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I CAN DO THAT! GAMES™ INTRODUCES THREE NEW GAMES FOR KIDS AND FAMILIES AT NEW YORK INTERNATIONAL TOY FAIR, BASED ON CLASSIC DR. SEUSS STORIES

Award-Winning Game Developer Debuts Active Game for Preschoolers Plus Two Games for Ages 8—Adult That Help Families Get to Know Each Other Better

Seattle, WA (February 18, 2008) – I Can Do That! Games™, a Seattle-based game company dedicated to helping kids discover what they can do, today announced that it will debut three innovative new games this week at the New York International Toy Fair, all based on classic Dr. Seuss stories. For preschoolers, the company will introduce Green Eggs & Ham, Order Up! Sam™, a fast-paced, frenetically fun food game; Oh the Places You'll Go! The Game™ will help kids 8 & up and their families discover how well they *really* know each other as they image a world of future possibilities; and for families on the go, Oh the Wondrous Places You'll Go! Travel Card Game™ provides endless opportunities to explore the world's greatest wonders.

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. Founded in 2007, the company has already won many of the industry's top honors—including an Oppenheim Toy Portfolio Platinum award, a Parents' Choice Gold award, and a National Parenting Center Seal of Approval, as well as a finalist distinction for a Toy Industry Association Toy of the Year (T.O.T.Y.) award.

“We launched the company last year and received amazing feedback on our games from award programs, child development experts, teachers, parents, and our toughest critics of all—kids,” said Jacobe Chrisman, CEO and founder of I Can Do That! Games. “Our games engage kids physically, socially, and creatively, while giving kids a chance to discover what they can do. In a world where face-to-face family time is increasingly rare, we believe that playing great games together is more important than ever.”

NEW 2008 GAMES

Green Eggs & Ham, Order Up, Sam!™

The Fast-Paced Frenetically Fun Food Game!

Sam has opened a café and invited his friends, Fox, Mouse, and Goat, for dinner. In this fast-action, frenetically fun game, preschoolers dash about to help Sam serve up green eggs and ham—and other silly foods. When the chef yells, “Order Up!” kids use color and shape identification along with counting and pre-reading skills to correctly identify food items and serve them to café guest. The faster the food is delivered, the more tips you'll make! But watch out—when you hear “Bugs in the Kitchen!” you've got to race back to the dining room and check all the table for insects.

Inspired by the classic Dr. Seuss children's story, **Green Eggs & Ham, Order Up, Sam!** promotes early reading and counting as well as number, shape, and color identification. The whimsical Electronic Musical Menu helps kids make the association between letters and words, encouraging a love for reading. Fosters cooperative play and social interaction while it gets kids moving for fantastic fast-action fun!

Ages: 3 & up; Available: Fall, 2008, exclusively at Toys“R”Us and toysrus.com

Oh, the Places You'll Go! The Game™

The Future is Full of Exciting Possibilities!

Go on a wild adventure through life's twisty-turns to discover a world of future possibilities. Along the way, find out how well you really know your friends and family by trying to guess what futures they will choose!

As players move around the board, they hit intersections. Which way to go? Draw a card with two “future” scenarios. Would you rather “start a bamboo raft business in Tahiti” or “write, direct and star in your own horror movie?” Everyone guesses which path you'll pick. When all the players choose correctly, you get to keep the card. Keep adding cards as you progress through the game—the cards fit together in topsy-turvy ways on your “life path”. Be the first to complete your life path—and you're the winner!

A great way to learn more about your family and friends, Oh, the Places You'll Go! game is a perfect gift for a recent graduate or someone celebrating an important milestone. Gets the whole family thinking about the future and all its wondrous possibilities!

Ages: 8–adult; Available Spring, 08 exclusively at Barnes & Noble and barnesandnoble.com; Available at mass and specialty retail outlets nationwide in Fall, 08.

Oh the Wondrous Places You'll Go! Travel Card Game™

Start Imaging Your Wondrous Journey!

Take your pick from this deck of 51 ½ gorgeously illustrated cards, and let the adventure begin! Each card features stunning photography, unbelievable facts, surprising history, and brain-twisting trivia about a multitude of amazing destinations. Challenge your friends and family to answer stimulating questions about each exotic location—from the Baobab Alley in Madagascar to the Giant's Causeway in Northern Ireland!

Easy to store and tote, Oh the Wondrous Places You'll Go! Card Game is perfect for road trips, air travel, a rainy day—or any time your family is craving a little excitement. A great way to explore the wondrous world beyond your own front door!

Ages: 8–adult; Available Spring, 08 exclusively at Barnes & Noble and barnesandnoble.com; Available at mass and specialty retail outlets nationwide in Fall, 08.