Press Room

View Minute Totals
Play Games Click Here

Million Minute Question of the Month
How important is it for you to win when you play a game?
It depends who I am playing with.
I always go for the win!
I just want to have fun!
Vote now and see results

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Million Minute Family Challenge™ meets goal in record time, as participants log more than 1 million minutes of game play

Game enthusiasts nationwide help meet goal well before end-of-year deadline

BELOIT, Wis. – 1,049,531 was the magic number displayed on millionminute.com the morning of Dec. 21. That's how much time in the final four months of the year that men, women and children across the United States and Canada spent playing their favorite board and card games as part of the 11th annual *Million Minute Family Challenge*!

Each year, from September through December, families, church groups, scouts and other groups of game enthusiasts take part in the *Million Minute Family Challenge*. The challenge is a grassroots effort started by Patch Products to encourage face-to-face time among families and friends, in a world that's increasingly digital and technology-oriented.

Million Minute Family Challenge is free and promotes interaction and communication through playing board games. The goal is to have families and other groups of game-players in all 50 states and Canada play a game and then log their minutes of play for a total of one million minutes from Sept. 1 through Dec. 31.

This is the soonest the challenge has met its goal of one million minutes of game play in its run of more than a decade. Game-players are encouraged, however, to continue logging their minutes through the end of the year to see just how high the total can get! A few groups deserve special recognition for helping reach the goal of one million minutes:

- Galactic Quest from Duluth, GA with 148,800 minutes
- J's Reviews and Giveaways from Sebring, FL with 60,115 minutes
- FCCC Coleman School from Warrenton, VA with 58,695 minutes
- Marshall Public Library from Pocatello, ID with 47,758 minutes

Cynthia Puttkammer, who owns Galactic Quest Comics, Games & Toys with her husband Kyle, said hundreds of the two Georgia stores' customers participated in the challenge.

"It's a great form of entertainment," Puttkammer said of playing games. "It helps people to connect with one another on different levels … and it basically brings you back to the fun of childhood. (And it) pulls you out of the day-to-day troubles and lets you have a bit of fun and just interaction with your friends and family."

The American Association of School Librarians and Games for Educators are also proud supporters of *Million Minute Family Challenge*. For more information on Patch Products and *Million Minute Family Challenge*, visit millionminute.com. or call 1-800-524-4263.

Patch Products is a family-owned company, leading the toy industry in

Log My Minutes!
2006 Minutes
1,232,187
2011 Supporters

design, manufacturing and marketing of games, children's puzzles, preschool toys, creative activities and teaching tools. Since 1985, Patch has developed high-quality, award-winning products that enrich lives by providing fun and interaction. Top-selling brands include *Buzzword®, Farkle, What's Yours Like?®, 5 Second Rule®, Take 'N' Play Anywhere™, 3D Sneaky Puzzles®, Bed Bugs™, Smethport™, Lauri®, Tall-Stacker™* and *Wooly Willy®*. As their presence grows, Patch continues to focus on innovation in building brands and creating new categories.

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