



Professor FunDot™: "Grab the Professor" Card Game

Know the answer? Be the first to tell!

About the game

Professor FunDot™: "Grab the Professor" card game is a fun and exciting interactive version of a favorite card guessing game, for ages 4 and older.



Game description

The aim of the game is to be the player who correctly guesses the most cards. The game consists of one Professor doll (with batteries) and 65 cards with special labels (60 game cards, 4 playing level cards, and 1 volume card).

- Age range: 4-100
- Number of players: 1-6
- Playing time: up to 20 minutes



How to play:

1. Set a playing level, choosing from Easy, Medium or Hard.
2. Mix the cards well and place them face down on the playing surface. (For younger players, consider using less than the full deck.)
3. The youngest player sets the Professor down on the label of a card. The Professor immediately gives a spoken clue... and the clock starts ticking!
4. The first player to grab the Professor states the answer and turns the card over:
 - a. If right, keeps the card and sets the Professor down on another card.
 - b. If wrong, removes the card from play and doesn't play in the next round. The last player to set the Professor down does so again, on a new card.
5. If no player grabs the Professor before the clock stops ticking, the last player to set the Professor down does so again, on a new card.
6. Play until all the cards are used up. The one with the most cards wins!

Commercial breakthrough

Professor FunDot is a breakthrough in the educational products market, offering sophisticated interactive functionality at a fraction of typical costs:

- Easy to understand human voice
- Very simple operation and powerful user options: volume and playing level controls
- Instant response time
- Easy adaptation to customer requirements for playing doll, audio, and content, such as to branded assets. Any given product easily extended to different themes.





Great consumer benefits

Professor FunDot creates a stimulating and surprising play experience for all users. Its entertainment value is just as much in the Professor's persona - how he speaks, the sounds he makes, his personality -- as in the actual game-play. The game brings the consumer:

- Attractive low cost compared to other interactive products
- Unparalleled interactive experience, thanks to a new technology
- Mixed playing levels -- ideal for play with parents or siblings
- True cognitive growth over time, as the child tries more challenging levels
- Audio- and visual-stimulated learning of diverse content
- Positive learning -- the Professor is the ideal teacher: funny, smart, encouraging
- Easy, fun and educational toy even for pre-readers

Innovative technology

Professor FunDot™ works via electro-optical interaction between an optical reader and pre-coded label. The doll is the reader, containing optical sensors, a memory chip, and a speaker. Upon contact with the label, the doll instantly decodes and plays out the relevant audio from memory. The game complies with international safety standards.

About In-Dot Ltd.

In-Dot Ltd. creates an all-new era in the edutainment sector, making it cost-effective to add quality interactivity to books, toys and games. In-Dot™ technology combines the latest in electro-optics, acoustics, and miniaturization to create an enjoyable interactive user experience for ages 3 to 100. In-Dot offers products and solutions ranging from the Professor FunDot™ series to high-end products featuring recording, voice recognition, and cross-product networking.

The In-Dot breakthrough creates unprecedented opportunities for publishers, retailers, manufacturers, and brand owners, including via new revenue streams from existing assets. In-Dot welcomes distribution and creative partners. Contact us at: info@in-dot.com.

Make any book, toy, or game interactive with In-Dot technology!

Learn more at: www.in-dot.com

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