



Academy of Interactive Arts & Sciences

9343 Culver Blvd • Culver City • CA • 90232
(310) 441.2280 PHONE • (310) 883.3196 FAX

Welcome to the 8th Annual Interactive Achievement Awards Nomination Program

The AIAS Interactive Achievement Awards have consistently honored the best interactive software entertainment because of the support we receive from the industry. By maintaining the focus on artistic and technical achievement, the Academy continues to advance its mission of promoting recognition of outstanding achievement within the worlds of entertainment software.

Highlights of this year's program are:

1. To be eligible for the 8th Annual Awards, games and titles must have their initial release into the North American market between **January 1, 2004 and December 31, 2004**. North America does not need to have been the first market of release.
2. **Nominating deadline is 5:00pm, Friday, December 3, 2004!!! (MARK YOUR CALENDAR)**. All material must be received at the Academy's Culver City offices by that date and time.
3. The nominating process remains the same. A single nomination and fee provides for eligibility in every Craft category selected, the applicable Innovation and Game of the Year categories, as well as one Genre category (to be selected by the nominating party).
4. The Academy Board has voted to implement an important change from previous year's nomination process. Effective immediately, to submit a game for nomination, **its Publisher must be a member in good standing with the Academy** at the time of submission.
5. The 8th Annual Interactive Achievement Awards will be presented on the evening of February 1, 2005 at the Grande Ballroom of the Green Valley Ranch Resort in Las Vegas. Recipients will receive their engraved statuettes by mail after the award show.
6. Categories have been updated to reflect continued integration of online game play and game development for wireless and handheld devices. The result is the new category: Outstanding Achievement in Online Game Play.

Your active participation and support of the AIAS Interactive Achievement Awards assures that the truly outstanding titles receive the recognition they deserve. Attached to this letter is additional information about the 8th Annual Awards, as well as nominating materials.

Please contact me directly at joseph@interactive.org, or by telephone at (310) 441-2280 ext 106 if I may answer any questions about the program.

Best regards and wishing everyone a strong finish to a great year for games,

A handwritten signature in black ink that reads "Joseph Olin".

Joseph Olin
President

ACADEMY OF
INTERACTIVE ARTS & SCIENCES

8th ANNUAL
INTERACTIVE
ACHIEVEMENT AWARDS

PROCEDURES
& RULES



CALL FOR ENTRIES

FOR ACHIEVEMENTS JANUARY 1, 2004 TO DECEMBER 31, 2004

Deadline for Entries: December 3, 2004

EIGHTH ANNUAL INTERACTIVE ACHIEVEMENT AWARDS - PROCEDURES & RULES FOR ACHIEVEMENTS JANUARY 1, 2004 TO DECEMBER 31, 2004



Academy of Interactive Arts & Sciences

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PURPOSE

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. As stated in its bylaws, the Academy's mission is to promote and advance common interests in the worldwide interactive community; to recognize outstanding achievements in the interactive arts and sciences; and to conduct an annual awards show (Interactive Achievement Awards) to enhance awareness of the interactive art form. Along with these core missions, the Academy serves to provide a common voice for the individual members of the interactive community.

The purpose of the Interactive Achievement Awards is to recognize and honor outstanding interactive content and creative and technical achievement in the creation of interactive software entertainment. The Interactive Achievement Awards have been presented annual since 1998. The Eighth Annual Interactive Achievement Awards will take place the evening of February 1, 2005 at the Grande Ballroom of the Green Valley Ranch Resort in Las Vegas.

Interactive Achievement Award recipients are determined by a vote of qualified Academy members. As such, selection as an Interactive Academy award finalists or recipient represents the strongest possible peer recognition. No person may become a voting member of the Academy unless he or she can demonstrate a threshold level of experience and professional credits in the industry. The Academy's Active Creative/Technical members are qualified to vote in craft categories associated with their expertise, in all genre categories and in Game of the Year and Innovation categories.

Associate, Active Business and At-Large members are only qualified to vote for: Console Game of the Year, Computer Game of the Year and Game of the Year.

