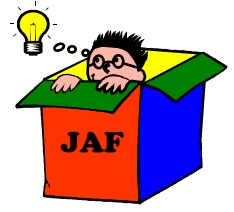


John A. Forte, Jr. Game Designer



Announces 3rd License Deal

May 19, 2011

Game#3

Another deal is final, and I'm happy to say it is with the same company as my game called Flip-Flop. This new game I call Stepping Stones.

Again this company is called Mindware and their tag line is "Brainy toys for kids of all ages". What I like about this game is that it has a mix of chess, backgammon and checkers, but a lighter strategy. The fact that the board is different everytime you play, adds to the challenge.

I have to say thanks to everyone at game night who play tested this one. Your comments helped move it along nicely. Stephan, Kyle, Timm, Chris, Tony and of course Bruce.

This game strategy requires you to think a few moves ahead, but not as intense as chess. I think that's what makes it really fun and enjoyable for everyone.

I designed the game with 27 game tiles, although you only use 10 in the base game. By randomly selecting the 10 starting tiles the board is different everytime you play.

Basically you set up the board like the picture, and the object is for a player to move their 4 game pieces from their home tile to the opposite home tile before the other player does.

Sound simple?

Each player takes a turn that consist of 3 possible moves. You can rotate a tile $\frac{1}{4}$ turn, slide a tile to the vacant space, or move a game piece to a vacant space BUT You CANNOT cross the black lines.

You are allowed to jump another piece provided you land on a vacant space, you can't occupy two home tiles

at the same time and once you abandon your home tile you can't rotate it, but your opponent can.

Those are the basic rules.

As always I'm not sure what they will end up calling it but I'm very anxious to see this game get to market.

They are also looking to have this game in their fall catalog and ready for the 2011 Holiday Season.

Again check them out at www.Mindware.com



Hopefully more fun to follow.

I'll keep you posted

Thanks for playing along!