



ADVENTURE GAME AWARDS 2006

WELCOME TO THE FIRST ADVENTURE GAME AWARDS.
THE CHOICE TO REALIZE THIS PRIZE COMES FROM THE
MINDS OF THE ADVENTURE'S PLANET STAFF, WITH THE
INTENTION TO BECOME IN THE YEARS A LANDMARK FOR
OUR FAVOURITE GENRE.

IN THIS EDITION, THE JURY IS FORMED BY 14
INTERNATIONAL EXPERTS, AND WE'D LIKE TO THANK
EVERYONE INVOLVED IN THAT PROJECT FOR THEIR GREAT
PASSION AND COMPETENCE.

INCLUDED IN THIS EDITION THERE ARE ONLY THE GAMES
RELEASED WORLDWIDE DURING 2006.

HAVE FUN!



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Aurelien Vandoorine
Adventure Europe France



Becky Waxman
Game Boomers



Claas Paletta
DTP/ANACONDA PR



Gabriel Sanmartin
Aventura y Cia



Jack Allin
Adventure Gamers



Jan Schneider
Adventure Treff



Javier Cadenas
Aventura y Cia



Josselin Courant
Sanctuarie de l'Aventure



Marion Alter
Adventure Archiv



Matthias Mangelsdorf
Adventure Corner



Laura MacDonald
Game Designer (Culpa Innata, Destinies)



Michael Schachinger
Adventure Europe Germany



Rodrigo Steinmann
La Aventura es la Aventura



Victor Martinez
Aventura y Cia



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ANKH

MICHAEL SCHACHINGER:

"MAYBE NOT THE BEST 3D GRAPHICS IN TERMS OF TECHNICAL STANDARDS, HOWEVER PERFECTLY SUITABLE AND DESIGNED FOR THAT REAL FUNNY COMIC STYLE GAME."



BEST 3D GRAPHICS

DREAMFALL

JACK ALLIN:

"DREAMFALL IS ABOUT THE CLOSEST THING THE GENRE GETS TO A TRIPLE-A TITLE THESE DAYS, AND ITS PRODUCTION VALUES PUT IT HEAD AND SHOULDERS ABOVE ITS COMPETITION. THE TECHNOLOGY STILL MAY NOT BE CUTTING EDGE OVERALL, BUT WHAT IT LACKS IN POLYGONS IT MAKES UP WITH A WONDERFUL ARTISTIC DESIGN."

AURELIEN VANDOORINE:

"DREAMFALL HAS REALLY THOSE BEAUTIFUL GRAPHICS AND ALSO A VARIETY OF THEM. THE LOOK FROM STARK AND ARCADIA AND OF THE WINTER ARE REALLY DIFFERENT FROM EACH OTHER. AND GOING THROUGH THE SUNNY FUTURISTIC CASABLANCA TO THE WINTER MAKES REALLY A SHOCK."



80 DAYS

BECKY WAXMAN:

"SUMPTUOUS LOCATIONS WITH LAVISH (AND SOMETIMES QUIRKY) DETAILS. A HUGE GAMESWORLD FULL OF LIVELY COLOR AND MYSTERY."

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KEEPSAKE

BECKY WAXMAN:

"SPECTACULAR SCENIC VISTAS AND MAGNIFICENT CASTLE-LIKE INTERIORS. SHEER MAGIC."



BEST 2D GRAPHICS

TUNGUSKA

MARION ALTER:

"THE MOST BEAUTIFUL, DETAILED AND LIVELY 2D-BACKGROUNDS I'VE SEEN IN AN ADVENTURE GAME AS YET."

MATTHIAS MANGELSDORF:

"SECRET FILES: TUNGUSKA SHINES WITH GORGEOUS BACKGROUND GRAPHICS AND LOTS OF DETAILS. THE OBJECTS REALLY MELT INTO THE BACKGROUNDS."



