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First Significant Revenue for Entellect

Key points:

- Revenue of US\$100,000 committed via foundation-funding
- Additional commitments to continue in January 2015
- Successful foundation-funding commitments validates KNeoWORLD's Games based learning model in NYC schools

Entellect Ltd (**Entellect** or the **Company**) is pleased to announce that Frank Lieberman, its independent, New York game based learning advisor, has received significant commitments of foundation-funding for the Company's KNeoWORLD Game Based Learning Portal in selected New York City schools. This initial revenue, in excess of US\$100,000, is receivable in January 2015 and is anticipated to be the commencement of further foundation-funding revenue as the model is deployed in additional New York City schools from January 2015 onwards.

The foundation-funded revenue model involves corporate, government and private foundations providing funds for students of less affluent schools to adopt education programs, including KNeoWORLD's Game Based Learning Portal.

The commitments were received as a result of the Company's recently announced successful completion of in-school trials. The trials were administered by Mr Lieberman with the cooperation of principals, teachers and students. This financial milestone for KNeoWORLD in New York City schools validates its Game Based Learning Portal and Apps in New York City.

The pilot program's success facilitated access to 500,000 public and private school students in the greater New York area via the Parent Teacher Association fund-raising revenue model and the foundation-funded revenue model.

Based on New York City success and implementation, the Company expects to expand these revenue models to other states in the US in the coming months.

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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