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**Award winning Kingka Matching and Memory Game
Is now available at Asia Society in Manhattan, Children's Museum
in Boston and Royal Ontario Museum in Canada**

(Teaneck, NJ) – Kingka Matching and Memory Game, a winner of Dr. Toy's Best Products Award, Creative Child Magazine's Toy Awards and iParenting Media Award, is now available at the prestigious gift stores in Manhattan's Asia Society, Boston's Children's Museum and Canada's Royal Ontario Museum.

Kingka is the first board game invented in the U.S. that uses Chinese characters as its key element. The uniquely designed Kingka Matching and Memory Game is a multi-purpose toy that uses pictographic Chinese characters as its key element for image processing and spatial perception stimulation. Research shows that these pictographic characters can exercise the "right brain regions" that helps stimulate visual perception. After preschoolers and toddlers master the shapes of circle, triangle and square, Kingka can further the visual discrimination that is vital to children's early development. It also exercises memorization, concentration, fine motor skills and teaches the hottest second language, Chinese. An iParenting Media Awards reviewer said, "I think that this is a great learning toy for a child that likes to be intellectually challenged. I also think this is a great game for the older children who are interested in other languages."

It is a good brain exercise for ages 3-99 and can be played by the entire family. Grandparents can have just as much fun when they are babysitting grandchildren after school or during their visits. Kingka can also be used in schools. Chinese is currently the "it" language and Nick Jr. will broadcast Ni Hao, Kai-Lan - a groundbreaking new animated series premiering next month, to introduce Chinese language and culture.

Dr. Toy's Reviewer, David Niecikowski, MAED/CI, who is an expert on using games to increase academic and social achievement said, "Kingka is a unique supplement for parents and educators who are looking for a fun tool to learn and practice beginning Chinese with 1 to 6 learners or more, if grouped in teams. Learning Chinese is a worthy goal when considering that more than 1 in 6 people in the world is Chinese."

Kingka is also available online at www.KingkaGames.com. Manufacturer's suggested retail price is \$29.99. For further information on Kingka and its extension products, please call (347) 584-4747 or email to info@KingkaGames.com.