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New 24[®] Game App Selected As A Tillywig Toy & Media Award Winner

Suntex International is proud to announce that the 24[®] Game is the winner of a Tillywig Toy & Media Award. “Only two other products were winners in the Mobile App category, and the 24 Game secured the top spot on the list,” according to Lindsey Honig of SSPR Public Relations Agency.



Tillywig provides retail buyers, news media, parents, and consumers with product information and reviews of superior children's products available in today's marketplace. According to their website:

“The 24 Game is remarkable for the way in which it stimulates and builds logical thinking and problem solving skills.”

“The genius of the game resides in both the simplicity of the steps and the way it requires a player to think ahead.”

During the evaluation process, products are used by a number of testers—from all walks of life and a broad range of ages—in an observed focus group format. When evaluating an educational product such as the 24[®] Game, the testing team will also consider and more heavily weigh factors relating to learning and development. The team focuses on evaluating many factors, including:

- Ease of First Use. Clear, easy-to-understand instructions and product design are key factors in creating a positive initial experience.
- Replay Value. It was fun the first time out, but will it be equally or even more enjoyable over a period of weeks, months...years?
- Social Interaction/Fun Factor. Products that effectively promote a high level of face-to-face playful interaction receive a high rating.
- Creativity. Does it inspire creativity during use/play? Does this product actively fuel the imagination?
- Thought Processes/Motor Skills. Does it encourage new ways of thinking or promote physical development?

See the one and only, original 24[®] Game app in the [iTunes](#) or [Google Play](#) stores.