

Super Smash Bros. Ultimate



Genre:	crossover fighting game
Publikationsjahr:	2018
Studio:	Bandai Namco Studio
Analyse von:	Diego Marti, Fabrice Voisard

From:
<https://wiki.zhdk.ch/gamesoundopedia/> - game sound dokumentation

Permanent link:
https://wiki.zhdk.ch/gamesoundopedia/doku.php?id=super_smash_bros._ultimate&rev=1686223656

Last update: 2023/06/08 13:27

