



## **PRESS RELEASE**

### **FOR IMMEDIATE RELEASE**

**October, 2009**

#### **Graffiti Entertainment to License USA Racquetball for New Racquetball Videogame for Wii™**

(Colorado Springs, CO - October, 2009) - Graffiti Entertainment Inc., a division of Signature Devices, Inc. (SDVI - Nasdaq Pink Sheets) a consumer videogame manufacturer, today announced that it has signed a license agreement with USA Racquetball, the national governing body for the sport of racquetball and for the U.S. Olympic Committee. Graffiti Entertainment will publish a USA Racquetball videogame initially for the Wii™ system, and shortly thereafter will roll out games for other videogame console formats.

Graffiti Entertainment's USA Racquetball game is the first racquetball videogame to be developed for the Wii™ system. It is presently in development and will be available in the latter part of 2010 at retail stores where videogames are sold. Marathon Projects Ltd, the New Jersey based licensing agency for USA Racquetball, negotiated the transaction. This is the first partnership agreement to be launched under the USA Racquetball licensing program.

Jim Hiser, Executive Director for USA Racquetball stated, "Until now, the exciting sport of racquetball has only been able to be appreciated by those who actively participate in a game at a racquetball facility. Now through our partnership with Graffiti Entertainment, the sport of racquetball will become available to everyone who plays videogames and become much more widely accessible to all. By playing the USA Racquetball videogame, adults and kids will develop a love for this fast-paced sport which should further enhance the growing trend of more racquetball players joining the sport."

Kenneth L. Hurley, CEO of Graffiti, added "We are thrilled about translating the sport of racquetball into a videogame, especially due to its natural fit for the Wii™ system. The physical dynamics of racquetball present unique opportunities that are very appealing to a videogame player and we are looking forward to creating an authentic playing experience. Anyone who has ever played racquetball knows how challenging a workout and how much fun playing racquetball can be. Now they will be able to actively feel this experience in their own home."

Craig Kalter, President of Marathon Projects, noted, "We always believed that USA Racquetball would be a perfect match for videogames and there couldn't be a better place to start than on the Wii™ system. This is literally a hands-on way of getting to know the USA Racquetball brand and the "Fast – Furious – Fitness" sport of racquetball. We look forward to playing the game ourselves."

*[Artwork and logo are available upon request.]*

#### **About USA RACQUETBALL (USAR)**

USA Racquetball (USAR) is the National Governing Body for the sport of racquetball, recognized by the U.S. Olympic Committee and is committed to excellence and service to our members. USA Racquetball (USAR) as a governing body oversees the rules and events associated with Racquetball and supervises 50 state affiliates who govern 450-500 sanctioned Racquetball events annually. We provide opportunities for members and enthusiasts to actively participate in the sport through sanctioning of events, administration of programs and development of competitive teams. We provide racquetball opportunities in the sport of racquetball for all levels of participation through membership support, membership recruitment, promotion of the sport, maintaining competitive success and developing a network of sponsorships and supporters. For more information, please visit [www.usaracquetball.com](http://www.usaracquetball.com).

#### **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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