

## **AmuseAmaze® Has Class**

### **The National Association for Gifted Children names *AmuseAmaze®* in its *Parenting for High Potential Recommended Toy List***

**Chicago, Illinois (July 23, 2008)** Whether it's at school, after school, or just for fun, *AmuseAmaze®* is the spellbinding word game that's in a class of its own. Recently included in the National Association for Gifted Children's (NAGC) Recommended Toy List, *AmuseAmaze®* is published by HL Games.

"This is a great honor to be included as a recommended game," said HL Games director, Graeme Thomson. "It's exciting to see that we're at the start of a new trend where fun and education intersect. *AmuseAmaze®* is a board game that combines the love of words with the joy of play, the fun of a maze with the thrill of a race. Also, it isn't about big words: small words count just as much as big ones."

Designed with a board that changes every time you play, and as you play, *AmuseAmaze®* has garnered a series of educational accolades that includes: Mensa Select®, Creative Child Game of the Year (Word Games for Kids category), and i-Parenting awards.

For educators looking to use *AmuseAmaze®* in the classroom, HL Games provides a Curriculum Guide prepared by Karen Luciana, fourth grade teacher and winner of the 2007 Golden Game Award for use of games in the classroom.

The full NAGC Recommended Toy List will be published in the September edition of *Parenting for High Potential* magazine.

**The National Association for Gifted Children (NAGC)** is an organization of parents, teachers, educators, other professionals, and community leaders who unite to address the unique needs of children and youth with demonstrated gifts and talents as well as those children who may be able to develop their talent potential with appropriate educational experiences. NAGC supports and develops policies and practices that encourage and respond to the diverse expressions of gifts and talents in children and youth from all cultures, racial and ethnic backgrounds, and socioeconomic groups. NAGC supports and engages in research and development, staff development, advocacy, communication, and collaboration with other organizations and agencies who strive to improve the quality of education for all students.

NAGC defines a gifted person as someone who shows, or has the potential for showing, an exceptional level of performance in one or more areas of expression.

**HL Games Limited** is a Chicago-based, independent board game publishing company that has been developing games since the 1980's. Officially opened in 2003, their products include: *Go Mental®*, *Go Mental® FUNDamental*, *AmuseAmaze®* and many more games on the way. In the past four years HL Games's games have received over 20 industry awards that include: Mensa Select® Award, About.com's Top 10 Board Games of 2007, Games 100, The Toy Man Online's Award of Excellence and Editor's Choice, Major Fun Award, as well as awards from the NAGC, i-Parenting Media, Creative Child Magazine and the National Parenting Center.

With operations in the US and UK, and distribution internationally, HL Games is located at 2421 W. Pratt Boulevard, #600, Chicago, IL 60645.

For more information please visit [www.hlgames.com](http://www.hlgames.com) or call at (773) 549-7425.