The Academy believes strongly that to maintain the credibility of the awards, genre, craft and innovation categories should only be voted on by those who take an active, creative role in making games. Interactive Academy voting is secret, conducted on-line, and supervised and certified by e-Ballot, the same firm that conducts OSCAR voting. The integrity of the system, coupled with a broad-based voting population of Academy members, make the Interactive Achievement Awards the most credible, respected and recognized awards for interactive entertainment software. For more details about the nomination and voting process, please visit the Academy's website at www.interactive.org.

CATEGORIES

The 8th Annual Interactive Achievement Award categories are as follows:

1. GAME OF THE YEAR AWARDS

- GAME OF THE YEAR
- CONSOLE GAME OF THE YEAR
- COMPUTER GAME OF THE YEAR

2. CRAFT AWARDS

- OUTSTANDING ACHIEVEMENT IN ART DIRECTION
- OUTSTANDING ACHIEVEMENT IN ANIMATION
- OUTSTANDING CHARACTER PERFORMANCE – MALE
- OUTSTANDING CHARACTER PERFORMANCE – FEMALE
- OUTSTANDING ACHIEVEMENT IN SOUNDTRACK
- OUTSTANDING ACHIEVEMENT IN ORIGINAL MUSICAL COMPOSITION
- OUTSTANDING ACHIEVEMENT IN SOUND DESIGN
- OUTSTANDING ACHIEVEMENT IN GAME PLAY ENGINEERING
- OUTSTANDING ACHIEVEMENT IN ONLINE GAME PLAY
- OUTSTANDING ACHIEVEMENT IN VISUAL ENGINEERING
- OUTSTANDING ACHIEVEMENT IN GAME DESIGN
- OUTSTANDING ACHIEVEMENT IN CHARACTER OR STORY DEVELOPMENT

3. GENRE AWARDS

A. CONSOLE

- PLATFORM ACTION/ADVENTURE GAME OF THE YEAR
- ACTION/ADVENTURE GAME OF THE YEAR
- ACTION SPORTS GAME OF THE YEAR
- FIRST PERSON ACTION GAME OF THE YEAR
- CHILDREN'S TITLE OF THE YEAR
- FIGHTING GAME OF THE YEAR
- RACING GAME OF THE YEAR
- ROLE PLAYING GAME OF THE YEAR
- SPORTS SIMULATION GAME OF THE YEAR
- INNOVATION IN CONSOLE GAMING

B. WIRELESS & HANDHELD

- WIRELESS GAME OF THE YEAR
- HANDHELD GAME OF THE YEAR

C. COMPUTER

- ACTION/ADVENTURE GAME OF THE YEAR
- CHILDREN'S GAME OF THE YEAR
- DOWNLOADABLE GAME OF THE YEAR
- FAMILY GAME OF THE YEAR
- FIRST PERSON ACTION GAME OF THE YEAR
- ROLE PLAYING GAME OF THE YEAR
- SIMULATION GAME OF THE YEAR
- SPORTS GAME OF THE YEAR
- STRATEGY GAME OF THE YEAR

D. ONLINE

- MASSIVE MULTIPLAYER/PERSISTENT WORLD GAME OF THE YEAR

DICE
SUMMIT 2005

The Interactive Achievement Awards take place during the DICE Summit. To find out more about the DICE Summit, visit www.DICESummit.org

ELIGIBILITY

Products eligible for the 8th Annual Interactive Achievement Awards are those that meet all the following requirements. The title must be:

- Publicly available in its final general release form in North America at any time between January 1, 2004 and December 31, 2004 regardless of how it is being distributed.
- Designed for use on at least one of the following platforms: a video game console or portable (hand-held) system, a personal computer running Windows, a Macintosh compatible computer, or for use on the Internet or commercial game network.
- Its Publisher must be a member in good standing with the Academy at the time of submission.
- Submitted with all required materials (as described below).

Note: Products not meeting these requirements will be ineligible, and no submission refund will be granted. The AIAS reserves the right to make final determination as to whether nomination submissions meet the eligibility requirements. AIAS reserves the right to refuse submissions in the case of which a full refund will be granted.

