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IGAMES LAUNCHES NEW ERA OF MULTIPLAYER GAMING

Play Harder™ with Exclusive Game Properties, Editorial Content and File Distribution System from iGames

NEW YORK, NY – May 17, 2002 – iGames™, a destination site for online gaming coming Summer 2002, today announced its plans for advancing multiplayer online gameplay. Formed by videogame and Internet veterans, the company plans to deliver fast, superior gaming through its file distribution system, exclusive game titles, game properties and editorial content.

"Multiplayer gaming was originally designed for the hardcore gamer," said Rick Bosch, chief executive officer of iGames. "iGames simplifies gaming for everyone with our plans to help users in the U.S. gain access to great multiplayer gaming. Our executive team has extensive experience in game design, delivery, and community, so our customers can stop configuring and searching, and start playing harder!"

Distribution: Power Downloads for the People

Simplifying downloadable gamefile distribution, iGames helps gamers get gamefiles faster. Rapid, no-wait servers and the company's FileSwarm™ download acceleration technology make downloading easier and faster than ever before. The iGames FileSwarm™ application promises to do for gamefile distribution what the Gutenberg press did for printing. A unique meta-data model enables gamers to easily find and accelerate the downloading of their favorite games, mods, patches and demos.

Online Games: Next Generation Multiplayer Experience

iGames will distribute "Savage™," which is currently being developed by S2 Games™. Savage delivers the next level in multiplayer gaming, combining real time strategy and first person action. Instead of sending mindless computer drones into battle, players will be organizing real human players on a crusade to conquer their adversaries. Players can choose to be a commander and will play an in-depth RTS game, researching technologies, mining resources,



Play harder™

and issuing orders to their units. Players can choose to be a warrior, and will play an intense game of first person combat, wielding their weapon of choice to strike down the enemy. Savage will be available on the iGames site first quarter 2003.

Community: Making a Connection

iGames offers a network of websites with the best news, reviews, and statistics about the videogame and computer game world. On these sites, iGames will publish and promote the feats of the people and companies engaged in the iGames multiplayer universe. iGames manages the gaming experience on the Internet, helping gamers find, communicate and compete with each other.

About iGames

Formed in 2001, iGames sets out to combine the best game file distribution, game design and community in the industry. The company is developing a system to help gamers find games, download them faster and play harder. iGames has offices located in New York, NY, Napa Valley, CA and Kalamazoo, MI. www.iGames.com is coming Summer, 2002.

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