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Press your luck

© 2021 ABC Entertainment 3 nominations. See more rewards » Learn more Edit the three players the returning champion competed with in this strategy game. The game consisted of two rounds, each with two parts. In the first part of each round, host Tomarken read tosses the question; the first signal has a chance to respond. This answer, plus two other possible answers are then listed, with the other two players then given the chance to choose from the three answers listed. The correct answer brought the first player three spins, and his opponents one spin. Four such questions were played out; players used spins to collect cash and rewards on the 18-space board. One player at a time is under the control of the board; stopped the cursor flashing randomly by pressing its signal device (and usually a STOPI The player wins what appears in the illuminated place, the amount of money, the prize, perhaps an additional spin or other share space ... or it could be Whammy, which caused the athlete to lose everything he had accumulated in that... Written by Brian Rathjen <briguy_52732@yahoo.com> Plot Summary | Add a remake of the description | non fiction | See all (2) » Slogans: Today these 3 players are at a high stake! But they will have to avoid whammy because they play the most exciting game of their lives! With Television City in Hollywood, it's time to press your luck! Parent's Guide: Add a Parent Content Guide » Edit returning masters could stay on the show for five days, or if they reached \$25,000, whatever was first. Starting in 1984, the limit was raised to \$50,000. See more » [closing line to episode] Rod Roddy: This is Rod... Roddy, speaking to Press Your Luck! Carruthers Company Presentaion! See more » A complete and unedited version of Michael Larson's episode has been shown in the special TV show Big Bucks: The Press Your Luck Scandal. See more » Main topic (1983-1986) by Lee Ringuette for Score Productions See more » User reviews This article has many problems. Help improve it or discuss these issues on the discussion page. (Learn how and when to delete these template messages) This article may contain an excessive amount of complex details that can only interest a specific audience. Please help by unscrewing or moving any relevant information and removing excessive details that may be contrary to Wikipedia's inclusive policy. (July 2019) (Learn how and when to delete this template message) This article requires additional citations for verification. Help improve this article by adding quotes to reliable sources. Uns out-of-commissioned materials may be challenged and removed. Find sources: Press your luck – news · newspapers · books · scholar · JSTOR (December 2009) (Learn how and when to delete this template (Learn how and when to delete this message template) American game show Press Your LuckGenreGame showCreated by Bill Carruthers Jan McCormack directed by Bill Carruthers Rick Stern R. <briguy_52732@yahoo.com> <briguy_52732@yahoo.com> DiPirro Presented by Peter Tomarken Elizabeth Banks Narrated by Rod Roddy Neil Ross Theme music composer Lee Ringuette Tim Mosher & Stoker Country of OriginUnited StatesOriginal languageEnglishNo. Seasons 3 (CBS) 2 (ABC) Episodes No. 761 (CBS) 17 (ABC)[1] ProductionExecutive producers Bill Carruthers Jennifer Mullin Elizabeth Banks Max Handelman John Quinn Producers Bill Mitchell John Quinn Time 22 minutes (CBS) 42 minutes (ABC) Production companies The Carruthers Company Fremantle Brown Productionstones DistributorRepublic PicturesCBS Television DistributionReleaseO Original cbs network (1983-1986) ABC (2019–) Image format 480i NTSC (CBS) (1983–86) 720p HDTV (ABC) (2019–) Mono audio format (CBS) 5.1 Surround (ABC) Original releaseOriginal series .September 19, 1983 (1983-09-19) – September 26, 1986 (1986-09-26)ABC Revival:June 12, 2019 (2019-06-12) – NowChronologySecond Chance (1977)Followed by Whammy! All-New Press Your Luck (2002-03) Press Your Luck is an American television game show created by Bill Carruthers and Jan McCormack. It premiered on CBS on September 19, 1983,[3] and ended on September 26, 1986. In the game, participants collected spins, answering tri-curiousities questions, and then using spins on an 18-space board to win cash and prizes. The player who accumulated the highest sum in cash and prizes kept his winnings for the day and became a returning champion. Peter Tomarken was the show's first host, and Rod Roddy was the show's first announcer. John Harlan and Charlie O'Donnell cast Roddy as deputy announcers on various occasions. The series was known for Whammy, a red cartoon creature with a high, raspy voice. Landing in any Whammy space caused the rider to go bankrupt and start again at \$0, along with an animation that showed Whammy taking the spoils but was often blown up or otherwise humiliated. The Whammies were created and animated by Savage Steve Holland and Bill Kopp, and voiced by Bill Carruthers. The