THE IMGA ANNOUNCES WINNERS OF ITS SECOND MIDDLE EAST NORTH AFRICA COMPETITION

52 developers and studios featured My Rights takes home the Jury's Honorable Mention Sho'lah – Brain Training – شعلة – درّب عقلك يومياً wins the People's Choice Award with 900+ votes

Amman, November 11, 2017 – The International Mobile Gaming Awards (IMGA) has announced today the winning games and developers of its second edition in Middle East North Africa. The ceremony took place at the King Hussein Business Park in Amman on November 11, and was held on the fringe of the seventh annual Jordan Gaming Summit, where 700 games industry experts met in Amman, bringing their shared knowledge for the benefit of the games sector in Jordan and the region.

In July 2016, IMGA MENA was launched in collaboration with Zain, the leading mobile and data services operator with a commercial footprint in eight Middle Eastern and African countries, and with Maysalward, the leader of mobile games development in the region.

Zain Jordan CEO Ahmad Hanandeh said: "We are very proud to support and host the second edition of IMGA International Mobile Gaming Awards, which has become an important annual event in the realm of the gaming industry in the Kingdom and the region in general. The digital gaming industry is witnessing an increasing demand in recent years due to the growing spread of broadband Internet and increasing penetration of social media platforms and smartphones."

Awarded games were chosen by a jury of top industry experts and journalists, who selected the winners from a shortlist of 52 nominees. Studios and developers from nine nations (Jordan, Palestinian Territories, Iran, Tunisia, United Arab Emirates, Lebanon, Kuwait, Egypt and Bahrain) submitted nominations for the second edition IMGA in MENA.

The jury of the 2nd IMGA MENA commented: "The games at IMGA MENA were world class, and choosing the winners was incredibly difficult with the unbelievable creativity of developers from the area."

Winners of IMGA special category prizes include:

Best Multiplayer Game: 4WHEELERS, Ordibehesht Studio, Iran

Best Quickplay Game: FAT BUNNY: ENDLESS HOPPER, Groovy Antoid, Lebanon Excellence in Gameplay: MALA'EEB'S PUZZLE, Dorgam Games, Saudi Arabia

Best Meaningful Play: LOST LIGHT (IN ROBOT CITY), Envast, Tunisie

Excellence in ART: MAFIOSO (PESARKHANDE), Paeezan Game Studio, Iran

Excellence in Innovation: FAT BUNNY: ENDLESS HOPPER, Groovy Antoid, Lebanon

Excellence in Visual Art and Design: AROUND MARS, Appinu Studio, Iran

Guilty Pleasure: KLAY BBJ MAZE, Tunisapp, Tunisia

Best Upcoming Game: AROUND MARS, Appinu Studio, Iran

People's Choice Award: SHO'LAH - BRAIN TRAINING - شعلة - درّب عقلك يومياً, Elektron

Games. Kuwait

Jury's Honorable Mention: MY RIGHTS, After Work Games, United Arab Emirates

Awarded games will automatically have a chance to win another prize during the 14th IMGA Global edition in San Francisco in March 2018.

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 about the competition's terms and conditions, visit www.imgawards.com or call: +33 6 41 01 53 19. You can also follow the IMGA on Twitter or Facebook.