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INVENTION AND WORKING PROTOTYPE FOR SALE **UNIVERSAL EDUCATIONAL GAME: KNOW IT ALL™**

A revolutionary educational game
(It makes games like **Boggle & Boggle Jr.** obsolete)

Working Prototype Is Ready For Production.

A multi-purpose, hand-held device, lightweight, a fun to play with game which enables users to randomly select letters and numbers for the purpose of playing all the games listed below. It can be used anywhere at home, while traveling in cars, airplane, train, or at school, playground, etc. It is also a good group game, enabling children to play together and compete. Good for:

- **WORDS** • **MATH** • **COLORS** • **NUMBERS** • **LANGUAGE**
- **ALPHABET** • **SKILL DEVELOPMENT** • **SPELLING IMPROVEMENT**

School children can play alone, or together, in a group, competing with each other. When traveling, children can play the game anywhere, anytime. In many countries, children and adult can use the game to learn a second language or countries language.

When playing with parent, or in groups, players will be motivated by the challenge of competing in forming words, and doing **math functions: addition, subtraction, multiplication or division.**

More specifically: with the Educational Game:

- a. Children can form words from selected sets of alphabet, which changes each time the user shakes the device.
- b. The number of characters selected each time can be changed by moving a different number of balls into the compartment to be played.
- c. The number of alphabet in each compartment is different.
- d. Parents can teach **toddlers** and young children **alphabet, numbers** and **colors**, and, if possible, **words**. Children will be excited using a "shaking device."
- e. Children can form words of two letters and more, in several ways.
- f. Numbers selected can be used for bonus, and for **math purpose**, adding to scores from forming words.

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Proceed

An eight-page **Instructions guide**, copyrighted, is attached to the game, along with a **timer**, **note pad** and **pencils**.

Suggestion: Google either **Boggle** and **Boggle Jr**. These are OLD games which were very successful. Our game is different, better, newer, and we expect selling millions. It's excellent for all countries, especially in the Far East and Africa.

FROM USER'S MANUAL:

OBJECTIVES

1. *TEACHING:*
 - a. Colors: Using colors of the balls.
 - b. Numbers: Using the numbers printed on the cover of the game.
 - c. Language: Alphabet: Using letters printed on the cover.
2. *INCREASING VOCABULARY:* By forming words.
3. *IMPROVING SPELLING.*
4. *SKILL DEVELOPMENT:* skills, concentration and memory.
5. *TEACHING MATH* in a fun way.

AGES

2-18, depending on the appropriate purpose and user's level, countries, language.

Please visit all IP's for sale: Patents & Inventions

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