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#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

#### Best PC Game

Your contact:  
Franz Peter Mann  
Tel.  
+49 221 821-2528  
Fax  
+49 221 821-3544  
e-mail  
F.Mann@koelnmesse.de

Koelnmesse GmbH  
Messeplatz 1  
50679 Köln  
P.O. Box 21 07 60  
50532 Köln  
Germany  
Tel. +49 221 821-0  
Fax +49 221 821-2574  
www.koelnmesse.com

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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

**Your contact:**

Benjamin Rostalski, Tobias Lo Coco

Stiftung Digitale Spielkultur

Marburger Str. 2 | 10789 Berlin | Germany

T +49 30 29 04 92 92

E [award@gamescom.de](mailto:award@gamescom.de) | E [rostalski@stiftung-digitale-spielkultur.de](mailto:rostalski@stiftung-digitale-spielkultur.de)

About gamescom

gamescom is the world's largest event for computer and video games and Europe's largest business platform for the games industry. In 2021, gamescom was held exclusively digitally from Wednesday, August 25 to Friday, August 27, 2021. On-site events in Cologne did not take place this year. gamescom is jointly organized by Koelnmesse and game - Verband der deutschen Games-Branche e.V..

**Koelnmesse - industry trade fairs for the gaming sector:** Koelnmesse is an international leader in organising trade fairs in the gaming and entertainment segments. Hosted at the trade fair grounds in Cologne/Germany, gamescom is the world's largest event for computer and video games and Europe's largest business platform for the games industry. gamescom brings together passionate gamers, trade visitors and exhibitors from across the world with a highly effective approach - in person at the venue and digitally from anywhere in the world. This makes gamescom the premier B2C, B2B and B2G gaming event. In addition to the event at its Cologne headquarters, Koelnmesse is strategically expanding its portfolio internationally: In Singapore, gamescom asia provides an additional powerful industry platform for the rapidly growing Asia-Pacific games market, bringing together the full spectrum of supply and demand.

Further information: <https://www.gamescom.global/the-gamescom/industry-sectors>

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**Your contact:**

Franz Peter Mann  
Communications Manager

Koelnmesse GmbH  
Messeplatz 1  
50679 Cologne  
Germany

Tel +49 221 821-2528  
[f.mann@extern.koelnmesse.de](mailto:f.mann@extern.koelnmesse.de)  
[www.koelnmesse.com](http://www.koelnmesse.com)