

**FOR IMMEDIATE RELEASE**

**STRAP ON YOUR ARMOR AND PREPARE TO INVADE:  
C.O.R.E. BEGINS NORTH AMERICAN RETAIL ASSAULT TODAY, EXCLUSIVELY ON NINTENDO DS™**

*Graffiti Entertainment's "C.O.R.E." delivers a fast-paced, intense shooter experience for hardcore gamers*

**REDWOOD CITY, Calif. - August 11, 2009** - Signature Devices, Inc. (OTCPK: [SDVI](#)) announced today that its wholly owned subsidiary, Graffiti Entertainment, Inc., has released its highly anticipated first-person shooter, **C.O.R.E.**, to North American retail outlets and will be available exclusively on Nintendo DS™.

"C.O.R.E. delivers a classic first-person shooter experience that has been missing in the DS library," says Kenneth Hurley, CEO of Signature Devices, Inc. and Graffiti Entertainment, Inc. "It's a unique story-driven sci-fi shooter that has been designed specifically for hardcore gamers, a segment of DS owners that have clearly been overlooked in the past. It offers a solid, fast-paced multiplayer campaign, diverse environments and even gives players the ability to modify controls, to allow for a custom and precise control scheme."

**C.O.R.E.**, developed by NoWay Studios, is set in A.D. 2028 when a massive meteor slammed into California's Mojave Desert. Leading scientists were quickly dispatched to examine the extraterrestrial radiation that was transforming the environment and all life in the area. For twenty years many experiments were carried out at C.O.R.E., the top-secret underground facility built on the site... that is until the day when all communications with the lab abruptly ceased.

Taking the roll of Jason Crane, a member of an elite military unit, players will have the opportunity to explore the vast C.O.R.E. complex, traversing through living quarters, warehouses and laboratories all in an effort to find the parties responsible for atrocities that took place within.

**C.O.R.E.** Key Features:

- Penetrate 15 levels in an immersive and dangerous environment
- Face 20 formidable enemy classes equipped with a deadly arsenal of weapons
- Choose from eight powerful weapons (including alternate firing options and zoom)
- Engage in intense single-player or multiplayer combat with up to four players. Multiplayer modes include Death Match, Team Arena, and Capture the Flag using only one Nintendo DS card!
- Wide array of customization options to optimize the C.O.R.E. experience

Delivering an intense and faithful first-person shooter experience, **C.O.R.E.** is rated "M" for Mature by the ESRB and retails for \$29.99. To learn more about the game, please visit [www.corethegame.com](http://www.corethegame.com). For more information about Signature Devices, Graffiti Entertainment and their products, please visit [www.signaturedevices.com](http://www.signaturedevices.com).

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**About Signature Devices, Inc. and Graffiti Entertainment, Inc:**

Based in Redwood City, Calif., Signature Devices, Inc. creates, develops and manufactures advanced information technology, including computer systems, software and electronics products. One of the Company's premier technologies includes a blend of hardware and software for image generation technology used in video games and

simulations. Signature Devices also owns Graffiti Entertainment, Inc, ([www.graffitientertainment.com](http://www.graffitientertainment.com)), a publisher of interactive entertainment software for advanced entertainment consoles.

The information in this press release includes certain "forward-looking" statements within the meaning of the Safe Harbor provisions of Federal Securities Laws. Investors are cautioned that such statements are based upon assumptions that in the future may prove not to have been accurate and are subject to significant risks and uncertainties, including the future financial performance of the Company. Although the Company believes that the expectations reflected in its forward-looking statements are reasonable, it can give no assurance that such expectations or any of its forward-looking statements will prove to be correct. Readers are cautioned not to place undue reliance on these forward-looking statements that speak only as of the date of this release, and the Company undertakes no obligation to update publicly any forward-looking statements to reflect new information, events, or circumstances after the date of this release except as required by law.

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