PROCEDURE

A. Nominations

The AIAS encourages nominations from any individual or company providing that all nomination requirements are met. The AIAS may, but has no obligation to, disclose the name of, or any other information in regards to, a nominating party. The AIAS reserves the right to disclose the names of all nominees after the submission deadline. After disclosure any nominees may withdraw from consideration.

Each nomination enters the nominated game or title for consideration in all Craft categories, any applicable Game of the Year categories, the applicable Innovation category, and one genre category to be selected by the nominator. A title may only be nominated in a single genre category. An Academy jury of independent developers will select finalists for the console and computer innovation awards from among all nominated titles. No further fee or genre selection is required for consideration in the Innovation categories.

B. Submission Requirements

Deadline: All nominations and submission material must be received by the AIAS by 5:00 pm PST on Friday, December 3, 2004. The AIAS reserves the right to extend the deadline or to accept or refuse nominations after the deadline in its sole discretion.

Submission materials: Each nomination must include the following items:

(Note that only one form and complete set of material required below need be submitted to nominate one product. However, a separate form and materials must be submitted for each different product being nominated.)

1. Completed and signed nomination form
2. Sixteen (16) copies of the title for each craft nomination and genre category for evaluation. Material will not be returned. Nominees from pay game networks must arrange free access for the AIAS finalists screening process. Each copy of the submitted title must be labeled with the name of the nominator. Online submissions require URL address, password and navigation path, if necessary.
3. A general synopsis on the title nominated (not to exceed 250 words) for voting purposes.
4. Full payment of submission fees: \$1,000 per title for consideration in all applicable categories, as described above. The Academy is a non-profit organization. The Academy relies on these fees, membership dues and sponsorships to continue its mission: to recognize and promote games as an art form.

JUDGING

DETERMINING FINALISTS:

An independent developer sub-committee of the Academy board will review all nominated games and titles to assure they appear in the most appropriate genre categories. No game or title will be moved to another category without consent of the nominating party.

A peer panel review board (PPRB) made up of senior AIAS members will determine finalists for each genre and craft award category. The PPRB is comprised of senior Academy members with specific expertise in the category(s) for which they will determine finalists.

Finalists for the Game of the Year, Computer Game of the Year, and Console Game of the Year categories are determined by a preliminary vote by individual representatives from each PPRB who select from the complete set of nominations.

DETERMINING AWARD RECIPIENTS:

Award recipients are determined by a vote of eligible AIAS members. Final balloting is secret, conducted online, and supervised and certified by e-Ballot.

FINALIST PACKAGE

All finalists (developers, publishers and craft category individuals/teams) will receive a finalist package which contains the AIAS regulations in regard to use of the Academy name, symbols and trademarks in promotional material connected to being a finalists for, or recipient of, the Academy's Interactive Achievement Awards. The package will also include permission to use a finalist's name and/or likeness for promotional purposes and use of material for promotional purposes.

All finalists must sign an agreement to comply with all terms in order to be eligible as a finalist. Any finalist who is a minor must have a parent or legal guardian sign the agreement.

AWARD EVENTS

Award recipients will be announced at the award ceremony to be held on Tuesday, February 1, 2005 at the Grande Ballroom of the Green Valley Ranch Resort in Las Vegas, Nevada.

For console, personal computer and online genre awards, one award statuette will be provided to a representative of the publisher, and one will be provided to a representative of the developer(s). For craft awards, one award will be presented per individual winner or team. Additional statuettes for both content and craft awards can be purchased by Award recipients through the AIAS.

IMPORTANT DATES

Oct. 4, 2004	Call for Nominations opens
Dec. 3, 2004	Nominations deadline
Dec. 6, 2004	Preliminary (PPRB) judging for content and craft awards begins.
Dec. 14, 2004	Finalists announcement and member voting begins.
Jan. 14, 2005	Member voting ends.
Feb. 1, 2005	Recipients announced and honored in Las Vegas ceremony at the Green Valley Ranch Resort. Details to be announced.

