinued on March 31, 2021.[60] Pac-Man 99 was released on April 7, 2021 alongside paid downloadable content, and was discontinued on October 8, 2023.[61][62] F-Zero 99 was released on September 14, 2023, and was scheduled to have free updates through October 2023, however it has received new content through October 2024.[63][64][65]Upon the introduction of the Expansion Pack in 2021, free access to select downloadable content for retail games also became available for subscribers of the higher tier. The first of these was Animal Crossing: New Horizons' "Happy Home Paradise" DLC.[22] Mario Kart 8 Deluxe's "Booster Course Pass"[66][67] and Splatoon 2's "Octo Expansion" DLC would be added the following year.[68] The Nintendo Switch 2 Editions for The Legend of Zelda: Breath of the Wild and The Legend of Zelda: Tears of the Kingdom, featuring improved frame rates and resolution as well as access to the Zelda Notes feature via the mobile app, were announced as additional benefits for Expansion Pack members in April 2025.[69]Missions and rewards were launched in March 2022. These missions, to be offered on a rotating basis, give the user opportunities to earn Nintendo platinum points by completing certain activities with the Switch software or in various games. The points can then be redeemed to purchase digital items to be used within the Nintendo Switch app, as well as towards physical items at the Nintendo stores.[70]Game Trials are a feature that allow members to try out a game for a limited time. The game can be regularly tried for a limited time on the eShop, but only for a limited time on the trial. Progress made on the trial will transfer to the game. On October 8, 2024, Nintendo announced a program titled "Nintendo Switch Online Play Prescriptions", which allows select users who successfully applied the following to try out a currently unknown upcoming feature for Nintendo Switch Online. The playtest is only open to Nintendo Switch Online Expansion Pack members whose Nintendo Account region is set to Japan, the United States, the United Kingdom, France, Italy, Germany, and Spain and whose age is 18 or over. The playtest ran from October 23, 2024 to November 5, 2024.[72]Nintendo Music, a music streaming service app featuring various Nintendo video game music soundtracks, was released for Android and iOS on October 31, 2024. Whilst the app is free to download, it requires Nintendo Switch Online to access the app's content, but all subscribers can use the service at no additional charge. The app functions similarly to other services such as Spotify as it can create curated playlists based on Nintendo soundtracks and can download music for offline listening. The app also features a spoiler feature that can hide music and can extend certain songs by 1560 minutes.[73][74]Reviews for the service have been mostly mixed. Its affordable price compared to other online services has been generally praised, but its smartphone app (which is required for voice chat),[75] content library,[76] the initially small selection of cloud save-supported games (and lack of support for first party games such as Splatoon 2, 1-2 Switch, and Pokmon: Let's Go, Pikachu! and Let's Go, Eevee!) have been criticized.[77] Additionally, various titles published by Nintendo after the introduction of the paid Nintendo Switch Online subscription service have drawn criticism for various network-related technical reasons, such as a significantly lower tick rate compared to games on the Nintendo Network and Nintendo Wi-Fi Connection,[78] use of delay-based netcode type instead of rollback[79] and lack of dedicated servers.[80]During the Nintendo Direct on September 23, 2021, the addition of Nintendo 64 and Sega Genesis games for Nintendo Switch Online, exclusive to the Expansion Pack, was revealed. Nintendo announced that the price of the Expansion Pack was revised, drawing widespread criticism.