

FOR IMMEDIATE RELEASE  
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## NVIDIA SLI Technology Key in Development and Demo of Roboblitz at E3

Naked Sky Entertainment's RoboBlitz Designed to Take Advantage of Graphics Technology Advancements Available Only on NVIDIA Hardware

ELECTRONIC ENTERTAINMENT EXPO (E3)—LOS ANGELES, CA—MAY 17, 2005—NVIDIA Corporation (Nasdaq: NVDA) announced today that its award-winning, patented SLI technology has been selected for the development and demonstration of Naked Sky's next-generation title, RoboBlitz, at E3. Employing custom modifications to the Unreal Engine 3 & the Novodex physics engine, RoboBlitz is tuned specifically for NVIDIA SLI technology and dual-core Intel® Pentium® processor Extreme Edition—both critical to providing unparalleled experiences in next-generation gaming titles. This demo will be featured in the NVIDIA booth at E3, #346.

"NVIDIA SLI technology and Intel dual-core processors allow the player to run the game at higher resolutions and superior frame rates, while accurately simulating frame rate independent physics, which delivers a delicious visual and interactive experience," said RoboBlitz Producer, Dave Taylor.

RoboBlitz is a fast-paced, robot combat game employing advanced robot simulation technology and control theory from modern robot design. It is one of the first Unreal Engines 3-based games to support intricate physical interactions in a multiplayer environment.

"Naked Sky has done a wonderful job leveraging the Unreal Engine in developing an all physics-driven game without a single frame of hand animation," said Bill Rehbock, director of content development at NVIDIA. "By utilizing the most cutting-edge technology advantages in the PC industry, including SLI and multithreading technology, Naked Sky has created what is sure to be one of this year's hottest E3 demos."

NVIDIA SLI technology doubles the graphics processing power within a single PC and presents Naked Sky and other game developers the opportunity to further push the capabilities of the engine by giving its artists more freedom. With NVIDIA SLI and NVIDIA nForce™4 SLI media and communications processors (MCPs) as its primary development platform, developers such as Epic and Naked Sky are able to achieve performance gains of up to 70 percent for its Unreal Engine 3 game engine technology. As a result, NVIDIA SLI technology is the graphics development platform of choice to licensees of Unreal Engine 3.

### About Naked Sky Entertainment

Naked Sky Entertainment is an independent, next-generation game developer based in Los Angeles. At the 2005 Intel Developer Forum and the 2005 Game Developer Conference, Naked Sky demonstrated an all physics-driven, fully playable Unreal Engine 3-based game demo specifically designed for the new Intel dual-core processor. Composed of top MIT programmers, award-winning Hollywood artists, and game industry veterans, Naked Sky specializes in developing games for the next-generation PC and console hardware. For more information, visit the Company's Web site at [www.nakedsky.com](http://www.nakedsky.com).

## About NVIDIA

NVIDIA Corporation is a worldwide leader in graphics and digital media processors. The Company's products enhance the end-user experience on consumer and professional computing devices. NVIDIA graphics processing units (GPUs), media and communications processors (MCPs), and wireless media processors (WMPs) have broad market reach and are incorporated into a variety of platforms, including consumer and enterprise PCs, notebooks, workstations, PDAs, mobile phones, and video game consoles. NVIDIA is headquartered in Santa Clara, California and employs more than 2,100 people worldwide. For more information, visit the Company's Web site at [www.nvidia.com](http://www.nvidia.com).

Certain statements in this press release including, but not limited to, demos at the E3 expo, RoboBlitz, advantages utilized by Naked Sky and our products and technologies, are forward-looking statements that are subject to risks and uncertainties that could cause results to be materially different than expectations. Such risks and uncertainties include, but are not limited to, manufacturing defects or software defects, incompatibility of technologies, reliance on third-party manufacturers, general industry trends including cyclical trends in the semiconductor and gaming industries, , the impact of competitive products and pricing alternatives, changes in industry standards and interfaces, our dependence on third-party developers and publishers and other risks detailed from time to time in the NVIDIA reports filed with the Securities and Exchange Commission including its Form 10-K for the fiscal year ended January 30, 2005. These forward-looking statements speak only as of the date hereof. NVIDIA disclaims any obligation to update these forward-looking statements.