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**NEW TWO OUT OF THREE™ FROM ENDLESS GAMES
PUTS A NEW FACE ON A CLASSIC MATCHING GAME**

NEW YORK – December 12, 2001 – Endless Games, the company best known for its re-launch of classic and game show board games introduces **Two Out of Three™**, a new board game that challenges preschoolers, their older siblings – even their parents and grandparents – to think and react quickly as they hone their matching and recognition skills.

Each player gets their own game board; the board has 16 different squares. Within each square is a different shape – either a circle, square, triangle or star in either red, blue, green or yellow. What takes **Two Out of Three** to the next level is that within every colored shape, there's a face with a different expression – one of surprise, happiness, sadness or confusion.

The object of the game is to cover all of the squares on your board. But, it's not as easy as you may think. Each player takes a turn at the game's spinner. Will it land on a blue circle or a star that looks surprised?

Players quickly check their boards to see if they have any characters that match two of the three characteristics. So, if you have a blue circle with a frown or a yellow star with a surprised look, you've got two out of three and you get to cover the square.

But, be careful. You may have several pictures that match each spin. So, pay attention because you'll need to find all of the appropriate pictures and cover them. Keep filling your board by matching two out of three. The first player to cover all their pictures on the board wins.

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Just as challenging and fun for adults as it is for kids, **Two Out of Three** teaches thinking “outside the box” along with shape, color and face recognition.

Two Out of Three™ is designed for players ages 3 to 103 and will retail for approximately \$12.00. The game is available at retail stores nationwide.

Endless Games, founded by industry veterans Mike Gasser and Kevin McNulty in 1997, specializes in games that offer classic entertainment and hours of fun. Their inaugural line included the Six Degrees of Kevin Bacon™ board game and the re-launch of several popular games from the 50s, 60s, 70s and 80s including the vastly popular reintroduction of the game Password™. No strangers to success, the partners were involved in the sales and marketing of some of the greatest hit games of this century – Trivial Pursuit™ and Pictionary®, to name just two.

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