



ENTELECT LIMITED
ASX: ESN

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25 June 2014

ASX/Media Release (ASX:ESN)

Conclusion of Unmarketable Parcel Share Sale Facility

Entellect Limited (**Entellect** or the **Company**) is pleased to confirm that the share sales under the Company's unmarketable parcel share sale facility announced on 28 April 2014 (**Facility**) have been completed.

As at the closing date of the Facility, a total of 3,488 shareholders representing 30,777,040 ordinary shares in the Company participated in the Facility.

Shareholders who participated in the Facility will receive the proceeds from the sale (\$0.002 per share sold) shortly by way of bank transfer or cheque.

As a result of the successful conclusion of the Facility, Entellect's shareholder base has been reduced from 4,379 holders to 891 holders.

The substantial reduction in the number of Entellect shareholders will significantly reduce the Company's administrative costs associated with maintaining a large share register, including printing and mailing costs and share registry expenses.

-ENDS

For any other queries please contact:

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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.