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Grand Theft Auto steals the show at the BAFTAs

by Stuart Miles published on 27 February 2004

Grand Theft Auto: Vice City won five prestigious BAFTAs at this year's inaugural BAFTA Games Awards, winning in the categories PS2 , Design , Action, Sound and PC. It also won the Sunday Times Readers Award - the only Award presented at the ceremony that is voted for by members of the public. The ceremony hosted by Bill Bailey was held at the Radisson Portman Hotel and attended by 350 guests from the Games industry. Two Games each won two Awards. Eye Toy: Play took home BAFTAs in the categories Children's and Technical Achievement , Advance Wars 2: Black Hole Rising won in the categories Gameboy Advance and Strategy . Star Wars: Knights of the Old Republic won the BAFTA for Xbox , Metroid Prime won in the category Gamecube and Tony Hawks won the Award for Mobile . Battlefield 1942 won in the category Multiplayer , FIFA 2004 took the BAFTA for Sports , Project Gotham Racing 2 won the Award for Racing , Soulcaliber II won in the category Animation/Intro , Adventure was won by The Legend of Zelda: The Wind Waker and Music was won by Harry Potter and the Chamber of Secrets . Call of Duty won the sought after Game on Any Platform - The Year's Best Game . A Special Award, one of the most prestigious awards bestowed by the British Academy, was awarded to Chris Deering, President of Sony Computer Entertainment Europe , for his outstanding contribution to the Games industry.