### INTERNATIONAL GAME DEVELOPERS ASSOCIATION (A NOT-FOR-PROFIT ASSOCIATION)

**FINANCIAL STATEMENTS** 

FOR THE YEAR ENDED DECEMBER 31, 2006

### INTERNATIONAL GAME DEVELOPERS ASSOCIATION (A NOT-FOR-PROFIT ASSOCIATION)

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CERTIFIED PUBLIC ACCOUNTANTS

Board of Directors International Game Developers Association Mt. Royal, New Jersey

We have reviewed the accompanying statement of financial position of the International Game Developers Association (a not-for-profit association) as of December 31, 2006, and the related statements of activities and cash flows for the year then ended, in accordance with Statements on Standards for Accounting and Review Services issued by the American Institute of Certified Public Accountants. All information included in these financial statements is the representation of the management of International Game Developers Association.

A review consists principally of inquiries of Association personnel and analytical procedures applied to financial data. It is substantially less in scope than an audit in accordance with auditing standards generally accepted in the United States of America, the objective of which is the expression of an opinion regarding the financial statements taken as a whole. Accordingly, we do not express such an opinion.

Based on our review, we are not aware of any material modifications that should be made to the accompanying financial statements in order for them to be in conformity with accounting principles generally accepted in the United States of America.

The supplementary information accompanying the financial statements is presented only for supplementary analysis purposes and has been subjected to the inquiry and analytical procedures applied in the review of the basic financial statements. We did not become aware of any material modifications that should be made to such information.

Elko & Associates Ltd

March 1, 2007

## INTERNATIONAL GAME DEVELOPERS ASSOCIATION (A NOT-FOR-PROFIT ASSOCIATION) STATEMENT OF FINANCIAL POSITION DECEMBER 31, 2006

See Accountants' Review Report

### **ASSETS**

CURRENT ASSETS Cash Deposits Accounts receivable		\$	187,328 1,002 <u>4,030</u>
Total Assets		<u>\$</u>	192,360
	LIABILITIES		
CURRENT LIABILITIES Accounts payable Payroll taxes payable Due to chapters		\$	2,286 1,319 14,160
Total Liabilities			<u>17,765</u>
	NET ASSETS		
NET ASSETS Unrestricted			174,595
TOTAL LIABILITIES AND NET ASSETS	·	\$	192.360

# INTERNATIONAL GAME DEVELOPERS ASSOCIATION (A NOT-FOR-PROFIT ASSOCIATION) STATEMENT OF ACTIVITIES FOR THE YEAR ENDED DECEMBER 31, 2006

See Accountants' Review Report

REVENUE	
Membership dues	\$ 390,211
Advertising and sponsorship	54,510
Interest	2,909
Agency fee	1,530
Items for resale, net	75
Loss on sale of office equipment	 (1,860)
Total Revenue	 447,375
EXPENSES	
Program - Meetings	179,995
Administrative	 228,639
Total Expenses	 408,634
INCREASE IN NET ASSETS	38,741
NET ASSETS - BEGINNING OF YEAR	 135,854
NET ASSETS - END OF YEAR	\$ 174,595

## INTERNATIONAL GAME DEVELOPERS ASSOCIATION STATEMENT OF CASH FLOWS FOR THE YEAR ENDED DECEMBER 31, 2006 See Accountants' Review Report

CASH FLOWS FROM OPERATING ACTIVITIES		
Increase in net assets	\$	38,741
Adjustments:		
Depreciation		620
Loss on sale of office equipment		1,860
(Increase) decrease in assets:		(= 000)
Accounts receivable		(2,030)
Prepaid expenses		3,603
Deposits Increase (decrease) in liabilities:		2,183
Accounts payable		(7,821)
Payroll taxes payable		(940)
Due to chapters		17,17 <u>3</u>
Total Adjustments		14,648
Net Cash Provided by Operating Activities		53,389
CASH - BEGINNING OF YEAR	_	133,939
CASH - END OF YEAR	\$	187,328
CASH - END OF YEAR	<b>3</b>	187,328

# INTERNATIONAL GAME DEVELOPERS ASSOCIATION (A NOT-FOR-PROFIT ASSOCIATION) NOTES TO FINANCIAL STATEMENTS FOR THE YEAR ENDED DECEMBER 31, 2006 See Accountants' Review Report

