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Press Contact:
Bill Lessard
iGames
(914) 476-6089
wlessard@igames.org

iGames and NVIDIA Announce Winners of Charity Fundraiser for Get-Well Gamers Foundation

One-Month Campaign Raises over \$25K in Cash and Product Donations

Top 3 Centers to Receive Flat Panel Monitors, Speakers and Other Great Gear

Mountain View and Santa Cruz, CA, May 31 2006—**iGames**, the world's premiere game center organization, and **NVIDIA Corporation** (Nasdaq: NVDA), the worldwide leader in programmable graphics processing technologies, today announced the winners of their first-ever month-long charity ladder, which was held from **March 10th through April 30th** 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.

In total, the campaign raised over **\$25,000** in cash and product donations, and enabled thousands of gamers to serve others in their community with the same enthusiasm and sense of competition they bring to their favorite videogames.

Working on a ladder model, the campaign assigned points to a broad range of social activities, including donating used videogames and videogame systems, making cash donations, posting the Get-Well Gamers banner on their center's Website, volunteering at local hospitals, and signing up new hospitals to the Get-Well Gamers Foundation's rapidly growing network.

THE WINNERS:

1st Place:

CyberHub (www.thecyberhub.com)
Levittown, PA
45,182 points
Prizes: 15 NEC Flat Panel Monitors, 15 Pro Media GMX 2.1 Speakers, 15 Ben Q Keyboards
Owner: Troy Harris

2nd Place:

X-Force Gamez (www.xforcegamez.com)
Tampa, FL
34,171 points
Prizes: 2 NEC Flat Panel Monitors, 7 Pro Media GMX 2.1 Speakers, 10 Ben Q Keyboards
Owner: Terry Atkins

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3rd Place:

LANTasticEXTREME (www.lantasticextreme.com)
Millersville, MD
13,807 points
Prizes: Steering Wheels (Momo Style racing), 1 Joy Stick
Owner: James McConnell

HONORABLE MENTION:

Strike Zone Gaming (www.strikezonegaming.com)
Fenton, MI

w00tz! Games (www.w00tzgames.com)
Louisville, KY

“As with the more than 200 events we host every year, competition was intense,” said **Mark Nielsen, Executive Director of iGames**. “We knew that our gamers have a strong sense of community and center loyalty, but we had no idea just how strong it was until we started seeing the preliminary numbers for the campaign.”

“We have done fundraising campaigns before, but nothing of scope and magnitude, with such an overwhelmingly positive response,” said **Ryan Sharpe, President of the Get-Well Gamers Foundation**. “We cannot thank iGames and NVIDIA enough for organizing this initiative and the game centers and their patrons for their incredible commitment.”

“We are proud to have been able to work with iGames and Get-Well Gamers on this campaign,” said **Phil Scholz, NVIDIA Consumer Marketing Programs Manager**. “And it is with the utmost respect and gratitude that we award the prizes to the top 3 centers. Their efforts, and the efforts of all the iGames centers who participated, were above and beyond even our most optimistic expectations.”

The prizes come courtesy of NVIDIA’s Tradeshows and Events Team. This high-quality equipment was used at NVIDIA-attended tradeshows in the past couple of years and NVIDIA is happy to pass the torch to its game center partners.

To find out how you can get involved in the Get-Well Gamers Foundation, 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 premiers, tournaments, and leagues. 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 about iGames, go to www.igames.org.

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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.

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