

Japanese white box cloud gaming company G-Cluster finds a major ally in the effort to bring cloud-based gaming to the masses-- EA strikes a deal with to bring high-end videogames to the G-cluster service.



EA does not confirm actual titles set to appear on the cloud, but its franchise stable includes the likes of Battlefield, Need for Speed and The Sims. It joins 35 other "major" game publishers together with Ubisoft, Disney, Warner Bros. and Konami.

G-cluster hopes the service will reach over 10 million households by 2013.

While it has been around since 2000, G-cluster showed off a first hardware offering at CES 2013-- the "Game Machine," a small, lightweight (45g) device users attach to TVs via HDMI. It uses wifi to connect to the internet (and thus the G-cluster cloud) and can be controlled with either standard wireless controllers or mobile devices.

The service is also available on IPTVs, STBs and PCs, and is offered in Europe by SFR and Orange.

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