

Graffiti Entertainment Inc. Announces the Acquisition of Two Additional Games

Sheridan, WY, Feb 17, 2017 / OTC Disclosure & News Service / - Signature Devices, Inc. (OTC: SDVI) www.signaturedevices.com today announced that its subsidiary Graffiti Entertainment, Inc., has acquired the rights to 2 more games and apps.

“Continuing with our business plan in bringing more shareholder value the company has acquired two new mobile games,” said Charles Townsend, Signature Devices Director, and CEO. “The games will be released soon after the integration of our new ad service system and include in-app purchases.”

As part of its ongoing strategy, Graffiti is implementing a premium ad monetization strategy for its portfolio of apps. The strategy will include connecting big brands via in-app advertising and in-app purchases. Graffiti will also provide key geographic data on its users to better serve relevant ads to them at the right time. Graffiti has developed and is about to launch its advertising system that enables developers and advertisers to serve mobile ads, Internet ads and other gaming platform ads.

Flying Baby flies through the air with the greatest of ease, but only with your help. The player collects coins and competes with friends. Share with friends on Facebook, Twitter, or Email to get your friends involved. The app is integrated with Facebook and allows players to invite friends and compare scores with them. There is also "Unlock Kids" mode and "Play On" in-app purchases to allow players to bend the game rules and advance more quickly.

Jelly Drop is a crazy fun game. The game is incredibly easy, but challenging too! "Pop" all Jellies with a limited number of taps. There are three power-ups to help you get through the hardest levels: Undo, Add Tap and Mega Score.

The app monetization market is projected to be \$101 Billion by 2020 according to market researcher App Annie.

The estimated valuation of \$10,000.00 per application is defined by the average development costs for these types of applications. The assets of Signature Devices, Inc. will increase as a result

About Signature Devices, Inc.

Based in Sheridan Wyoming, Signature Devices, Inc. (www.signaturedevices.com) (OTCPK:SDVI) is a holding company with subsidiaries that develop Internet of Things (IOT) products through its subsidiary Innovo Technologies, Inc., and publishes diverse media products including video games and mobile applications through its subsidiary Graffiti Entertainment, Inc.

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.

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Source: Signature Devices, Inc.