



**Red Jets Combat Video Game For The PC Shipped To Retailers By Graffiti Entertainment, Game Publishing Subsidiary of Signature Devices**

*Graffiti Entertainment, LLC (<http://www.GraffitiEntertainment.com>), the video game development and publishing subsidiary of Signature Devices, Inc. (Pink Sheets: SDVI) (<http://www.signaturedevices.com>) ships.*

For Immediate Release

REDWOOD CITY, Calif./EWORLDWIRE/Jan. 24, 2007 --- Graffiti Entertainment, LLC (<http://www.GraffitiEntertainment.com>), the video game development and publishing subsidiary of Signature Devices, Inc. (Pink Sheets: SDVI) (<http://www.signaturedevices.com>) is shipping Red Jets - a 3D combat jet plane game, to retailers' with an MSRP of \$19.99.

Red Jets, developed for the PC by Interactive Video Games (<http://www.iavgames.com>), is a 3D combat jet plane game inspired by the Cold War conflict and the USSR Air Force in its prime. It features realistic flight physics, detailed cockpit and external views. Players pilot classic Russian jet fighters, such as the MiG-29 Fulcrum, Yak-141 Freestyle, and Su-27 Flanker, with advanced weapons and targeting systems. Twenty missions are flown over realistic landscapes rendered from actual satellite maps. In addition, all types of weather conditions, during day and night flights, are visually simulated.

Dimitri Criona, Graffiti Entertainment's director of sales says, "Ever wonder what it's like to pilot a real jet in at supersonic speeds? Using artificial intelligence (AI), Red Jets puts the player into the cockpit of a Soviet MIG and other Soviet aircraft. It is a realistic 3D combat simulator featuring several different cold war era Soviet Jet Fighters. We look forward to getting this game on the shelves of the major retailers who specialize in these genres. We are extremely proud of our games and the tremendous entertainment value they represent."

"We are taking advantage of the ever increasing video game market," said Kenneth Hurley, CEO. "According to market research firm NPD Group, U.S. sales of software, hardware and accessories were up 19 percent to \$12.5 billion in 2006. Graffiti Entertainment was established to widen our market share in this industry."

Veteran game programmer Kenneth Hurley and several other industry veterans founded Redwood City, Calif.-based Signature Devices, Inc. in 2002. Signature Devices, Inc. has a long list of noteworthy PC and Xbox game credits including "SAMURAI SHODOWN V" for Xbox, "King of Fighters '94 Reboot" for Xbox, "Farcry" and "Medal of Honor - Pacific Assault," and many others. In addition, its Graffiti Entertainment subsidiary publishes video games from independent developers. This includes "Crazy Frog Racer" for the PC, "Chain of Command: Eastern Front" for the PC, "Red Jets" for the PC, "Back To Stone" for the Nintendo Game Boy(R) Advance, and "Mazes of Fate" for the Nintendo Game Boy(R) Advance.

About Graffiti Entertainment LLC and Signature Devices, Inc.:

Based in Redwood City, Calif., Graffiti Entertainment, LLC (<http://www.GraffitiEntertainment.com>) is a full service developer and publisher of interactive entertainment software for advanced entertainment consoles. Its focus is on creating, developing, and publishing trendsetting titles with mass-market appeal. It is a wholly owned subsidiary of Signature Devices, Inc. that creates, develops and manufactures advanced information technology, including computer systems, software and electronics products. One of the company's premiere technologies includes a blend of hardware and software for image generation technology used in video games and simulations. Additional information about the company is available at <http://www.signaturedevices.com>.

Forward-Looking Statements:

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.

Contact:

Investor Relations

ir@signaturedevices.com

650-654-4800 ext 111

'http://www.signaturedevices.com'

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**CONTACT:**

Kenneth Hurley

Signature Devices, Inc.

3000 Bridge Parkway

Suite 101

Redwood City, CA 94065

PHONE. 650-654-4800-105

EMAIL: ir@signaturedevices.com

<http://www.signaturedevices.com>

**KEYWORDS:** Jets, War, games, video games, XBOX, XBOX 360, Nintendo, Sony, Microsoft, Playstation, Playstation 3, Game Boy, Ninteno DS, Cold War, Wii, video, Artificial Intelligence, Electronics, software, hardware, SDVI, SDVI.pk, pinksheets, 3D, combat, simulator

**SOURCE:** Signature Devices, Inc.