PARADISE

LAURA MACDONALD:

"THERE WERE SOME DEFINITE THINGS WRONG WITH THIS GAME, BUT TYPICAL OF SOKAL'S WORK - IT LOOKED GREAT. SURREAL ENVIRONMENTS, GREAT DEPTH OF FIELD. AS ALWAYS LOOKED INVITING AND MYSTERIOUS, IF ONE DAY YOU CAN INTERACT TO THE LEVEL INVITED BY THE PLACES, SOKAL WILL HAVE ANOTHER GREAT GAME."

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EVIDENCE

MICHAEL SCHACHINGER:

"THE GAME IS SIMPLY THRILLING, AS THE PLAYER BECOMES ACTIVE PART OF THE PLOT. YOU EVEN RECEIVE REAL EMAILS FROM THE OTHER CHARACTERS. A VERY UNIQUE ADVENTURE GAMING EXPERIENCE IN FACT!"



BEST PLOT

DREAMFALL

CLAAS PALETTA:

"AN ADULT PLOT, TOLD IN SIGNATURE STYLE BY RAGNAR TORNGUIST AND HIS TEAM."

MARION ALTER:

"IT'S AN EMOTIONAL ROLLER COASTER RIDE! NO OTHER STORY HAS CAPTIVATED ME THIS MUCH IN 2006, NOT EVEN IN A BOOK OR FILM."



SCRATCHES

JOSSELIN COURANT:

"A SIMPLE STORY, BUT NOT AS SIMPLE AS IT SEEMS... IT MAKES YOU THINK IN THE END, I LIKE IT ;-)"



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BROKEN SWORD 4

JOSSELIN COURANT:

"THERE'S ALWAYS A GREAT ATMOSPHERE IN THE BROKEN SWORD SERIES."



BEST AUDIO

DREAMFALL

RODRIGO STEINMANN:

"DREAMFALL IS MY CHOICE. I DIDN'T LOVED THE GAME ITSELF, BUT I HAVE TO SAY THAT GRAPHICS, SOUNDS (VOICES AND MUSIC) AND THE PLOT ARE REALLY WELL DONE. IN THIS PARTICULAR CASE, THEY WORKED A LOT WITH THE SOUNDS, CREATING A VERY COMPLETE WORLD."

JAN SCHNEIDER:

"EPIC AND ATMOSPHERIC SOUNDTRACK."



ANKH

AURELIEN VANDOORINE:

"IT'S NO SURPRISE THAT ANKH HAS A GREAT AUDIO AFTER HE WON AN AWARD ON THIS POINT IN GERMANY. THE GAME AUDIO IS COMPLETELY INTEGRATED, YOU MAY TALK FROM OTHER CHARACTERS, SOUND OF WATERS, ETC."



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BROKEN SWORD 4

JAVIER CADENAS:

"REMINERS OF THE OLD ART OF THE ADVENTURE GAME DESIGN, PERFECTLY INTRODUCED IN THE PLOT AND NOT OBSTRUCTIVE."



BEST PUZZLES

KEEPSAKE

BECKY WAXMAN:

"UNEXPECTEDLY, THIS 3RD PERSON ADVENTURE FEATURES BEAUTIFULLY CRAFTED MECHANICAL PUZZLES. A NICE RANGE IN PUZZLE DIFFICULTY, PLUS AN EXEMPLARY GRADUATED HINTS SYSTEM."

LAURA MACDONALD:

"WHAT KEPT KEEPSAKE FROM SINKING IN STATURE WAS THE WIDE VARIETY OF CLASSICALLY DESIGNED AND INNOVATIVE PUZZLES-CHALLENGES. THE PUZZLES THEMSELVES WERE WELL DESIGNED, BEAUTIFULLY RENDERED AND ALMOST A SEPARATE ENVIRONMENTAL LAYER OF THE GAME."



THE SECRETS OF DA VINCI

MARION ALTER:

"NOT A NEW CONCEPT ANYMORE BUT STILL ENGAGING, VARIABLE AND EDUCATIONAL, TOO."



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ANKH

JAVIER CADENAS:

"NOT BECAUSE BEING POINT & CLICK BUT FOR THE USE OF IT, HIGHLY COMFORTABLE AND ACCURATE."



