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# Fact Sheet

## **INTEL GAMING PLATFORMS AND MICROSOFT WINDOWS\* VISTA\*: 'GET YOUR GAME ON'**

Power your Windows\* Vista\* gaming experience with the Intel® Core™ 2 Extreme processor for game-play realism. Enjoy next-generation 3D graphics and a wide selection of high-performance games, including Games for Windows\* branded games.

In 2006, Intel Corporation introduced the most processors in its history, including more than 25 processors driven by the state-of-the-art, energy-efficient Intel® Core™ Microarchitecture. These new products included Intel® Core™ 2 Duo and Intel Core 2 Extreme processors which offer undisputed performance leadership for PCs.

Here are some of the ways consumers and game enthusiasts can benefit from the Intel Core 2 Duo processor and other Intel technologies running Windows Vista:

- **Get up to 40 percent more performance with Intel Core 2 Duo desktop processors while running Windows \*Vista compared to previous-generation Intel processors.<sup>1</sup>**
  - The Intel Core 2 Duo processor is a great all-around choice for users who enjoy casual/mainstream gaming and demand a great all-around Windows Vista computing performance.
- **Intel® graphics lets you enjoy the new Windows Vista Aero\* UI experience, including Flip\* 3D and other great features.**
  - PCs featuring Intel graphics – such as in the Intel® 945 Express and Intel® 965 Express chipset families – are Windows Vista Premium\* Ready (requires dual-channel, 1GB system memory and adequate memory speed to run Aero).
- **With Intel graphics, mainstream users can enjoy satisfying game play on a variety of titles “out of the box” with no added graphics adapter required.**

- Many of today's most popular titles as well as upcoming ones are designed to run well using Intel graphics. Examples of top-selling titles that consumers can play today with Intel graphics (Intel 965 Express family graphics) running Windows Vista on Intel Core 2 Duo processors are:
  - World of Warcraft Burning Crusade\*
  - Sims 2\* (plus expansions)
  - Flight Simulator X\*
  - Lord of the Rings: Battle for the Middle-earth II: Rise of the Witch King\*
  - Lego Star Wars II\*
  - Star Wars: Empire at War\*
  - Forces of Corruption\*
  - Company of Heroes\*
  - Warhammer 40,000\*
  - Dawn of War\*
  - Dark Crusade\*
- In addition, the upcoming PC version of Halo 2\* and the previously launched Age of Empires 3 expansion The War Chiefs\* (designed for Windows) runs well on Intel graphics.
- **For added performance, the Intel® Core™ 2 Quad Processor Q6600 is a great choice for those who want to step up to the next level in CPU performance for the most demanding media, entertainment, and gaming environments:**
  - Up to 191 percent better 3D graphic rendering<sup>2</sup>
  - Up to 136 percent better 3D animation performance<sup>3</sup>
  - Up to 118 percent better for intense multimedia applications like high-definition video encoding<sup>4</sup>
  - Up to 6 percent faster special effects rendering performance<sup>5</sup>
  - Up to 36 percent faster photo editing<sup>6</sup>
- **For the ultimate in game play realism, the high-performance gamer who won't ever settle for 'second best' should choose the Intel Core 2 Extreme processor QX6700 for uncompromising CPU performance.**
  - Power the Windows Vista gaming experience with the Intel Core 2 Extreme processor for unbelievable game-play realism. The 8MB of Level 2 cache allows complex physics and artificial intelligence for the ultimate in game-play realism.
    - Up to 80 percent better 3D graphic rendering<sup>7</sup>
    - Up to 58 percent better for intense multimedia applications such as high-definition video encoding<sup>8</sup>
    - Up to 57 percent better when enjoying immersive 3D gaming<sup>9</sup>
- **The Intel Core 2 Extreme processor QX6700 is the first desktop processor to launch with 4 processing cores. Each core can handle a separate thread for unmatched multimedia capabilities.**

- If you're looking for the next-generation processor ready to handle highly threaded multimedia applications, choose the Intel Core 2 Extreme processor QX6700 featuring Intel Core™ Micro architecture.
- **Intel uses industry standard benchmarks to establish performance metrics. One example is the 3DMark\*06 - CPU Test. It is an industry-standard 3D graphics benchmark from FutureMark\* that uses DirectX\* 9.0 shader models and complex, game-like 3D scenes to evaluate PC platforms.**
  - The CPU Test measures the contribution of the processor on 3D graphics performance while the Game Test measures simulated game performance. 3DMark06 – CPU Test can be used to represent immersive gaming.
  - In the near future, games will use multiple cores to create an immersive gaming experience. Multiple core processors such as the Intel Core 2 Extreme processor QX6700 have additional cores to run Artificial Intelligence algorithms and calculate Physics for numerous objects in the game.
  - 3DMark06 – CPU test measures a processor's ability to run Artificial Intelligence and Physics on multiple cores and therefore can provide some insight into how a processor may perform on future immersive games.