SUBMISSIONS

Direct submissions to the Academy at:

**Academy of Interactive Arts & Sciences
Attn: Nomination Dept.
9343 Culver Blvd., Culver City, CA 90232**

Tel: (310) 441-2280 ext. 111 – Fax: (310) 883-3196

Email: nomination@interactive.org or visit www.interactive.org

ELIGIBILITY

Products eligible for Interactive Achievement Awards are those that meet all the following requirements. The title must be:

1. Publicly available in its final general release form in North America at any time between January 1, 2004 and December 31, 2004 regardless of how it is being distributed. North America does not have to be the first market of release of the title.
2. Designed for use on at least one of the following platforms: a video game console or portable (hand-held) system, a personal computer running Windows, a Macintosh compatible computer,

or for use on the Internet or commercial game network. Handheld titles are only eligible if they are developed for a handheld system, but not as a stand-alone handheld game unit (i.e., a title designed for Game Boy Color is eligible, but a game released as its own system is not.)

3. Its Publisher must be a member in good standing with the Academy at the time of submission.

4. Submitted with all required submission materials, including but not limited to a complete and signed nomination form, all necessary copies of the product, online accessibility and all pertinent fees.

GAME OF THE YEAR AWARDS

Game of the Year

The single game, without regard to system or delivery mechanism, voted by the membership of the Academy of Interactive Arts and Sciences to best utilize the chosen medium to entertain the user.

Computer Game of the Year

The best game that operates on a Windows or Macintosh OS-based multipurpose computing system

Console Game of the Year

The best game released for a videogame console or handheld platform.

CRAFT AWARDS

Outstanding Achievement in Art Direction

This award will be presented to the individual or team whose work represents the highest level of achievement in designing a unified graphic look for an interactive title.

Outstanding Achievement in Character or Story Development

This award will be presented to the individual or team whose work has furthered the interactive experience through the most innovative use of character development or story development in an interactive title.

Outstanding Achievement in Game Design

This award will be presented to the individual or team whose work represents the highest level of achievement in the design and/or writing of a game title.

Outstanding Achievement in Game Play Engineering

This award will be presented to the individual or team whose work represents the highest level of achievement in engineering artificial intelligence and related elements which contribute to challenging game play in an interactive title.

Outstanding Achievement in Online Game Play

This award will be presented to the individual or team whose work represents the highest level of achievement in online game play in an interactive title.

Outstanding Achievement in Soundtrack

This award will be presented to the individual or team whose work represents the highest level of achievement in soundtrack composition for an interactive title. Both the quality of the soundtrack, and the integration of the soundtrack into the interactive title, will be considered in determining the recipient of this Award.

Outstanding Achievement in Animation

This award will be presented to the individual or team whose work represents the highest level of achievement in bringing a character or characters to life in an interactive title.

Outstanding Achievement in Original Music Composition

This award will be presented to the individual or team whose work represents the highest level of achievement in original musical composition for an interactive title. Both the quality of the score, and the integration of the score into the interactive title, will be considered in determining the recipient of this Award.

Outstanding Achievement in Visual Engineering

This award will be presented to the individual or team whose work represents the highest level of achievement in rendering 3-D virtual environments for an interactive title.

Outstanding Achievement in Sound Design

This award will be presented to the individual or team whose work represents the highest level of achievement in creating a unified audio environment, integrating both music and audio effects, in an interactive title.

Outstanding Character Development - Male

This award will be presented to the individual or team whose work has furthered the interactive experience through the most innovative use of a male character development in an interactive title.

Outstanding Character Development - Female

This award will be presented to the individual or team whose work has furthered the interactive experience through the most innovative use of a female character development in an interactive title.

