



ENTELECT LIMITED  
ASX: ESN

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**22 April 2014**

## **ASX/Media Release** **(ASX:ESN)**

### **Change of Share Registry Notification**

Further to the announcement lodged by the Company on 17 April 2014, Entellect Limited (**Entellect**) advises that it will transfer responsibility for the maintenance of its share register to Automic Registry Services, effective from the commencement of business on Monday 5 May 2014, (not Monday 28 April 2014 as previously advised).

From Monday 5 May 2014, the Company's new share registry contact details will be as follows:

#### **Automic Registry Services**

Street Address:  
Level 1  
7 Ventnor Ave  
WEST PERTH WA 6005

Postal Address:  
PO Box 223  
WEST PERTH WA 6872

Telephone: 1300 288 664

Should shareholders have any questions regarding the change of registry, please contact Automic Registry Services on (08) 9324 2099.

#### **For any other queries please contact:**

**James Kellett**, Chief Executive Officer  
**Entellect Limited**  
T: (03) 9286 7500 M: 0439 805 070  
E: james.kellett@entellect.com.au

**Sophie Karzis**, Company Secretary  
**Entellect Limited**  
T: (03) 9286 7500  
E: sk@ccounsel.com.au

#### **About Entellect Limited & KNeoWORLD:**

Entellect's 80% owned KneoWORLD is a publishing house whose business revolves around selling engaging educational games through its fun KNeoWORLD Games Portal in the exciting education by entertainment games sector.

Games that have inherent educational value are licenced from independent developers and sold via subscriptions to its primary market of parents of 5-12 year old children (initially USA – but unrestricted and already worldwide) who by subscribing, give their children an educational advantage by playing fun and engaging games with validated educational content. Marketing is primarily via US school Parent Teacher Associations as a fund raising initiative Associations and direct to online consumers via social media.

We accelerate learning using compelling and fun online games infused with validated educational content, all embedded in a total virtual KNeoWORLD, to teach the higher order skills required by children to succeed in today's knowledge-based economy - we go beyond school and beyond homework. Our goal is to become one of the world's leading game based learning publishers.