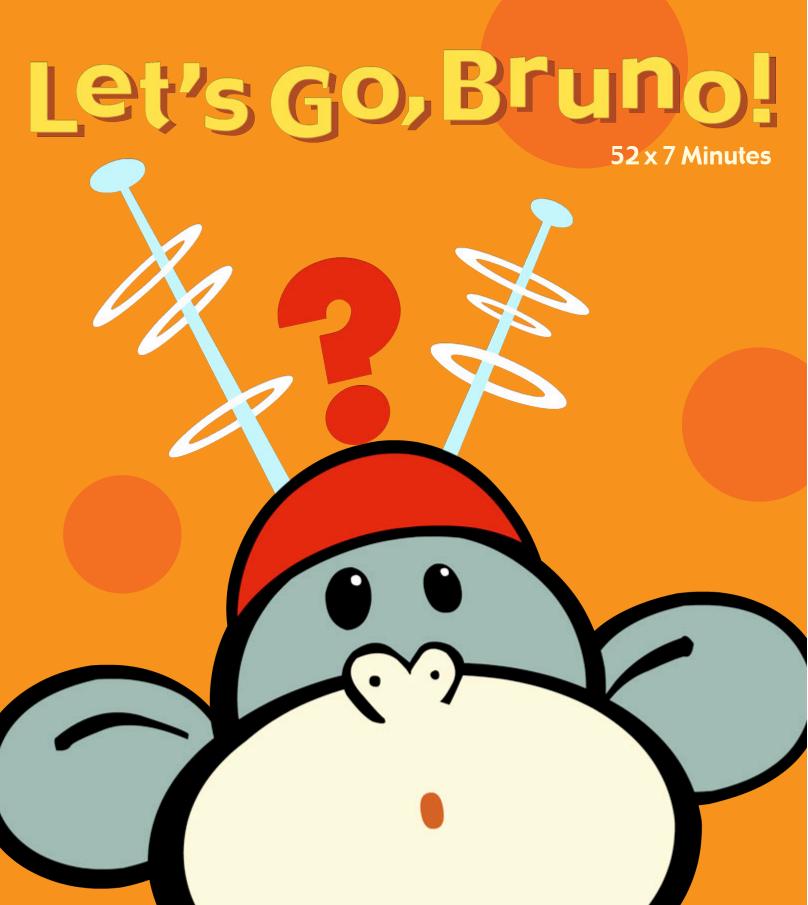
It's time to put your thinking cap on and get ready to exercise your body and brain, because for the first time ever, Bruno is stepping into the REAL WORLD for play-along fun!

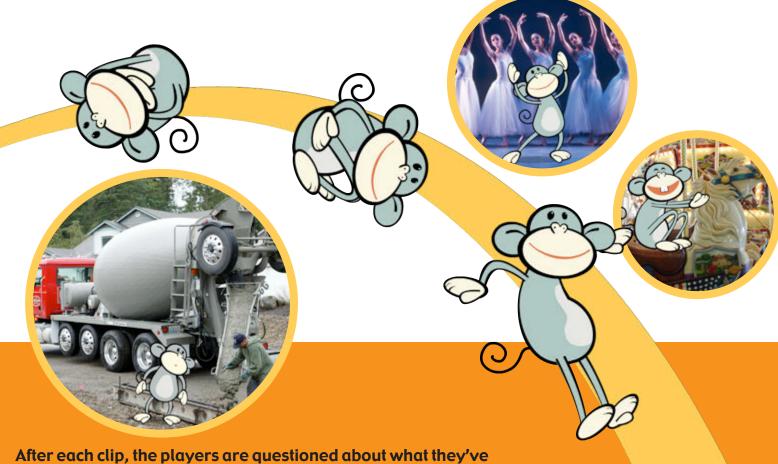




Bruno is positively tickled to be hosting Let's Go, Bruno, a brand new 7 minute show that introduces the Pre-K set to exciting new ideas through interactive play. Mixing "real world" live-action footage with the playful antics of the world's most exuberant animated monkey, Let's Go, Bruno takes preschoolers on a roller coaster ride of wonder and discovery that broadens horizons and challenges young minds.

Combining the interactive playability of Blue's Clues and Dora the Explorer with the humour and energy of P.D. Eastman's Go Dog Go, kids will love learning about the world through logic games that champion exploration, problem solving and the creative thought process. It's a celebration of comparison and contrast, and our entry point is the world of things that go up & down, fast & slow, things that are big & small, hot & cold and plenty of things that GO-GO-GO!

Hosted by Bruno and featuring a rotating panel of Banana Bunch contestants, here's how the game is played: Bruno introduces the categories, which are seemingly unrelated objects – for example, Merry Go Rounds, Cement Mixers and Ballerinas. A category is selected and everybody shouts "Let's Go Bruno!" as Bruno leaps into the live action world for a better look! What's a cement mixer? What does a Ballerina wear? Where do you find a Merry Go Round? He'll look at the subjects from every angle and get kids thinking as he points out interesting tidbitsof information and exercises his sense of wonder.



After each clip, the players are questioned about what they've just seen. What colour was the ballerina's tutu? What were the construction workers making with the cement? What kind of animal was Bruno riding on the Merry Go Round? Invariably, one of the players will ring the big red buzzer prematurely and get the question wrong...Fortunately, Bruno makes the rules, so you get points just for trying! And of course, the audience is encouraged to play along; In Bruno's game, there's no such thing as cheating...only helping!

Each episode ends with a Bruno Bonus Round to see how close you were paying attention. Can you figure out what all three of the objects have in common? That's right, they all spin around and around! Pink Cow wins! But will she take what's in the mystery box, or what's behind curtain number 2...?







Everyone's a Winner!

With plenty of repetition and reinforcement and more than a few laughs along the way, Let's Go Bruno is an opportunity for kids to succeed and feel smart in an environment that encourages and rewards audience participation. Whether counting points, remembering colours and numbers, solving age-appropriate logic puzzles or just learning to concentrate, Let's Go Bruno will have kids helping out their favourite players with plenty of encouragement to shout out the answers. Packaged with a broadcaster available website that mirrors the TV show, Let's Go Bruno allows kids to have a truly interactive online experience. And of course, this game is all about having fun, so although somebody may get the most points, in the end, everyone's a winner!