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iGames and NVIDIA Team for First-Ever Charity Fundraiser to Benefit Get-Well Gamers Foundation

One-Month Campaign, 3/10-4/16, to Channel the Competitive Spirit of Interactive Entertainment into Positive, Social Goals

Prizes to Include Flat Panel Monitors, Speakers and Other Great Gear

Mountain View and Santa Cruz, CA, March 7, 2006—**iGames**, the world's premiere game center organization, and **NVIDIA Corporation** (Nasdaq: NVDA), the worldwide leader in programmable graphics processing technologies, today announced their first-ever month-long charity ladder to be held from **March 10th through April 16th** at 300 iGames and NVIDIA Game Center Alliance member centers across North America to benefit the **Get-Well Gamers Foundation**, a California-based public charity dedicated to bringing electronic entertainment to children in healthcare facilities.

"Our goal from the outset has been to promote the social aspect of video games," said **Mark Nielsen, Executive Director of iGames**. "With this latest campaign, we will be extending that dedication into the pro-social realm, which is not only just the right thing to do from a moral standpoint, but a natural and positive step for both iGames and for this industry."

"We have long admired the work of the Get-Well Gamers Foundation," said **Phil Scholz, NVIDIA Consumer Marketing Programs Manager**. "It's going to be great working with them for the first time, particularly with a long-standing supporter like iGames. Unlike many other organizations, the wonderful aspect of Get-Well Gamers is that you can tangibly see the results of your donation, be it in terms of time, money or product."

"It's been great organizing this campaign with iGames and NVIDIA," said **Ryan Sharpe, President of the Get-Well Gamers Foundation**. "Between iGames' wonderful efforts at organizing and mobilizing their network of game centers and NVIDIA's incredible generosity, we know that this campaign is going to be a big success for both our organization and, more importantly, for the very sick children whom we gladly serve."

As with the more than 200 events that iGames hosts per year, the charity ladder will draw upon the competitive and socially oriented nature of the iGames community to drive participation and raise awareness and resources for this most deserving charity. How it will work is on a "ladder" model, with points assigned to specific actions:

Point Assignment:

- 50 Points for every ½ hour of time donated at GWG hospital.
- 25 Points for confirmed hospital sign-up
- 5 Points for hospital contact not resulting in a sign up

- 5 Points for every \$1 of product donated (includes shipping costs from game center to GWG)
- 5 Points for every \$1 of money donated by fund-raising efforts by the centers
- 2 Points for displaying GWG banner on Center Web site / Front page

At the end of the competition, those centers with the most points will be awarded special prizes courtesy of NVIDIA's Tradeshaw and Events Team. This high-quality equipment was used at NVIDIA-attended tradeshaws in the past couple years and NVIDIA is happy to pass the torch to its game center partners.

FIRST PRIZE:

- 15 NEC Flat Panel Monitors
- 15 Pro Media GMX 2.1 Speakers
- 15 Ben Q Keyboards

SECOND PRIZE:

- 2 NEC Flat Panel Monitors
- 7 Pro Media GMX 2.1 Speakers
- 10 Ben Q Keyboards

THIRD PRIZE:

- Steering Wheels (Momo Style racing)
- 1 Joystick

To find out how you can get involved, or to make a tax-deductible donation, please contact Get-Well Gamers directly at getwellgamers@gmail.com or (714) 293-8480. You can also visit them online and make a PayPal contribution at www.get-well-gamers.org. For more information on this and other iGames events, including sign-up details or to locate an iGames center near you, visit www.igames.org or contact the iGames events team at events@igames.org.

About iGames

iGames, Inc. offers a wide range of services to help independent and franchised game centers. iGames' mission is to promote and develop the growth of the game center industry. Its services unite game centers with the goal of establishing them as the driving force enabling the interactive entertainment industry to become the number one form of entertainment around the world. iGames has established strong relationships with industry leaders to provide a wide variety of products, services and programs to member game centers and gamers including software licensing, hardware discounts, exclusive game premieres, ladders, and tournaments. Today the company counts well over 500 centers and 1.2 million gamers, initiating and co-organizing more than 200 events a year. To learn more visit www.igames.org.

About NVIDIA

NVIDIA Corporation is the worldwide leader in programmable graphics processor technologies. The Company creates innovative, industry-changing products for computing, consumer electronics, and mobile devices. NVIDIA is headquartered in Santa Clara, CA and has offices throughout Asia, Europe, and the Americas. For more information, visit www.nvidia.com.

About Get Well Gamers

The Get-Well Gamers Foundation is a California-based 501(c) (3)-certified public charity dedicated to bringing electronic entertainment to children's hospitals for the benefit of entertainment and pain management since 2001. To date, the Get-Well Gamers Foundation counts 32 medical facilities in 19 states as members. For more information, and to find out how you can get involved, please visit www.get-well-gamers.org.