new weekly prime time version, hosted by Elizabeth Banks and announced by Neil Ross (who also voices Whammy), aired on ABC on June 12, 2019,[6] and continued as a limited summer series. Gameplay Main format of the game Three players competed on each episode, usually a returning champion and two new challengers (if the champion withdraws undefeated, in the next episode there will be three new players). Each game started with a round of triathly, in which players tried to earn spins, which were then used on the board, called the Big Board. It was asked players who tried to be the first to make a name for the correct answer. When the player replied, the opponents received a selection of this response or two additional responses provided by Tomarken and selected. If the player who buzzed in gave the correct answer, he won three spins. The correct multiple-choice answer was worth one spin. If none of the three players buzzed with a response within five seconds, three responses were given to the players and they earned one spin each if selected correctly. If the player was buzzing but did not answer, the player was blocked from the question and treated as if no one was buzzing. After asking four questions, the game moved to the Great Blackboard. The board consisted of 18 seats arranged in a rectangle of 6x5, each of which had a screen that displayed one of the three elements that changed quite quickly, and a random light, which the participants stopped, hitting the buzzer. The most common spaces offered cash, with extra spin attached to some of them, and prizes, some of which were directional spaces that either allowed the player to choose between two or three squares or move their position to another part of the board. Cash amounts and prize values have been added to a participant's score, while landing at any of whammy's several seats resets the player's score to \$0. In the first round of the Big Board, the game started with the player with the least number of turnovers, unless there was a draw, in which case the player sitting furthest to the left started. For each square the player stopped the random light, the value of that square was added to the player's bank and that the player played (pressing his luck) until he ran out of spins or the decision to pass. Any transferred spins went to the opponent with more money (or, if there is a draw, the opponent chosen by the passing player). The player receiving the expired spins had to take them and could not pass until all the transferred spins were used. Spins awarded for hitting the spaces they offered were placed in the earned column, and Whammy's hit resulted in the remaining cunning turnovers of the participant to go to the earned column, allowing the player to pass. The game continued until the players exhausted all their spins or won a total of four Whammies, in which they were eliminated from the game and the remaining spins (if any) were lost. After playing all the spins, the second round of tri-curiousities questions follow the same rules as before. Then there was the second round of the Big Board, with a much higher stake in the game. This time the players played in the order of their results (from lowest to highest), unless there was a draw between two or more players, in which case the player with the least number started the round. Any past spins, as before, went to the opponent with a higher score. Player in the lead at the end of the second round Board became the champion of the day, kept his winnings and returned to the next show as long as the show's winning limits not achieved (see below). If two or all three players ended the match with a draw, they returned for the next show. If two Whammied players from the game and the third had no spins left, he/she can either stop playing at this point or continue taking one spin in time to increase his/her winnings. In the latter case, the game ended when the player either decided to stop after each spin, used all the remaining spins, or Whammied out. If the game ended when all the players went out on the whammied, none of them returned as champions, and three new players were introduced to the next show. Board values In the first round of the Big Board, cash amounts ranged from \$100 to \$1,500, and the prizes were typically worth no more than \$2,000. The second round included cash amounts of \$500 to \$5,000 and prizes potentially worth \$6,000 or more. During the show there were also three rare, but special squares. The first, Double Your \$\$, multiplied the amount in the player's dollars at that time by two. This square later became Double Your \$\$ + One Spin, granting an additional spin in addition to the multiplied amount of money. Add-A-One added 1 forward to the participant's current score (e.g. \$0 became \$10; \$500 became \$1,500; and \$2,000 became \$12,000). The third, \$2,000 or Lose-1-Whammy, offered the player the choice of adding \$2,000 to his score (\$2,000 was automatically added if the player didn't