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## **GAEMS Announces New Ways to Personalize Your Gaming Experience at E3 2012**

Company Unveils the Microsoft-Licensed G155 Sentry™ and the Revolutionary new “Project Vanguard” at the South Hall Booth, #247

**Redmond, Wash.—June 1, 2012**—GAEMS, Inc. announced today they will show the latest innovations in their lineup of award-winning personal gaming and entertainment environments (PGE™) at the Electronic Entertainment Expo (E3) in Los Angeles, June 5-7, 2012. The GAEMS booth will be located in South Hall, #247 (right next to the G4TV stage).

GAEMS recently partnered with Microsoft and will unveil the new G155 Sentry, a Microsoft-licensed device that provides individuals and families with a completely customizable personal entertainment solution to enjoy games, DVDs or even stream media like Netflix\*, HULU\* or YouTube\* anytime and just about anywhere. The Sentry and an Xbox 360 lets anyone transform any space into their own Personal Gaming Environment™ (PGE™).

Behind closed doors, GAEMS will unveil their latest device, code named Project Vanguard. A prototype of Project Vanguard will be available for viewing by the media by invitation only.

GAEMS will also unveil 3 new accessories enabling users to transport their PGEs. The Sentry Sling, the PGE Battle Bag and the PGE B.O.T. will soon join the GAEMS accessory lineup that already includes licensed skins, remote controls and custom badges.

GAEMS first device, the G155 self-contained personal gaming and entertainment environment, was initially shown at E3 2011, and received critical acclaim from media outlets such as Associated Press, USA Today, and IGN.com. Additionally, the G155 was selected by the Wired.com and Maxim.com 2011 annual holiday buyer's guides as a recommended gift for gamers.

**Please visit [www.projectgaems.com](http://www.projectgaems.com) for information, and come see GAEMS at E3 2012, South Hall, Booth #247. Media attending E3 that wish to schedule an appointment to see GAEMS lineup can email Michael Meyers ([michael@mmpr.com](mailto:michael@mmpr.com)).**

### **About GAEMS**

GAEMS, Inc is changing the way gamers around the world stay connected to their favorite console, friends, and games. By creating an entirely new category in consumer electronics, GAEMS has taken everything needed for an ultimate gaming experience, and made it portable. A company created by dedicated gamers, for gamers. Assembling a team of industry professionals with a passion for gaming, GAEMS will always design and manufacture products that place gamers first. Our mission is to provide the highest quality personal gaming and entertainment experience to gamers around the world.

\*Subscription services may be required

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