

Contact: Shane Mayer
Endless Games
201.386.9466
smayer@endlessgames.com

PLAY ALONG AT HOME WITH DONNY OSMOND'S NEW GAME SHOW
THE PYRAMID™

New York – February 12, 2003 - As fresh as his baby face, Donny Osmond breathes new life into **The Pyramid™**. With all new categories, this contemporary version of the classic game show, will dazzle a new generation while delighting the fanatical following it has enjoyed since 1973. “Thirty seconds on the clock...can you identify these things associated with child stars...?”

Players form teams of two and decide who will be the clue-givers for the first round. Teams have thirty seconds to relay seven target words to complete a perfect round. Clue-givers can communicate the word in any way they choose, with two exceptions: they may not use any part of the word, nor say “rhymes with” in their clues, so they must be clever and quick! After each round, players switch responsibilities, so clue-givers now become the receivers. After three rounds, the team with the highest score moves onto the “Winner’s Circle”.

The winning team decides which partner will give the clues in the “Winner’s Circle”. This time players aren’t guessing words, they are guessing categories. Set the timer to 60 seconds and see if you can guess what corresponds to these clues; oregano, black pepper, thyme, rosemary...

The Pyramid™ is designed for 3 or more players, ages 10 years to adult. Available in August 2003, the game will retail for approximately \$14.99.

The Pyramid™ joins Endless Games’ line of retro games, which includes such classics as: Password™, Concentration™, Family Feud™,

Liar's Dice™, Beat the Clock™, The Newlywed Game™, Kismet™, Card Sharks™, 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.