

To all members of the press

September 23, 2025

COMPUTER ENTERTAINMENT SUPPLIER'S ASSOCIATION

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**【Japan Game Awards 2025 Presentation Ceremony】**  
**Kanata Hongo comments: “For us gamers, please keep making lots of great games!”**



**Annual Work Category Grand Award: “Metaphor: ReFantazio”**

**Minister of Economy, Trade and Industry Award:**

**“Nintendo Switch 2”**

**Game Designers Award: “INDIKA”**

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The COMPUTER ENTERTAINMENT SUPPLIER'S ASSOCIATION (CESA; Chairman: Haruhiro Tsujimoto) announces that the Grand Prize for the Japan Game Awards 2025, which selects and honors game titles worthy of representing the year, has been awarded to “Metaphor: ReFantazio (ATLUS CO., LTD.). Additionally, the Minister of Economy, Trade and Industry Award was awarded to “Nintendo Switch 2” (Nintendo Co., Ltd.), and the Game Designers Award went to “INDIKA” (Odd Meter Games).

At the ceremony, Harami-chan's piano performance announced the Grand Award winner in the Annual Works category, with Tokyo Game Show 2025 Official Supporter Kanata Hongo taking the stage as presenter. When asked about her enthusiasm before the performance, Harami-chan expressed: “There were so many moments where I was deeply moved by the comments from creators who truly poured their lives into their work, so I will play with all my heart.” She delivered a stunning performance that electrified the venue. When asked about the announced Grand Prize winner, Mr. Hongo commented, “I remember playing it myself, feeling excited right up until the very end.

I was completely absorbed by the incredible story development, the beautiful graphics, and the wonderful music—it was a truly immersive gaming experience.”

### ■ Main Announcement

1. Annual Work Category Grand Prize: “Metaphor: ReFantagio” (ATLUS CO., LTD.)
2. Minister of Economy, Trade and Industry Award: “Nintendo Switch 2” (Nintendo Co., Ltd.)
3. Game Designers Award: “INDIKA” (Odd Meter Games)

### ■ Annual Works Category

We are pleased to announce that “Metaphor: ReFantagio” (ATLUS CO., LTD.) has won the Grand Prize in the Annual Game Category at the Japan Game Awards 2025, now in its 29th year. Additionally, the Breakthrough Award went to “Clair Obscur: Expedition 33” (Kepler Interactive), and the Movement Award was awarded to “Pokémon Trading Card Game Pocket” (The Pokémon Company). Additionally, 11 titles\* that gained significant attention during the eligible period received Excellence Awards.

\*Includes the Grand Prize winner

Eligible titles were those released in Japan between April 1, 2024, and May 31, 2025. The awards were determined through public voting from June 9, 2025, to July 18, 2025, and judging by the Japan Game Awards Selection Committee.

### [Annual Works Category: List of Awards]

受賞	タイトル	社名	プラットフォーム
Grand Award	Metaphor: ReFantazio	ATLUS CO., LTD.	PlayStation 5、 PlayStation 4、 Xbox Series X/S、 Project xCloud、 Microsoft Windows
Award for Excellence	Metaphor: ReFantazio	ATLUS CO., LTD.	PlayStation 5、 PlayStation 4、 Xbox Series X/S、 Project xCloud、 Microsoft Windows
	Urban Myth Dissolution Center	SHUEISHA Games Inc.	Nintendo Switch、 PlayStation 5、 Microsoft Windows
	Romancing SaGa 2: REVENGE OF THE SEVEN	SQUARE ENIX CO., LTD.	Nintendo Switch、 PlayStation 5、 PlayStation 4、 Microsoft Windows
	DRAGON QUEST III: HD-2D Remake	SQUARE ENIX CO., LTD.	Nintendo Switch、 PlayStation5、 Xbox Series X S、 Steam、Microsoft Windows

