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## 12th Annual IMGA Winners Announced

**San Francisco – 15 March 2016** - In a room packed with the best of the mobile gaming experts, the 14 winners for the 12<sup>th</sup> IMGA have been announced last night. This year, VR games have shown new ways of entertainment to be explored, while mobile games continue to be the main driver of innovation in the video games industry.

Alysia Judge - editor of AppSpy, presented the awards, while the after-awards party was organized in partnership with Rovio. The leaders of the industry were gathered in the room, including the 12<sup>th</sup> IMGA sponsors: Microsoft, Tencent Games, Rovio, King, Supercell, Samsung Developer Conference, ARM, Euroméditerranée and Chillingo.

Maarten Noyons, the IMGA's founder commented, *"The IMGA has always been at the forefront of innovation and creativity. This year again, the IMGA has shown its uniqueness with a judging procedure that honors the hard work of thousands of developers, more than any other competition."*

The Finnish Supercell won the Grand Prix with **Clash Royale** released earlier this year. The Jury's Honorable Mention went to **This War of Mine** (11 bit studios, Poland) and **Shadowmatic** (Triada Studios, Armenia) won the People's Choice Award with 500+ votes during the public voting. The following games won the 11 categories' awards:

- **Her Story** by Sam Barlow (UK) in **Excellence in Innovation**
- **Subterfuge** by Snappy Touch (USA) for the **Best Multiplayer Game**
- **Trick Shot** by Jonathan Topf (UK) for the **Best Quickplay Game**
- **Fallout Shelter** by Bethesda Game Studio (USA) in **Guilty Pleasure**
- **Long Story** by Bloom Digital Media (Canada) for the **Best Meaningful Play**
- **Lara Croft GO** by Square Enix (USA) in **Excellence in Gameplay**
- **Grim Fandango Remastered** by Double Fine Productions (USA) in **Excellence in Storytelling**
- **Need for Speed: No Limits** by EA (USA) in **Best Technical Achievement**
- **Lumino City** by State of Play Games (UK) in **Excellence in Audio, Visual Art & Design**
- **Love You To Bit** by Alike Studio & Pati.io for the **Best Upcoming Game**
- **Land's End** by ustwo (UK) for the **Best VR Game**

IMGA has also announced its further development in Asia, with a launch of IMGA South-East-Asia in April and IMGA China in May this year.

### About IMGA

The IMGA is the longest standing mobile games award program started in 2004. With its long history and unique judging process, it has recognized some of the world's most popular titles in their early days, such as Candy Crush Saga and Clash of Clans. It is the only competition that unites the industry by celebrating excellence and innovation in games.

For full details visit: [www.imgawards.com](http://www.imgawards.com) or call: +33 491 315 217. You can also follow us on [Twitter](#) or [Facebook](#).

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