

Corporate Profile

Signature Devices, Inc. publishes, creates, develops and manufactures advanced information technologies, including computer systems, software, and electronic products. The company also publishes software including video games, and commercial products. One of the companies technologies includes a blend of hardware and software for Image generation technology.

Signature Devices, has developed software for the world's leading game publishers, including **Electronic Arts (NASDAQ: ERTS), Crytek, Espresso Fitness, and SNK Playmore**. The company has also developed embedded systems and electronics for companies such as **Pacific Consultants (now PEMSTAR)** for the product Land Warrior.

Based in Silicon Valley, Signature Devices has created technology for advanced 3D systems for use in gaming systems, simulations and digital CG films.

The Fact Sheet

Signature Devices is a fully integrated game and simulation developer that creates, develops and publishes trend-setting interactive entertainment software for PC's and advanced entertainment consoles with mass-market appeal, as well as for specialized training.

June 9, 2008 Exchange:
OTC: Pink Sheets **Stock Symbol:** SDVI
Sector: Technology
Industry: Multimedia & Graphics
Recent Share Price: \$0.011

Headquarters:

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The statements contained in this fact sheet, and statements that the Company may make orally in connection with this fact sheet, are not historical facts and are forward-looking statements within the meaning of the private securities Litigation Reform Act of 1995. Actual results may differ materially from those forward-looking statements; as such, statements involve risk and uncertainties.

The Company

- Official Nintendo® licensed publisher for DS™ and Wii™ console platforms.
- Official Sony® licensed publisher for Playstation® 3 and Playstation® Portable console platforms.
- Fully integrated developer of video games for PC, Nintendo DS™, Nintendo Wii™, XBOX 360, Sony Playstation® 3 and Playstation® Portable game systems.
- Developed software for some of the world's leading game publishers, such as Electronic Arts, Activision, Crytek, Espresso Fitness, and SNK Playmore. □ Recently signed an exclusive sales agreement with Strategic Marketing Partners, Inc. (SMP), the largest independent PC and video games sales force in North America.

- Anticipating to publish 27 titles in 2008 and 2009.
- Recently announced the upcoming launch of Phatyaffle, a social networking site comparable to MySpace, for gamers and game developers to network through Web pages and the video games they play. Products will include subscription services, advertising space and royalties.

- The Company has developed a free, open-source engine named Elemental Engine II. It will be available for download to any end user wanting to develop games.

- Wholly-owned subsidiary, Graffiti Entertainment, has recently signed an exclusive Publishing and Distribution Agreement with Nordic Softsales. Nordic Softsales is an established game developer and distributor, in the Nordic region of Europe, for PC, Nintendo DS™ and Nintendo Wii™ titles such as Spiderman & Friends, Moomin, Reader Rabbit, Jakers and Clifford.
- The Company is in the process of completing the 10SB to uplist to the NASD's Over the Counter Bulletin Board.

Market Opportunity

Interactive entertainment and simulation software/games are estimated to be a \$30 billion industry worldwide. As a fully integrated developer and publisher, Signature Devices can develop games for others, publish its own games and publish successful games for others. This enables it to profit from multiple revenue streams and bring its own games to market faster and at less cost. The Company's game technology and proprietary 3D software places it in an enviable position to provide simulations for the military, industry and governments.

Upcoming Releases

- Mazes of Fate
- Black Sigil: Blade of the Exiled
- Air Conflicts
- Martial Arts: Capoeira
- Red Cell
- TAS

Management Bio

Kenneth Hurley: CEO and CTO

Kenneth has worked for notable game and technology companies such as Electronic Arts and Intel, and most recently was a senior engineer at NVIDIA Corporation. While there, he participated in the XBOX hardware and numerous video games including Tiger Woods Golf. Kenneth has been a consultant for several Silicon Valley companies and worked with the United States government on the latest military equipment, including the highly acclaimed Land Warrior. Kenneth's passion and experience for the gaming industry is what brings him to the helm of Signature Devices. With over 20 years of experience, this is Kenneth's second start-up as an independent developer, giving him perspective and a strong understanding of the demands of running an up and coming development company. He has contributed to best selling computer books on 3-D graphics and he is a requested speaker at conventions and workshops around the country. Kenneth received his Bachelor of Science degree in computer science from the University of Maryland.

Lance Alameda: V.P. Creative Development

Lance spent 8 years at EA, finishing his career there a senior level Art/Animation director. His time at EA allowed him to expand his expertise into the world of 3D software and motion capture technology. His talents were noticed by Academy Award winning software and technology company, Discreet. He spent 3 1/2 years as their Games and Animation Industry Marketing Manager. Lance worked on the game titles Mutant League Hockey, Mutant League basketball, PGA Tour 1993-1997, March Madness 98 & 99, Knock Out Kings 2000 & 2001.

Phil Engstrom: Chief Operating Officer

Mr. Engstrom was formerly the Senior Manager of Technology Development for Electronic Arts reporting directly to the Worldwide CTO. He has worked at Electronic Arts for 15 years where he directed company-wide cross-functional technical communications and recommendations. He was involved with studio General Managers, legal department, CTO group, studio tech leaders, Business Affairs, Marketing Management, Corporate PR, Procurement, Creative Services, Strategic Sales, Customer Quality Control, and others.

D. Patrick Ghiocel: Software Engineer III

During Patrick's youth he became an avid gamer and in high school Patrick worked at Scott Electronic Services, where his desire to become a programmer developed. He headed to the Rensselaer Polytechnic Institute in Troy, NY, where he received a Bachelor of Science degree in computer systems engineering with a focus in software/embedded control. While in college, he worked at Yaes Technologies as a computer technician and Creative Labs Advance Technology Center as a test engineer/computer programmer.

After graduating, Patrick joined Signature Devices which has allowed him to work with his two passions, programming and video games. His current accomplishments include writing vertex and pixel shaders for an upcoming Triple A title.

Brian Bazyk: Senior Software Engineer I

As a software engineer for Signature Devices, Inc., Brian is our resident OpenGL expert. He is also equally versed in DirectX. He has previously developed his own 3D Engine before coming to work for Signature Devices, Inc. Brian also worked on Gunman Chronicles, published by Sierra in 2000, where he implemented vehicle and game object code. He also has worked extensively with the Half-Life SDK. His skills include real-time 3D Engines, networking and general game object code.

Yen Ou: 3D Artist

Yen graduated with a BFA from the Academy of Art College. Prior to joining Signature Devices, she worked as a freelance artist.

Denise Situ: 3D Artist

Denise graduated with a BFA from the Academy of Art College. Prior to joining Signature Devices, she worked as a freelance artist.

Rob Davies: Contract Musician

Rob Davies musical talents are fantastic. He has helped Signature Devices with many styles of music for an upcoming title. More information and samples of his music can be found on his website: <http://www.robdaviesmusic.com>

Kyle Swaim: Software Engineer II

Kyle joined Signature Devices with a passion for 3D graphics. Kyle is versed in C++, Java, Object Oriented languages and design and developed his own graphics engine known as Aeon Engine

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