

# GUMBY'S WORLD



LOS ANGELES (March 23, 2018) - Premavision, Inc. / Clokey Productions, Inc, in collaboration with Think University, introduces **Gumby's World**, a new gaming app featuring Gumby, Pokey and other characters in a variety of mini games featuring each decade since the 1950's. Gumby's World introduces a unique gaming model integrating real prizes for players.

Since 1955, when the green clay boy named Gumby was born, millions of fans of all ages have followed his adventures through 208 episodes and a movie. Now, in Gumby's World, fans can wander through a beautiful, fun, rendition of over 5 decades of Gumby, playing games, watching videos, finding collectables and WINNING REAL GUMBY PRIZES in the only app where dozens of real prizes are awarded every day and shipped to winners COMPLETELY FREE!\*\*

Joe Clokey, creator of Gumby said: "I'm proud to announce the launch of the new Gumby's World app, a world of engaging and challenging games for children and adults, which capture the fun, spirit and imagination of the Gumby TV shows. It's not your ordinary game... There's an exciting twist—you can win REAL prizes, like Gumby toys, trading cards and more, which are shipped to your home free of charge. The game environment is rendered in clay so you feel as though you've entered Gumby's secret world. The experience takes you through the various Gumby decades where you collect rare Gumby merchandise in your View Master. There are 5 different games within Gumby's World and lots of surprises, so you'll never run out of things to do. Whether you've been a Gumby fan for years, or you're just getting to know him, this game will provide you with hours and hours of entertainment."

There are 3 exciting ways you might get a prize mailed to you for free! Gumby's Gold Rush is a high stakes competition to collect the most Gumby Coins! When the clock strikes zero, the player who has collected the most Gumby Coins is awarded a real prize! Then, if you fill your viewmaster with the decade collectables, you'll win exclusive Trading Cards not found anywhere else on Earth! Finally is the Grand Prize Leaderboard where finishing in 1st, 2nd or 3rd place by earning the most Gumby Coins in a day awards prizes so big and so rare, Gumby can only give them away once a day! Along the way, you can enjoy the sites and pad your pockets with Gumby Coins watching video episodes including rare footage and behind the scenes clips!

Gumby's World prizes' include exclusive Trading Cards, Wall Graphics, Lenticular Postcards, Sticker Sheets, and other unique items you can't get anywhere else as well as traditional Gumby Bendables,

Comic Books, DVDs, Ceramic Pins, and other cool and amazing prizes. Remember, they are MAILED TO YOU FOR FREE! \*\*

Play with Gumby, Pokey, the Blockheads, Professor Kapp and your favorite Gumby characters in the Gumby's World app and get some REAL GUMBY SWAG sent to your house\*\* today!

Gumby's World complies with the Children's Online Privacy Protection Act (COPPA) and is currently available for iOS and Android on US. Amazon is coming soon.

Android Free: <https://play.google.com/store/apps/details?id=com.thinku.gumbysworld>

iOS Free: <https://itunes.apple.com/us/app/gumbys-world/id1295717390>

Media press kit link <http://www.thinku.com/gumbys-world/gumbys-world/>

About Premavision, Inc. / Clokey Productions, Inc.

Founded by Art and Ruth Clokey, Premavision/Clokey Productions stop motion animation studio is best known for creating the iconic character Gumby—the world's original clayboy. The studio has produced over 200 Gumby TV episodes and The Gumby Movie, as well as the popular Davey and Goliath show. The company's productions have aired worldwide for more than 60 years, and the legacy continues under the direction of Joe and Joan Clokey.

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About ThinkU

ThinkU designs and develops exciting games for successful brands combining real products as rewards for gameplay. Partnering specifically with brands that offer real products, ThinkU's games are designed to put those products directly into the hands of a massive gaming audience. This model increases revenue and lifetime value for the brand, adds life to the products and gives gamers something they have never experienced, real prizes by playing apps and games.

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\*\*available in the U.S. only