have Whammies) or removing Whammy previously received in the game. Add-A-One appeared only in the first round of the Big Board, and the others appeared only in the second round of the Big Board. One of the squares present in both rounds of the Big Board was the Big Bucks. This square, appearing third from the right in the lower row, automatically moved the selector light to the corresponding position in the top row. The highest dollar values in this square in the first round are \$1,000, \$1,250 and \$1,500. In the second round, the highest dollar values were \$3,000, \$4,000, and \$5,000, all of which granted an extra spin. In both rounds, the value of the prize was announced only after it was received, and a new prize was placed in its place (the aforementioned Add-A-One and Double Your \$\$ [+ One Spin] seats were also treated as prizes in this respect). Win limits Any player who has won five matches or exceeded the win limit (which is what happens next) has withdrawn undefeated. From September 19, 1983 to October 31, 1984, any player who won more than \$25,000 retired undefeated but could keep any winnings of up to \$50,000. The winning limit for the CBS game show was doubled to \$50,000 on November 1, 1984, and participants can now keep any winnings up to \$75,000. Home Player Spin Home Player Spins have been featured at various points throughout the series. Each of the three participants before the start of the episode a postcard with the name of the home viewer. One spin in the final round was designated as Home Player Spin the beginning of the round, and when this spin appeared, regardless of what the player landed during that spin was added to their own amount and was also awarded to the host player. If a player hit Whammy, the home player received \$500. If a player landed on a spot that gave money and extra spin, the player received money and

spin, but the host player received only the money. If a contestant has landed on a prize instead of money, then the home viewer will also win that prize. At the end of the October–November 1985 contest, the winner of this episode in the studio pulled a card from a bowl containing the names of each of the 75 participants in the house featured over a five-week period. After drawing the name, the player took one spin on the modified board, which showed only monetary values and directional squares (no Whammies, prizes, or cash amounts from additional spins were present). The value on which it landed, multiplied by the total number of spins earned by the three participants in the second round of questions, was then awarded to the host player whose name was drawn. Broadcast history
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Press Your Luck (1983-86, CBS)
Peter Tomarken's original production on the set of Press Your Luck for pilot Peter Tomarken in 1983, which just ended a 13-week episode as host of Hit Man on NBC, was used as a host for Press Your Luck. The pilot was recorded on May 18, 1983,[8] and the actual show began with both tapings and airing four months later, on September 10, 1983. The series premiered on CBS at 10:30.m ET (9:30 a.m. CT/MT/PT) on September 19, 1983, replacing Child's Play and placing it between The New \$25,000 Pyramid and The Price Is Right. Press Your Luck competed with Sale of the Century for first place at 10:30 a.m. morning time frame over the next two years. On January 6, 1986, CBS moved Press Your Luck to make room for the Card Sharks revival. Press your luck button to replace the body language on the network at 4:00 p.m. the afternoon time interval. Tomarken stated that in the fall of 1985, the contract for The Price Is Right was extended, but CBS was unable to pay Mark Goodson Productions the kind of money they wanted to continue that show on their network. Goodson came up with a takeover solution at 10:30 a.m.m. time frame. Although some CBS affiliates ran the program in 1986 outside of 4:00 a.m. .m et time slot (including the network's flagship stations in New York[11] and Los Angeles.[12] many CBS affiliates abandoned the program (with several markets that subsequently raised their appearances on independent stations). The last episode of the show aired on September 26, 1986, but was not considered a finale. Recent tapings have taken place august of the same year when his appeal was first announced. After the show ended, CBS returned the time .m 4 p.m. to its affiliates. Retransmission, syndication and digital television networks
