



**For Immediate Release**

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## Days of Wonder Announces Memoir '44 Campaign Book Volume 2

*Long-Awaited Expansion to Feature 46 New Scenarios in Eleven Unique Campaigns*

**Los Altos, CA; Paris, France – September 26, 2011.** Days of Wonder today announced Memoir '44 Campaign Book Volume 2, the second hardcover supplement for its Memoir '44 game system. This full-color, richly illustrated 128-page book contains 46 new Memoir '44 scenarios and builds upon the campaign rules introduced in Campaign Book Volume 1 to let players experience scenarios in succession, with the outcome of each battle impacting the next.

Campaign Book Volume 2 offers eleven different campaigns to veteran players, including two set in the Pacific Theater: *Island Hoppers*, a Grand Campaign covering the progressive re-conquest of the Pacific by the Allied forces following the attack on Pearl Harbor; and *Bicycle Blitzkrieg*, the Japanese invasion of Malaya in 1941-1942.

This book also features the very first Breakthrough campaign for Memoir '44: *Break through Normandy*, covering the Allied offensive in Normandy from D-Day through August 1944 in all the glory of Memoir '44 Breakthrough format.

Two other campaigns, the *Fall of Poland*, depicting the desperate resistance of Polish forces against the German Blitzkrieg of September 1939, and *Air Aces*, a fun campaign following the exploits of famous air aces throughout World War II, round up the Theaters of Operations covered in the book, highlighting lesser studied but equally challenging episodes of the War.

"We are delighted to bring this long-awaited, most wished-for expansion to our fans in time for the holidays," explained Eric Hautemont, CEO of Days of Wonder. "It builds on the success of the first Campaign Book and invites the players on a wide-ranging tour of theaters of operations around the

world, highlighting the extraordinary variety of scenarios that keeps drawing Memoir '44 players into the game year after year."

Campaign Book Volume 2 comes with a punchboard including 50 game tokens. It requires the original Memoir '44 board game and additional, theater-specific expansions for each of the campaigns presented. It will be available in early December in the US and Europe at a suggested retail price of \$30/€30.

### **About Memoir '44**

Created by Richard Borg, Memoir '44 was originally developed to commemorate the 60<sup>th</sup> anniversary of the D-Day landings in Normandy. Game play centers on different WWII battle scenarios, each mimicking the lay of the battlefield and the troop placements and objectives of each army. Commanders deploy their troops into action through the play of Command and Tactic cards that greatly contribute to the game's tactical challenges. Available both as a board game and in digital form as Memoir '44 Online, the game has become a historical phenomenon, selling over 100,000 retail copies and generating thousands of fan-made scenarios.

### **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 and Mac App Stores as well as on Days of Wonder's web site: [www.daysof wonder.com](http://www.daysof wonder.com)

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