



## **Activision Announces Winners of the Activision Independent Games Competition**

### **"Iron Dragon" by Christopher Hui takes First Place; "Planet Smashers" by Michael Stanton Wins Second Place**

SANTA MONICA, Calif., June 25, 2012 /PRNewswire/ -- Continuing to show its support for independent game developers, Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard (Nasdaq: ATVI), today announced the winners of the Activision Independent Games Competition. The awards program, which was designed to foster innovation, was juried by IndieCade.

First place and a cash prize of \$175,000 were awarded to Christopher Hui's *Iron Dragon*, an action flight adventure optimized for touch-screen devices. Second place and a cash prize of \$75,000 went to Michael Stanton's *Planet Smashers*, a multiplayer action game built on an original engine. The winners retain full intellectual property rights to their works.

"We were excited with the quality, creativity and diversity we saw in the submissions we received for the Games Competition," said Dan Winters, Activision's Vice President of External Development. "While the games themselves varied, the unifying theme for everyone involved in the competition has been passion. We want to thank the talented developers who submitted their work and our partners at IndieCade. The energy and enthusiasm of the indie community continues to inspire us and we're thrilled to help make their dreams become reality."

#### **About IndieCade:**

IndieCade supports independent game development and organizes a series of international events showcasing the future of independent games. It encourages, publicizes, and cultivates innovation and artistry in interactive media, helping to create a public perception of games as rich, diverse, artistic, and culturally significant. IndieCade's events and related production and publication programs are designed to bring visibility to and facilitate the production of new works within the emerging independent game movement. Like the independent videogame developer community itself, IndieCade's focus is global and includes producers in Asia, Latin America, Europe, Australia, and anywhere else independent games are made and played. IndieCade was formed by Creative Media Collaborative, an alliance of industry producers and leaders founded in 2005.

#### **About Activision:**

Headquartered in Santa Monica, California, Activision Publishing, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products.

Activision maintains operations in the U.S., Canada, the United Kingdom, France, Germany, Ireland, Italy, Sweden, Spain, Norway, Denmark, the Netherlands, Australia, South Korea, China and the region of Taiwan. More information about Activision and its products can be found on the company's website, [www.activision.com](http://www.activision.com).

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