

TOMORROW'S GAMES: THE INTERNATIONAL JURY ANNOUNCES THE TOP 25 MOST
INNOVATIVE MOBILE GAMES

The International Mobile Gaming Awards, the largest competition for talented mobile game developers worldwide, sees improvements in mobile games development worldwide.

SAN FRANCISCO October 23. The Judges from the International Mobile Games Awards (IMGA) have shortlisted the 25 titles from 224 game developers across 42 countries who are competing to be the most innovative unpublished game of 2007.

The IMGA is the leading annual competition for mobile games which rewards the most talented games designers and companies for innovation in design and technology. This is an industry led initiative sponsored by major players in the industry including Adobe Movida, Nokia (main sponsors) and AMD, NVIDIA and Qualcomm. The preliminary judging process was completed in Marseille in the Belle de Mai. The results of these deliberations are announced today with a shortlist of 25 games in 5 different categories:

Excellence in Gameplay
Excellence in Connectivity
Excellence in 3D
Best IP-based game
Best Casual Game (developed in Flash, Java, etc.)

Each of the 392 games was unpublished titles at time of submission and came from all across the globe. 45% of these entries came from Europeans, 26% came from Asia, 17% from North America and 12% from the rest of the world. The selection of the nominees is the result of two judging rounds. On the 3rd of October 20 judges based in Australia, China, Japan, Korea, the USA, Italy, France, the Netherlands, Germany and the UK have reviewed the entries. Based on their scores, the IMGA staff has determined a top 100. On the 5th of October 10 jury members have gathered in Marseille, France to review the top 100 and to determine which games are to be shortlisted for the IMGA 2007. The final Judging process will take place in February and requires the nominees to supply fully playable versions of their games by 28th January.

“The quality of this year’s submission was extremely high. We are pleased to see that the studios have invested more time in presenting their games better. The judges have had a very difficult task this year to select the nominees out of such a wealth of quality games. We hope that publishers and operators will pick these games up so they will reach the consumers, because we are convinced that consumers deserve the quality and game play that we discovered in this year’s edition.” Says Maarten Noyons, founder and managing director of the IMGA.

The full shortlist of 25 nominees can be reviewed on www.imgawards.com and on Monday 22nd of October the public will be given the opportunity to vote for their favorite game. This special award will be given at the final award ceremony in February. Further details of the IMGA Ceremony in February will be released separately.

Nokia: “We have been extremely impressed by the quality and creativity of entries for this year’s International Mobile Gaming Awards,” says Dr. Mark Ollila, Director of Technology and Strategy, and Head of Nokia Games Publishing, Games, Multimedia. “As sponsors of the Awards, it is very encouraging to see so many talented, new developers showcasing cutting-edge designs and innovation within the mobile industry. These Awards are a great opportunity for the industry to celebrate the next-generation global games offering. The final stage of judging is going to prove a real challenge”.

Qualcomm: “Not only has this year’s crop of entries shown how sophisticated and compelling mobile games have become, but the diversity of submissions from around the world illustrates just how pervasive mobile gaming has become internationally, serving to introduce gaming to people all over the globe,” said Mike Yuen, senior director of the gaming group for QUALCOMM Internet Services. “Each of the publishers and developers selected for the IMGAs should be proud of the role it has

played in advancing the quality and creativity of mobile games, and it was truly an honor and thrill to have a front row seat in viewing and judging these games.”

All nominated games can be reviewed at www.imgawards.com/2007_nominees.php

Everybody is invited to register and vote for its favorite game!

Category	Title	Publisher	Developer
Best Casual Game	Deep Interactive Pursuit	Anino Mobile	Anino Mobile
Best Casual Game	Doggy Spanish	Com2us	Com2us
Best Casual Game	Mr. Ice Cream	Pixelthis	Pixelthis
Best Casual Game	The Gridleys	Ziggurat Interactive	Ziggurat Interactive
Best Casual Game	Treasure Arm	Tequila Mobile	Tequila Mobile
Best Licensed IP	The Crystal Maze	Dynamo Games Ltd	Dynamo Games Ltd
Best Licensed IP	Office Games 2	IG-FUN	Indiagames
Best Licensed IP	Rounders Poker	Nazara Technologies	Nazara Technologies
Best Licensed IP	Ratatouille: Cheese Rush	THQ Wireless	Universomo
Best Licensed IP	Furby Island	LemonQuest	LemonQuest
Excellence in 3D	Metal Gear Solid Mobile	Konami	IdeaWorks3D
Excellence in 3D	WRC 3D	I-play	Firemint
Excellence in 3D	Prey Mobile 3D	Machineworks Northwest LLC	Machineworks Northwest LLC
Excellence in 3D	7 Days	Dingoo Games	Dingoo Games
Excellence in 3D	ONE Sequel	Nokia	Digital Legends
Excellence in Connectivity	Tropictos	Iks Mobile	Iks Mobile
Excellence in Connectivity	Chess a moment	G-Mode	G-Mode
Excellence in Connectivity	The Truth	G-Mode	IM ANIMAL STUDIO
Excellence in Connectivity	Mobile Touch Stratego	TNO	TNO
Excellence in Connectivity	Pass It On!	W30	W30
Excellence in Gameplay	Championship Manager 2008	Eidos	Dynamo Games Ltd
Excellence in Gameplay	Ninja Strike	EyeSight Mobile Technologies	EyeSight Mobile Technologies
Excellence in Gameplay	Ghosts in the Machine	Anino Mobile	Anino Mobile
Excellence in Gameplay	Dirk Spanner and The Fallen Idol	Nokia	Jade Stone
Excellence in Gameplay	Hooked On: Creatures of the Deep	Nokia	Infinite Dreams

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