In early 1987, 130 episodes of the show were packaged by Republic Pictures for an off-network syndicate to several local stations. These episodes aired on CBS from February 25, 1985 to August 23, 1985,[14] and were the first to be shown on the U.S. Network from September 14, 1987 (the day usa network picked up the show for afternoon replays of the show) until December 30, 1988. Press Your Luck remained on the schedule until October 13, 1995, when the U.S. completely dropped the game show block. The series was later purchased by Pearson Television[when?] (who later became Fremantle, who now holds the rights to the series), who also owns the libraries Goodson-Todman and Reg Grundy. Since then, the company has been engaged in rebirths and licenses for video games, for example, from Whammy! and 2009 video games. On June 8, 2006, Press Your Luck was presented as the fourth round of the Gameshow Marathon on CBS. Game Show Network (GSN) aired from September 2001 to March 2009, airing episodes from February 1984 to November 1985. GSN resumed airing the show in 2012, airing episodes from september 1983 to February 1984. Between 2014 and 2016, GSN aired episodes 561 to 696, which initially lasted from November 1985 to May 1986; After that, GSN aired episodes from the summer of 1984 to February 1985 until the show was removed from GSN's schedule again in May 2017. From December 2017 to February 2018, GSN aired episodes from the summer of 1984 as part of a game show block on Saturday night. On July 2, 2018, press your luck replays began on gametv in Canada. As in other archives of Fremantle's game show, Press Your Luck is also broadcast on Buzzr. Whammy! All-New Press Your Luck (2002-03, GSN)
Main Article: Whammy! All-New Press Your Luck in 2002, a new version titled Whammy! All-New Press Your Luck (shortened to Whammy! in 2003) hosted Todd Newton and announced Gary Kroeger's premiere on The Game Show Network. The new episodes initially aired through 2003, and replays occasionally aired on GSN. Several changes have been made to the rules and aesthetics of the game. Three new players appeared on each episode without returning champions, much less cash was available, as well as more rewards, the board was completely computerized (as well as redesigned), and the first round of questions was eliminated. Additionally, Big Bank seats were added to the board in season two, which placed a jackpot jackpot made up of cash and lost prizes hitting the whammy to the player's bank when the player landed in space and answered the question correctly. Gameshow Marathon (2006, CBS)
Main Article: Gameshow Marathon (American June 8, 2006, Press Your Luck was the fourth of seven classic teleturnie teleturni The month's Gameshow Marathon hosted Ricki Lake and announced Rich Fields and it was one of the elimination rounds in the tournament. Participants were Leslie Nielsen, Kathy Najimy and Tim Meadows. The format was exactly the same as the original CBS show, but with much higher money values. Najimy won the game in this episode. This episode was also dedicated to the memory of Peter Tomarken, who died in a plane crash with his wife Kathleen three months before the episode aired. Press Your Luck (2019-present, ABC)
Elizabeth Banks, the new host of Press Your Luck, announced a casting call in 2019 for a new version of the Press Your Luck advertising app for potential participants. [18] [19] On March 13, 2019, it was reported that ABC was working with Fremantle to restart the series, and pre-production of new hour-long episodes of Press Your Luck and Card Sharks had already begun and recording is expected to begin in the spring. The ABC version includes a new bonus round in which one contestant competes head-to-head with Whammy to win a fortune. John Quinn (producer of Celebrity Name Game) is an executive producer. On May 2, 2019, it was announced that actress Elizabeth Banks was the host. [22] The show premiered on June 12, 2019. The first season featured eight-hour episodes. [6] There are three new players in each episode. The game is identical to the 1983–1986 version, except for the only three questions asked, not four in the first round. The maximum amounts in dollars are 3000 – 4000 – 5000 USD in the first round of the Big Board and 6000 – 8000 – 10 000 USD in the second; These latter spaces each grant extra spin as well. Prizes are worth up to \$50,000. The top scorer at the end of the second round of the Big Board retains his winnings and advances to the bonus game. If two or more players are tied for the lead at this point, each takes one spin at a time until there is a clear winner. This tiebreaker is also played if all three players have Whammied out. Bonus game
In the bonus game, the champion faces a big board and can win up to \$1 million in cash and prizes. This game is divided into five rounds, each of which requires the hero to take a certain number of spins without stopping: five in the first round, four in the second, three in all others. In each of the first four rounds, specific rewards are added to the Grand Board based on the hero's desires and preferences, such as a dream vacation or a luxury car. Hitting Whammy at any time erases the hero's bank, but has no effect on winnings from the main game; any specialist prizes in the bank are returned to the Big Board. If the hero accumulates four Whammies, the bonus game ends immediately. The maximum dollar amounts for five rounds are \$10,000, \$25,000, \$50,000, \$75,000 and \$100,000. Increase in the value of