



NVIDIA Delivers Massive Performance Boost to Linux Gaming

New GeForce Drivers Optimized for Linux Double Frame Rates, Reduce Game Loading Times

SANTA CLARA, CA - NVIDIA today announced the latest [NVIDIA® GeForce® drivers](#) -- R310 -- double the performance⁽¹⁾ and dramatically reduce game loading times for those gaming on the Linux operating system.

The result of almost a year of development by NVIDIA, Valve and other game developers, the new GeForce R310 drivers are designed to give GeForce customers the best possible Linux-based [PC gaming](#) experience -- and showcase the enormous potential of the world's biggest open-source operating system.

Available for download at www.geforce.com, the new R310 drivers were also thoroughly tested with Steam for Linux, the extension of Valve's phenomenally popular Steam gaming platform that officially opened to gamers starting today.

"With this release, NVIDIA has managed to increase the overall gaming performance under Linux," said Doug Lombardi, vice president of marketing at Valve. "NVIDIA took an unquestioned leadership position developing R310 drivers with us and other studios to provide an absolutely unequalled solution for Linux gamers."

The R310 drivers support the newest [GeForce GTX 600 series GPUs](#), which have redefined gaming for desktop and notebook PCs by combining revolutionary performance and gaming technology features with an incredibly power-efficient design. Gamers with previous generation GeForce GPUs, including the 8800 GT and above, are encouraged to [download these new drivers](#) as well.

For an up-to-date third-party listing of games and applications that are currently in development for Linux, visit the [Marlamin](#) site.

For more information on how GeForce GTX GPUs are dramatically changing the way games are played and experienced on Linux, visit www.geforce.com. For more NVIDIA news, company and product information, videos, images and other information, visit the [NVIDIA newsroom](#). The [NVIDIA Flickr page](#) hosts the entire lineup of GeForce product photos.

About NVIDIA

[NVIDIA](#) (NASDAQ: NVDA) awakened the world to computer graphics when it invented the [GPU](#) in 1999. Today, its [processors](#) power a broad range of products from [smartphones](#) to [supercomputers](#). NVIDIA's [mobile processors](#) are used in [cell phones](#), [tablets](#) and [auto infotainment systems](#). [PC gamers](#) rely on GPUs to enjoy spectacularly immersive worlds. Professionals use them to create [3D graphics](#) and visual effects in movies and to design everything from golf clubs to jumbo jets. And researchers utilize GPUs to advance the frontiers of science with [high performance computing](#). The company has more than 5,000 patents issued, allowed or filed, including ones covering ideas essential to modern computing. For more information, see www.nvidia.com.

(1) Comparing 304.51 driver performance of 142.7 fps versus 310.14 driver performance of 301.4 fps in beta build of *Left for Dead 2*. All tests run on the same system using Intel Core i7-3930K CPU @ 3.20GHz with 8 GB memory, GeForce GTX 680 and Ubuntu 12.04 32-bit.

Certain statements in this press release including, but not limited to, statements as to: the impact and benefits of GeForce Drivers; and the effects of the company's patents on modern computing 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 fiscal period ended July 29, 2012. 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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