



Dungeons & Dragons Fact Sheet

About Dungeons & Dragons®

Dungeons & Dragons is the iconic roleplaying game of fantasy and imagination that is part acting, part storytelling, part social interaction and part chance. Players take on the role of characters that go on a journey together through a fantasy realm to discover treasure, fight monsters and battle adversity while one member of the group (the Dungeon Master) creates, narrates and referees the game. Together, the Dungeon Master and the characters bring the game to life.

Dungeons & Dragons has long been the standard of tabletop gaming, setting the stage of the gaming landscape and meeting the ever-evolving needs of players.

Over the last 30 years, Dungeons & Dragons has evolved to offer a streamlined and intuitive game play experience that meets the needs of players old and new. In 2008, Wizards introduced **4th Edition**, and the game is easier to learn and run than ever before, with expanded options for character creation and game play and clearly defined roles for each character. Additionally, rules for combat and action have been refined to make encounters more versatile and exciting, giving players a truly cinematic and immersive experience that no other game can offer.

Continuing this evolution, Dungeons & Dragons is now taking its online presence to a new level, increasing the interactivity of its Web site and offering players new ways to enhance their game play experience. In an effort to meet players' needs for community, collaboration and digital play options, D&D® introduced **Dungeons & Dragons Insider** (D&D Insider) in 2008.

D&D Insider™ is currently available to subscribers and features:

- **Dragon™** and **Dungeon™ Magazines**
- The **D&D Compendium**, a 4E-based rules mechanics database, which provides up-to-date game information to support game play both on and offline
- **Bonus Tools** including an Encounter Builder and Ability Score Generator
- The **Character Builder** which helps players quickly and easily create and equip characters up to level 30, selecting key stats, weapons and powers for enhanced game play.
- A robust **Monster Builder Beta**, the first of the Adventure Tools, allows DMs to build and customize monsters based on the more than 2000 monsters from various D&D published sources.
- Subscriptions are available now at www.dndinsider.com.

As in past editions of the game, Wizards of the Coast has provided a rich game experience to its players of all levels. The Dungeons & Dragons game offers players of varying styles, experience levels and preferences a rewarding play experience by balancing player character options, intuitive rules and classic game play. For more information on D&D, D&D Insider and Wizards of the Coast, please visit www.wizards.com.

About Wizards of the Coast

Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. (NYSE:HAS), is the leader in entertaining the lifestyle gamer. The company holds an exclusive patent on trading card games (TCGs) and their method of play and produces the premier trading card game, *Magic: The Gathering®*, among many other trading card games and family card and board games. Wizards is also a leading publisher of roleplaying games, such as Dungeons & Dragons®, and publisher of fantasy series fiction with numerous *New York Times* best-sellers. For more information, visit the Wizards of the Coast Web site at www.wizards.com.

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