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Game of the Year
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[World of Goo Gets Game Of the Year Award](#)

From Game Tunnel

[World of Goo](#) is one of the most interesting titles to break out of the independent scene in 2008 and various game reviewers are in a hurry to shower it with Game of the Year awards. The latest to do so is Game Tunnel, a website specialized in reviewing independent games, those created on a limited budget with a very innovative idea at their core.

Russell Carroll, who is the editor in chief of Game Tunnel, stated that "World of Goo is one of those games that really shows what Indie is all about. It was created on a shoestring, fueled by the passion of two people who did whatever it took to make their game. Their passion is evident throughout the game. It's a fantastic game to play and it has been tremendous to see World of Goo getting so much mainstream awareness. It was an easy pick as our Independent Game of the Year winner this year."

Game Tunnel has also highlighted other games that contributed to the development of the genre in 2008. Everyday Shooter has been awarded the Action Game of the Year award, while Dangerous High School Girls in Trouble! is the Adventure Game of the Year. The Sim Game of the Year is Democracy 2, while Battle of Tiles is Strategy Game of the Year. The RPG Game of the Year award has been given to The Spirit Engine 2 by the people at Game Tunnel.

[Multiwinia](#) has taken home the Game of the Year: Multiplayer award. Those who are interested in a full run down of the nominees and winners, complete with a lot of information on the games can follow [this link](#).

Game Tunnel will continue to cover and promote independent games in 2009, believing that they have the power to push the limits of the videogame industry.