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PATRIOT CHALLENGE® IS UNVEILED BY GEORGE WASHINGTON & ABRAHAM LINCOLN AT TOY FAIR 2003

NEW YORK, FEB. 17 — An all-new board game called Patriot Challenge® was unveiled today, President's Day, by George Washington and Abraham Lincoln at the International TOY FAIR, the premier toy industry trade show being held at the Javits Center in New York City (February 16 – 19). Patriot Challenge is a board game that celebrates America using reproductions of U.S. Postage Stamps to help tell the story of our nation and test game players' knowledge of the United States of America. Patriot Challenge is the first game about America to feature U.S. Postage stamps.

After unveiling the game, Presidents Washington and Lincoln invited convention attendees to play a round with them. Players begin their journey on Stamp #1 (when the Native Americans arrive in North America) and progress through time until the first patriot passes the Turn of the Century, Year 2000, to win the game. On their way through history, players enjoy an American adventure richly illustrated by the colorful art on U.S. postage stamps commemorating important events, people and other significant cultural highlights that personify the American spirit.

Included among the 64 U.S. postage stamps are those that highlight significant events such as the Pilgrims arriving on the Mayflower, the Boston Tea Party, the Civil War, The Great Depression, and the Turn of the Century. Important advances like the Age of Flight, the Automobile Era, communications, and computer technology are also featured, among others. And the most recognized symbols of the nation are included: the Statue of Liberty, Lincoln Memorial, Capitol Building, Mount Rushmore, the American eagle and the American flag.



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Designed for three to six players ages 10 and up, Patriot Challenge players are challenged with questions they select from red, white and blue Question Cards that have various levels of difficulty (basic, challenging and expert). Not just a question and answer game, Patriot Challenge also involves thought provoking player interaction, discussions and demonstrations. For example, players can earn bonus points by singing a patriotic song, describing a person, place or event or stating an opinion such as what freedom of speech personally means to them. Teamwork, strategy and knowledge all come into play during the game that also requires a bit of good old fashioned luck to win.

Patriot Challenge was created by a former sales and marketing executive, Christine Nelson. "The idea for the game was originally developed for my annual Super Bowl Party," she explains. "Each year I create a game for those who may not be interested in watching football but enjoy coming to the party. After the events of September 11, my 2002 party game was based on questions and answers contained in the book, [How To Prepare for the U.S. Citizenship Test](#). It contained the basic knowledge that all immigrants need to know to become an American citizen and, needless to say, all of us should know as well." Nelson's friends loved the game so much that they suggested she think about developing it for mass appeal. "Being a game enthusiast," says Nelson, "I took on the challenge and two weeks later had developed my party game into a board game." Since that time, Nelson has worked with classroom educators from elementary school to college-level to develop the final product that was unveiled at TOY FAIR. Patriot Challenge is scheduled to be available at retail locations in spring of this year.

"My focus with Patriot Challenge has always been on having fun and learning something along the way," says Nelson. "While I was not a history buff before I conceived the game, developing it has given me a greater appreciation for our country, our system of government, and the freedoms we enjoy. If that happens for those who play the game, it will be my contribution to making a difference."