[81] The same day, Nintendo uploaded a trailer to YouTube detailing the Expansion Pack, which was received negatively, with about 120,000 dislikes as of November 1, 2021, becoming the most disliked video on the channel.[82] The Nintendo 64 games emulated via the Expansion Pack were found to have several performance issues, including input lag and frame rate issues. The fixed remapping of controls designed for the six-button Nintendo 64 controller to the four-button Switch Joy-Con also affected games like Sin & Punishment. Multiplayer games like Mario Kart 64 also appeared to use netcode that Nintendo had previously used in prior Virtual Console releases which forced the game to pause for other players until all players were synchronized. The games also did not support a virtual equivalent of the Controller Pak memory expansion, preventing players from utilizing ghost data in Mario Kart 64 or the native method of saving in WinBack.[83][84][85] Informal tests found that the Nintendo Switch Online version of selected Nintendo 64 games performed worse than compared to the same games available on the Wii U's Virtual Console.[86] On the February 8, 2023 Nintendo Direct, Nintendo announced the addition of Game Boy Advance games to the Expansion Pack and Game Boy and Game Boy Color games to all users of the service. The additions have been well received, but the lack of notable games in its content library has been criticized.[87]Nintendo ClassicsPlayStation NetworkXbox network^ Eadicioo, Lisa (January 13, 2017). "Nintendo Is Launching a New Online Service for the Switch". Time. Archived from the original on November 21, 2018. Retrieved December 1, 2018. ^ "Nintendo Italy Briefly Listed Switch Online Service With Fall 2018 Release". Anime News Network. January 3, 2018. Archived from the original on January 3, 2024. Retrieved January 3, 2024. ^ "Nintendo Switch online service pushed back to 2018". GamesIndustry.biz. Archived from the original on November 24, 2020. Retrieved April 1, 2018. ^ Stark, Chelsea (June 15, 2017). "Nintendo boss explains why Switch's online services were delayed". Polygon. Archived from the original on June 15, 2017. Retrieved February 20, 2019. ^ Pareira, Chris (February 1, 2017). "Nintendo Switch's Online Subscription Service May Cost Less Than You Expect". GameSpot. Archived from the original on March 16, 2017. Retrieved February 1, 2017. ^ Nuneley, Stephen (February 1, 2017). "Nintendo Switch Online Service will run between \$17.50 and \$26.50 a year in Japan". VG247. Archived from the original on February 1, 2017. Retrieved February 1, 2017. ^ Peckham, Mark (February 7, 2017). "19 Things Nintendo's President Told Us About Switch and More". Time. Archived from the original on February 7, 2017. Retrieved February 7, 2017. ^ "Nintendo Switch Online is live here's how to join". The Verge. Archived from the original on November 9, 2020. Retrieved December 1, 2018. ^ "What time will Nintendo Switch Online launch?". Polygon. Archived from the original on December 20, 2020. Retrieved December 1, 2018. ^ "The Nintendo Switch online service is launching on September 18th". The Verge. Archived from the original on November 9, 2020. Retrieved November 30, 2018. ^ Knezevic, Kevin (September 17, 2018). "Nintendo Switch Online Service: More Details Revealed In Nintendo Direct". GameSpot. Archived from the original on September 18, 2020. Retrieved December 1, 2018. ^ "Nintendo of America cites 8 markets in the Americas". Nintendo of America. Archived from the original on March 13, 2021. Retrieved March 4, 2019. ^ "Nintendo UK cites 32 markets: 31 European countries and South Africa". Nintendo UK. Archived from the original on July 11, 2023. Retrieved March 4, 2019. ^ "Nintendo Australia cites Australian and New Zealand markets". Nintendo Australia. Archived