For more information on performance benchmarks go to: [www.intel.com/performance/](http://www.intel.com/performance/)

- **For more information:**

Intel Core 2 Duo and Microsoft Windows Vista:

[www.intel.com/intel/windowsvista/](http://www.intel.com/intel/windowsvista/)

Intel Core 2 Extreme processor :

[www.intel.com/quad-core/](http://www.intel.com/quad-core/)

Intel and Gaming:

[www.intel.com/personal/gaming/](http://www.intel.com/personal/gaming/)

Intel Software

[www.intel.com/software](http://www.intel.com/software)

\*Other names and brands may be claimed as the property of others.

<sup>1</sup>Performance measured Intel Core 2 Duo desktop processors compared to Intel® Pentium® D Processor 805 on SPECint\_base2000 and SPECint\_rate\_base2000(2 copies.) Actual performance may vary. See <http://www.intel.com/performance> for more information.

<sup>2</sup>POV-Ray\* 3.7 Beta 16 rendering a specified scene located at [www.povray.org/download/benchmark.php](http://www.povray.org/download/benchmark.php). Actual performance may vary. Complete performance data: [http://www.intel.com/performance/desktop/digoffice/3d\\_ray\\_tracing.htm](http://www.intel.com/performance/desktop/digoffice/3d_ray_tracing.htm)

<sup>3</sup>Autodesk\* 3ds Max\* 8.0 workload workload used in this document is called Dragon\_Character\_Rig.max. The workload consists of a scene of a Dragon\_Character\_Rig.max rendered at 1920x1080. One frame is rendered. Actual performance may vary. Complete performance data at: [http://www.intel.com/performance/desktop/digoffice/3d\\_animation.htm](http://www.intel.com/performance/desktop/digoffice/3d_animation.htm)

<sup>4</sup>Adobe\* Premiere\* Pro 2.0 input file is a 10 second, 32.5MB, 1440x1080 mpeg2 HD video clip with a bitrate of 26587kbps. The output is approximately 12MB, 1440x1080 WMV9 HD video clip with a bitrate of 10000kbps. Assume a video clip = 1 minute. Calculations based on number of clips prepared in one hour, and complete videos only. Actual performance may vary. Complete performance data at: [http://www.intel.com/performance/desktop/digoffice/professional\\_video.htm](http://www.intel.com/performance/desktop/digoffice/professional_video.htm)

<sup>5</sup>Adobe\* After Effects\* 7.0 applying filters and effects to 12 different multimedia input files and saving the output as an uncompressed AVI file. Actual performance may vary. Complete performance data at: [http://www.intel.com/performance/desktop/digoffice/special\\_effects.htm](http://www.intel.com/performance/desktop/digoffice/special_effects.htm)

<sup>6</sup>Adobe\* Photoshop\* CS2 filtering 5 pictures ranging in size from 11.3 to 14.4MB with a resolution of 2592x1944. Then uses web gallery feature to automatically create a web page with thumbnails and photos. Photos edited in 30 minutes. Actual performance may vary. Complete performance data at: [http://www.intel.com/performance/desktop/digoffice/image\\_editing.htm](http://www.intel.com/performance/desktop/digoffice/image_editing.htm)

<sup>7</sup>Measured using 3D Ray Tracing on POV-Ray 3.7 Beta 16. Performance may vary. Actual performance may vary. Complete performance data at: [www.intel.com/performance/desktop/extreme/3d\\_ray\\_tracing.htm](http://www.intel.com/performance/desktop/extreme/3d_ray_tracing.htm)

<sup>8</sup>HD video publishing on Pinnacle\* Studio 10.6. Performance may vary. Actual performance may vary. Complete performance data at: [www.intel.com/performance/desktop/extreme/hd\\_video\\_publishing.htm](http://www.intel.com/performance/desktop/extreme/hd_video_publishing.htm)

<sup>9</sup>3DMark 06 CPU Score. Performance may vary. Actual performance may vary. Complete performance data at: [www.intel.com/performance/desktop/extreme/gaming.htm](http://www.intel.com/performance/desktop/extreme/gaming.htm)