prizes one round to the next. In the fifth round, called the Big Bucks Bonanza, all cash and cash plus-spin spaces show only one of the five maximum values. In the second round, \$7,000 or Lose a Whammy space was added to the board, rising to \$10,000 in the third and \$15,000 in the fourth. If a hero hits a space that grants an extra spin, it must be taken in the same round. If a hero completes a round with a bank with a total value of more than \$0, they can stop playing and keep all winnings or advance to the next round. If the sum is \$0 at the end of the round, the next one starts automatically. The hero receives all cash and rewards in the bank when selected to stop or complete all five rounds. However, if the bank reaches or exceeds \$500,000 at any time, the bonus game ends immediately and enough cash is added to increase the amount to \$1 million. In the first season, the bonus game was played on a slightly different basis. Six rounds instead of five were played, with the same number of spins per round as listed above. Maximum cash values were \$10,000/\$15,000/\$25,000/\$50,000/\$75,000/\$100,000, and Lose a Whammy space was introduced in the third round, not in the second round. Famous contestants
Michael Larson
Main article: Michael Larson
In 1984, a self-described unemployed ice cream truck driver named Michael Larson made the show. After watching the show at home using stop-motion on a VCR, Larson discovered that the supposed random patterns of the board were not in fact random and was able to memorize the sequences to help him stop the board where and when he wanted to. In one game in which he appeared, the initially insecure Larson turned Whammy in the first round, but then went through 45 consecutive spins without hitting another. The game lasted so long that CBS aired the episode in two parts, June 8 and 11, 1984. In the end, Larson earned a total of \$110,237 in cash and prizes, which is a record for cash and prizes won by a participant in a single appearance on a daily network game show. In 2006, when Vickynn Chrobak-Sadowski won \$147,517 in cash and awards in season 35 premiere of The Price Is Right, it wasn't enough to surpass Larson's inflation-adjusted record (\$110,237 was equal to \$215,690 in 2006 dollars). Larson, through meticulous viewing of the show, memorized the patterns of the board to land in a space where all three slides contained smaller amounts of money plus spin or a place at the top of the screen where the largest amounts of money plus spin were always located. Not only would he not hit Whammy if he landed on those two squares, but he would also be guaranteed to continue to score more turnovers as long as he wanted. Although CBS investigated Larson, they determined that memorizing board patterns was not a scam and keep winning. The Management Board was subsequently reprogrammed from 32 new designs to prevent another athlete from being able to memorize patterns like Larson had; all subsequent versions have since been compatible with this method. In 1994, TV Guide interviewed Larson and revealed the background of the episode, including his decision to go through the remaining spins after he lost concentration and missed his target squares. The story was featured in a two-hour documentary on GSN titled Big Bucks: The Press Your Luck Scandal in March 2003. All-New Press Your Luck, featuring two runner-ups from the show, host Tomarken and Michael Larson's brother James (Michael Larson died of throat cancer in 1999). In July 2010, Michael's brother James and his ex-wife at the time of the win were interviewed in an interview with PRI's This American Life on Million Dollar Idea. His story also appeared in the first episode of the 2018 GSN documentary series Cover Story. In addition to Michael Larson, several players gained fame outside of the game: Steve Bryant: Wide receiver for the Houston Oilers.[31] when he won \$16,655 on Days 12, 15, and 16, 1985. He also had a small appearance on AWA Championship Wrestling on ESPN. On the May 28 and 29, 1984 episodes of Press Your Luck, Strangis won \$7,431 in cash and prizes. [33] [better source] Jenny Jones, who later hosted the title talk show, appeared on the show for three days from January 29-31, 1985. [34] [35] Sam Schmidt, who later became an Indy Racing League driver and now owns a team, He appeared on the program from January 2-4, 1985. Segment on Sábado Gigante) Don Francisco Canal 13 1986-87 Germany Glück am Drücker Al Munteanu RTLplus 1992 Drück Dein Glück Guido Kellerman RTL II 1999 Philippines Whammy! Push Your Luck Paolo BedionesRufa Mae Quinto GMA Network 2007-08 Taiwan 強棒天擊 (Segment on Slugger Attack) Ba Ge (巴戈)Yáng Hniwéi (楊萊薇) Taiwan Television 1 985–95 Turkey Şansını Dene Oktay Kaynarca Kanal D 1994–96 United Kingdom Press Your Luck Paul Coia HTV West June 6, 1991 – September 20, 1992 Australia Series was presented by Ian Turpie with John Deeks as announcer on the Seven Network from 1987 to 1988. Grundy Worldwide packaged this version, with