### NOTE A - Nature of Organization and Summary of Significant Accounting Policies

Nature of Organization - The International Game Developers Association (the "Association") is a not-for-profit association incorporated in the state of California (articles of incorporation amended and restated in January 2005). The Association is committed to advancing the careers, and enhancing the lives of game developers by connecting members with their peers, promoting professional development, and advocating on issues that affect the developer community. The Association also provides programs which encourage a forum for professional improvement for game developers through local chapters, special interest groups and online discussion programs. Its members include programmers, designers, artists, producers and others interested in the game development industry throughout the world. The Association's primary source of revenue is membership dues.

Basis of Accounting - The Association prepares its financial statements on the accrual basis of accounting.

Basis of Presentation - The Association reports information regarding its financial position and activities according to three classes of net assets: unrestricted net assets, temporarily restricted net assets, and permanently restricted net assets. Contributions that are restricted by the donor are reported as an increase in unrestricted net assets if the restriction expires in the reporting period in which the contributions are recognized. All other restricted contributions are reported as an increase in temporarily or permanently restricted net assets, depending on the nature of the restriction. When a restriction expires (that is, when a stipulated time restriction ends or purpose restriction is accomplished), temporarily restricted net assets are reclassified to unrestricted net assets and reported as net assets released from restrictions. The Association has no temporarily or permanently restricted net assets.

Use of Estimates - The preparation of financial statements in conformity with accounting principles generally accepted in the United States of America requires management to make estimates and assumptions that affect the amounts reported in these financial statements and accompanying notes. Actual results could differ from those estimates.

Advertising - The Association expenses the cost of advertising as incurred. Advertising expense was \$10,457 for the year ended December 31, 2006.

Concentration of Credit Risk - The Association maintains cash balances in a financial institution. The amounts on deposit at December 31, 2006 exceeded the \$100,000 federally insured limit. The Association believes that their current cash in this financial institution is not exposed to any material risk.

Accounts Receivable - Accounts receivable are reported at the amount management expects to collect on balances outstanding at year-end. Management closely monitors outstanding balances and writes off all balances deemed to be uncollectible as of year-end. Management has determined that an allowance for doubtful accounts is not required as of December 31, 2006.

Income Taxes - The Association is exempt from federal income tax under the provisions of Section 501(c)(6) of the Internal Revenue Code.

Functional Allocation of Expenses - Indirect costs have been allocated among the programs and supporting services benefited.

# INTERNATIONAL GAME DEVELOPERS ASSOCIATION (A NOT-FOR-PROFIT ASSOCIATION) NOTES TO FINANCIAL STATEMENTS FOR THE YEAR ENDED DECEMBER 31, 2006 See Accountants' Review Report

#### NOTE B - Cash

Cash at December 31, 2006 consists of the following:

	2006		
Checking - operating Interest-bearing savings	\$	42,478 <u>144,850</u>	
Total	<u>\$</u>	187,328	

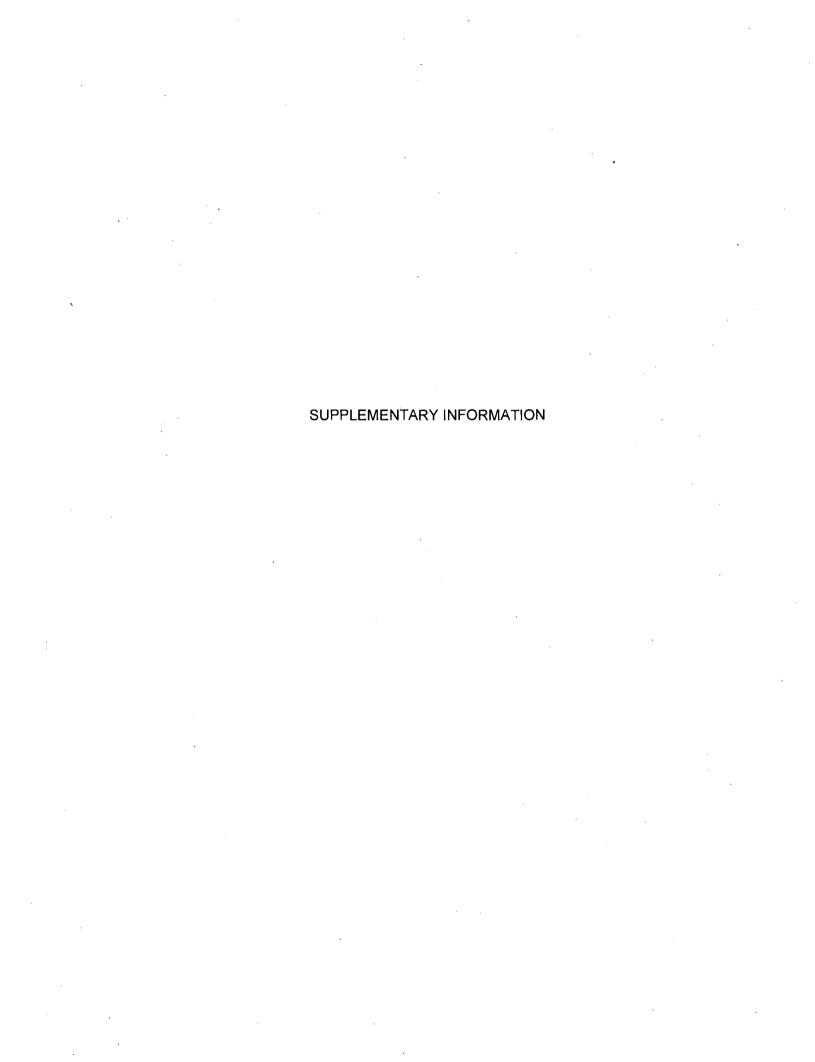
### NOTE C - Due to Chapters

The Association has entered into agency transactions with local chapter organizations whereby it holds cash deposits on behalf of these chapters. Restricted cash of \$14,160 related to these agency deposits is included in cash as of December 31, 2006.

#### NOTE D - Commitments

The Association has an agreement with the Talley Management Group, Inc. to provide general administration and financial services as well as program services for the Association. The contract is for one year beginning in November 2006 with automatic annual renewals, subject to termination by either party with 90 days written notice. It provides for an annual fee based upon a percentage of the Association's income, as defined. The management group is also reimbursed for direct expenses associated with its services.

The Association has an agreement with its Executive Director to provide membership and program development and administration as well as marketing, public relations and website development for the Association. The contract is for one year and automatically renews annually, subject to termination by either party with 60 days written notice. It provides for a fixed monthly fee, as defined, plus reimbursement for direct travel expenses associated with his services.



# INTERNATIONAL GAME DEVELOPERS ASSOCIATION (A NOT-FOR-PROFIT CORPORATION) FUNCTIONAL STATEMENT OF ACTIVITIES FOR THE YEAR ENDED DECEMBER 31, 2006

See Accountants' Review Report

	PROGRAM - ADMINIS- MEETINGS TRATIVE		TOTAL			
REVENUE						
Membership dues	\$	-	\$	390,211	\$	390,211
Advertising and sponsorship		54,510		-		54,510
Interest		-		2,909		2,909
Agency fee		-		1,530		1,530
Items for resale, net		-		75		75
Loss on sale of office equipment				(1,860)		(1,860)
Total Revenue		54,510		392,865		447,375
EXPENSES						
Travel		19,119		10,817		29,936
Professional fees		-		40,324		40,324
Office supplies		-		1,901		1,901
Telephone		9		5,908		5,917
Mail/postage		7,430		1,872		9,302
Promotion		1,326		1,623		2,949
Executive director fees		35,709		107,227		142,936
Printing		8,518		8,445		16,963
Salaries and related taxes		42,525		14,003		56,528
Employee benefits		• -		3,915		3,915
Rent expense		260		13,124		13,384
Meetings and courses		65,099		-		65,099
Professional development		-		5,258		5,258
Insurance		-		2,312		2,312
Bank Charges				10,380		10,380
Repairs and maintenance		-		910		910
Depreciation				620		<u>620</u>
Total Expenses		179,9 <u>95</u>	_	228,639		408,634
INCREASE (DECREASE) IN NET	_		_			_
ASSETS	<u>\$</u>	(125 <u>,485)</u>	\$	<u>164,226</u>	<u>\$</u>	38,741