

## FOR IMMEDIATE RELEASE

### A new generation of mobile games revealed

Marseille, 27 October 2008: An international jury of experts has chosen the 26 nominees for this year's International Mobile Games Awards. These awards spotlight the most innovative and creative mobile games from around the world.

The nominees were chosen from hundreds of entries, and offer features including multiplayer connectivity, social networking, augmented and mixed reality, GPS, Bluetooth, accelerometers and touchscreens. The awards will take place next February during the Mobile World Congress show in Barcelona.

The 26 games have been nominated in 5 different categories and two games have received a double nomination: *Ghost Wire*, by Different Game (Sweden), nominated in both the Excellence in Gameplay and the Real World Games categories and *Real Racer* by Firemint in Australia nominated in both the Excellence in 3D and the Excellence in Connectivity categories. We did not have permission from the publishers of two of the nominated games to announce their titles before their official release. These titles are therefore listed as *Secret Title* below but they will soon be announced in a separate release and will also be available on [www.imgawards.com](http://www.imgawards.com)

#### **Best Casual Game**

*Pancake Flips* (Maxence Delavale - France)  
*Tropical Towers* (RealNetworks - USA)  
*iBubble Boom* (Zed - Spain)  
*Gear Wager* (iGameStudio - India)  
*Kissing Frenzy* (Tequila Mobile - Poland)

#### **Excellence in Connectivity**

*Real Racing* by Firemint (Australia)  
*Melokey*, by C4M (France) and Jadestone (Sweden)  
*Combat Pillows* by Sleepteam (Czech Republic)  
*Cubic Republic* by IKS (Poland)  
*Party Island Bowling 2-in-1* by Digital Chocolate (USA)  
*Gamevil's Pro Baseball 2009* by Gamevil (South Korea)

#### **Excellence in 3D**

*Real Racing* by Firemint (Australia)  
*Kroll* by Digital Legends (Spain)  
*Kodo Evolved* by Tommy Palm, Sweden  
*Zen Bound* by Secrit Exit (Finland)  
*BioShock* by India Games (India)  
*Galaxy on Fire 2* by Fishlabs (Germany)

### **Excellence in Gameplay**

*Ghostwire* by A Different Game (Sweden)

*Chokkan Game* by Taito (Japan)

*Edge* by Mobigame (France)

*Secret Title* by Airplay

*Secret Title* by Nokia

### **Best Real World Game**

*Kurai: The Dark Monolith* by Antonio Garcia (Spain)

*Aikon Ghost Hunter* by Jon Hayward (Australia)

*Ghostwire* by A Different Game (Sweden)

*FastFoot-Challenge* by Urban Team (Germany)

*Move Ya* by T+1 Solutions (Estonia)

*Kweekies* by Int13 (France)

The IMGA jury commented: "We were agreeably surprised by the high quality of the submissions this year and the successful application of a wide variety of technologies such as multiplayer functionalities, social networking, augmented and mixed reality, GPS, Bluetooth, accelerometers and touch screens."

Dr. Mark Ollila, Director of Games Publishing, Nokia commented, "We are excited to see developers creating original concepts that push the boundaries of mobile gaming. Nokia has a passion for innovation and creating rich games experiences on mobile devices and is pleased to be a sponsor of this year's IMGA."

"AMD is a pioneer in mobile gaming graphics technology, and we are pleased to support the IMGA again to recognize the very best mobile game developers," said Jani Karlsson, director of strategy, AMD Handheld division. "As we continue to drive the handheld device ecosystem, it's exhilarating to see developers take full advantage of ever more realistic graphics."

"The strengths of mobile handsets are now being capitalized on to place traditional game story lines into the real world as never before. Games like these are going to help drive technology innovation across the spectrum of mobile hardware and software," said Justin Radeka, technology evangelist, ARM. "Larger screens and rapidly improving use of 3D graphics are enabling these IMGA nominees to develop consumer expectations for mobile handsets in new directions - watch out portable game players..."

"In this fifth edition I have recognized some of the ideas from previous IMGAs, but this time in a more playable version. The IMGA has seen mobile gaming move into 3D and 3G and it is now heading into an exciting new dimension with a whole new generation of games." Says Maarten Noyons, CEO and Founder of the International Mobile Gaming Awards.

The nominated developers have until the end of January 2009 to submit a finished game or a playable demo. Before 16 February the IMGA jury will meet again to select the winners in each category and the Grand Prix winner.

A panel of Mobile Operators will select the winner of the Operators' Choice Award and a public vote via web and Wap will determine the winner of the People's Choice Award.

On 18 February the Awards will be presented to the winners during the Mobile World Congress in Barcelona.

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The International Mobile Gaming Awards ([www.imgawards.com](http://www.imgawards.com))

Started in 2004, the International Mobile Gaming Awards (IMGA) is a yearly contest for the most innovative and creative mobile games in the world. With close to 400 entries each year from 42 countries, the IMGA is also the largest and most international competition in the world.

The IMGA's objective is to recognize and award the world's most talented mobile game developers. The IMGA is sponsored by Nokia and Movida (Japan). Co-sponsors are Euromediterranee, AMD and ARM.

#### **About AMD**

Advanced Micro Devices (NYSE: AMD) is an innovative technology company dedicated to collaborating with customers and partners to ignite the next generation of computing and graphics solutions at work, home and play. For more information, visit <http://www.amd.com>.

#### **About ARM**

ARM designs the technology that lies at the heart of advanced digital products, from wireless, networking and consumer entertainment solutions to imaging, automotive, security and storage devices. ARM's comprehensive product offering includes 32-bit RISC microprocessors, graphics processors, enabling software, cell libraries, embedded memories, high-speed connectivity products, peripherals and development tools. Combined with comprehensive design services, training, support and maintenance, and the company's broad Partner community, they provide a total system solution that offers a fast, reliable path to market for leading electronics companies. More information on ARM is available at <http://www.arm.com>.