



**For Immediate Release**

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**Days of Wonder announces *Cleopatra and the Society of Architects*<sup>™</sup>**

*Players compete to build an ancient Egyptian palace, while resisting the lure of corruption.*

**Los Altos, CA; Paris, France – January 30, 2006.** Days of Wonder, a leading publisher of top-quality board games, is announcing their newest board game *Cleopatra and the Society of Architects*<sup>™</sup> at this week's Nürnberg International Toy Fair.

Designed by Bruno Cathala and Ludovic Maublanc, *Cleopatra & the Society of Architects* is a fun and engaging family game that includes a true, three-dimensional palace that players compete to build. Players strive to become the wealthiest of Cleopatra's architects by constructing the most magnificent and valuable parts of her palace.

Players, however, will be tempted to deal with shady characters and trade in materials of dubious origins in order to help them build faster. While these corrupt practices might allow an architect to stay a step ahead of the rest, they come with a high price – cursed Corruption Amulets honoring Sobek, the Crocodile-god. When Cleopatra finally strolls into her new palace, at the end of the game, the most corrupt architect (the one with the most amulets) will be seized and offered as a sacrifice to her sacred crocodile! Only then will the wealthiest architect, from among those still alive, be selected and declared the winner of the game.

"The component design in *Cleopatra* is the most innovative we've undertaken to date," said Days of Wonder CEO, Eric Hautemont. "While it's still a board game, the dozens of 3D pieces – Column walls, Doorframes, Obelisks, Sphinxes, and Palace Throne, and Statues of Anubis – all create the sense that you're constructing a royal palace."

“The game play really forces players into continually weighing the risks and rewards between taking enough corruption to enhance your position in the game, but not so much that you are forced out of the game at the end,” said the game’s co-designer, Bruno Cathala. “It’s a classic ‘push your luck’ dilemma, that continually raises the tension level higher and higher until the game reaches it’s climax.”

Cleopatra and the Society of Architects is for 3 to 5 players, ages 8 and up and takes approximately 60 minutes to play. The game is expected to be available this spring in Europe and in June in North America. Suggested retail price is US \$49.95 and €49.95.

### **About Days of Wonder**

Days of Wonder publishes top-quality, family-oriented board 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. 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.