BEST GAMEPLAY

TUNGUSKA

MATTHIAS MANGELSDORF:

"GREAT INTUITIVE MOUSE CONTROLS, A HOTSPOT KEY AND A HINT SYSTEM: THE GAMEPLAY OF SECRET FILES: TUNGUSKA FEATURES EVERYTHING ONE COULD DESIRE."

JAN SCHNEIDER:

"NEVER GETS BORING DUE TO THE COMFORT FUNCTIONS LIKE THE SNOOP KEY AND THE POSSIBILITY TO SHORTCUT LONG WALKS. LOTS OF GOOD PUZZLES. ONLY GETS A BIT WEAKER IN THE END."



SAM & MAX SEASON 1

LAURA MACDONALD:

"FUNNY DIALOGUES, ONE LINERS ARE PURE SAM & MAX. THE ONE GAME IN YEARS WHERE YOU REALLY WANT TO CLICK ON ANYTHING AND EVERYTHING JUST TO HEAR WHAT THEY SAY. NPC'S & CHALLENGES WACKED OUT ENOUGH TO MAKE EVEN MAX STAND UP AND CHEER. THE MINI ARCADE MOMENTS SO WELL CRAFTED IN THE ORIGINAL GAME WERE BACK. BOTH EPISODES WERE THE MOST "PURE FUN" I HAVE HAD IN A WHILE. WHEN MORE EPISODES ARE IN - WELL MAYBE SERIES OF THE YEAR 2007? LOOKS GOOD SO FAR."



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GEORGE STOBART
(BROKEN SWORD 4)

JOSSELIN COURANT:
"STOBART IS STILL STOBART....!"



BEST CHARACTER

ZOE CASTILLO
(DREAMFALL)

JAN SCHNEIDER:

"AGAIN, RAGNAR TORNQVIST MANAGES TO CREATE BELIEVABLE CHARACTERS I CARE FOR."

LAURA MACDONALD:

"SHE LOOKED GREAT, HAD A WONDERFUL DIALOGUE LINES, GREAT VOICE WORK. OF ALL THE PLAYABLE CHARACTERS, ZOE INSTANTLY HAD IN GAME CHEMISTRY AND JUST SEEMED REAL."



SHERLOCK HOLMES
(THE AWAKENED)

BECKY WAXMAN:

"HOLMES' TRADEMARK OBSERVATIONAL BRILLIANCE, DRY HUMOR AND IMPATIENCE WITH EMOTIONAL DISPLAY ARE ALL HERE. BUT IN THE AWAKENED HE ALSO MUST DRAW ON HIS PHYSICAL COURAGE AND INVENTIVENESS IN WAYS CAUSING EVEN A PERFECTLY DISCIPLINED MIND TO QUESTION THE BOUNDARIES OF LOGIC."



DREAMFALL

MARION ALTER:

"OK, I ADMIT THAT THE MOST CAPTIVATING DIALOGUES WERE KEPT IN MOVIE SEQUENCES. THEN AGAIN, IT WAS AN INTERACTIVE MOVIE ADVENTURE ;-)"



BEST DIALOGUES

SAM & MAX

JACK ALLIN:

"COMEDY IS SUCH A HARD THING TO DO IN GAMES, BUT SAM & MAX ACHIEVED IT ADMIRABLY. THE WRITING IS GENERALLY CLEVER AND THE DIALOGUES ARE REALLY THE HIGHLIGHT OF THE GAME. DREAMFALL AND BROKEN SWORD 4 BOTH HAD THEIR MOMENTS OF INSPIRATION, BUT NEITHER COULD MAINTAIN IT OVER THE COURSE OF THE FULL GAME. (OF COURSE SAM & MAX HAD AN ADVANTAGE IN BEING SUCH A SHORT EPISODE.)"

MATTHIAS MANGELSDORF:

"I'VE WAITED THIRTEEN YEARS, TO SEE THE RETURN OF SAM & MAX ON THE PC. BUT IT WAS WORTH IT. THERE ARE SIMPLY NO ADVENTURE GAMES WITH FUNNIER SARCASTIC DIALOGUES THAN SAM & MAX."

