



For Immediate Release

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Days of Wonder announces Merlin's Company™

New expansion to the award-winning Shadows over Camelot™ board game

Las Vegas, Nevada; Paris, France – April 21, 2008. Days of Wonder, the publisher of top-quality board and card games, is announcing the upcoming release of *Merlin's Company™* a new expansion to the award-winning Shadows over Camelot™ board game.

Merlin's Company introduces a host of new characters, including 7 new knights and Merlin himself as a full-blown character represented in the game with his own sculpted figure. It now supports up to 8 players and two Traitors, assuring that even the most innocuous Shadows over Camelot Quest will be filled with grave peril for the brave knights.

"Merlin's Company creates a new set of challenges for Shadows over Camelot players," said game authors, Bruno Cathala & Serge Laget. "Travels have become more perilous and treason may appear in multiple disguises, but Merlin is now watching over the Knight's shoulders and might yet step in to rescue the kingdom from disaster. Together, these changes give a whole new dimension to adventures inside and around Camelot."

In addition to the new Merlin miniature and Summary card it includes: 7 new Knight's Coats of Arms; a bonus figure of Sir Bedivere, complete with his own Coat of Arms and die; and a new rules booklet. Merlin's Company also introduces 16 Travel cards - new events that occur as you move from Quest to Quest; 14 Black cards including Morgan's 7 witches; and 23 White cards including 8 new Special White cards.

The Merlin's Company expansion is for 3-8 players ages 10 and older and requires the original Shadows over Camelot board game. It will be available in English, French and German versions. It is expect to ship in June in Europe and July in North America from game retailers and the Days of Wonder web site. Street Price is expected to be around \$25 in the US and €25 in Europe.

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 11 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.