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**ASX/Media Release**  
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## **Major KNeoWORLD Product Update**

### **Key points:**

- Entellect has completed a major KNeoWORLD product update to comply with Apple's new iOS8 operating system, iPhone 6 and iPad range
- The update is now available for download at the Apple Store

Entellect Limited (**Entellect** or the **Company**) is pleased to announce it has completed a major update to its KNeoWORLD Apple App and that it is now fully compliant with the new Apple iOS8 operating system and accompanying iPhone 6 and iPad range.

The App is available now in the Apple iTunes Store for purchase, or as a free update for existing subscribers. With the migration of most new and existing Apple customers to iOS8, the update of the KNeoWORLD App to iOS8 compliant was extremely important to enable the Company to continue to pursue its marketing and revenue objectives.

In conjunction with the update, the Company has also added enhancements to its web based educational games portal [www.KNeoWORLD.com](http://www.KNeoWORLD.com) enabling simplified customer registration and play. Additional content has also been added.

**-Ends**

### **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 and as downloadable Apps 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 who by subscribing, give their children an educational advantage by playing fun and engaging games with validated educational content. The Games Portal and Apps are available globally for both educational facilities and the consumer market with defined distribution channels established in the USA and China and other regions being added progressively.

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.

Our goal is to become one of the world's leading game based learning publishers.

### **For further information please contact:**

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