

**For Immediate Release  
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**Ultimate Gaming Hideout Announces *Ku-Mighty*, The New Collectable Game by Richard Garfield**

*Legendary game designer returns to the genre he made famous by developing Ku-Mighty, a new collectable game for kids 10 and up with trading cards and unique, previously unseen elements.*

**NEW YORK — August 3, 2009** — Ultimate Gaming Hideout® (UGH!), a new gaming venture dedicated to creating fun games for kids of all ages, today announced the creation of *Ku-Mighty*®, the first collectable game designed by legendary game designer Richard Garfield in more than ten years.

*Ku-Mighty* is UGH's first game, and features a mix of fast-paced play, unique game mechanics and a rich background story told through the game itself and other planned outlets.

“We approached *Ku-Mighty* to create a game unlike any other collectable card game, and to create the kind of game we'd want to play with our kids,” said Todd Housel, co-founder of UGH! “It's strategic and fast-paced, and a game takes about 20 minutes from set-up to finish, but lends itself to hours of repeated, fun play.” While the mechanics are accessible for kids 10 and up, kids and adults of all ages will enjoy the strategic possibilities coupled with elements of chance.

“It was an exciting project for me as a designer,” noted Richard Garfield, whose credits include *Magic: The Gathering*®. “With *Ku-Mighty*, we're giving the gaming world something brand new in terms of gameplay, and a highly detailed and engaging story to boot.”

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*Ku-Mighty* uses collectable cards and figures as elements of gameplay. Each game mixes strategy and luck to create a different game scenario each round. The game's story is an epic tale set in the not too distant future weaving the entirety of human history in a fantastic pop Sci-Fi tale, creating a rich tapestry for the unfolding adventures in the *Ku-Mighty* universe.

UGH! plans to extend the *Ku-Mighty* story with an animated series.

The game will be sold in Starter Sets and Booster Packs, MSRP TBD, at fine game and hobby stores worldwide.

**About Ultimate Gaming Hideout:**

Founded by Scott Housel, Todd Housel and D. Scott Collins, Ultimate Gaming Hideout is dedicated to creating games for kids and families of all ages to play together combining fun, strategy and story.

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