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**SHARPEN YOUR PENCILS AND YOUR MINDS TO PLAY  
SPILL & SPELL™ FROM ENDLESS GAMES**

New York – February 12, 2003 - **Spill and Spell™**, the time-honored and fast-moving spelling game from Endless Games, pits speed versus smarts. Quick thinkers and know-it-alls everywhere will have pencils in hand, striving to prove who's the sharpest in the end.

To start the game, all you need is a pencil and paper for a score sheet. Then decide how you want to score, either by determining a score to play up to or by choosing a designated number of rounds.

Now you're ready to **Spill and Spell™**. Put all 20 dice in the cup and let them fly. As soon as the dice hit the table the timer starts, and players have one minute to create their words. When you run out of words, gather the unused dice, "re-spill" them and start spelling again. Each player gets two "re-spills" per turn.

The scoring is simple: three letter words are one point per letter, four letter words are two points per letter and for any word over five letters, each letter is worth three points. One point gets subtracted for each unused die.

As an added feature, players can also select a specific category before beginning, like "sports words" or "slang words". If a player is able to spell a word in the category, he or she gets double the points for that word!

Not only does **Spill and Spell™** provide a challenge for the savvy speller, it is also the ultimate way to make learning fun for younger children. To make the game a little easier for new spellers, simply remove or extend the timer, allow for more "re-spills" and reduce the number of dice!

**Spill and Spell™** is for two or more players, ages eight and up.

Available in August, 2003, the game will retail for approximately 14.99.

**Spill and Spell™** joins Endless Games' line of retro games, which includes such classics as: The Pyramid™, Password™, Concentration™, Family Feud™, Liar's Dice™, Beat the Clock™, Card Sharks™, 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.