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NOW PLAYING IN LIVINGROOMS EVERYWHERE: HORTON HEARS A WHO! YOU TO THE RESCUE!™ — STARRING KIDS AGES 4 - 8

*Kids Act Out Classic Seuss Story in New Game By I Can Do That! Games™;
Horton Hears a Who! Now a Major Motion Picture Starring Jim Carrey and Steve Carell*

Seattle, WA (March 4, 2008) – Just in time for the movie premier of the Dr. Seuss classic, *Horton Hears a Who!*, debuting nationwide on March 14th and starring comedy giants Jim Carrey and Steve Carell, I Can Do That! Games™ announces an exciting new way for kids to experience this classic story, while bringing Horton and the rest of the Seuss cast of characters home to living rooms across the nation. *Horton Hears a Who!, You to the Rescue™* invites kids ages 4 – 8 to put on the Horton Hat and embark on a wild adventure to save the *Whos!* The game is available exclusively through Toys“R”Us and toysrus.com.

Horton Hears a *Who!, You to the Rescue! Game:* This jump-up-and-go silly search game invites kids ages 4-8 on a wild adventure to save the *Whos!* Put on the Horton Hat and race all over the house to find the hidden clovers where the tiny *Whos* live. Pick them up with your trunk—then hurry back before time runs out! The player who rescues the most *Whos* is the winner!

“Our kid testers loved playing this active, silly, and fun game!” said Stephanie Oppenheim, child development expert and co-founder of the Oppenheim Toy Portfolio. “And their parents loved the storybook connection.”

Horton Hears a Who!, You to the Rescue! game brings the classic Dr. Seuss book to life, giving kids a whole new incredibly fun way to experience this beloved children’s story. The game engages kids *socially, physically, and creatively*, encouraging cooperative play and reinforcing memory skills while getting kids out of their seats for loads of imaginative, jump-up-and-go fun!

Horton Hears a Who!, You to the Rescue! game has already won some of the industry’s most distinguished honors, including an Oppenheim Gold award, a Parents Choice Recommended award, and an iParenting Media award.

I Can Do That! Games™ foster self-confidence by giving kids a chance to discover what they can do. The games get kids up and out of their seats—running, jumping, balancing, hopping, sliding, singing and laughing. Inspired by classic Dr. Seuss stories, favorite characters leap out of book pages and into living rooms—offering families a whole new way to enjoy some of the most beloved children’s stories of all times.

To learn more about I Can Do That Games, visit www.icandothatgames.com.