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ASX/Media Release (ASX:ESN)

Research & Development Cash Reimbursement Approval

- Entellect has received approval for registration of its R&D activities for the 2013 financial year;
- Entellect expects a refund of \$238,036 from the ATO in coming weeks;
- The reimbursement is part of the Australian Government's R&D Tax Incentive Program;
- The Company anticipates further cash reimbursements will be received for the 2014 financial year.

Entellect Ltd (**Entellect** or the **Company**) expects a cash reimbursement of \$238,036 from the Australian Taxation Office as part of the Government's Research and Development Tax Incentive Program. The reimbursement relates to Entellect's activities conducted in the 2013 financial year and the cash refund is imminent.

The Company anticipates that it will receive a further reimbursement for the 2014 financial year as part of the same program. The additional funds relating to eligible local activities are expected to be received within the next 3 months and those relating to eligible overseas activities are anticipated in a similar timeframe. The funds will be used for further development of the Company's product.

-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 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 (initially USA – but unrestricted and already worldwide) who by subscribing, give their children an educational advantage by playing fun and engaging games with validated educational content. Marketing is primarily via US school Parent Teacher Associations as a fund raising initiative Associations and direct to online consumers via social media.

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 - we go beyond school and beyond homework.

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

For further information please contact:

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