

Arcade Games Website eArcades.com Announces Priorities for 2012

[Arcade games](#) host eArcades.com announced this week its priorities for the year. The site, which launched last Christmas day, plans to sustain success with innovative offerings and premium services. The said priorities include coming up with consistent updates, increasing game database, and uniting gamers through the website. Internet Marketing Services, owner of eArcades.com, projects an increase of membership this year so the team is hard at work in coming up with improvements to accommodate the widely varying gamer demographics.

Still on its startup month, eArcades.com has already tracked more 2,000 membership signups with its massive listing of [arcade games](#). While the success is very much welcomed, site owner Internet Marketing Services (IMS) refuses to be complacent. The company has recently announced its priorities for 2012 in a bid to get atop in the fiercely competitive industry of online gaming. IMS says all these priorities are targeted at providing enthusiasts with a whole new dimension of excitement that is unique to their website.

eArcades.com currently hosts 5,000 manually chosen games and more can be expected as the site continues to boost its online campaign. [Arcade games](#) enthusiasts can look forward to the weekly addition of unique free games which they can enjoy as much as they want. The site also announced that it will continue to increase its interaction with members so they can provide better client-to-client services.

eArcades.com intends to be more than a provider of free [arcade games](#) to a worldwide clientele. It is also geared to becoming a social gaming site—a platform which combines the features of social networking and free online gaming. This is made possible by giving members their own customizable pages and providing the tools to interact with members. eArcades.com also allows for the posting of scores so avid gamers can show off their high scores to both members and visitors. The upgrades, however, will not mean cost on the part of gamers. Michael Bashi, CEO of Internet Marketing Services, assures players that the site's games are free and they would never have to reach into their pockets no matter how many games they play.

IMS is not new to the challenges of the online market, despite being new to the gaming industry. The company has been around since 2007 and fully aware on how to go about the internet business. The drive for better offerings and services is part of their effort to succeed in the new venture they have entered, says IMS.