CONSOLE AWARDS

Action/Adventure Game of the Year

Action/Adventure games are those games in which players are challenged with real-time action activities where timing, skill and accuracy are necessary to succeed. Players may also be presented with a scenario or story – progress through which may be limited by the player’s ability to succeed in real-time action activities, as well as the player’s ability to acquire resources, and/or solve puzzles required to reach the game’s conclusion. This category is differentiated from the Platform Action/Adventure category by use of generally more realistic content. Past examples include: *Max Payne 2*, *The Simpsons Hit & Run*, and *Manhunt*.

Platform Action/Adventure Game of the Year

Platform Action/Adventure games are games that players can see the characters they control (Third Person View). Games in this category are typically more “cartoon-like” and emphasize the adventure aspect of the game over graphic depiction of action, although this does not have to be the case for a game to qualify in this category. These games tend to remind the player of the classic “side-scroller” games of the past in look and goals. Past examples include: *Ratchet & Clank*, *Munch’s Oddysee*, and *Mario Sunshine*

First Person Action Game of the Year

Console First Person Action Games are games that follow the gameplay from the perspective of the character that the player is controlling. Frequently these games feature heavy weapons use and/or combat although this is not a requirement for entry. Past examples include: *Quake*, *Deus Ex*, *Unreal*, and *Half-Life*.

Children’s Title of the Year

The Children’s Title of the Year shall be awarded to the best title created specifically for children in the age range of 6 – 13. The title may be of any genre, but must be rated “E” or carry an equivalent rating. The title’s play dynamics must be suitable for a younger audience. Examples include: *Mario Party 5*, *SpongeBob SquarePants*, and *Tak and the Power of Juju*

Sports Simulation Game of the Year

Sports Simulation games offer the user the opportunity to virtually reproduce a sporting experience. Usually the experience is a realistic version of the actual event. Examples include: *Madden NFL 2004*, *ESPN NHL Hockey*, *NCAA Football 2004*

Racing Game of the Year

Racing games are those games that allow the user to participate in a contest in which the objective is to convey an object through a course of virtual physical progress as quickly as possible. Racing games may involve competition against other user-controlled competitors or against system controlled competitors. Racing games must simulate vehicular motion. Examples include: *Mario Kart: Double Dash*, *Need for Speed Underground*, and *F-Zero GX*

Role Playing Game of the Year

Role Playing games are those games where a player assumes the role of one or more characters and develops those characters in terms of abilities, statistics, and/or traits as the game progresses. While exploring, acquiring resources, solving puzzles, and interactive with non-player character are certainly a part of RPGs, the main characteristic separating RPGs from Action/Adventure games is that through the player’s actions, his/her virtual characters’ personal statistics or traits demonstrably evolve throughout the game. Examples includes: *The Temple of Elemental Evil*, and *Neverwinter Nights: Shadows of Undrentide*

Action Sports Title of the Year

Action Sports games are those games that reproduce for the user the experience of participating in an existing competitive sport. The product must offer the opportunity to compete, either with a simulated opponent or with another user. Examples include: *Tony Hawk’s Underground*, *SSX 3*, and *NBA Street Vol. 2*

Fighting Game of the Year

Fighting games are those games that offer the user the virtual experience of controlling a character engaging in individual combat with another character. The opponent can either be controlled by another player or by the game. Examples include: *Soul Calibur II*, *Smackdown: Here Comes The Pain*, and *Def Jam Vendetta*

Family Game of the Year

Family games are those that encourage more than one player to participate in the game. Often mini-games are the focus of battles between players, but this is not always the case. Examples include: *Eye Toy*, *Amplitude*, and *The Sims: Bustin’ Out*.

Innovation in Console Gaming

This is the console game that, through innovation of design and execution, is most likely to define a new category of games, or represents a creative or technological breakthrough in an existing console category or genre. Finalists in this category will be selected by an Academy board-level jury of independent developers from among all nominated games. Finalists will be chosen from the PPRBs selection of nominated games.

WIRELESS & HANDHELD AWARDS

Wireless Game of the Year

The Wireless Game of the Year shall be the game developed for a wireless platform (examples include: Cell Phones) that demonstrates the greatest achievement in overall game design, play and/or breakthrough in wireless gaming. All genres of games are eligible.