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BROKEN SWORD 4

JAVIER CADENAS:

"BECAUSE OF THE ABILITY OF THE WRITERS TO DEFINE THE CHARACTERS IN A FEW SENTENCES, THEIR ABILITY TO CONVINCE THE PLAYER OF THE REALISM OF A CHURCH-CONSPIRACIES STORY NOWADAYS."



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EVIDENCE

JACK ALLIN:

"ATMOSPHERE IS MEANT TO AFFECT US EMOTIONALLY, SO PERHAPS THIS IS ONE CATEGORY WHERE PERSONAL BIAS IN MOST. I'M GIVING THE NOD TO EVIDENCE BECAUSE IT MANAGES TO BELIEVABLY CONVEY THE NOTION THAT A SADISTIC KILLER IS OUT THERE, ENJOYING HIS LITTLE GAME OF CAT-AND-MOUSE WITH YOU, WITH LIVES HANGING IN THE BALANCE. YOU NEVER SEE HIM, NEVER HEAR HIM, AND YET YOU CAN'T HELP BUT BUY INTO HIS EXISTENCE WHEN PLAYING. THE PRESENTATION IS SLICK AND VERY CLEVER, AND THE SUPPORTING EMAILS FROM YOUR (FICTIONAL) FELLOW INVESTIGATORS HELPS MAINTAIN THE CHARADE EFFECTIVELY."



BEST ATMOSPHERE

SCRATCHES

BECKY WAXMAN:

"AN ODE TO THE NUANCES OF TERROR. THREE DAYS OF FRAYED NERVES AND THE DAWNING REALIZATION THAT A LONG-BURIED HORROR IS ABOUT TO EMERGE."

MICHAEL SCHACHINGER:

"THE STORY AND RELATED DENSE ATMOSPHERE IN THIS GAME IS AMAZING. HARDLY ANY MOVIE OR ADVENTURE GAME OF THE PAST FEW YEARS WAS ABLE TO BUILD UP SOME COMPARABLE MYSTERY AND SCARY ATMOSPHERE."



DREAMFALL

LAURA MACDONALD:

"THE GRAPHICS, INSTANTLY VIVID CHARACTERS, DEVELOPING STORY, SOUND LAYERS AND MUSICAL SCORE CREATED A GAME, THOUGH FLAWED WITH UNNECESSARY AND BADLY IMPLEMENTED ACTION/RPG STYLED BITS, AND INTERFACE THAT WAS AWKWARD AT TIMES AND TOOK SOME GETTING USED TO - THIS GAME STILL DRAGGED YOU BACK AND STUCK IN YOUR HEAD LONG AFTER THE GAME WAS TURNED OFF. DREAMFALL IS PROOF THAT IT IS THE SYNERGY OR ENTIRETY OF A GAME THAT MAKES IT FAIL OR SUCCEED. AND TO ME, DREAMFALL WAS MEMORABLE, ENGAGING AND JUST A DAMN GREAT GAME WHEN THE LAST FRAME FLEW BY."



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THE SECRETS OF DA VINCI

MATTHIAS MANGELSDORF:

"TOO OFTEN ADVENTURES CONFUSE FIRST PERSON PERSPECTIVE WITH CHARACTER IDENTIFICATION. THE SECRETS OF DA VINCI AVOIDS THAT MISTAKE BY OFFERING A RICH CHARACTER BACKGROUND, A COHERENT STORY AND CREATIVE PUZZLES."



BEST FIRST
PERSON ADVENTURE

SCRATCHES

MICHAEL SCHACHINGER:

"DUE TO THE GREAT STORY AND AMAZING ATMOSPHERES, PRESENTED WITH PERFECTLY SUITABLE SOUNDS AND NICE GRAPHICS, THIS GAME GOES FOR BEST 1ST PERSON ADVENTURE 2006."

JAVIER CADENAS:

"REALLY OPPRESSIVE. IT IS JUST ONE MAJOR FIX TO THE GAME FAULTS, AND THE THING THAT SUPPORTS THE WHOLE GAME GOOD IDEAS."