from the original on March 15, 2021. Retrieved March 4, 2019. ^ "Nintendo Co., Ltd. cites Japanese market". Nintendo Co., Ltd. Archived from the original on January 17, 2021. Retrieved March 4, 2019. ^ "Gamers in China can't play online games on Nintendo Switch anymore". Abacus. Archived from the original on October 6, 2018. Retrieved December 1, 2018. ^ Nosupui, Iggy (April 2, 2019). "Nintendo Switch Online Launches April 23 In South Korea And Hong Kong, Pricing And Offers Announced". NintendoSoup. Archived from the original on December 1, 2020. Retrieved April 17, 2019. ^ Lane, Gavin (February 20, 2019). "Nintendo Switch Online To Launch In Hong Kong And South Korea". Nintendo Life. Archived from the original on February 20, 2019. Retrieved February 20, 2019. ^ "Nintendo Switch Online: The Expansion Pack Is Now Live". Nintendo Life. December 1, 2020. Archived from the original on January 23, 2021. Retrieved January 6, 2021. ^ a b c Peters, Jay (September 23, 2021). "Nintendo Switch Online is getting an 'expansion pack' with N64 and Genesis games". The Verge. Archived from the original on September 24, 2021. Retrieved September 23, 2021. ^ a b c Wales, Matt (October 15, 2021). "Nintendo Switch Online + launching later this month, costs \$35 a year". Eurogamer. Archived from the original on October 15, 2021. Retrieved October 15, 2021. ^ Webster, Andrew (February 9, 2023). "Game Boy games make Nintendo Switch Online feel like the ultimate retro subscription". The Verge. Archived from the original on February 11, 2023. Retrieved February 11, 2023. ^ Kawase, Ayuo (November 22, 2023). "Nintendo Japan makes 18+ service for Switch Online purely for the N64 classic Goldeneye". Automation West. Archived from the original on November 22, 2023. Retrieved November 22, 2023. ^ "Nintendo 64 Nintendo Switch Online: MATURE 17+ for Nintendo Switch - Nintendo Official Site". ^ Parrish, Ash (November 6, 2024). "Nintendo says its Switch successor will be backward compatible with Switch games". The Verge. Retrieved November 6, 2024. ^ Bankhurst, Adam (January 31, 2019). "Nintendo Switch Online Surpasses 8 Million Subscribers". IGN. Archived from the original on November 24, 2020. Retrieved January 31, 2019. ^ Phillips, Tom (January 26, 2019). "9.8 million accounts subscribe to Nintendo Switch Online". Eurogamer. Archived from the original on June 7, 2019. Retrieved April 26, 2019. ^ Yin-Poole, Wesley (July 6, 2019). "Nintendo Switch Online now has 10 million subscribers". Eurogamer. Archived from the original on November 7, 2020. Retrieved July 6, 2019. ^ Ivan, Tom (January 31, 2020). "Nintendo Switch Online tops 15 million subscribers". Video Games Chronicle. Archived from the original on January 16, 2021. Retrieved January 31, 2020. ^ Carter, Chris (September 16, 2020). "Nintendo says Switch Online now has 26 million paid members". Destructoid. Archived from the original on January 16, 2021. Retrieved September 16, 2020. ^ Heller, Emily (May 16, 2019). "Nintendo offers 'game vouchers' to Switch Online members". Polygon. Archived from the original on November 9, 2020. Retrieved October 4, 2018. ^ "Ask the Developer Vol. 16: Nintendo Switch 2 Part 3 - News - Nintendo Official Site". Nintendo. Retrieved May 9, 2025. ^ Schreier, Jason (May 1, 2017). "Nintendo Switch's Online Service Will Be \$20/Year, Includes Classic Games". Kotaku. Archived from the original on June 2, 2017. Retrieved June 2, 2017. ^ Saed, Sharif (June 2, 2017). "No more just one free game you can only play for a month: Nintendo changes its online service's free game scheme". VG247. Archived from the original on June 2, 2017. Retrieved June 2, 2017. ^ Stevens, Colin (September 17, 2018). "Nintendo Switch Online: Nes Games Can Be Played Offline For Up To Seven Days". IGN. Archived from the original on October 2, 2021. Retrieved September 17, 2018. ^ Knezevic, Kevin (September 6, 2019). "Switch 'Won't Be Adding New NES And SNES Games In Monthly Batches Anymore'. GameSpot. Archived from the original on September 6, 2019. Retrieved September 6, 2019. ^ Gach, Ethan (September 13, 2018). "Nintendo Switch Is Getting NES Controllers". Kotaku. Archived from the original on February 28, 2021. Retrieved September 13, 2018. ^ Fogel, Stefanie (September 13, 2018). "Nintendo Switch Online Members Can Buy These Nifty NES Controllers". Variety. Archived from the original on December 2, 2020. Retrieved September 14, 2018. ^ Carter, Chris (September 16, 2018). "Say what? Nintendo states Switch Joy-Con will only work on NES games". Destructoid. Archived from the original on November 13, 2023. Retrieved November 13, 2023. ^ "Which Nintendo Switch Titles Are Compatible with Save Data Cloud Backup?". Nintendo. Archived from the original on August 3, 2019. Retrieved March 7, 2020. ^ a b Pulliam-Moore, Charles (April 2, 2025). "The Nintendo Switch smartphone app is getting some new features". The Verge. Retrieved April 2, 2025. ^ "Here's When You Can Try Nintendo's Switch Mobile App for the Switch". Time. Archived from the original on November 25, 2020. Retrieved October 29, 2020. ^ "Smartphone App". Nintendo. Archived from the original on November 9, 2020. Retrieved October 4, 2018. ^ "Nintendo To Continue To Improving Switch Online Following Backlash". Kotaku. Archived from the original on February 12, 2022. Retrieved November 6, 2021. ^ "Nintendo says it will continue to expand Switch Online throughout this year". VGC. May 11, 2022. Archived from the original on May 14, 2022. Retrieved May 16, 2022. ^ "Fortnite for Switch won't require Nintendo's premium online service for play". Polygon. Archived from the original on December 20, 2020. Retrieved September 15, 2018. ^ Fillari, Alessandro (November 20, 2018). "Warframe Out Now On Nintendo Switch - An Impressive Port That Surprised Us". GameSpot. Archived from the original on March 8, 2021. Retrieved November 30, 2018. ^ "Cloud Saves are coming to the Nintendo Switch, here's how they'll work". Polygon. Archived from the original on August 6, 2020. Retrieved November 30, 2018. ^ Santangelo, Nick (September 14, 2018). "Nintendo Cloud Save Data Is Deleted If Your Subscription Expires". IGN. Archived from the original on November 9, 2020. Retrieved September 17, 2018. ^ Dornbush, Jonathan (September 25, 2018). "Nintendo Will Let You Recover Cloud Saves Up To 6 Months After Your Switch Online Subscription Lapses". IGN. Archived from the original on March 3, 2021. Retrieved September 25, 2018. ^ Hollister, Sean (September 10, 2018). "Nintendo says cheaters are why some Switch games can't backup saves online". CNET. Archived from the original on November 28, 2020. Retrieved November 30, 2018. ^ Khan, Imran (September 7, 2018). "Multiple Switch Games Including Pokmon, Splatoon, And Dark Souls Do Not Support Cloud Saves (Update: Nintendo Responds)". GameInformer. Archived from the original on November 13, 2023. Retrieved November 13, 2023. ^ "Which Nintendo Switch Titles Are Compatible with Save Data Cloud Backup?". Nintendo. Archived from the original on August 3, 2019. Retrieved March 7, 2020. ^ a b Pulliam-Moore, Charles (April 2, 2025). "The Nintendo Switch smartphone app is getting some new features". The Verge. Retrieved April 2, 2025. ^ "Here's When You Can Try Nintendo's Switch Mobile App for the Switch". Time. Archived from the original on November 25, 2020. Retrieved October 29, 2020. ^ "Smartphone App". Nintendo. Archived from the original on November 9, 2020. Retrieved October 4, 2018. ^ "Nintendo To Continue To Improving Switch Online Following Backlash". Kotaku. Archived from the original on February 12, 2022. Retrieved November 6, 2021. ^ "Nintendo says it will continue to expand Switch Online throughout this