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Contact: Tracy Dudkiewicz
Phone: 262-642-5019
Email: tracyd@greatamericanpuzzle.com

Mom of Seven creates NAMiTS[®], a Game for Families on the Go
This Portable Game Craze Makes time in the Car, on the Bus, or in Line at the Store more Fun

SOUTH NORWALK, CT – Now that children are back to school, families find themselves in the car traveling to and from sporting events or practices, running errands and participating in other extra-curricular activities. Parents can now use those spare moments throughout the day to create fun conversations with children that build skills proven to benefit reading and school success. NAMiTS Original is a portable language-building game for kids four and up.

Created by a mother of seven and marketed and sold by Great American Puzzle Factory, NAMiTS is based on research from the Harvard Graduate School of Education's Home-School study. This portable word game allows parents to incorporate fun and learning into every day activities.

NAMiTS consists of colorful waterproof, tear-proof cards that hang from a ring. Each card lists open-ended word challenges players of all ages can brainstorm for answers, allowing both adults and kids to stretch their minds and expand their vocabularies. Kids like the interactive game play, and will take great pride in their answer to questions, such as "Name all the things that have a button" and "Name all the sounds you hear at the zoo."

About Great American Puzzle Factory

Great American Puzzle Factory, Inc. has been making award-winning puzzles and games since 1976. Puzzles for the first-time puzzler or the experienced puzzler, as well as board games, card games and travel games are the core product lines. In addition, the company is known for recognizable licenses, including Crayola[®], Garfield[®] and John Deere[®]. For more information, visit www.greatamericanpuzzle.com or www.namits.com.