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**Midnight Syndicate Releases First Official *Dungeons & Dragons* Roleplaying Game
Soundtrack CD.**

August 12, 2003 (Cleveland, OH) — Under license from Hasbro Properties Group, Midnight Syndicate has released the first official soundtrack to the *Dungeons & Dragons*® roleplaying game. Featuring the unique blending of orchestral instrumental music and carefully crafted sound effects that have made Midnight Syndicate one of the most successful acts in their genre, the CD is designed to be a simple yet dynamic way for Dungeon Masters and players to enhance their gaming experience. “Our goal was to create the ultimate musical accompaniment to *Dungeons & Dragons* gaming,” said Edward Douglas of Midnight Syndicate. “We wanted to create a disc that was both a practical tool for players to use and an exciting musical journey that fans can enjoy even while not in the thick of an adventure.”

“The *D&D* soundtrack is just amazing,” said Ed Stark, Design Manager for *Dungeons & Dragons* games. “Every track really touches on something core to the *Dungeons & Dragons* experience. You can cue up single tracks and run them to repeat for particular scenes, or you can just let the music play in the background.”

Featuring some of the band’s most advanced production and sound design to date, this disc offers existing fans some thematic variety along with all of the elements they’ve come to expect from a Midnight Syndicate release. The CD is currently available at gaming stores worldwide, as well as Amazon.com, CDBaby, and Hot Topic stores with music departments. More information on the CD, availability, and downloadable samples are available at the official Midnight Syndicate website, **www.MidnightSyndicate.com**.

About Midnight Syndicate

For the past seven years, Midnight Syndicate has produced gothic/horror soundscape CDs designed to spark listeners' imaginations and take them to worlds of their own creation. In that time, they have become one of the more successful recording acts in their field, as well as one of the world's leading producers of Halloween music. With a worldwide following in the gothic music, horror film, Halloween, and gaming markets, the band has sold over 190,000 CDs through its own distribution company, Entity Productions.

Each year, the band's music becomes more a part of America's Halloween culture. In addition to being used on *Monday Night Football* and *The Today Show*, it has set the background for Hugh Heffner's *Playboy* Mansion Halloween parties and served as pre-show music for metal legend *King Diamond*'s world tour. Every year, the music of Midnight Syndicate is licensed for use in hundreds of haunted attractions worldwide. In 2002 the list included every major theme park company in the US - *Universal Studios*, *Paramount*, *Six Flags*, *Sea World*, *Cedar Faire*, and *Anheuser Busch*. The CDs were even sold outside of the world's most famous haunted house, *Disneyland's Haunted Mansion*.

Since their release, *Born of the Night* (1998), *Realm of Shadows* (2000), *Gates of Delirium* (2001), and *Vampyre* (2002) have been used by game masters as background music for various dark/fantasy roleplaying games. In 2001, *Wizards of the Coast* and Midnight Syndicate got together to create the first official soundtrack to *Dungeons & Dragons*. Work on this newest release began in 2002, with the band working with the game designers at *Wizards of the Coast* with the goal of creating something different for their fans and something to enhance the *D&D* roleplaying experience.

About The Dungeons & Dragons Roleplaying Game

The *Dungeons & Dragons* game was originally released in 1974 and is now in its third edition with another update (Version 3.5) set to release July 2003. Reflecting feedback from the vast community of players and decades of evolution in game design advances, the *Dungeons & Dragons* game provides the definitive adventure roleplaying experience for generations of game players. *Dungeons & Dragons* products have been the benchmark for RPG excellence for nearly 30 years, and these games appeal to the ever-increasing population of fans because the focus is not on competition, but on imagination and communal storytelling. The *Dungeons & Dragons* game continues to be played by millions of people worldwide and has led to the creation of the billion-dollar RPG industry. The game provides rules for interacting in a group-driven, storytelling experience in a fantasy world filled with magic, fierce dragons and brave knights.

About Wizards of the Coast

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. The company holds an exclusive patent on the method of playing trading card games (TCGs) 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 website at wizards.com.

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