



August 16, 2007

Dungeons & Dragons(R) Flashes 4-ward at Gen Con

Highly Anticipated 4th Edition Coming in Spring 2008

RENTON, Wash.--(BUSINESS WIRE)--Aug. 16, 2007--Whether you storm a mad wizard's tower every week or haven't delved into a dungeon since you had a mullet and a mean pair of parachute pants, one thing is certain, millions of D&D® players worldwide have anticipated the coming of 4th Edition for many years. Today Wizards of the Coast confirms that the new edition will launch in May 2008 with the release of the D&D Player's Handbook®. A pop culture icon, DUNGEONS & DRAGONS is the #1 tabletop roleplaying game in the world and is revered by legions of gamers of all ages.

The 4th Edition DUNGEONS & DRAGONS game includes elements familiar to current D&D players, including illustrated rulebooks and pre-painted plastic miniatures. Also releasing next year will be new Web-based tools and online community forums through the brand new DUNGEONS & DRAGONS Insider (D&D Insider™) digital offering. D&D Insider lowers the barriers of entry for new players while simultaneously offering the depth of play that appeals to veteran players.

The 4th Edition rules emphasize faster game play, offer exciting new character options, and reduce the amount of "prep time" needed to run the game. D&D Insider includes a character creator that lets players design and equip their D&D characters, dungeon- and adventure-building tools for Dungeon Masters, online magazine content, and a digital game table that lets you play 24/7 on the Internet -- the perfect option for anyone who can't find time to get together.

"We've been gathering player feedback for eight years," said Bill Slavicsek, R&D director of roleplaying and miniatures games at Wizards of the Coast. "Fourth Edition streamlines parts of the D&D game that are too complex while enhancing the overall play experience. At its heart, it's still a tabletop game experience. However, D&D Insider makes it easier for players to create characters, run their games, and interact with the rest of the D&D community."

Wizards of the Coast will release two 4th Edition preview books in December and January -- Wizards Presents: Classes and Races™ and Wizards Presents: Worlds and Monsters™. The first live demos of 4th Edition will happen at the D&D EXPERIENCE™ gaming convention in Washington, D.C., in February 2008. The full scope of 4th Edition books, miniatures, and adventures will be available in the spring and summer of 2008.

Since its first release in 1974, the fantasy roleplaying game DUNGEONS & DRAGONS has taken millions of players on imaginary adventures of epic scale. Today, D&D is universally regarded as the original game that created the roleplaying game category, and the inspiration for generations of game designers. D&D is enjoyed by millions of players worldwide, while countless more remember it with fond nostalgia. For more information, visit our digital newsroom at www.wizards.com/gencon2007.

Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. (NYSE:HAS), is a worldwide leader in the trading card game and tabletop roleplaying game categories, and a leading developer and publisher of game-based entertainment products. Wizards is also a publisher of fantasy series fiction with numerous New York Times bestsellers.

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SOURCE: Wizards of the Coast, Inc.