Handheld Game of the Year

The Handheld Game of the Year shall be the game developed for a handheld platform (examples include: Game Boy Advance, Nintendo DS, Palm OS, Windows CE) that demonstrates the greatest achievement in overall game design, play and/or breakthrough in handheld gaming. All genres of games are

ONLINE AWARDS

Massive Multiplayer/Persistent World Game of the Year

This award recognizes the best online massively multiplayer or persistent world game. Examples include: *Everquest: Lost Dungeons of Norath*, *A Tale in the Desert*, *Puzzle Pirates*, *Eve Online*.

COMPUTER AWARDS

Action/Adventure Game of the Year

Action/Adventure games are those games in which players are challenged with real-time action activities where timing, skill and accuracy are necessary to succeed. Players may also be presented with a scenario or story – progress through which may be limited by the player’s ability to succeed in real-time action activities, as well as the player’s ability to acquire resources, and/or solve puzzles required to reach the game’s conclusion. Past examples include: *Max Payne 2*, *Prince of Persia*, and *Grand Theft Auto*.

First Person Action Game of the Year

Computer First Person Action Games are games that follow the gameplay from the perspective of the character that the player is controlling. Frequently these games feature heavy weapons use and/or combat although this is not a requirement for entry. Past examples include: *Quake*, *Deus Ex*, *Unreal*, and *Half-Life*.

Children’s Title of the Year

The Children’s Title of the Year shall be awarded to the best title created specifically for children in the age range of 6 – 13. The title may be of any genre, but must be rated “E” or carry an equivalent rating. The title’s play dynamics must be suitable for a younger audience. Examples include: *SpongeBob SquarePants*, *Nancy Drew Adventures*, and *Lego Racers CD-ROM*.

Downloadable Game of the Year

Downloadable games are those games in which the user must download a copy to their hard drive of their computer to play. These games sometimes feature a username and password to play, but are not a requirement for entry. Past examples include: *Hamster Ball*, *Zuma Deluxe*, and *Poppit! To Go*

Simulation Game of the Year

Simulation games offer the user the opportunity to virtually reproduce an experience, real or imaginary, which would require some form of equipment. Examples include: *Flight Simulator 2004*, *The Sims: Superstar*, *Trainz Railroad Simulator 2004*

Role Playing Game of the Year

Role Playing games are those games where a player assumes the role of one or more characters and develops those characters in terms of abilities, statistics, and/or traits as the game progresses. While exploring, acquiring resources, solving puzzles, and interactive with non-player character are certainly a part of RPGs, the main characteristic separating RPGs from Action/Adventure games is that through the player’s actions, his/her virtual characters’ personal statistics or traits demonstrably evolve throughout the game. Examples includes: *The Temple of Elemental Evil*, and *Neverwinter Nights: Shadows of Undrentide*

Sports Game of the Year

Sports games are those games that reproduce for the user the experience of participating in an existing competitive sport. The product must offer the opportunity to compete, either with a simulated opponent or with another user. Examples include: *FIFA 2004*, *Madden NFL 2004*, and *Tiger Woods PGA Tour 2004*

Family Game of the Year

Family games are those that encourage more than one player to participate in the game. Often mini-games are the focus of battles between players, but this is not always the case. Examples include: *Zoo Tycoon: Complete Collection*.

Strategy Title of the Year

Strategy games are defined to be those games in which the user directs or manipulates resources to create a set of conditions that result in success as determined within the confines of the game. Strategy games emphasize the planning of tactics rather than the execution. Examples include: *Rise of Nations*, *Command & Conquer: Generals*, and *Homeworld 2*

Innovation in Computer Gaming

This is the computer game that, through innovation of design and execution, is most likely to define a new category of games, or represents a creative or technological breakthrough in an existing computer category or genre. Finalists in this category will be selected by an Academy board-level jury of independent developers from among all nominated games. Finalists will be chosen from the PPRBs selection of nominated games.

