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[MWC 2008: International Mobile Gaming Awards Winners Announced](#)



Metal Gear Solid Mobile is the big winner

IMGA logo
IMGA

IMGA (International Mobile Gaming Awards) announced at the [Mobile World Congress](#) in Barcelona, Spain, the winners for the year 2007. This year's International Mobile Gaming Awards edition came with a total prize worth of 40,000 USD, enough to stimulate gamers all over the globe. The registrations started in July 2007 and, by September 2007, when registrations were closed, there were 400 games registered, from more than 30 countries. 80 games out of the 400 were pre-selected and presented in front of an international jury in Marseille, where only 25 of them were allowed to go into the final stage of the competition, five for each category. The big winner of the event is "Metal Gear Solid Mobile", the game created by the US-based developer Ideaworks 3D. "Metal Gear Solid Mobile" won the Grand Prix as well as the Operators Choice award. Furthermore, The "Best Casual Game" title was given to "Treasure Arm", a game developed by "Tequila Mobile" from Poland; the Best IP-based licensed game was "Furby Island" by LemonQuest, Spain; the Best 3D game title was won by "One", developed by Digital Legends, also from Spain; "Dirk Dagger and the Fallen Idol" by Jadestone, Finland, was awarded for the Best Gameplay, while the Public Choice Award went to "WRC 3D" by Firemint, Australia. The Best Connectivity award had no winner this year, due to the lack of final submissions. This being said, we're waiting for the next year awards. Registrations will start in the summer, so developers should already work on their new games.