year". VGC. May 11, 2022. Archived from the original on May 14, 2022. Retrieved May 16, 2022. ^ "Fortnite for Switch won't require Nintendo's premium online service for play". Polygon. Archived from the original on December 20, 2020. Retrieved September 15, 2018. ^ Lawler, Richard (April 7, 2021). "Pac-Man 99' battle royale launched on April 7, 2021 on Nintendo Switch". Engadget. Verizon Media. Archived from the original on April 7, 2021. Retrieved April 25, 2021. ^ "PAC-Man 99 for Nintendo Switch - Nintendo Official Site". www.nintendo.com. Retrieved May 17, 2023. ^ Bankhurst, Adam (September 14, 2023). "F-Zero 99 Announced for Nintendo Switch, and It's Out Today". IGN. Archived from the original on September 16, 2023. Retrieved September 17, 2023. ^ Doonan, Liam (September 19, 2023). "F-Zero 99 Update Adding More Tracks, Datamine Uncovers New Modes". Nintendo Life. Archived from the original on September 19, 2023. Retrieved September 19, 2023. ^ "F-Zero 99 Ver. 1.5.0 update adds Anniversary Event & Satellaview Ace League Grand Prix Tracks". Shacknews. October 1, 2024. Retrieved October 12, 2024. ^ "Mario Kart 8 Is Getting 48 DLC Courses By End Of 2023". GameSpot. February 10, 2022. Archived from the original on February 9, 2022. Retrieved August 1, 2022. ^ "Mario Kart 8 Deluxe Booster Course Pass DLC - Release Date, Price, Confirmed Tracks And All Mario Kart 8 Tracks". Nintendo Life. July 29, 2022. Archived from the original on August 4, 2022. Retrieved August 1, 2022. ^ Splatoon 2: Octo Expansion DLC added as Nintendo Switch Online + Expansion Pack benefit". Nintendo. April 22, 2022. Archived from the original on July 30, 2023. Retrieved September 28, 2023. ^ Coleman, Jason (April 21, 2023). "Breath of the Wild/Tears of the Kingdom are getting the Nintendo Switch Online N64 Games Surpass 8 Million Subscribers". IGN. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ Koch, Caroline (April 26, 2021). "N64 Games For Nintendo Switch Online: The Expansion Pack". GameSpot. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ "Nintendo Announces Switch Online: Playtest Program Related To 'New Feature'". Nintendo Life. October 10, 2024. Retrieved October 10, 2024. ^ Webster, Andrew (October 30, 2014). "Nintendo made a music streaming app for Switch: Nintendo subscribers". The Verge. Retrieved October 30, 2024. ^ Nintendo Music: Official Announcement Trailer - IGN. October 30, 2024. Retrieved October 30, 2024 via www.ign.com. ^ Thier, Dave (July 20, 2017). "The Nintendo Switch Online App For Voice Chat Is A Disaster, But I Don't Really Care". Forbes. Archived from the original on May 4, 2023. Retrieved May 4, 2023. ^ Lynch, Gerald (May 19, 2021). "Nintendo Switch Online torments us again with dull SNES and NES games". TechRadar. Archived from the original on October 22, 2021. Retrieved October 21, 2021. ^ Fallier, Patrick (September 14, 2018). "No Cloud Saves After All For Nintendo Switch Games Like Pokmon And Dark Souls". GameSpot. Archived from the original on December 5, 2022. Retrieved May 4, 2023. ^ Tan, Nicholas (August 30, 2022). "Splatoon 3 Tick Rate Is 30% Worse Than The First Game's". GameRevolution. Archived from the original on May 4, 2023. Retrieved May 4, 2023. ^ Franzese, Tomas (September 2, 2020). "Smash Ultimate' rollback netcode: Sakurai shoots down long-requested change". Inverse. Archived from the original on May 24, 2023. Retrieved May 24, 2023. ^ Nakamura, Yuji (September 19, 2018). "Nintendo is finally online, but a decade late and with a cheaper product". The Seattle Times. Archived from the original on October 22, 2021. Retrieved October 21, 2021. ^ Jackson, Lara (October 15, 2021). "Nintendo Switch Online Expansion Pack Price Shocks Players". Screen Rant. Archived from the original on October 21, 2021. Retrieved October 21, 2021. ^ Bonhays, Darryn (November 1, 2021). "Nintendo's Switch Online Expansion Pack Trailer Is Its Most Disliked Video Ever". GameSpot. Archived from the original on November 1, 2021. Retrieved November 1, 2021. ^ Purslow, Matt (October 26, 2021). "Nintendo Switch Online: Zelda Upgrade". Nintendo. Retrieved March 15, 2025. ^ Kennedy, Victoria (March 15, 2022). "Nintendo Switch Online: Zelda Upgrade". IGN. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ Koch, Caroline (April 26, 2021). "N64 Games For Nintendo Switch Online: The Expansion Pack". GameSpot. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ Heller, Emily (May 16, 2019). "Nintendo offers 'game vouchers' to Switch Online members". Polygon. Archived from the original on November 9, 2020. Retrieved October 4, 2018. ^ "Ask the Developer Vol. 16: Nintendo Switch 2 Part 3 - News - Nintendo Official Site". Nintendo. Retrieved May 9, 2025. ^ Schreier, Jason (May 1, 2017). "Nintendo Switch's Online Service Will Be \$20/Year, Includes Classic Games". Kotaku. Archived from the original on June 2, 2017. Retrieved May 1, 2017. ^ "Pac-Man 99' battle royale launched on April 7, 2021 on Nintendo Switch". Engadget. Verizon Media. Archived from the original on April 7, 2021. Retrieved April 25, 2021. ^ "PAC-Man 99 for Nintendo Switch - Nintendo Official Site". www.nintendo.com. Retrieved May 17, 2023. ^ Bankhurst, Adam (September 14, 2023). "F-Zero 99 Announced for Nintendo Switch, and It's Out Today". IGN. Archived from the original on September 16, 2023. Retrieved September 17, 2023. ^ Doonan, Liam (September 19, 2023). "F-Zero 99 Update Adding More Tracks, Datamine Uncovers New Modes". Nintendo Life. Archived from the original on September 19, 2023. Retrieved September 19, 2023. ^ "F-Zero 99 Ver. 1.5.0 update adds Anniversary Event & Satellaview Ace League Grand Prix Tracks". Shacknews. October 1, 2024. Retrieved October 12, 2024. ^ "Mario Kart 8 Is Getting 48 DLC Courses By End Of 2023". GameSpot. February 10, 2022. Archived from the original on February 9, 2022. Retrieved August 1, 2022. ^ "Mario Kart 8 Deluxe Booster Course Pass DLC - Release Date, Price, Confirmed Tracks And All Mario Kart 8 Tracks". Nintendo Life. July 29, 2022. Archived from the original on August 4, 2022. Retrieved August 1, 2022. ^ Splatoon 2: Octo Expansion DLC added as Nintendo Switch Online + Expansion Pack benefit". Nintendo. April 22, 2022. Archived from the original on July 30, 2023. Retrieved September 28, 2023. ^ Coleman, Jason (April 21, 2023). "Breath of the Wild/Tears of the Kingdom are getting the Nintendo Switch Online N64 Games Surpass 8 Million Subscribers". IGN. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ Koch, Caroline (April 26, 2021). "N64 Games For Nintendo Switch Online: The Expansion Pack". GameSpot. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ "Nintendo Announces Switch Online: Playtest Program Related To 'New Feature'". Nintendo Life. October 10, 2024. Retrieved October 10, 2024. ^ Webster, Andrew (October 30, 2014). "Nintendo made a music streaming app for Switch: Nintendo subscribers". The Verge. Retrieved October 30, 2024. ^ Nintendo Music: Official Announcement Trailer - IGN. October 30, 2024. Retrieved October 30, 2024 via www.ign.com. ^ Thier, Dave (July 20, 2017). "The Nintendo Switch Online App For Voice Chat Is A Disaster, But I Don't Really Care". Forbes. Archived from the original on May 4, 2023. Retrieved May 4, 2023. ^ Lynch, Gerald (May 19, 2021). "Nintendo Switch Online torments us again with dull SNES and NES games". TechRadar. Archived from the original on October 22, 2021. Retrieved October 21, 2021. ^ Fallier, Patrick (September 14, 2018). "No Cloud Saves After All For Nintendo Switch Games Like Pokmon And Dark Souls". GameSpot. Archived from the original on December 5, 2022. Retrieved May 4, 2023. ^ Tan, Nicholas (August 30, 2022). "Splatoon 3 Tick Rate Is 30% Worse Than The First