EVIDENCE

AURELIEN VANDOORINE:

"HOW COULD YOU FIND A BETTER GAME THAT EVIDENCE - THE LAST RITUAL TO SHOWCASE A FIRST PERSON GAME, AS YOU ARE THE CHARACTER IN THE GAME AND OUTSIDE THE GAME. YOU MEANS YOU AND NOBODY ELSE."



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TUNGUSKA

MICHAEL SCHACHINGER:

"A GREAT ADVENTURE GAME, WITH MAJOR STRENGTH IN GAMEPLAY AND GRAPHICS WITH NICE SOUND, ESPECIALLY THE VOICE OVERS. HAVING A MORE INTERESTING AND LESS PREDICTABLE STORY, THIS ADVENTURE WOULD BE REALLY CLOSE TO BE A PERFECT ADVENTURE."



BEST THIRD
PERSON ADVENTURE

DREAMFALL

BECKY WAXMAN:

"FANTASTIC PRODUCTION VALUES, GORGEOUS 3D GRAPHICS, MEMORABLE CHARACTERS, A THRILLING STORY INTERWOVEN BETWEEN TWO WORLDS."

JACK ALLIN:

"A MUCH STRONGER FIELD THAN FOR FIRST-PERSON GAMES, CONTINUING A GROWING TREND OVER THE LAST NUMBER OF YEARS. FOR PURE "PLAYABILITY", I FEEL BONE 2, SAM & MAX, AND SECRET FILES: TUNGUSKA DESERVE MENTION. BUT IN THE END, I FEEL THE LURE OF DREAMFALL. FLAWED AS IT WAS, IT WAS ONE OF THE RARE GAMES TO CONSISTENTLY HOLD MY INTEREST AND ATTENTION FROM START TO FINISH (AT LEAST, AMONG GAMES THAT TAKE LONGER THAN A FEW HOURS TO PLAY)."



BROKEN SWORD 4

JAVIER CADENAS:

"THRILLING PLOT, THE BEST PUZZLES IN YEARS. THE RETURN OF THE GOOD DESIGN TO THE GENRE DESIRES TO BE THE BEST THIRD PERSON ADVENTURE OF THE YEAR."

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BEST ADVENTURE 2006



RUNAWAY 2

JOSSELIN COURANT:

"RUNAWAY 2 IS ALREADY AVAILABLE IN FRANCE, AND IT'S FOR ME THE BEST ADVENTURE GAME FOR 2006, BUT, AS IT'S NOT AVAILABLE WORLDWIDE, I'D SAY IT WOULD BE THE MOST AWAITED GAME FOR 2007....!"



**MOST AWAITED GAME
FOR 2007**

GRAY MATTER

AURELIEN VANDOORINE:

"THIS GAME MARKS THE RETURN OF JANE JENSEN TO THE ADVENTURE GAMES AND AFTER THE GREAT STORIES SHE MADE FOR GABRIEL KNIGHT AND THE FIRST THINGS WE DISCOVERED AT THE LAST GAMES CONVENTION DURING HER PRESS CONFERENCE LOOKS VERY INTERESTING AND IS DEFINITELY FOR ME A GAME TO FOLLOW CAREFULLY."

JAN SCHNEIDER:

"PERSONALLY, I DON'T THINK GRAY MATTER WILL BE RELEASED IN 2007, BUT SINCE OFFICIALLY IT'S STILL SCHEDULED FOR NEXT YEAR, I'LL GO WITH JANE JENSEN'S NEW GAME. I'M STILL A BIT SCEPTICAL ABOUT THE UNKNOWN DEVELOPMENT STUDIO, BUT I AM VERY CURIOUS WHAT JENSEN IS STILL CAPABLE OF."

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OVERCLOCKED

MICHAEL SCHACHINGER:

"OVERCLOCKED, A STORY ABOUT VIOLENCE, IS A VERY PROMISING ADVENTURE TITLE, WHICH I EXPECT TO GET A NEW EXPERIENCE IN ADVENTURE GAMING."