

No. 13 / August 2021, Cologne #gamescom2021

gamescom award 2021: "And the winners are...!"

"Elden Ring" is Best of gamescom 2021 and "Most Wanted" +++ Bandai Namco Europe with Best Lineup of gamescom 2021 +++ Electronic Arts, Microsoft und Ubisoft each with multiple awards +++ "Let's Play 4 Charity" wins HEART OF GAMING Award



gamescom 25.08. - 27.08.2021 www.gamescom.global

The winners of the gamescom awards 2021 have been determined. Among other things, the gamescom awards were presented in 22 categories during the gamescom: Opening Night Live, hosted by Geoff Keighley, as well as during gamescom studio.

Jury and fans agreed: The big winner of gamescom 2021 is "Elden Ring". The jury awarded the title in the categories Best Action Adventure, Best Role Playing Game, and in the platform category Best Sony PlayStation Game and crowned it with the main prize Best of gamescom. The gamescom fans chose "Elden Ring" as their most hotly anticipated title. The new part of the Halo saga from Microsoft, "Halo Infinite," won Best Multiplayer Game and Best Microsoft Xbox Game, while "Age of Empires IV," also from Microsoft, won Best Strategy Game. Electronic Arts can also be pleased about several awards: The long-running game "Apex Legends" won in the category Best Ongoing Game. The EA Originals title "Lost in Random" from Zoink Studios won in the Best Indie Game category. Ubisoft won the Best Nintendo Switch Game category with "Mario + Rabbids Sparks of Hope" and the Best Sports Game category with "Riders Republic".

The gamescom award title honors the most anticipated games presented at gamescom, for example at gamescom: Opening Night Live or at gamescom now. More information on the gamescom award, such as an overview of the nominees and the jury members, can be found at gamescom award: The award for the best games of the year | gamescom

The winners of the gamescom award 2021 at a glance:

Category "Platform"

Best Microsoft Xbox Game

- Halo Infinite, Microsoft

Best Nintendo Switch Game

- Mario + Rabbids Sparks of Hope, Ubisoft

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- Syberia: The World Before, astragon Entertainment

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Best Sony PlayStation Game

- Elden Ring, FromSoftware / Bandai Namco Europe

Category "Genre"

Best Action Adventure Game

- Elden Ring, FromSoftware / Bandai Namco Europe

Best Action Game

- Far Cry 6, Ubisoft

Best Family Game

- Super Dungeon Maker, rokaplay

Best Indie Game

- Lost in Random, Zoink Studios / EA Originals

Best Role Playing Game

- Elden Ring, FromSoftware / Bandai Namco Europe

Best Simulation Game

- Park Beyond, Limbic Entertainment / Bandai Namco Europe

Best Sports Game

- Riders Republic, Ubisoft

Best Strategy Game

- Age of Empires IV, Microsoft

Best Multiplayer Game

- Halo Infinite, Microsoft

Best Ongoing Game

- Apex Legends, Electronic Arts



Most Original Game

- Dice Legacy, DESTINYbit / Ravenscourt

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Category "Consumer Awards"

Best Streamer

- Fextralife

gamescom "Most Wanted"

- Elden Ring, FromSoftware / Bandai Namco Europe

Category "gamescom global Awards"

Best Announcement

- Saints Row, Volition / Deep Silver

Best Lineup

- Bandai Namco Europe

Best of gamescom

- Elden Ring, FromSoftware / Bandai Namco Europe

Best Trailer

- Saints Row, Volition / Deep Silver

HEART OF GAMING Award

- Let's Play 4 Charity

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About gamescom



gamescom is the world's largest event for computer and video games and Europe's largest business platform for the games industry. gamescom 2021 will be held exclusively in digital format from Wednesday, August 25 to Friday, August 27, 2021. On-site events in Cologne will not take place this year. gamescom is jointly organized by Koelnmesse and game - the German Games Industry Association.

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Further information: www.koelnmesse.com/current-dates/all-trade-fairs/#3
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