Game's". GameRevolution. Archived from the original on May 4, 2023. Retrieved May 4, 2023. ^ Franzese, Tomas (September 2, 2020). "Smash Ultimate' rollback netcode: Sakurai shoots down long-requested change". Inverse. Archived from the original on May 24, 2023. Retrieved May 24, 2023. ^ Nakamura, Yuji (September 19, 2018). "Nintendo is finally online, but a decade late and with a cheaper product". The Seattle Times. Archived from the original on October 22, 2021. Retrieved October 21, 2021. ^ Jackson, Lara (October 15, 2021). "Nintendo Switch Online Expansion Pack Price Shocks Players". Screen Rant. Archived from the original on October 21, 2021. Retrieved October 21, 2021. ^ Bonhays, Darryn (November 1, 2021). "Nintendo's Switch Online Expansion Pack Trailer Is Its Most Disliked Video Ever". GameSpot. Archived from the original on November 1, 2021. Retrieved November 1, 2021. ^ Purslow, Matt (October 26, 2021). "Nintendo Switch Online: Zelda Upgrade". Nintendo. Retrieved March 15, 2025. ^ Kennedy, Victoria (March 15, 2022). "Nintendo Switch Online: Zelda Upgrade". IGN. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ Koch, Caroline (April 26, 2021). "N64 Games For Nintendo Switch Online: The Expansion Pack". GameSpot. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ Heller, Emily (May 16, 2019). "Nintendo offers 'game vouchers' to Switch Online members". Polygon. Archived from the original on November 9, 2020. Retrieved October 4, 2018. ^ "Ask the Developer Vol. 16: Nintendo Switch 2 Part 3 - News - Nintendo Official Site". Nintendo. Retrieved May 9, 2025. ^ Schreier, Jason (May 1, 2017). "Nintendo Switch's Online Service Will Be \$20/Year, Includes Classic Games". Kotaku. Archived from the original on June 2, 2017. Retrieved May 1, 2017. ^ "Pac-Man 99' battle royale launched on April 7, 2021 on Nintendo Switch". Engadget. Verizon Media. Archived from the original on April 7, 2021. Retrieved April 25, 2021. ^ "PAC-Man 99 for Nintendo Switch - Nintendo Official Site". www.nintendo.com. Retrieved May 17, 2023. ^ Bankhurst, Adam (September 14, 2023). "F-Zero 99 Announced for Nintendo Switch, and It's Out Today". IGN. Archived from the original on September 16, 2023. Retrieved September 17, 2023. ^ Doonan, Liam (September 19, 2023). "F-Zero 99 Update Adding More Tracks, Datamine Uncovers New Modes". Nintendo Life. Archived from the original on September 19, 2023. Retrieved September 19, 2023. ^ "F-Zero 99 Ver. 1.5.0 update adds Anniversary Event & Satellaview Ace League Grand Prix Tracks". Shacknews. October 1, 2024. Retrieved October 12, 2024. ^ "Mario Kart 8 Is Getting 48 DLC Courses By End Of 2023". GameSpot. February 10, 2022. Archived from the original on February 9, 2022. Retrieved August 1, 2022. ^ "Mario Kart 8 Deluxe Booster Course Pass DLC - Release Date, Price, Confirmed Tracks And All Mario Kart 8 Tracks". Nintendo Life. July 29, 2022. Archived from the original on August 4, 2022. Retrieved August 1, 2022. ^ Splatoon 2: Octo Expansion DLC added as Nintendo Switch Online + Expansion Pack benefit". Nintendo. April 22, 2022. Archived from the original on July 30, 2023. Retrieved September 28, 2023. ^ Coleman, Jason (April 21, 2023). "Breath of the Wild/Tears of the Kingdom are getting the Nintendo Switch Online N64 Games Surpass 8 Million Subscribers". IGN. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ Koch, Caroline (April 26, 2021). "N64 Games For Nintendo Switch Online: The Expansion Pack". GameSpot. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ "Nintendo Announces Switch Online: Playtest Program Related To 'New Feature'". Nintendo Life. October 10, 2024. Retrieved October 10, 2024. ^ Webster, Andrew (October 30, 2014). "Nintendo made a music streaming app for Switch: Nintendo subscribers". The Verge. Retrieved October 30, 2024. ^ Nintendo Music: Official Announcement Trailer - IGN. October 30, 2024. Retrieved October 30, 2024 via www.ign.com. ^ Thier, Dave (July 20, 2017). "The Nintendo Switch Online App For Voice Chat Is A Disaster, But I Don't Really Care". Forbes. Archived from the original on May 4, 2023. Retrieved May 4, 2023. ^ Lynch, Gerald (May 19, 2021). "Nintendo Switch Online torments us again with dull SNES and NES games". TechRadar. Archived from the original on October 22, 2021. Retrieved October 21, 2021. ^ Fallier, Patrick (September 14, 2018). "No Cloud Saves After All For Nintendo Switch Games Like Pokmon And Dark Souls". GameSpot. Archived from the original on December 5, 2022. Retrieved May 4, 2023. ^ Tan, Nicholas (August 30, 2022). "Splatoon 3 Tick Rate Is 30% Worse Than The First Game's". GameRevolution. Archived from the original on May 4, 2023. Retrieved May 4, 2023. ^ Franzese, Tomas (September 2, 2020). "Smash Ultimate' rollback netcode: Sakurai shoots down long-requested change". Inverse. Archived from the original on May 24, 2023. Retrieved May 24, 2023. ^ Nakamura, Yuji (September 19, 2018). "Nintendo is finally online, but a decade late and with a cheaper product". The Seattle Times. Archived from the original on October 22, 2021. Retrieved October 21, 2021. ^ Jackson, Lara (October 15, 2021). "Nintendo Switch Online Expansion Pack Price Shocks Players". Screen Rant. Archived from the original on October 21, 2021. Retrieved October 21, 2021. ^ Bonhays, Darryn (November 1, 2021). "Nintendo's Switch Online Expansion Pack Trailer Is Its Most Disliked Video Ever". GameSpot. Archived from the original on November 1, 2021. Retrieved November 1, 2021. ^ Purslow, Matt (October 26, 2021). "Nintendo Switch Online: Zelda Upgrade". Nintendo. Retrieved March 15, 2025. ^ Kennedy, Victoria (March 15, 2022). "Nintendo Switch Online: Zelda Upgrade". IGN. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ Koch, Caroline (April 26, 2021). "N64 Games For Nintendo Switch Online: The Expansion Pack". GameSpot. Archived from the original on October 26, 2021. Retrieved October 26, 2021. ^ Heller, Emily (May 16, 2019). "Nintendo offers 'game vouchers' to Switch Online members". Polygon. Archived from the original on November 9, 2020. Retrieved October 4, 2018. ^ "Ask the Developer Vol. 16: Nintendo Switch 2 Part 3 - News - Nintendo Official Site". Nintendo. Retrieved May 9, 2025. ^ Schreier, Jason (May 1, 2017). "Nintendo Switch's Online Service Will Be \$20/Year, Includes Classic Games". Kotaku. Archived from the original on June 2, 2017. Retrieved May 1, 2017. ^ "Pac-Man 99' battle royale launched on April 7, 2021 on Nintendo Switch". Engadget. Verizon Media. Archived from the original on April 7, 2021. Retrieved April 25, 2021. ^ "PAC-Man 99 for Nintendo Switch - Nintendo Official Site". www.nintendo.com. Retrieved May 17, 2023. ^ Bankhurst, Adam (September 14, 2023). "F-Zero 99 Announced for Nintendo Switch, and It's Out Today". IGN. Archived from the original on September 16, 2023. Retrieved September 17, 2023. ^ Doonan, Liam (September 19, 2023). "F-Zero 99 Update Adding More Tracks, Datamine Uncovers New Modes". Nintendo Life. Archived from the original on September 19, 2023. Retrieved September 19, 2023. ^ "F-Zero 99 Ver. 1.5.0 update adds Anniversary Event & Satellaview Ace League Grand Prix Tracks". Shacknews. October 1, 2024. Retrieved October 12, 2024. ^ "Mario Kart 8 Is Getting 48 DLC Courses By End Of 2023". GameSpot. February 10, 2022. Archived from the original on February 9, 2022. Retrieved August 1, 2022. ^ "Mario Kart 8 Deluxe Booster Course Pass DLC - Release Date, Price, Confirmed Tracks And All Mario Kart 8 Tracks". Nintendo Life. July 29, 2022. Archived from the original on August 4, 2022. Retrieved August 1, 2022. ^ Splatoon 2: Octo Expansion DLC added as Nintendo Switch Online + Expansion Pack benefit". Nintendo. April 22, 2022. Archived from