

### **Game of the Year**

1. Halo: Reach (Bungie, Microsoft Game Studios)
2. *Call of Duty®: Black Ops* (Treyarch, Activision)
3. Red Dead Redemption (Rockstar San Diego, Rockstar Games)
4. God of War® III (Sony Santa Monica, SCEA)
5. Mass Effect 2 (BioWare, EA)
6. StarCraft® II: Wings of Liberty™ (Blizzard Entertainment)
7. Assassin's Creed® Brotherhood (Ubisoft Montreal, Ubisoft)
8. Super Mario Galaxy™ 2 (Nintendo, Nintendo)

### **Best Trailer**

1. Halo: Reach Deliver Hope (Bungie, Microsoft Game Studios)
2. Deathwing World of Warcraft®: Cataclysm™ Trailer (Blizzard Entertainment)
3. Homefront™ E3 (KAOS Studios, THQ)
4. Deus Ex: Human Revolution E3 (Eidos Montreal, Square Enix)
5. Star Wars®: The Old Republic™ E3 (BioWare Austin, LucasArts)

### **Best Multiplayer**

1. *Call of Duty®: Black Ops* (Treyarch, Activision)
2. Halo: Reach (Bungie, Microsoft Game Studios)
3. Blur™ (Bizarre Creations, Activision)
4. Assassin's Creed® Brotherhood (Ubisoft Montreal, Ubisoft)
5. StarCraft® II: Wings of Liberty™ (Blizzard Entertainment)

### **Best Narrative**

1. Alan Wake (Remedy Entertainment, Microsoft Game Studios)
2. Heavy Rain™ (Quantic Dream, SCEA)
3. ENSLAVED™: Odyssey to the West™ (Ninja Theory, Namco Bandai)
4. Red Dead Redemption (Rockstar San Diego, Rockstar Games)
5. *Call of Duty®: Black Ops* (Treyarch, Activision)

### **Best Art Direction**

1. *Castlevania: Lords of Shadow* (MercurySteam, Konami)
2. ENSLAVED™: Odyssey to the West™ (Ninja Theory, Namco Bandai Games)
3. Kirby's Epic Yarn™ (Good-Feel, Nintendo)
4. LIMBO (Playdead Studios, Microsoft Game Studios)
5. God of War® III (Sony Santa Monica, SCEA)

### **Best Animation**

1. God of War® III (Sony Santa Monica, SCEA)
2. Red Dead Redemption (Rockstar San Diego, Rockstar Games)
3. Shank (Klei Entertainment, EA)
4. *Call of Duty®: Black Ops* (Treyarch, Activision)
5. BAYONETTA™ (Platinum Games, Sega)

### **Best Game Cinematography**

1. *Castlevania: Lords of Shadow* (MercurySteam, Konami)
2. *God of War® III* (Sony Santa Monica, SCEA)
3. *Heavy Rain™* (Quantic Dream, SCEA)
4. *Halo: Reach* (Bungie, Microsoft Game Studios)
5. *Tom Clancy's Splinter Cell Conviction™* (Ubisoft Montreal, Ubisoft)

### **Best Indie Game**

1. *LIMBO* (Playdead Studios, Microsoft Game Studios)
2. *Minecraft* (Mojang Specifications)
3. *Amnesia: The Dark Descent* (Frictional Games)
4. *VVVVVV* (Terry Cavanagh)
5. *Super Meat Boy* (Team Meat)

### **Most Compelling Character**

1. Jack (Subject Zero) - *Mass Effect 2* (BioWare, EA)
2. John Marston - *Red Dead Redemption* (Rockstar San Diego, Rockstar Games)
3. Ethan Mars - *Heavy Rain™* (Quantic Dream, SCEA)
4. Alan Wake - *Alan Wake* (Remedy Entertainment, Microsoft Game Studios)
5. Jim Raynor - *StarCraft® II: Wings of Liberty™* (Blizzard Entertainment)

### **Best DLC (best content pack/expansion content)**

1. *Undead Nightmare - Red Dead Redemption* (Rockstar San Diego, Rockstar Games)
2. *Lair of the Shadow Broker - Mass Effect 2* (BioWare, EA)
3. *The Secret Armory of General Knoxxx - Borderlands* (Gearbox Software, 2K Games)
4. *The Sacrifice - Left 4 Dead* (Valve Software)
5. *Minerva's Den - BioShock® 2* (2K Marin, 2K Games)

### **Best Downloadable Game**

1. *LIMBO* (Playdead Studios, Microsoft Game Studios)
2. *Monday Night Combat* (Uber Entertainment, Microsoft Game Studios)
3. *Lara Croft and the Guardian of Light* (Crystal Dynamics, Square Enix)
4. *Dead Rising® 2: CASE ZERO* (Blue Castle Games, Capcom)
5. ***Pinball FX2™*** (Zen Studios, Microsoft Game Studios)

### **Most Original Game**

1. *Kirby's Epic Yarn™* (Good-Feel, Nintendo)
2. *Minecraft* (Mojang Specifications)
3. *LIMBO* (Playdead Studios, Microsoft Game Studios)
4. *Heavy Rain™* (Quantic Dream, SCEA)
5. *Space Invaders Infinity Gene* (Taito, Square Enix)

### **Best Control**

1. *Call of Duty®: Black Ops* (Treyarch, Activision)
2. *Halo: Reach* (Bungie, Microsoft Game Studios)
3. *Super Meat Boy* (Team Meat)
4. *God of War® III* (Sony Santa Monica, SCEA)
5. *EA SPORTS MMA* (EA Canada, EA)

### **Best Innovation in Game Design**

1. *Call of Duty®: Black Ops - Wager Matches* (Treyarch, Activision)
2. *Dance Central™ - Full Body Recognition Dancing* (Harmonix, MTV Games)
3. *Heavy Rain™- Interactive Cinematography Experience* (Quantic Dream, SCEA)
4. *Halo: Reach - Forge 2.0* (Bungie, Microsoft Game Studios)
5. *Rock Band 3 - Pro Guitar Mode and peripheral* (Harmonix, MTV Games)

### **Best Original Score**

1. *ENSLAVED™: Odyssey to the West™* (Ninja Theory, Namco Bandai)
2. *God of War® III* (Sony Santa Monica, SCEA)
3. *Mass Effect 2* (BioWare, EA)
4. *Red Dead Redemption* (Rockstar San Diego, Rockstar Games)
5. *FINAL FANTASY® XIII* (Square Enix)

### **Best Weapon**

1. *Lasso - Red Dead Redemption* (Rockstar San Diego, Rockstar Games)
2. *Grappling Hook - Just Cause 2* (Avalanche Studios, Square Enix)
3. *Drill Arm - BioShock® 2* (2K Marin, 2K Games)
4. *Chainsaw Bike - Dead Rising 2* (Blue Castle Games, Capcom)
5. *Scarborough Fair - Bayonetta's Guns* (Platinum Games, Sega)

### **Best Sound Design**

1. *Red Dead Redemption* (Rockstar San Diego, Rockstar Games)
2. *Medal of Honor* (EALA/DICE, EA)
3. *Alan Wake* (Remedy Entertainment, Microsoft Game Studios)
4. *BioShock® 2* (2K Marin, 2K Games)
5. *LIMBO* (Playdead Studios, Microsoft Game Studios)