



**GAME DEVELOPERS'
ASSOCIATION OF
AUSTRALIA**

**For immediate release
MEDIA RELEASE**

PRESS RELEASE

GDAA Industry Award Winners ***Puzzle Quest: Challenge of the Warlords*** **Scoops the Field**

MELBOURNE – Saturday 17 November, 2007 –

At the conclusion of GDAA's highly successful Game Connect: Asia Pacific 2007 Conference and Expo, the GDAA held its **Annual Industry Awards Dinner** at which the following winners were announced before 200 guests including GDAA members, industry and government representatives.

Best Game – 2007

Winner: *Puzzle Quest: Challenge of the Warlords* (Infinite Interactive)

Best New Startup (Adam Lancman Award)

Winner: Redtribe

Special Commendation: Acheron Design

Best Console Title – 2007

Winner: *Puzzle Quest: Challenge of the Warlords* (Infinite Interactive)

Best PC Title – 2007

Winner: *Puzzle Quest: Challenge of the Warlords* (Infinite Interactive)

Special Commendation: *Fury* (Auran)

Best Handheld Title – 2007

Winner: *Puzzle Quest: Challenge of the Warlords* (Infinite Interactive)

Best Mobile Title – 2007

Winner: *The Fast & the Furious: Fugitive 3D* (Firemint)

Best Gameplay – 2007

Winner: *Puzzle Quest: Challenge of the Warlords* (Infinite Interactive)

Best Graphics – 2007

Winner: *Viva Piñata: Party Animals* (Krome Studios)

Best Audio - 2007

Winner: *Viva Piñata: Party Animals* (Krome Studios)

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