

eArcades.com Anticipates Increase in [Arcade Games](#) Enthusiasts, Upgrades Database

Internet Marketing Services projects an increase of membership to its [arcade games](#) website eArcades.com, prompting them to upgrade its gaming database. Launched to worldwide availability last Christmas Day, eArcades.com has tracked 2,000 membership sign ups in just its first week. The site offers a massive listing of 5,000 games in flash format, arranged in 15 different categories. All of the games are free and playable from any browser without the need for download.

Internet Marketing Services (IMS) is has been hard at work since the beginning of the New Year after the successful debut week of its [arcade games](#) website, eArcades.com. The site, which was launched on December 25th, currently features 5,000 unique games directly playable from any flash-supported browser. 15 different game categories are hosted by eArcades.com, which range from entertaining to educational, from puzzle to pure shooting enjoyment.

Having garnered more than 2,000 memberships in just its first week, the team behind eArcades.com is prompted to expand its playbook in order to sustain the enthusiastic attitude of gamers. IMS announced that its plans to increase its gaming list weekly and, in fact, they have already started the previous week. Exactly 200 [arcade games](#) were added to the website in the week that has passed and the company says players can expect more in the days to come.

IMS is also suiting up eArcades.com to become a social gaming network. This innovative platform combines the feature of social networking and game website, providing members with a thrilling gaming experience and the chance to meet people with the same passion for [arcade games](#).

Despite the improved services, Michael Bashi, CEO of Internet Marketing Services, clarified that eArcades.com will remain free for gamers to enjoy. The site is supported by commercial sponsors so users would not have to pay in order to play [arcade games](#). Users can play as many games as they like as long as they have enough time for it. With an offering of light flash format games, both casual and serious gamers would not have to wait long for their game to load.

IMS has been in the online business since 2007 but this is the first time they have ventured into the gaming industry. The company admits that the competition is extremely tough but they are turning it into the driving force that motivates them to improve.