

## For Immediate Release

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# THE PAX 10 AUDIENCE CHOICE AWARD WINNER ANNOUNCED

"The Maw" Selected from PAX 2008's Inaugural Indie Games Showcase

Seattle, Wash., September 22, 2008 - The votes are in! The organizers of The PAX 10 today announced Twisted Pixel's *The Maw* as winner of the 2008 Audience Choice award. The PAX 10, a showcase of ten independently developed games, were selected by a panel of 50 industry experts out of over 80 submissions as the best in terms of gameplay and "fun factor." The PAX 10 winners displayed their games at the 2008 Penny Arcade Expo (PAX), allowing attendees the opportunity to view each of the titles and cast their secret ballots, earning *The Maw* top honors for the inaugural year of the showcase event.

"The PAX 10 winners were great to work with and were as busy as any other booth on the Expo Hall floor," said Penny Arcade's Robert Khoo. "We're happy that we could support these amazingly talented developers and want to thank everyone who voted for their participation."

"The intense sense of purpose and camaraderie amongst The PAX 10 was astonishing," commented Michael Wilford of Twisted Pixel. "We feel extremely lucky to have been chosen from such an august group and grateful to have been a part of the PAX experience."

*The Maw* is a 3D action-adventure game in which players take control of Frank, a simple alien that must partner up with *The Maw*, a cute little blob with an insatiable hunger. Players will need to harness *The Maw*'s unstoppable growth and incredible powers in order to help Frank find his way home. The game is expected to debut on Xbox LIVE® Arcade in early Q1 2009 and has been rated "E10+" for Everyone 10 and older by the Entertainment Software Rating Board for this platform.

### The complete list of 2008's The PAX 10 (in alphabetical order):

- *The Amazing Brain Train* by [Grubby Games](#) (puzzle/strategy)
- *Audio Surf* by Dylan Fitterer (rhythm/action)
- *Chronotron* by [Scarybug Games](#) (puzzle/platformer)
- *Impulse* by a team of Rochester Institute of Technology students (puzzle)
- *The Maw* by [Twisted Pixel Games](#) (action/adventure)
- *Polarity* by a team of Carnegie Mellon University students (platformer/puzzle)
- *Project Aftermath* by [Games Faction](#) (tactical/action)
- *Schizoid* by [Torpex Games](#) (action/strategy)
- *Strange Attractors 2* by [Ominous Development](#) (puzzle/strategy)
- *Sushi Bar Samurai* by Molly Rocket (exploratory puzzle)

**About Penny Arcade Expo:** Penny Arcade Expo (PAX) is a three-day celebration of games and gamer culture. The festival includes an exhibition floor filled with playable builds of upcoming tabletop, console, and computer games; a conference program of game industry speakers; music concerts; freeplay areas; industry parties; an independent games showcase; game tournaments and more. Since its inception in 2004 the show has nearly doubled in size year-over-year, growing from 4,500 attendees to 58,500 in 2008, making it the largest gaming festival in North America. For more information visit [www.pennyarcadeexpo.com](http://www.pennyarcadeexpo.com).

**About Penny Arcade:** Equal parts online comic and commentary, Penny Arcade ([www.penny-arcade.com](http://www.penny-arcade.com)) keeps its finger on the pulse of the gaming industry, prompting conversation and controversy alike from community members and industry experts. What started as a hobby in 1998 for Jerry "Tycho" Holkins and Mike "Gabe" Krahulik has grown into an online phenomenon serving over 55 million page views a month to millions of readers worldwide. In addition to the comic strip and PAX gaming festival ([www.pennyarcadeexpo.com](http://www.pennyarcadeexpo.com)), Penny Arcade has expanded its reach to include a growing line of merchandise, a video game and management of Child's Play ([www.childsplaycharity.org](http://www.childsplaycharity.org)), a gamer-driven charity for children that spans the globe.

**About Twisted Pixel:** Founded in 2006, Twisted Pixel is an independent game development studio that focuses on inventing innovative, character-driven original IPs then developing them into premiere console titles. The company's mission is to become a leading developer of digitally distributed console games with ambitious and inspiring games that exceed players' expectations. Learn more about Twisted Pixel at [www.TwistedPixelGames.com](http://www.TwistedPixelGames.com).

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