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Oppenheim Toy Portfolio Announces Platinum Award Winners; I Can Do That! Games Wins TWO!

New for Holiday 2009, Dr. Seuss Super Stretchy ABCs™ Game and Richard Scarry's Busytown Eye found it™ Game Win Top Honors

Seattle, WA (September 15, 2009) – [I Can Do That! Games™](#), an award-winning Seattle-based game company that fosters self-confidence by helping kids discover what they can do, has won not one—but TWO—of the industry's highest honors: Platinum Awards from the Oppenheim Toy Portfolio. The awards go to two of the company's innovative new preschool games; [Dr. Seuss Super Stretchy ABCs™ Game](#), and [Richard Scarry's Busytown Eye found it™ Game](#), both designed for children ages 3 and up. Independent testing families evaluate games year-round to determine the very best products across a range of categories that ultimately become Oppenheim Toy Portfolio Platinum Award winners.

"This wonderfully oversized game (Richard Scarry's Busytown Eye found it! Game) is one of the best games of the year--combining the world of Richard Scarry and game play that our testers loved," said Stephanie Oppenheim, child development expert and publisher and co-founder of the Oppenheim Toy Portfolio.

[Richard Scarry's Busytown Eye found it!™ Game](#) – Race to find the hidden objects!

Join Huckle Cat and Lowly Worm on a fun-filled race around Busytown to solve mysteries and find hidden objects. Drive through lively city streets, an activity-filled farm, an action-packed airport, and a bustling harbor full of silly boats. There's much to discover on this gigantic, colorful game board that's over six feet long! With hundreds of objects to find this game provides hours of fun, while building confidence each time a child says, "I found it!"

Ages 3 and up; MSRP \$16.99; Available Now exclusively at Toys R Us and TRU.com

[Dr. Seuss Super Stretchy ABCs™ Game](#) – silly, stretchy, physical alphabet fun!

Get ready to twist, turn and s-t-r-e-t-c-h! Can you put your hand on the letter E—while placing your foot on the letter K—and also putting your ear on the letter Q? You've got to be super-stretchy to meet the challenge! In this silly game of physical challenges and alphabet fun, kids spin the Thing 1 and Thing 2 "toy-nado" to deal out letter-to-body-part challenges. Then it's time to get down on the colorful, oversized Dr. Seuss alphabet mat and turn and twist to put your body and brain to the test!

Ages 3 and up; MSRP \$16.99; Available Now at mass and specialty retail outlets

“Put away the flashcards!” said Oppenheim. “Our testers loved this fun, interactive game that gives them an opportunity to ‘work’ on those ABCs while they're playing!”

“We put a lot of love and care into our games and to win two Oppenheim Platinum awards is a huge honor and something that we are extremely proud of,” said Jacobe Chrisman, founder and CEO of I Can Do That! Games. “We hope to make the holidays a little brighter for families this season by providing games that are incredibly fun, have lasting appeal, and are affordably priced.”

I Can Do That! Games foster self-confidence by giving kids a chance to discover what they can do. Favorite Dr. Seuss, Curious George and Richard Scarry characters come to life—challenging kids to run, slide, hide, seek, sort, explore—and much more. By engaging kids physically, socially, and creatively, I Can Do That! Games provide endless hours of fun for the whole family.

To see our full line of games, visit www.icandothatgames.com.

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About I Can Do That! Games™:

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Founded in 2007, the Seattle-based game company has already won some of the industry's top honors, including a Parents' Choice Gold award, Oppenheim Toy Portfolio Gold and Platinum awards, a National Parenting Center Seal of Approval, and a two-time finalist honor for the coveted Toy Industry Association Toy of the Year (T.O.T.Y.) award in the Games category.

I Can Do That! Games can be found at mass and specialty retail outlets nationwide.

To learn more, visit www.icandothatgames.com.

About Dr. Seuss Enterprises

Dr. Seuss Enterprises was founded in 1993 by Dr. Seuss's widow, Audrey Geisel, in order to maintain the integrity of the original Dr. Seuss books, characters, and their invaluable contribution to children's literacy. The company actively works to ensure that the books and characters maintain their original look and personalities for future generations. Dr. Seuss Enterprises is located in La Jolla, California.

About Cookie Jar Entertainment

The Cookie Jar Group is a Canadian-based global children's entertainment and education company dedicated to excellence. Through Cookie Jar Entertainment, the company is a leader in the creation, production, marketing and licensing of evergreen character brands that appeal to kids and families worldwide. Cookie Jar Entertainment's library of nearly 6,000 half-hour episodes features some of the world's most recognizable brands, including Strawberry Shortcake, Caillou, Inspector Gadget, The Doodlebops, Arthur and Johnny Test. The company owns non-character based brands for licensing such as Mommy & Me. Through its pan-European subsidiary, the full-service licensing agency Copyright Promotions Licensing Group, Cookie Jar represents numerous third-party iconic brands. Cookie Jar Group also has a one-third interest in international children's television channel Kidsco. Cookie Jar Education, based in Greensboro, North Carolina, is one of North America's largest providers of supplemental education materials, reaching nearly 2,000 teachers across the United States, through the Carson-Dellosa and HighReach Learning brands.