



PRESS RELEASE

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Major *Attraction*[™] to R&R at Toy Fair 2013

Tampa, FL - (January 22, 2013) – R & R Games' booth at Toy Fair 2013 will be simply irresistible as the company launches *Attraction*[™], *Homestretch*[™], *Pluckin' Pairs*[™] and more into the company's catalog of award-winning games.

R&R Games' is sure to pull in a crowd at Toy Fair 2013 with *Attraction*[™] (MSRP \$15.95 for 2-5 players ages 14+), a fast-paced magnetic strategy game; plus, the new horse racing game, *Homestretch*[™] (MSRP \$29.95 for 2-6 players ages 12+) the Game of the Year hit party game of late 2012, *Pluckin' Pairs*[™] (MSRP \$19.95 for 3-8 players ages 10+), strategy games *QIN* (\$39.95 for 2-4 players ages 8 and up) and *Spectaculum* (\$29.95 for 2-4 players ages 8 and up), and family game *Hey Froggy*[™] (\$15.95 for 2-4 players ages 10 and up).

Frank DiLorenzo, President of R&R Games, said, "R&R will have its biggest showcase of products ever this year. We have a slew of great new family games and party games, and our big 'attraction' is sure to be our new magnetic strategy game, *Attraction*."

Attraction[™] is the game you can't resist! The sparks fly as players flick magnetic stones to capture clusters of other stones. The fun and complex strategies make any player a force to be reckoned with from novice to pro. Action packed and easy to learn, *Attraction*[™] is fast-paced and takes minutes to play. There is no game board, making it easy to transport and lure in players anywhere.

DiLorenzo explained, "The allure of *Attraction* is clear. With one game, you're hooked. It's portable and easy to learn, so people can play it anytime, anywhere, with anyone. At home or on the road, with *Attraction*'s magnetism you can always entice people to play."

Meanwhile, *Pluckin' Pairs*[™] tests your powers of prediction. Can you call upon your psychic energy and read your friends' minds or will you bank on your hunches? Find out when you play *Pluckin' Pairs*. You have 90 seconds to pluck 5 popular pairs from the random images on the table. Match other players' pairings to gain points. The more you match, the more you score! Each game has a playing time of 20-30 mins and contains 150 cards, a score pad, 8 pencils, and a 90 second timer.

Hey Froggy! leaps to the forefront for young game players as the frogs have gathered for a race at the old watering hole! But with limited lily pads and plenty of frogs, they tend to pile up on top of each other. To reach the finish line, you need to move the right frogs to the top of the piles to match your cards. The more you match, the farther you jump! Eat flies to get more chances to jump. First across the finish line wins!

Enter the world of fortunetellers and snake dancers. In *Spectaculum* players will determine the paths on which four travelling shows journey through an entire kingdom. On their travels, the entertainers are acknowledged with much applause, but may also get jeers for poor performances. With your money, you sponsor entertainers and have only one goal: Gaining even more money! *Spectaculum* is a tense and challenging game with simple rules. To win the game, it takes just a tiny amount of luck and a keen sense of finding the right moment for sponsoring or releasing entertainers from your troupe.

In QIN, prepare to colonize the Chinese hinterland as you found provinces and absorb remote villages into your empire. During your expansion build magnificent pagodas as a sign of your authority. The first to build all his pagodas wins the game. But beware—the other players can conquer your provinces and villages, tearing down and replacing your pagodas. Plan your expansion wisely, conquer foreign provinces and establish the glorious Qin Dynasty by building your last pagoda! Simple rules make Qin a tactical treat for the whole family. Due to its quick playing time and two different game boards you'll want to play again right away.

Rounding out the all-new items at Toy Fair, R&R takes you to the track and down the HomeStretch™. Who will make it across the finish line first? Find out when you play Homestretch™, R&R's fast-paced family game that has players on the edge of their seats. To play Homestretch™, buy your own horses and race them at courses. Place your bet on which horse will win, place or show, and collect big race purses when your horse wins. Every game is different and winning depends on both luck and skill. Just like at the track, you can end up with riches or empty pockets! Homestretch™ includes: 11 horses, 33 Owner Share cards, 23 Race Track cards, 6 Player tokens, 6 Scoring cubes, 30 Bet tokens, 9 Handicap tokens, 2 dice, and 1 Race track board.

At Toy Fair 2012, R&R successfully launched 1st & Goal™ (MSRP \$29.95 for 2-4 players ages 10 and up; 6 League expansion divisions \$14.95 each); Hide & Seek Safari® Junior animals (MSRP \$34.95, for ages 3 and up); and new additions to its award-winning party game line with Double Take™ and Pass-Ackwords®.

About R&R Games:

Based in Tampa, Florida, R&R Games, Inc. was established in 1996. The company has held true to founder Frank DiLorenzo's commitment to offering challenging fun to people through original games and toys. R&R's strict philosophy of designing and marketing high quality and innovative entertainment products has resulted in an ever-expanding product line of award-winning items. The R&R Games product line now includes the Hide & Seek Safari® and Hide & Seek Safari® Junior lines, as well as best-selling games, Times Up!®, Time's Up!® Title Recall, Masters of Venice®, Ticked Off®, Hey Waiter®, Pants on Fire™, Pressure Point®, Pig Pile®, Too Many Cooks®, Flea Circus®, Smarty Party®, You Must Be An Idiot®, Take Your Best Shot®, and Disorder®. For further information on R&R Games, visit www.rnrgames.com and get all of the most up-to-date, immediate information and interact with the company on [Twitter](#) and [Facebook](#)