

XFX Becomes a Global Sponsor of Mass Luminosity

DALLAS, Texas - Wednesday, August 28, 2013 - Mass Luminosity, Inc. today announced that XFX, developer of an exciting array of graphics cards, power supplies and accessories, has become a global sponsor of the Mass Luminosity community and a marketing partner in Mass Luminosity's social media promotional campaigns directed at PC gamers from around the globe.

To this end, XFX will significantly increase its support of Mass Luminosity's global promotions throughout the year and intensify its engagement with the Mass Luminosity community of PC gamers.

"XFX is extremely excited to partner with Mass Luminosity and further spread the word about our arsenal of high-performance graphics cards and power supplies," said Brent Angie, Vice President of Sales at XFX. "Mass Luminosity is a powerful initiator of global engagement that we are happy to support, and hopefully by consequence see our brand gain increased acceptance with their massive community."

"We are thrilled that XFX is seeking to increase their engagement with our global community," said Angel Munoz, Founder and CEO at Mass Luminosity. "We look forward to exposing more PC gamers worldwide to their cutting-edge gaming graphics cards and amazing power supplies."

About Mass Luminosity

Mass Luminosity is the world's fastest growing social media community creating powerful experiences for PC gamers and technology enthusiasts. On the web it's located at www.massluminosity.com and on Facebook it's located at www.facebook.com/MassLuminosity

About XFX

XFX is a global presence in the world of electronic gaming. With its focus on taking gaming to the extreme, XFX has developed an exciting array of graphics cards, power supplies, and accessories that are designed to maximize the entire entertainment experience. A division of PINE Technologies, XFX operates its own manufacturing facility and maintains an R&D team that features some of the industry's most renowned talents. Visit XFX website at www.xfxforce.com