



Days of Wonder announces Memoir '44 Campaign Book

Volume 1 introduces Advanced Campaign Rules and over 50 new scenarios.

Los Altos, CA; Paris, France – December 15, 2008. Days of Wonder announced *Campaign Book - Volume 1*, the first hard-cover supplement for its Memoir '44 game system. This expansion introduces extensive new campaign rules that enable Memoir '44 players to play a group of scenarios in succession, with the outcome of each battle impacting the next. For the first time, strategic, as well as tactical, decisions come into play.

The Campaign Book covers 12 different campaigns in three theaters of operation - *Battle for Normandy* in the summer of 1944, playable with the base game; the *Blitzkrieg to the West* in 1940, which takes advantage of the Terrain Pack; and *Operation Barbarossa*, for use with the Eastern Front expansion on the Russian Front in 1941. Along with the Advanced Campaign Rules, over 50 new Memoir '44 scenarios are included in the 112 page, full-color book. Also included are new Unit and Reserve markers, additional game tokens, and 9 new Unit, Weapon and Terrain cards.

"This is our first expansion designed by the fans for the fans" said Eric Hautemont, Days of Wonder CEO. "It fulfills a long-standing request for campaign play, giving players a chance to become part of the giant chess match that pitted the Allied and Axis commanders against each other across the battlefields of Europe."

Campaign Book, Volume 1, requires the original Memoir '44 board game and will be available in February in the US and Europe. Additional expansions may be required for some of the campaigns presented. Retail price is \$30/€30.

About Days of Wonder

Days of Wonder publishes top-quality, family-oriented board and card games that are easy to learn and fun to play. Founded in 2002, Days of Wonder has a global presence, with offices in the US and Europe, and distribution in 25 countries. To date, the company has sold over 1.3 million games and hosted over 13 million games online. In June 2004, Days of Wonder became the youngest publisher ever to win Germany's prestigious Spiel des Jahres, the world's most coveted game prize.

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