



For Immediate Release

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Days of Wonder announces Free Small World® Tunnels

Two- to Six-Player Mini Expansion connects Small World to the Underground

Los Altos, CA; Paris, France—October 3, 2011. Days of Wonder today announced Small World Tunnels, a mini expansion connecting the original Small World game board to the subterranean Small World Underground game board. Players use Caverns as tunnel entrances to jump between the two worlds as they deploy the Races and Special Powers from both games.

"Small World Tunnels allows a universal compatibility between the two games, ensuring a more consistent appeal of Races and Special Powers from above and under ground," explained Mark Kaufmann, Days of Wonder's Vice President of Sales and Marketing.

Small World Tunnels enables two- to six-player games in various combinations of both game boards whose simple setup is described in the accompanying rules booklet. It is recommended for experienced Small World players and requires both Small World and Small World Underground to play.

Small World Tunnels is the third free Small World expansion to be introduced at Essen Spiel in Germany, after Small World Leaders in 2009 and Necromancer Island in 2010. It will be distributed to Small World users at the show, October 20-23, 2011 and become freely available at European game stores in late October and at US game stores in mid-November.

About Small World

Small World and Small World Underground are two stand-alone fantasy civilization games where players vie for conquest and control of a world that is too small to accommodate them all. Recipient of many accolades such as the As d'Or – Prix du Jury (Game of the Year) in Cannes and Game of the Year by Games Magazine in 2010, the original Small World sold more than 120,000 copies to date and is available in 10 languages.

About Days of Wonder

Days of Wonder develops and publishes games that Play different.™ From its insistence on releasing only a very limited number of new games to its uncompromising board game production values and unique in-house digital development team, Days of Wonder consistently raises the bar with an unmatched string of hits that includes Ticket to Ride, the world's best-selling train game; Small World, the legendary fantasy game of epic conquests; and Memoir '44, the World War II saga with 20 expansions to its credit. Days of Wonder board games are distributed in 30 countries, with digital versions available on the iOS App Store as well as on Days of Wonder's web site: www.daysof wonder.com

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