	DYNASTY WARRIORS: ORIGINS	KOEI TECMO GAMES CO., LTD.	PlayStation 5, Xbox Series X S, Microsoft Windows
	Tokyo XtremeRacer	Genki Co., Ltd.	Steam
	Like a Dragon: Pirates Yakuza in Hawaii	SEGA CORPORATION	PlayStation 5, PlayStation 4, Xbox One, Microsoft Windows, Xbox Series X/S
	Monster Hunter Wilds	CAPCOM CO., LTD.	PlayStation 5, Microsoft Windows, Xbox Series X S, GeForce Now
	The Hundred Line - Last Defense Academy -	Aniplex Inc.	Nintendo Switch, Microsoft Windows
	Fantasy Life i: The Girl Who Steals Time	LEVEL5 Inc.	Nintendo Switch, PS5, PS4, Xbox Series X S, Steam
	ELDEN RING NIGHTREIGN	FromSoftware, Inc.	PlayStation 5, PlayStation 4, Xbox Series X S, Microsoft Windows
Breakthrough Award	Clair Obscur: Expedition 33	Kepler Interactive	PlayStation 5, Xbox Series X S, GeForce Now, Project xCloud, Microsoft Windows
Movement Award	Pokémon Trading Card Game Pocket	The Pokémon Company	Android, iOS
Special Award	PlayStation®Store	Sony Interactive Entertainment	

**●Grand Prize Winner in the Annual Works Category: “Metaphor: ReFantagio” - Reason for Award**

A completely new fantasy RPG set in a “fantasy world,” depicting a struggle for the throne that begins with the assassination of the king.

It features an epic story and fantastical worldview, a groundbreaking battle system that balances action and tactics, beautiful background music and a user interface reminiscent of Western paintings, and an overwhelming amount of content.

Furthermore, diverse races appear, each with distinct appearances, abilities, and motives. Some even exhibit behavior that makes you want to look away.

The grand drama woven by its numerous unique characters garnered enthusiastic support from many users, leading to this Grand Prize win.

### ● **Breakthrough Award: “Clair Obscur: Expedition 33” Reason for Award**

A turn-based RPG set in a fantastical world inspired by fin-de-siècle France, where players assemble an expedition team to undertake life-threatening missions.

The mysterious girl “Paintless,” who awakens once a year, inscribes cursed numbers onto a monolith.

To prevent the terrifying phenomenon where people of the same age as these numbers vanish into smoke, players aim to defeat “Paintless.”

The game's unique battle system, dubbed “Reactive Turn-Based RPG,” blends turn-based RPG mechanics with real-time actions like parrying and free aiming. This innovative approach captivated many users, earning the game recognition from the selection committee.

### ● **Movement Award: “Pokémon Trading Card Game Pocket” - Award Reason**

A smartphone app enabling easy collection of “Pokémon Cards.”

The expansion packs, which allow users to open two packs for free every day, feature cards ranging from nostalgic past illustrations to completely new designs. The app is packed with the joy of Pokémon collecting, including card expressions and effects made possible by the digital format.

In addition to online battles using collected cards, it offers beginner-friendly features like auto-battle and rental decks.

The app rapidly gained users after launch and sparked a major movement, becoming affectionately known by its nickname “Pokepoke.” This was recognized by the selection committee, leading to its award.

### ● **Special Award: “PlayStation®Store” Award Reason**

Launched in 2006, well before the industry-wide digital shift began.

It maximizes initial sales for many titles and maximizes lifetime value and long-term monetization through sales promotions tied to its catalog. It continues to provide ongoing sales support through collaboration with a wide range of publishers, from indie to major companies. It has brought significant transformation to the revenue structure of the game business and contributed to stabilizing publisher revenues.

It was awarded by the selection committee for its high contribution across distribution, marketing, and user experience as a foundation enhancing the value of console games.

### ■ **Minister of Economy, Trade and Industry Award: “Nintendo Switch 2”**

We announce that this year's “Minister of Economy, Trade and Industry Award” has been decided for the “Nintendo Switch 2” (Nintendo Co., Ltd.).

**●Minister of Economy, Trade and Industry Award - Reason for Selection:**  
**“Nintendo Switch 2”**

Prior to its June 5, 2025, release, detailed specifications, the release date, and the reservation-based sales method announced in April generated significant buzz both domestically and internationally.

Its user-friendly pricing and high hardware quality garnered strong support, with global sales exceeding 3.5 million units within the first four days—the highest ever for a Nintendo dedicated game console. Cumulative sales reached 5.82 million units by June. The award recognizes its contribution to the development of Japan's home video game industry, including its debut not only in Japan and Europe/America but also in East Asian markets like Thailand, Singapore, and the Philippines—a first for a Nintendo dedicated game console.

**●About the Minister of Economy, Trade and Industry Award**

The “Minister of Economy, Trade and Industry Award” was established in 2008 to honor individuals, production teams, or projects that have contributed to the development of the modern game industry.

