



neuronic

NEURONIC GAMES ANNOUNCES GNO FOR THE IPHONE

A Social Trivia Challenge For Two Players

NEW YORK, New York - May 12, 2008 - Neuronic Games is excited to announce the release of its newest original mindware game, Gno (<http://www.DoYouGno.com>) for the iPhone and iPhone Touch.

The second of Neuronic's mindware products brings players together through innovative game-play to engage the mind and spark the imagination. Gno aims to create a fun and addictive experience that facilitates social interaction between two opponents. The unique presentation of multiple-choice trivia also stimulates the brain as players learn interesting facts.



Follow intriguing characters through a zany storyline, as Professor Gno's world comes to life:

Professor Phileas Gno, the renowned scholar and world traveler, is looking for some enthusiastic research assistants to help him organize his card catalog of world knowledge. Visit the Gno mansion with your friend, and through a little brainwork, a dash of luck and a sound strategy, you might just become his most favoured research assistant.

The portable nature of the iPhone and the iPod Touch allows for Gno to be enjoyed in everyday social settings. Players young and old engage with each other, recreating an experience reminiscent of the "family game night" enjoyed by children and adults alike. Gno will inspire questions, promote new interests, and perhaps provoke a bit of gentle heckling among players.

Features for Gno include:

- Challenging your friends with hundreds of interesting trivia

- Using your knowledge of trivia or relying on a sound strategy to get ahead
- Engaging your friends and family with an addictive social activity
- Having fun with zany characters and vivid graphics
- Bringing back family game night through an ultra-portable game board

Experience Gno with your friends and family, at home or on the road. While designed for the iPhone and iPod Touch, it can easily be played on a Mac or PC with a Safari web browser.

About Neuronic

Neuronic Games is a developer of interactive entertainment software for personal computer and mobile devices. The company's mission is to create mindware that while fun and engaging, also serves to expand the players mind and provide exposure to new ideas and concepts.

Neuronic Games' first product, "Manoosh and the Warehouse of Doktor Strangetail", was released in the summer of 2006 and was well-received by gamers and critics. The Neuronic team is currently working on a native iPhone and iPod Touch version of Gno as well as additional projects for these devices.

The Neuronic team consists of industry veterans from disparate backgrounds - software development, financial services, education, knowledge management, government and law. Each brings a unique perspective and experience to the company's mindware vision. Neuronic Games is a privately-held company based in New York City.

PR Contact

Victoria

victoriac@neuronicgames.com

(646) 652-6804

