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FINALISTS FOR THE 9TH ANNUAL INTERACTIVE ACHIEVEMENT AWARDS ANNOUNCED

CALABASAS, CA – January 13, 2005 – The Academy of Interactive Arts and Sciences (AIAS) announced the finalists for the 9th Annual Interactive Achievement Awards. 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 Awards ceremony will be held Feb. 9 in the “The Joint” at the Hard Rock Hotel and Casino in Las Vegas.

The finalists in each category are as follows:

- I. Game of the Year:
 - a. Overall
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)
 - Guitar Hero (P: Red Octane, D: Harmonix)
 - Shadow of the Colossus (P:/D: Sony Computer Entertainment America)
 - Call of Duty 2 (P: Activision, D: Infinity Ward)
 - Nintendogs (P: Nintendo, D: Nintendo EAD)
 - b. Computer
 - F.E.A.R.: First Encounter Assault Recon (P: Vivendi Universal Games, D: Monolith)
 - Sid Meier’s Civilization IV (P: 2K Games, D: Firaxis Games)
 - Battlefield 2 (P: EA, D: Digital Illusions)
 - Age of Empires III (P: Microsoft, D: Ensemble Studios)
 - The Movies (P: Activision, D: Lionhead Studios)

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- c. Console
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)
 - Guitar Hero (P: Red Octane, D: Harmonix)
 - Shadow of the Colossus (P:/D: Sony Computer Entertainment America)
 - Call of Duty 2 (P: Activision, D: Infinity Ward)
 - Nintendogs (P: Nintendo, D: Nintendo EAD)

- II. Outstanding Innovation in Gaming
 - Nintendogs (P: Nintendo, D: Nintendo EAD)
 - Guitar Hero (P: Red Octane, D: Harmonix)
 - Shadow of the Colossus (P:/D: Sony Computer Entertainment America)
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)
 - The Movies (P: Activision, D: Lionhead Studios)

- III. Outstanding Achievement:
 - a. Animation
 - Shadow of the Colossus (P:/D: Sony Computer Entertainment America)
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)
 - Prince of Persia: The Two Thrones (P: Ubisoft, D: Ubisoft-Montreal)
 - Rise of the Kasai (P: Sony Computer Entertainment America, D: Bottlerocket Entertainment)
 - Oddworld Stranger's Wrath (P: EA, D: Oddworld)

 - b. Art Direction
 - Shadow of the Colossus (P:/D: Sony Computer Entertainment America)
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)
 - Peter Jackson's King Kong (P: Ubisoft, D: Ubisoft-Montpellier)
 - Ultimate Spider-Man (P: Activision, D: Treyarch)
 - Jade Empire (P: Microsoft, D: Bioware)

 - c. Soundtrack
 - Guitar Hero (P: Red Octane, D: Harmonix)
 - SSX On Tour (P: EA, D: EA-Canada)
 - Wipeout Pure (P: Sony Computer Entertainment America, D: Studio Liverpool)
 - The Warriors (P: Rockstar Games, D: Rockstar Toronto)
 - Burnout Revenge (P: EA, D: Criterion Games)

 - d. Original Music Composition
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)
 - Rise of the Kasai (P: Sony Computer Entertainment America, D: Bottlerocket Entertainment)
 - Gun (P: Activision, D: Neversoft Entertainment)
 - Jade Empire (P: Microsoft, D: Bioware)
 - Kameo: Elements of Power (P: Microsoft, D: RARE)

- e. Sound Design
 - F.E.A.R.: First Encounter Assault Recon (P: Vivendi Universal Games, D: Monolith)
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)
 - Tom Clancy's Splinter Cell Chaos Theory (P:/D: Ubisoft)
 - Condemned: Criminal Origins (P: Sega, D: Monolith)
 - Peter Jackson's King Kong (P: Ubisoft, D: Ubisoft-Montpellier)

 - f. Story and Character Development
 - Peter Jackson's King Kong (P: Ubisoft, D: Ubisoft-Montpellier)
 - Gun (P: Activision, D: Neversoft Entertainment)
 - Call of Duty: Big Red One (P: Activision, D: Treyarch)
 - Brothers in Arms: Earned in Blood (P: Ubisoft, D: Gearbox Software)
 - Sly Cooper 3: Honor Among Thieves (P: Sony Computer Entertainment America D: Suckerpunch)

 - g. Game Play Engineering
 - Nintendogs (P: Nintendo, D: Nintendo EAD)
 - Guitar Hero (P: Red Octane, D: Harmonix)
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)
 - Lumines (P: Ubisoft, D: Q Entertainment)
 - Zoo Tycoon 2: Endangered Species (P: Microsoft, D: Blue Fang)

