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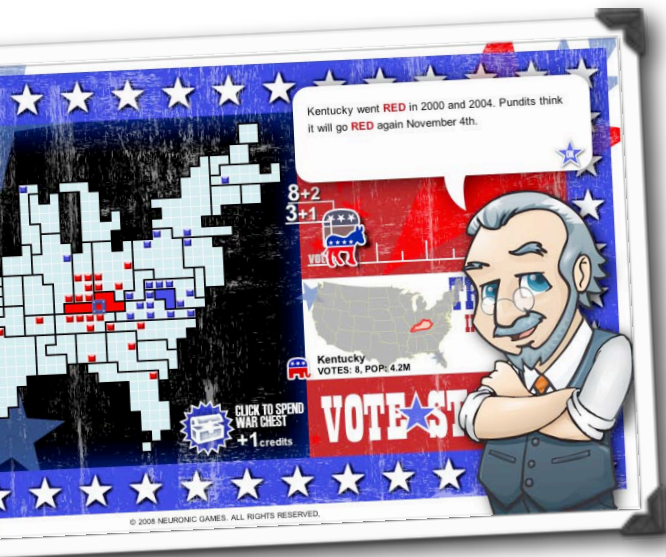
NEURONIC GAMES ANNOUNCES VOTE STAR

A Visual Game of Strategy to Win Electoral Votes and the US Presidency

NEW YORK, New York - October 22, 2008 - Neuronic Games announces the release of Vote Star (<http://www.neuronicgames.com/votestar>), an election strategy game for two players.

Challenge a friend to a game of "electoral chess" and compete to become the next United States president. Vote Star illuminates the Electoral College process as you plot your attack and create your own 2008 campaign trail. Strategically target campaign stops as you uncover outcomes of past elections and claim states by winning electoral votes. Your trusted advisor, Professor Gno, helps you maximize campaign efforts to capture key states and earn credits for your campaign war chest. Use your war chest wisely and sweep a closely contested state from your opponent.

Assume a party position and go head-to-head with your opponent to win 270 electoral votes and the hearts and minds of US citizens.



Vote Star brings the following to players:

- ★ Play the role of Democrat or Republican and race your opponent to earn state electoral votes
- ★ Visualize the United States map differently, based on the number of state electoral votes, while you carefully plan campaign stops
- ★ Undermine your opponent's campaign within critical states through strategic use of your war chest credits
- ★ Reveal past election outcomes and other intriguing information about states as you race to win the presidency



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Enjoy Vote Star with your friends and family from any personal computer web browser including Safari 3, Firefox 2, Opera 9 and IE 7.

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 player minds and provide exposure to new ideas and concepts.

Neuronic's last release, Gno, introduced world traveller Professor Phileas Gno and his innovative social trivia game. Gno was named an Apple "Staff Pick" shortly after its May 2008 debut and was a featured Apple Web App for two weeks. Its popularity with iPhone and iPod touch users was much bigger than anticipated. Additionally, the Neuronic Games team still enjoys many letters of feedback and enthusiasm from its diverse audience of players, including students, school teachers, and casual gamers.

The Neuronic team consists of industry veterans from disparate backgrounds - software development, education, knowledge management, government, law and financial services. 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

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