

Press Release September 12, 2019

The Minister of Economy, Trade and Industry Award

Super Smash Bros. Development Team

Computer Entertainment Supplier's Association (CESA)

Japan Game Awards 2019 (JGA 2019), organized by the Computer Entertainment Supplier's Association (CESA; Chairman: Hideki Hayakawa), has selected *Super Smash Bros.* Development Team for the 2019 Minister of Economy, Trade and Industry Award.

The award ceremony was held today at Tokyo Game Show 2019 (Venue: Makuhari Messe) and an award certificate was presented to the team.



[Reason for the award]

This extravagant creation, going beyond one publisher, is a collaboration that features all sorts of popular characters from many titles of Nintendo and others.

All characters from past releases are back, and all elements—such as stages, items, and background music—have been crafted to the highest scale ever for the series. This title was released in December 2018 and exceeded 12 million in sales globally in approximately one month. As a Japanese creation for entertainment receiving support from a multitude of users in Japan and in the global market, it has made a great contribution to the development of the industry. In recognition of this, it has been selected for this award.

The Minister of Economy, Trade and Industry Award was established in 2008 with sponsorship from the Ministry of Economy, Trade and Industry. It is the only award that recognizes an individual or organization that has made a great contribution to the growth and development of the Japanese computer entertainment software industry, and is selected based on the results of a title created and released in recent years. Selection is conducted with careful reviews by the Japan Game Award Committee.

Images of the award ceremony are available at the following address.

URL: https://tgs.cesa.or.jp/photo/ PW: tgs_press

Official website: http://awards.cesa.or.jp/ Award and prize logos: http://awards.cesa.or.jp/overview/index.html

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