 - h. Online Game Play
 - Battlefield 2 (P: EA, D: Digital Illusions)
 - Mario Kart DS (P: Nintendo, D: Nintendo EAD)
 - Age of Empires III (P: Microsoft, D: Ensemble Studios)
 - Project Gotham Racing 3 (P: Microsoft, D: Bizarre Creations)
 - Call of Duty 2 (P: Activision, D: Infinity Ward)

 - i. Visual Engineering
 - F.E.A.R.: First Encounter Assault Recon (P: Vivendi Universal Games, D: Monolith)
 - Shadow of the Colossus (P:/D: Sony Computer Entertainment America)
 - Kameo: Elements of Power (P: Microsoft, D: RARE)
 - Call of Duty 2 (P: Activision, D: Infinity Ward)
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)

 - j. Game Design
 - Guitar Hero (P: Red Octane, D: Harmonix)
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)
 - Shadow of the Colossus (P:/D: Sony Computer Entertainment America)
 - Nintendogs (P: Nintendo, D: Nintendo EAD)
 - Peter Jackson's King Kong (P: Ubisoft, D: Ubisoft-Montpellier)
- IV. Outstanding Character Performance:
- a. Male
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)
 - Gun (P: Activision, D: Neversoft Entertainment)
 - Oddworld Stranger's Wrath (P: EA, D: Oddworld)
 - Tom Clancy's Splinter Cell: Chaos Theory (P:/D: Ubisoft)
 - Jade Empire (P: Microsoft, D: Bioware)

- b. Female
 - Jade Empire (P: Microsoft, D: Bioware)
 - Gun (P: Activision, D: Neversoft Entertainment)
 - Prince of Persia: The Two Thrones (P: Ubisoft, D: Ubisoft-Montreal)
 - Need for Speed: Most Wanted (P: EA, D: EA-Vancouver)

V. Genre Awards:

- a. Sports Game of the Year
 - NBA 2K6 (P: 2K Games, D: Visual Concepts)
 - MLB 2006 (P:/D: Sony Computer Entertainment America)
 - SSX On Tour (P: EA, D: EA Canada)
 - MLB 2K5: WS Edition (P: 2K Games, D: Visual Concepts)
 - Super Mario Strikers (P: Nintendo, D: Next Level)
- b. First-Person Action Game of the Year
 - Call of Duty 2 (P: Activision, D: Infinity Ward)
 - Condemned: Criminal Origins (P: Sega, Monolith)
 - Brothers in Arms: Road to Hill 30 (P: Ubisoft, D: Gearbox Software)
 - F.E.A.R.: First Encounter Assault Recon (P: Vivendi Universal Games, D: Monolith)
 - Battlefield 2 (P: EA, D: Digital Illusions)
- c. Role-Playing Game of the Year
 - Jade Empire (P: Microsoft, D: Bioware)
 - Dragon Quest VII (P: Square Enix, D: Level 5)
 - Dungeon Siege II (P: Microsoft, D: Gas Powered)
 - Fire Emblem: Path of Radiance (P: Nintendo, D: Intelligent Systems)
 - Radiata Stories (P: Square Enix, D: Tri-Ace Inc.)
- d. Fighting Game of the Year
 - Soul Calibur 3 (P:/D: Namco)
 - Tekken 5 (P:/D: Namco)
 - Fight Night Round 2 (P: EA, D: EA-Chicago)
 - WWE Smackdown VS Raw (P: THQ, D: Yuke's Co. Ltd.)
- e. Action/ Adventure Game of the Year
 - God of War (P: Sony Computer Entertainment America, D: Sony Computer Entertainment America-Santa Monica)
 - Shadow of the Colossus (P:/D: Sony Computer Entertainment America)
 - Tom Clancy's Splinter Cell: Chaos Theory (P:/D: Ubisoft)
 - Prince of Persia: The Two Thrones (P: Ubisoft, D: Ubisoft-Montreal)
 - The Incredible Hulk: Ultimate Destruction (P: Vivendi Universal Games, D: Radical Entertainment)
- f. Racing Game of the Year
 - Forza Motorsport (P: Microsoft, D: Microsoft Game Studios)
 - Project Gotham Racing 3 (P: Microsoft, D: Bizarre Creations)
 - Mario Kart DS (P: Nintendo, D: Nintendo EAD)

