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"Wik and the Fable of Souls" Selected as The Downloadable Game of the Year

It captured the imagination and hearts of gamers around the world

Reflexive Entertainment is proud to announce that Wik and the Fable of Souls, available through Live Arcade on the Xbox 360, was selected as the Downloadable Game of the Year by The Academy of Interactive Arts and Sciences at the 9th Annual Interactive Achievement Awards held in Las Vegas, NV in conjunction with the D.I.C.E. Summit. Wik beat out several other outstanding titles including PopCap's Chuzzle and Playfirst's Oasis. "We are thrilled to be recognized by the Academy for our labor of love that Wik represents" said Ion Hardie, Director of Product Development at Reflexive Entertainment. "Such wonderful acknowledgment really fuels our fire to stretch the creative envelope in our future projects." Already a winner at the 2005 Independent Games Festival as Downloadable Game of the Year, in addition to winning the IGF awards for Innovation in Visual and Game Design, Wik and the Fable of Souls has captured the imagination and hearts of gamers around the world with its innovative game play, engaging atmosphere and distinctive visual design.