



Contact: Justin Barwick

Tel: 816-984-0723

Email: gcw@gcw-zero.com

Website: <http://www.gcw-zero.com/>

KickStarter Website: <http://www.kickstarter.com/projects/gcw/gcw-zero-open-source-gaming-handheld>

FOR IMMEDIATE RELEASE

NEW PORTABLE VIDEO GAME HARDWARE TARGETS NOSTALGIC ADULTS

The GCW Zero, an Open Source Gaming Console Built by Gamers for Gamers

Fed up with video game handheld technology incapable of accurately emulating classic gaming experiences, Justin Barwick, of Kansas City, MO, has created the GCW Zero, a truly open source Linux-based video game handheld. Joined by a community of software engineers and hardware testers, Barwick has encouraged the porting of many retro-game titles and computer game titles to the device. Following a successful Kickstarter campaign, the GCW Zero will begin mass production; also plans for a software distribution repository will begin to take shape. The goal of the project is to not only to provide great experiences for gamers worldwide, but to offer them a means to browse, download and install Open Source applications, and games with ease. The repository will also support the Indie/Commercial scene and allow customers to purchase, download and install those applications and games.

The GCW Zero utilizes a modern hardware design built around an Ingenic JZ4770 1GHz MIPS processor, a Vivante GC860 GPU, 512MB of DDR2 RAM, and 16GB of internal storage. The system incorporates true analog controls, mini HDMI, Analog TV-Out, WiFi, and more. The system measures approximately 143x70x18 millimeters and weighs 8 ounces. The choice of a 3.5 inch LCD with 320x240 pixels and a 4:3 aspect ratio, coupled with the system specs, makes the GCW Zero ideal for emulation of many game systems, retro-styled indie titles, and classic computer game experiences. Potential developers can compile code for the system by utilizing the GCW Zero Toolchain which contains typical tools for C/C++ development, such as the compiler (GCC), a profiler (oprofile), and a remote debugger (gdb). The OpenDingux operating system not only contains a vast following of coders and users, but is also commonly discussed among a variety of homebrew developer sites and forums.

Gamers have taken notice of the system specs and its potential to run many games at full speed. “The fact that the code will be optimized specifically for this platform, and it has the power to do better emulation makes me want to buy this thing”, one user posted. A supporter of the Kickstarter campaign mentioned that the “GCW Zero seems to be exactly what I'm looking for in both price and performance.” Industry professional Brian Fargo, founder of Interplay Entertainment and InXile Entertainment has tweeted his support for the project as well. It also now will be featured on a German TV show about video games running on MTV and VIVA Networks called “Game One” the show will air on January 25th, 2013.

Game Consoles Worldwide was founded by Justin Barwick in 2011 with the goal of building a video game handheld for gamers by gamers. The GCW team consists of dedicated hardware testers, talented software developers, open source Linux programmers, and homebrew game porters. Together they have nurtured a system from a 2012 prototype stage device to a well-supported, mass-production ready, video game handheld.

###

If you'd like more information about this topic, or to schedule an interview with Justin Barwick, please call 816-984-0723 or e-mail gcw@gcw-zero.com