

Papers, Please

Awards and Recognition

WINNER

- The New Yorker
Best Game of 2013
- Wired
Best Game of 2013
- Forbes
Top Indie Game 2013
- IGF 2014
Grand Prize
- BAFTA
Best Strategy & Sim
- Ars Technica
Best Game of 2013
- Destructoid
Best PC Game of 2013
- PC World
Best Game of 2013
- GameCity
GameCity Prize 2014
- SXSW
Cultural Innovation
- IGF 2014
Excellence in Design
- IGF 2014
Excellence in Narrative
- GDCA 2014
Innovation Award
- GDCA 2014
Best Downloadable
- Games For Change
Most Innovative 2014
- Games For Change
Best Gameplay 2014
- LARA Game Awards
Best PC Game 2014
- Patrick Klepek
Giant Bomb
Best Game of 2013
- Destructoid
Best Story of 2013
- Dean Evans
Giant Bomb
Best Game of 2013
- I.G. Insider
Best Mechanics 2013

FINALIST

- The Escapist
Reader's Choice 2013

TOP 10

- The LA Times
Best Games of 2013

TOP 5

- Leigh Alexander
Gamasutra
Best Games of 2013
- Kris Graft
Gamasutra
Best Games of 2013
- The AU Review
Best Games of 2013
- My ETV Media
Best Indie Games 2013

TOP 3

- IGN
Top Indie Games 2013
- Greg Kasavin
Giant Bomb
Top Games of 2013
- Gamezebo
Best Games of 2013

TOP 2

- Dan Teasdale
Giant Bomb
Top Games of 2013
- Austin Chronicle
Top Games of 2013

RUNNER-UP

- Softpedia
Indie GOTY 2013

SELECTION

- Penny Arcade
We're Right Awards
- IGN
Great Missed Games 2013
- IndieCade
Night Games 2013
- Digital Spy
Best Games of 2013

NOMINEE

- PC Gamer
GOTY 2013
- GameSpot
PC GOTY 2013
- CEDEC 2014
Game Design
- Spike VGX
Best Indie Game 2013
- Spike VGX
Best PC Game 2013