

NVIDIA Launches Its First Living-Room Entertainment Device

New SHIELD Android TV Console Brings 4K Entertainment to Every Home -- Harnessing Tegra X1, Android TV OS and GRID Game-Streaming Service

Game Developers Conference -- NVIDIA today introduced NVIDIA® SHIELD™, the world's first Android™ TV console, which delivers video, music, apps and amazing games to the home.

"SHIELD will change the way we enjoy digital entertainment at home," said Jen-Hsun Huang, president and CEO of NVIDIA. "It's an incredibly powerful, efficient and advanced living room entertainment device. It's the best Android TV experience. And it can transform into a serious gaming machine. It's made to game."

Made to Game

SHIELD -- sold with the SHIELD controller made for serious gaming -- is a single platform with access to a wealth of great games.

First, 50+ Android titles optimized for SHIELD will be available for download, including AAA titles like Crysis 3, Doom 3[®]: BFG EditionT and Borderlands: TPS. These can be played at blistering speed, thanks to SHIELD's Tegra X1 processor, with its 256-core MaxwellTM architecture GPU and 64-bit CPU.

Second, favorite AAA titles, including console games, can be streamed using the GRID on-demand game-streaming service. GRID will include with its subscription price access to 50 titles, such as Batman: Arkham Origins, GRID 2 and Metro: Last Light Redux, with additional titles added each week.

Third, the GRID service can be used to purchase and stream new release AAA titles -- including Batman: Arkham Knight and The Witcher 3: Wild Hunt coming later this year.

Broad Developer Support

Some of the world's leading game developers and publishers have embraced SHIELD and the GRID service.

"The incredible processing power of Tegra X1 enables us to bring Doom 3: BFG to Android and we're excited by the possibilities that GRID is bringing to gaming."

- Tim Willits, studio director, id Software

"Tegra X1's enormous processing capabilities running on Android TV gives us access to a much broader audience, and we're delighted to partner with NVIDIA to explore a variety of exciting possibilities for SHIELD, including the remastering of the survival horror classic, Resident Evil 5."

- Jun Takeuchi, managing corporate officer, CAPCOM

"SHIELD is definitely made to game and thanks to Tegra X1 we have The Witcher: Battle Arena playing natively on SHIELD. With GRID, we'll be able to bring new hit games to fans immediately."

- Benjamin Lee, The Witcher: Battle Arena lead producer, CDPROJEKT

Pricing and Availability

SHIELD will be available in May, starting at \$199 with a controller. Optional accessories include additional controllers, a remote control and a stand enabling the device to stand vertically.

SHIELD is the central member of the SHIELD family of devices, complementing the SHIELD tablet, the ultimate tablet for gamers; and the SHIELD portable, the ultimate portable gaming device. More information is available at http://shield.nvidia.com.

Specifications Processor NVIDIA Tegra X1 processor with 256-core Maxwell GPU with 3GB RAM Video Features 4K Ultra-HD Ready with 4K playback and capture up to 60 fps (VP9, Audio Features 7.1 and 5.1 surround sound pass through over HDMI ${\tt High-resolution}$ audio playback up to 24-bit/192kHz over HDMI and USB ${\tt High-resolution}$ audio upsample to 24-bit/192kHz over USB Storage 1 16GB Wireless 802.11ac 2x2 MIMO 2.4 GHz and 5 GHz Wi-Fi Bluetooth 4.1/BLE Interfaces Gigabit Ethernet HDMI 2.0 Two USB 3.0 (Type A) Micro-USB 2.0 MicroSD slot (supports 128GB cards) IR Receiver (compatible with Logitech Harmony) Gaming Features NVIDIA GRID streaming service NVIDIA GameStream Weight and Size Weight: 23oz / 654g Height: 5.1in / 130mm Width: 8.3in / 210mm Depth: 1.0in / 25mm



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Since 1993, NVIDIA (NASDAQ: NVDA) has pioneered the art and science of visual computing. The company's technologies are transforming a world of displays into a world of interactive discovery -- for everyone from gamers to scientists, and consumers to enterprise customers. More information at http://nvidianews.nvidia.com/ and http://blogs.nvidia.com/.

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Certain statements in this press release including, but not limited to, statements as to: the features, benefits, performance, impact and availability of NVIDIA SHIELD entertainment device and the NVIDIA GRID game-streaming service; the way mobile-cloud will transform television; the demand for a smart TV experience; the impact of a new NVIDIA technology enabling instant capture and encoding of game frames; and the benefit of Tegra X1 are forward-looking statements that are subject to risks and uncertainties that could cause results to be materially different than expectations. Important factors that could cause actual results to differ materially include: global economic conditions; our reliance on third parties to manufacture, assemble, package and test our products; the impact of technological development and competition; development of new products and technologies or enhancements to our existing product and technologies; market acceptance of our products or our partners' products; design, manufacturing or software defects; changes in consumer preferences or demands; changes in industry standards and interfaces; unexpected loss of performance of our products or technologies when integrated into systems; as well as other factors detailed from time to time in the reports NVIDIA files with the Securities and Exchange Commission, or SEC, including its Form 10-Q for the quarterly period ended October 26, 2014. Copies of reports filed with the SEC are posted on the company's website and are available from NVIDIA without charge. These forward-looking statements are not guarantees of future performance and speak only as of the date hereof, and, except as required by law, NVIDIA disclaims any obligation to update these forward-looking statements to reflect future events or circumstances.

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