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GET THE CHILDREN INVOLVED AND PLAY PASSWORD JUNIOR!

New York – *And the password is **Junior***. The classic word association game that everyone knows and loves is now for everyone with the introduction of **Password Junior™**. Find out who is the clever communicator with your kids!

With 500 words specifically geared for youngsters, **Password Junior™** challenges communication skills in teams of two to three. Unlike its classic predecessor, **Password Junior™** doesn't limit teams to one-word clues; rather the clue-giver must say or do something (anything!) to make their teammates guess the word. Whether the word is "toy", "dog", or "boat", children will be familiar with; and will find it challenging and fun to communicate the password.

Once you've separated into teams, decide how many clue-cards it will take to win. The length of the game is up to you! Next spin the spinner to see which number on the clue-card to use. Using the decoder, find the word and give your partner a clue. Clues can be words or an action, but the guesser only gets one guess at the clue. If they guess right, they keep a clue-card. If they guess wrong, they pass the decoder and clue-card for the next team's turn. The round continues until the password is guessed. For a challenging bonus, if players guess a password with a one-word clue, they receive an extra clue-card. Determine the amount of clue-cards that wins, and the first team to get that many passwords is crowned champion!

(more...)

Password Junior™ is designed for four or more players ages 6 to 10. The game will be available in spring 2003 an approximate retail price of \$11.99.

Password Junior™ joins Endless Games' line of retro games, which includes such classics as: The Pyramid™, Password™, Concentration™, Family Feud™, Liar's Dice™, Beat the Clock™, The Newlywed Game™, What's My Line?™ and Tickle Bee™.

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.