

Intel Game On in Egypt

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The number of payments for online games in the Middle East has rocketed from 100,000 a month in 2008 to 500,000 a month this year, and the majority of the transactions are taking place in Saudi Arabia, Kuwait, Egypt and the UAE

Intel Game On, in cooperation with Intel Extreme Masters, hosts a series of Quake Live cups for ten countries and regions in Europe and the Middle East, open for everyone to participate in. Offering a mix of great Intel products in the prize pool, the Quake Live scene is set to play national cups, rounding it off with a Global Final. Egyptian online gamers can go to : <http://game-on.intel.com/eng-me> to see how they can participate.

Players from Sweden Egypt, Saudi Arabia, UAE, Algeria, and Lebanon have the chance to play in four cups where players are ranked in a total ranking. A Nordic final will be played based on points that players had the chance to earn via the eight regular cups. The top 8 players participants in the Middle East final. The winner then advances to a cross-country final where among other things the winner will be rewarded with a trip to CeBIT next year.

"Egypt has witnessed a huge increase in the number of online game transactions this year in, as well as represents a significant new market for online gaming, thanks to the roll out of internet connectivity and a predominantly young population across the country," said Intel Regional Middle East Marketing Manager Nour El-Din Zaki.

"Intel Game On allows Egyptian online gamers to enjoy some of the most interactive gaming; we are very excited to bring the excitement of some of the world's best games to the Egyptian online gamers as well as see them play against other countries," concluded Mr. Zaki.

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