- g. Children's Game of the Year
 - Chicken Little (P: Buena Vista Games, D: Avalanche Software)
 - Madagascar (P: Activision, D: Toys for Bob)
 - Sly 3: Honor Among Thieves (P: Sony Computer Entertainment America, D: Sucker Punch)
 - Tak 3: The Great Juju Challenge (P: THQ, D: Avalanche)
 - We Love Katamari (P:/D: Namco)

- h. Downloadable Game of the Year
 - Oasis (P: PlayFirst, D: Mind Control Software)
 - Egg v. Chicken (P: PlayFirst, D: GameLab)
 - Chuzzle (P:/D: PopCap)
 - Tradewinds Legend (P:/D: Sandlot)
 - WIK: Fable of Souls (P: Microsoft, D: Reflexive)

- i. Family Game of the Year
 - Guitar Hero (P: Red Octane, D: Harmonix)
 - Dance Dance Revolution: Mario Mix (P: Nintendo, D: Konami)
 - LEGO Star Wars (P: TT Games, D: Traveler's Tales)

- j. Simulation Game of the Year
 - The Movies (P: Activision, D: Lionhead Studios)
 - Silent Hunter III (P: Ubisoft, D: Ubisoft-Romania)
 - Animal Crossing (P: Nintendo, D: Nintendo EAD)

- k. Strategy Game of the Year
 - Age of Empires III (P: Microsoft, D: Ensemble Studios)
 - Civilization IV (P: 2K Games, D: Firaxis)
 - Empire Earth II (P: Vivendi Universal Games, D: Mad Doc)

- l. Massively Multiplayer/Persistent World Game of the Year
 - City Villains (P: NCSOFT, D: Cryptic Studios)
 - Guild Wars (P: NCSOFT, D: ArenaNet)
 - Lineage II: The Chaotic Principle (P:/D: NCSOFT)
 - Final Fantasy XI: The Vana'diel Collection (P:/D: Square Enix)

- m. Handheld Game of the Year
 - Legend of Zelda: The Minish Cap (P: Nintendo, D: Capcom)
 - Grand Theft Auto: Liberty City Stories (P: Rockstar Games, D: Rockstar-Leeds)
 - Burnout Legends (P: EA, D: EA-UK Fusion)
 - Mario & Luigi: Partners in Time (P: Nintendo, D: Alpha Dream)
 - Nintendogs (P: Nintendo, D: Nintendo EAD)

- n. Cellular Game of the Year
 - Mile High Pinball (P: Nokia, D: Bonus.com)
 - Skipping Stone (P: I-Play, D: Gamevil)
 - One (P: Nokia, D: Digital Legends)
 - Ancient Empires II (P:/D: Glu Mobile)
 - High Seize (P: Nokia, D: Red Lynx)

“It was a blockbuster year for video games,” said Joseph Olin, president, AIAS. “The competition for the Interactive Achievement Awards was cutthroat, and all these finalists deserve credit for their innovation and vision.”

Finalists for each genre and craft category are selected by a peer panel of eight to 12 AIAS members. The members of the peer panel play and evaluate all nominated titles in their assigned category. Interactive Achievement Award recipients are then determined by a vote of qualified Academy members. AIAS voting is secret, conducted online and supervised and certified by eBallot. 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.

"It was a great honor to lead a panel of my fellow game developers, whom I respect greatly, as we played, discussed, and sometimes debated the various aspects of game design achievement for 2005," E. Daniel Arey, creative director, Naughty Dog - SCEA. "This process of picking finalists for the AIAS Interactive Achievement Awards is vital to further advancement of state-of-the-art games, in that who better than fellow peers deep in the trenches of development to evaluate each other's work, and to recognize innovation and achievement from a discerning, industry point of view."

About the D.I.C.E. Summit:

The D.I.C.E. Summit is a high-level interactive entertainment industry conference that brings together the top video game designers and developers from around the world and business leaders from all the major publishers to discuss the state of the industry, its trends and the future. The three-day event will be held Feb. 8 – 10, 2006 at Green Valley Ranch Resort in Las Vegas. More information on the 2006 D.I.C.E. Summit can be found <http://www.dicesummit.org>.

About the Academy of Interactive Arts & Sciences:

The Academy of Interactive Arts & Sciences (AIAS) was founded in 1996 as a not-for-profit organization dedicated to the advancement and recognition of the interactive arts.

The Academy's mission is to promote and advance common interests in the worldwide interactive entertainment community; recognize outstanding achievements in the interactive arts and sciences; and conduct an annual awards show (Interactive Achievement Awards) to enhance awareness of the interactive art form. The Academy also strives to provide a voice for individuals in the interactive entertainment community. More information about the AIAS can be found at <http://www.interactive.org>.