Selection is conducted by the Japan Game Awards Selection Committee, which determines the award-winning works.

**■Game Designers Award: “INDIKA”**

We announce that this year's Game Designers Award has been decided for INDIKA (Odd Meter Games). The award rationale from Masahiro Sakurai (Representative Director, Sora Ltd.), Chair of the Game Designers Award Jury, is as follows:

**● Game Designers Award - Reason for Selection: “INDIKA”**

In the late 19th century, Indika, a nun of the Russian Orthodox Church, is scorned by her fellow sisters at the convent. She sets out on a journey after being tasked with delivering a letter.

However, she is tormented by the devil's whispers she hears within and experiences hallucinations.

At times, she can suppress the devil's illusions by offering prayers.

Indika's past unfolds through pixel-based mini-games.

Typically, the Game Designers Award primarily recognizes innovative game systems. However, the game system of this title, ‘Indika’, can be described as a common third-person perspective action game.

Yet, its thematic exploration of inner landscapes, anti-establishment religious views, virtue, and other elements within its story, world-building, and atmosphere creation offers an experience unmatched by other works.

Works that prominently feature religious perspectives are rare to begin with.



While the votes were split during judging, this title ultimately received the most support and was selected.

As an aside, the studio leader reportedly spent their teenage years in a monastery, ultimately abandoning their faith.

The development studio apparently relocated from Russia to Kazakhstan following Russia's invasion of Ukraine.

While the game's production background isn't directly tied to the work itself, considering these circumstances when engaging with the game adds depth.

Publisher 11 Bit Studios has stated that a portion of the game's profits will be donated.

### **●About the Game Designers Award**

The Game Designers Award, another prestigious honor within the Japan Game Awards, is selected by top creators evaluating works from a professional perspective based on criteria like "creativity" and "innovation," choosing the single most outstanding title.

Please continue to look forward to the "Game Designers Award," presented as a benchmark for the future development of the game industry.

The announcement and award ceremony can be viewed via the archive on the TGS official YouTube channel.

URL: [https://youtube.com/live/k\\_\\_t94RqWRw?feature=share](https://youtube.com/live/k__t94RqWRw?feature=share)

### **■Japan Game Awards 2025 Annual Works Category Announcement & Award Ceremony Overview**

Name: Japan Game Awards 2025 Annual Works Category Announcement & Award Ceremony

Organizer: COMPUTER ENTERTAINMENT SUPPLIER'S ASSOCIATION (CESA)

Supported by: Ministry of Economy, Trade and Industry

Date: Tuesday, September 23, 2025 (National Holiday)

Venue: Iino Hall (4th-6th Floors, Iino Building, 2-1-1 Uchisaiwaicho, Chiyoda-ku, Tokyo)

Official Website: <https://awards.cesa.or.jp/>



Japan Game Awards : 2025

日本ゲーム大賞

## **■Japan Game Awards 2025 Future Category Announcement & Awards**

### **Ceremony Overview**

Name: Japan Game Awards 2025 Future Category Announcement & Awards Ceremony

Organizer: COMPUTER ENTERTAINMENT SUPPLIER'S ASSOCIATION (CESA)

Supported by: Ministry of Economy, Trade and Industry

Voting Period: Thursday, September 25, 10:00 AM to Saturday, September 27, 4:00 PM

Voting Method: Online Voting (<https://awards.cesa.or.jp/future>)

Prizes: A total of 200 voters will be randomly selected to receive software and original goods from the winning titles of the "Japan Game Awards Future Division".

\*Winners will be notified by email. Prizes will be shipped after the winning software is released.

### **【Eligible Titles】**

Unreleased titles announced or exhibited at Tokyo Game Show 2025, held from Thursday, September 25 to Sunday, September 28, 2025. (Includes video exhibits and hardware)

※Unreleased titles announced within official exhibitor programs are also eligible.

※Voting closes at 4:00 PM on Saturday, September 27. Unreleased titles announced after the voting deadline are ineligible.

### **【Official Materials】**

The image materials used in this release are stored in the box below. Please use them when publishing.

URL:<https://app.box.com/s/xsn0byg7va7zc0gqd3cf0sv9gfii59km>

Logo Material Storage [URL:https://awards.cesa.or.jp/download/](https://awards.cesa.or.jp/download/)

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