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HAVING SECOND THOUGHTS ABOUT HOSTING GAME NIGHT? SCORE A WIN WITH THIS HIGHSPEED PARTY GAME

Sold Exclusively At Target, Each Round Of Second Thoughts™ Presses Players To Be Witty And Wise But Not Take Too Long (As Time Is Not On Their Side)!

Greenville, SC (June 3, 2021) – When it's your night to host Game Night, the pressure is on to find something fun, fast paced and memorable. Shoppers browsing the toy aisle at Target have the perfect recommendation - with "no second thoughts after buying this game" as one happy consumer reviewed on Target.com. **Second Thoughts™** (\$17.99) from The Good Game Company asks players to be quick thinkers or fast talkers when it's their team's turn. Whichever side you take, the laughs are guaranteed.



For those that like a bit of competition, this is the game for two teams to try to outwit each other! As one consumer described it, "My husband and I had a blast playing this with my in laws when they came down for a visit. It was so much fun coming up with words that would completely stump the other team ..."

The premise of the game is simple: both teams create a list of five things using letters revealed on the colored dice. Team A needs to be clever but not take too long. The amount of time it takes for Team A to create the list is exactly how much time Team B is allocated to guess them!

On Family Game Night, ask the youngsters from ages 8 and up to come up with some words or phrases that might stymie the grownups! The results will be surprising and whimsical. Kids will beg for one more round.

"We loved this game. The kids didn't want to stop playing and we had to drag them to bed," typed one reviewer online. Responded another, "this game was the highlight of our evening. Everyone loved it. Definitely brought the laughs! Highly recommended." One dad found the game edutaining for the kids. He explained, "Teams think of words and write spellings and have to do so faster in order to win the game against other team playing the game. Good brain game."

Several online reviewers shared their strategy in hopes that their kids, perhaps, would not stump mom and dad? Wrote one strategic player, “So, you can either spend the full timer amount trying to come up with difficult/ clever words or try to write five words as fast as you can and try to hamstring the competition with limited time to guess.” He adds, “We played this with a group of 6 (two teams of three) and really had fun.”

Second Thoughts • Ages 8+ • \$17.99

Sold exclusively at Target and Target.com

Each round begins by both teams creating a list of five words using the letters revealed from the colored dice.

Be shrewd with the choice of words, but don't take too long as the amount of time it takes to finalize that word list is the exact amount of time the other team has to guess it! The goal of the 30-minute-or-so game is to baffle the other team. Every game played is unique because the content is created during game play.

About The Good Game Company

Simply stated, this toymaker creates and publishes good games. Titles include *doodad*, *Second Thoughts*, *Not It!*, *Idiom Addict*, *Fuzzy Logic* and many more. The Good Game Company aligns with the best retail and distribution partners to ultimately deliver games to players around the globe. Find them at Target, Barnes & Noble and Amazon or click on thegoodgamecompany.com.

