UNCHARTED 2: AMONG THIEVES LEADS WITH AN UNPRECEDENTED 15 INTERACTIVE ACHIEVEMENT AWARD NOMINATIONS

CALABASAS, CA – January 21, 2010 – The Academy of Interactive Arts and Sciences® (AIAS) today announced the finalists for the 13th Annual Interactive Achievement Awards®. The nominations for this year’s peer-based awards are dominated by the blockbuster game, Uncharted 2: Among Thieves (Sony Computer Entertainment America) with an astounding fifteen nominations from industry leaders and members of the interactive entertainment software creative community.

Reflecting the overall quality of great games in 2009, there were a number of titles with multiple nods, following closely are: Assassin’s Creed II (Ubisoft), ten nominations, Call of Duty: Modern Warfare 2 (Activision), nine nominations, Batman: Arkham Asylum (Eidos/Warner Brothers Interactive Entertainment), eight nominations and Ratchet & Clank Future: A Crack in Time (Sony Computer Entertainment America) and Brutal Legend (Electronic Arts), both with four nominations.

Mirroring the continued evolution of how games are played, the Academy created three new awards: Portable Game of the Year, Outstanding Achievement in Portable Game Design and Social Networking Game of the Year, with FarmVille (Zynga) receiving three nominations.

The awards ceremony will take place during the D.I.C.E. (Design, Innovate, Communicate, Entertain) Summit® 2010, on February 18th at the Red Rock Resort in Las Vegas, with comedian, actor and proud game enthusiast, Jay Mohr, returning for his fifth year as host.

These peer-based awards recognize the outstanding products, talented individuals and development teams that have contributed to the advancement of the multi-billion dollar worldwide entertainment software industry.

“The experiences that today’s games offer certainly explains why consumers of all ages are spending greater amounts of time in these fantastic worlds,” said Joseph Olin, president, AIAS. “This year’s crop of finalists demonstrates the craft and talent of the Academy’s members and their continued quest to create new worlds to explore.”

Following is a partial list of finalists; the complete list of Awards categories, finalists and game maker credits is available at: http://www.interactive.org/images/pdfs/13th_Annual_IAA_Finalists.pdf
### Overall Game of the Year:

**Assassin’s Creed II**
- Publisher: Ubisoft
- Developer: Ubisoft Montreal

**Batman: Arkham Asylum**
- Publisher: Eidos/Warner Brothers Interactive Entertainment
- Developer: Rocksteady Studios

**Call of Duty: Modern Warfare 2**
- Publisher: Activision
- Developer: Infinity Ward

**Dragon Age: Origins**
- Publisher: Electronic Arts
- Developer: BioWare

**Uncharted 2: Among Thieves**
- Publisher: Sony Computer Entertainment America
- Developer: Naughty Dog

### Casual Game of The Year:

**Drawn: The Painted Tower**
- Publisher: Big Fish Games
- Developer: Big Fish Games

**Flower**
- Publisher: Sony Computer Entertainment America
- Developer: thatgamecompany

**Flight Control**
- Publisher: Firemint
- Developer: Firemint

**Plants Vs. Zombies**
- Publisher: PopCap Games
- Developer: PopCap Games

**Scribblenauts**
- Publisher: Warner Brothers Interactive Entertainment
- Developer: 5th Cell Media

### Action Game of the Year:

**Call of Duty: Modern Warfare 2**
- Publisher: Activision
- Developer: Infinity Ward

**Left 4 Dead 2**
- Publisher: Valve Software
- Developer: Valve Software

**Prototype**
- Publisher: Activision
- Developer: Radical Entertainment

**Red Faction: Guerrilla**
- Publisher: THQ
- Developer: Volition

**Shadow Complex**
- Publisher: Microsoft Game Studios
- Developer: Chair Entertainment

### Role Playing/Massively Multiplayer Game of the Year:

**Borderlands**
- Publisher: 2K Games
- Developer: Gearbox Software

**Champions Online**
- Publisher: Atari
- Developer: Cryptic Studios

**Demon’s Souls**
- Publisher: Atlus
- Developer: From Software

**Dragon Age: Origins**
- Publisher: Electronic Arts
- Developer: Bioware

**Mario & Luigi: Bowser’s Inside Story**
- Publisher: Nintendo
- Developer: Alphadream
Social Networking Game of the Year:

Bejeweled Blitz
- Publisher: PopCap Games
- Developer: PopCap Games

Farmtown
- Publisher: Codebell
- Developer: Codebell

FarmVille
- Publisher: Zynga
- Developer: Zynga

Restaurant City
- Publisher: Electronic Arts/Playfish
- Developer: Playfish

Adventure Game of The Year:

Assassin’s Creed II
- Publisher: Ubisoft
- Developer: Ubisoft Montreal

Batman: Arkham Asylum
- Publisher: Eidos/Warner Brothers Interactive Entertainment
- Developer: Rocksteady Studios

New Super Mario Bros. Wii
- Publisher: Nintendo
- Developer: Nintendo

Ratchet & Clank Future: A Crack in Time
- Publisher: Sony Computer Entertainment America
- Developer: Insomniac Games

Uncharted 2: Among Thieves
- Publisher: Sony Computer Entertainment America
- Developer: Naughty Dog

Outstanding Innovation in Gaming:

Demon’s Soul's
- Publisher: Atlus
- Developer: From Software

Farmville
- Publisher: Zynga
- Developer: Zynga

Flower
- Publisher: Sony Computer Entertainment America
- Developer: thatgamecompany

Scribblenauts
- Publisher: Warner Brothers Interactive Entertainment
- Developer: 5th Cell Media

Uncharted 2: Among Thieves
- Publisher: Microsoft Game Studios
- Developer: Chair Entertainment
Since 1996, the Interactive Achievement Awards have recognized outstanding games, individuals and development teams that have contributed to the advancement of the multi-billion dollar worldwide entertainment software industry. More than 100 titles were played and evaluated by members of the Academy’s Peer Panels. These panels, one for each award category, are comprised of the game industry’s most experienced and talented men and women who are experts in their chosen fields. Interactive Achievement Award recipients are then determined by a vote of qualified Academy members, which is secret, conducted online, and supervised and certified by Votenet™ Solutions, Inc. The integrity of the system, coupled with a broad-based voting population of AIAS members, makes the Interactive Achievement Awards the most credible, respected and recognized awards for interactive entertainment software industry.

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