



AN INAPPROPRIATELY APPROPRIATE CARD GAME FOR MISCHIEF MAKERS AGES 8+



Game Category

Kid, Family, Party, Card Game, Summer Camp, Holiday

Game Play

Ages 8+
4-10 Players
6-60 minutes of play

Press Contact

press@notparentapproved.com

Retail Price

Core Game \$24.99
Expansion Packs \$9.99
On Amazon

Social Media

Facebook:
facebook.com/notparentapproved
Twitter:
[@notparentapprvd](https://twitter.com/notparentapprvd)
Instagram:
NotParentApproved

Website

notparentapproved.com

ABOUT NOT PARENT APPROVED

455 CARDS OF "SNOT-OUT-OF-YOUR-NOSE" LAUGHTER!

Not Parent Approved is a kid-friendly word game of fill-in-the-blanks inspired by Cards Against Humanity. This game was created to provide an attention-grabbing, easy-to-learn and hilarious alternative to screen time for children and their families.

A brilliant screen zombie antidote that's effortless fun at a kids slumber party or Thanksgiving Dinner with Grandma. Bring back the joy of face-to-face engagement and see your kid's eyeballs again. What a concept!

- Gameplay is simple - It's Mad Libs gone Bad Libs! Each round, one player picks and reads a question card and everyone else answers with the funniest answer card.
- Not Parent Approved gives kids a feeling of being naughty and cool but within (most) parental boundaries.
- Not Parent Approved makes it okay to put vampire bunnies, fart, and Grandma in the same sentence!



NEW!

EXPANSION PACKS FOR 2018!

ABOUT THE INVENTORS

MAXIMINA REVIS

Maximina is an award-winning game producer who has created 100+ online games played by millions of children globally. She has worked with a multitude of global kids brands such as Barbie, Monster High, Hot Wheels, Polly Pocket, Blokus, Uno & many more. She is Creative Director and Head of Product for Not Parent Approved.



STACY KATZ

Stacy is a single mom and veteran marketer who has worked with global brands such as Hewlett-Packard, Hill & Knowlton, and Verizon. Her greatest mission is to make her family life with her son more fun than any virtual world, and more satisfying than killing zombies. She is Marketing Director and Head of Sales for Not Parent Approved.



Hello from the Inventors:

When we started working on Not Parent Approved, our goal was to improve the world of tween entertainment. The issue? We were fed up with the current state of “Screen Zombies” — that moment where kids can’t hear you, forget to eat, suddenly can’t find the power off button, and get really, REALLY grouchy.

Now don’t get us wrong, we are big believers in digital and many of its modern advances, but fun in the 21st Century should also be kids looking each other (and parents) in the eyes and connecting face to face.

In order to compete with the hypnotic effect of screen time we realized what Not Parent Approved had to be:

- 1) No complicated rules. No need for a board with tons of pieces. No need to be great at drawing, on the spot clever, or acting skills needed. Learn the rules in 20 seconds and start having fun right away!
- 2) A “snack-able” option – as easy to get in and out of the game as clicking on an app.
- 3) It feels naughty to kids – but in a way in which (most) parents will be completely fine.

Please let us know if you’d like to write about Not Parent Approved. We’re available in the U.S. and Canada, multiple award-winning and 5-star rated on Amazon.com.

BURP!

Stacy and Maximina

Inventors, Co-Founders, Playful Moms