**EIGHTH ANNUAL INTERACTIVE ACHIEVEMENT AWARDS NOMINATION FORM
FOR ACHIEVEMENTS JANUARY 1, 2004 TO DECEMBER 31, 2004**

All nominations, fees and product samples must be received by the Academy no later than Friday, December 3, 2004

GENERAL INFORMATION SECTION

Title of Game

Publisher

Publisher Contact Name

Publisher Contact Phone Number/ E-Mail

Developer

Developer Contact Name

Developer Contact Phone /E-Mail

CRAFT AWARDS

16 copies of the game for Art Awards evaluation

Outstanding Achievement in Animation
Outstanding Achievement in Art Direction

16 copies of the game for Performance Awards evaluation

Outstanding Character Performance – Male
Outstanding Character Performance – Female

16 copies of the game and soundtrack or score for Audio Awards evaluation

Outstanding Achievement in Soundtrack
Outstanding Achievement in Original Composition
Outstanding Achievement in Sound Design

16 copies of the game for Engineering Awards evaluation

Outstanding Achievement in Gameplay Engineering
Outstanding Achievement in Online Game Play
Outstanding Achievement in Visual Engineering

16 copies of the game for Design Awards evaluation

Outstanding Achievement in Game Design
Outstanding Achievement in Character or Story Development

MAILING INFORMATION

Send all materials to:

BEFORE DEC. 1:

Academy of Interactive Arts and Sciences
Attention: Nomination Department
9343 Culver Blvd., Culver City, CA 90232

AFTER DEC. 1:

Academy of Interactive Arts and Sciences
Attention: Nomination Department
23622 Calabasas Road, Suite 220, Calabasas, CA 91302

By signing this form, I confirm I have read and agreed to the Academy of Interactive Arts and Sciences Awards Procedures & Rules. The Academy of Interactive Arts and Sciences reserves the right to determine product eligibility and to exclude any product from consideration. Materials submitted will not be returned. The Academy of Interactive Arts and Sciences reserves the right to disclose the names of all nominees after submission deadline. Nominees from pay game networks must arrange free access for the AIAS finalist screening process. Questions? Contact us at (310) 441-2280 ext.111 or email nomination@interactive.org

GENRE SELECTION

16 copies of the game for Genre Award evaluation

Select only ONE genre for the nominated product:

CONSOLE

- | | |
|----------------------------------------------------|----------------------------------------|
| <input type="checkbox"/> Platform Action Adventure | <input type="checkbox"/> Action Sports |
| <input type="checkbox"/> First Person Action | <input type="checkbox"/> Children's |
| <input type="checkbox"/> Sports Simulation | <input type="checkbox"/> Family |
| <input type="checkbox"/> Role Playing | <input type="checkbox"/> Fighting |
| <input type="checkbox"/> Action/Adventure | <input type="checkbox"/> Racing |

WIRELESS & HANDHELD

Wireless Handheld

COMPUTER

- | | |
|----------------------------------------------|---------------------------------------|
| <input type="checkbox"/> Action/Adventure | <input type="checkbox"/> Children's |
| <input type="checkbox"/> Downloadable | <input type="checkbox"/> Family |
| <input type="checkbox"/> First Person Action | <input type="checkbox"/> Role Playing |
| <input type="checkbox"/> Simulation | <input type="checkbox"/> Sports |
| <input type="checkbox"/> Strategy | |

ONLINE

Massive Multiplayer/Persistent World

Total number of copies sent

NOMINATION FEE

Payment of \$1000 nominating fee (Please note that fees are nonrefundable).

I have enclosed a check payable to: Academy of Interactive Arts and Sciences OR Please bill my credit card:

MasterCard Visa American Express

Credit Card Number _____

Expiration Date _____

Signature _____ Name (as it appears on credit card)

(I hereby authorize the Academy of Interactive Arts and Sciences to bill my credit card for the amount indicated above.)

Signature of Nominating Party _____ Date _____



**2004
EIGHTH ANNUAL
INTERACTIVE
ACHIEVEMENT
AWARDS**

FOR ACHIEVEMENTS
JANUARY 1, 2004 TO DECEMBER 31, 2004