Bill Mason as executive producer. This version used the same Whammy animations as the original, as well as a similar set (Grundt tradition). However, the United Council has used much lower dollar values. Previously, there was an Australian version of Second Chance, which aired in 1977 on Network Ten hosted by Earle Bailey and Christine Broadway, and also produced by Grundy. The German version entitled am Drücker (Good luck with the trigger) was aired on RTLplus in with Al Munteanu as host. He had an animated must-have named Raffi steal cash and prizes from contestants instead of Whammies. Another remake, Drück Dein Glück (Push Your Luck), aired daily in 1999 on RTL II with Guido Kellerman as host. And just like Glück am Drücker, instead of Whammies, a shark named Heinz der Geldhai (Hainz Money Shark) ate the player's money. This version also had a unique rule in which the landing of the car won the game automatically, regardless of the results. Philippines
Main Article: Whammy! Push Your Luck
GMA Network has aired a version called Whammy! Push Your Luck based on gsn's short-lived remake of 2002-2003 called Whammy! All-New Press Your Luck from 2007 to 2008 hosted by Paolo Bediones and Rufa Mae Quinto. The program used the same (redubbed) Whammy animations as the 2000s updated American version. Taiwan
Main Article: zh:強棒天擊
Taiwanese variety program called Slugger Attack broadcast a segment based on this game on Taiwan TELEVISION from 1985 to 1995. He used a naughty spirit instead of animated whammies. Turkey
Turkish version of PYL called Şansını Dene (Try Your Luck) aired on Channel D from 1994 to 1996, hosted by Oktay Kaynarca. The UK version of ITV ran for two seasons from June 6, 1991 to September 20, 1992 on ITV's HTV West, with Paul Coia as host. The series was made on a small budget, using a scoring system, and the winner of the day received 200 pounds. This eliminated many of the emotions present in other versions, and falling ratings led to the transition from prime time to Saturday afternoons in the first season. When the second season of the show premiered in 1992, it was moved to Sunday afternoons. The series was cancelled after the second season due to budget cuts that resulted from ITV franchise auctions in 1991,[41] as well as lower ratings. Merchandise
Video Games
In 1988, GameTek released the home computer game Press Your Luck for IBM PC and Commodore 64 compatible. Ludia Inc. (now part of the RTL Group, which owns the show series) together with Ubisoft released an adaptation called Press Your Luck: 2010 Edition July 27, 2009 for PC, iPhone, iPad, iPod Touch, NINTENDO DS and Wii. Earlier, on August 24, 2010, the game was released on PlayStation 3 (via PSN) as part of the Game Show Party package (PS3 only), which also included Family Feud: 2010 Edition and The Price is Right: 2010 Edition[43] and a service In 2000, Shuffle Master was the first to develop a version of the series-based video slot machine. In 2003, she appeared in the game at PC Reel Deal Casino: Shuffle Master Edition. Currently, WMS Gaming is developing video slot machines based on the show like the Big Event version from Todd Newton of Whammy! fame in 2008, community bonus version in 2010 and 3-reel mechanics in 2011. The now de-existing online slot game was once developed for online in the UK. Britain. GSN games featured a short-lived interactive version of Press Your Luck, which featured a play-along element as replays of episodes of the show aired simultaneously. [citation needed] The kiosk game kiosk version debuted on Planet Hollywood in 2011. [citation needed] DVD game
In 2006 Imagination Entertainment released a DVD TV game hosted by Todd Newton of Whammy! All-New Press Your Luck fame, with Peter Kent as announcer. The DVD game contained three rounds of questions and three rounds of Big Board. In 2008, Irwin Toys released an electronic handheld game. Games on Facebook
In January 2012, an app developed by Fremantle affiliate Ludia and based on Press Your Luck debuted on Facebook. [47] Ten players compete together in one round of questions, answering the same multiple-choice questions. There are six questions in total, each worth between \$500 and \$1,000, or Whammy. The correct answer gives you a question value multiplied by the number of participants who responded incorrectly or ran out of time (e.g., a valid answer to a \$500 question, and three other participants who responded incorrectly earn \$1,500). The cash bonus is awarded to three participants who correctly answer questions in the shortest possible time. The answer to Whammy's question wrongly causes the player to lose money accumulated up to this point. The top three players go to the big-board round, each of which gets five turnovers. The gameplay is similar to the 1980s series. In September 2012, Ludia posted press your luck slots on Facebook. On April 22, 2013, Ludia released an app for iPhone, iPod Touch, and iPad. Testimonials
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