

AWARD WINNING GAMES 2018

Spiel des Jahres

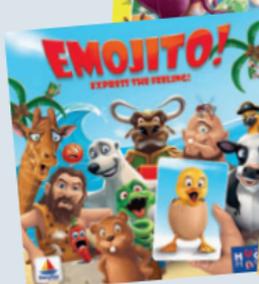
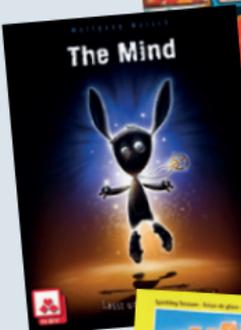
Spiel
des
Jahres

Kennerpiel
des Jahres

Kinderspiel
des Jahres

KRITIKERPREIS

KRITIKERPREIS



WWW.SPIEL-DES-JAHRES.COM

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PREFACE

Dear players of games,

The unparalleled variety of German-language board games means that the “Spiel des Jahres” award is the most internationally significant accolade for non-electronic games. We have played hundreds of new releases and can therefore confidently recommend 23 outstanding titles. It is worth looking not only at the “Spiel des Jahres” but also the “Kinderspiel des Jahres” for younger players and the “Kennerspiel des Jahres” for those who have more experience with games and who are looking for new challenges.

“Red”, “blue” and “charcoal-grey” are the colours indicating the three different categories. While a seven-person jury decided the winners of the blue “Kinderspiel” award, the ten games critics of the red/charcoal jury combed through the rest of the year’s games. Given the ever increasing number of new releases, this is a lot of work but at the same time it was a lot of fun.

No matter whether a title scooped the main prize, was one of the nominees or made it onto the recommendation lists: we want to include the right game for everyone. For two players or larger groups, competitive or co-operative, silly or strategic? There is a game for every occasion. In the games index towards the back of the booklet, we offer an overview of these games, sorted in alphabetical order.

We wish you lots of fun playing games.

Harald Schrapers
Chairman of the “Spiel des Jahres” association

SPIEL DES JAHRES WINNER 2018



AZUL

- 2–4 players
- ages 8 and up
- around 30–45 minutes
- around 40 Euros

In the tactical tile-laying game “Azul”, the Portuguese King Manuel I commissions craftsmen to decorate the walls of his palace with beautiful mosaics. They can’t just use any old tiles: they need the so-called ‘Azulejos’. Beneath the simple action of laying tiles burns a fierce competition to pick the best tiles from the factories at just the right time. Each turn players have to take all tiles of the same type from one factory. Depending on the position in the mosaic, sometimes the craftsmen need a lot of tiles of one type to expand the mosaic, sometimes fewer. Whoever over-speculates and takes too many tiles will receive minus points. You can earn a lot, however, by tiling connected parts of the mosaic and by having completed rows and columns at the end of the game.

Designer
MICHAEL KIESLING
Publisher
NEXT MOVE/PEGASUS SPIELE
Graphics
**PHILIPPE GUÉRIN,
CHRIS QUILLIAMS**



SPIEL DES JAHRES WINNER 2018

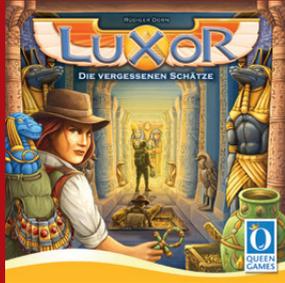


JURY STATEMENT

The abstract game “Azul” combines several supposed contradictions: the almost sober functionality of the game board is in marked contrast to the fabulous aesthetics of the mosaic being constructed. The feel of the tiles themselves increases the impression of value. The game components alone are a pleasure. The designer Michael Kiesling has succeeded in this masterpiece: giving so much depth to a supposedly simple selection mechanic, that you’ll want to play this again and again and again.



SPIEL DES JAHRES NOMINATED 2018



LUXOR

- 2–4 players
- ages 8 and up
- around 45 minutes
- around 40 Euro

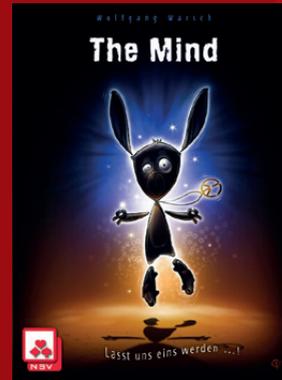
In the race and collection game Luxor, players enter an ancient Egyptian temple with their team of adventurers and make their way along its corridors to the tomb of the Pharaoh. The route to the centre is already lined with valuable vases, statues, jewellery and other treasures. To be able to grab these, you'll need up to three of your own pieces on the same space. That needs good planning, since adventurers are moved by playing cards from your hand. However, you are only allowed to play the two outer cards from your hand – and you can't switch cards. Any cards you draw go into the middle of your hand. The deeper into the temple an adventurer explores, the more points they will be worth at the end. The quickest of them will be able to take the Pharaoh's sarcophagus from the tomb, as well as the temple's many other treasures.



Designer
RÜDIGER DORN
Publisher
QUEEN GAMES
Graphics
DENNIS LOHAUSEN

KRITIKERPREIS
nominiert zum
SPIEL DES JAHRES
3 Spiele auf der Nominierungsliste

SPIEL DES JAHRES NOMINATED 2018



THE MIND

- 2–4 players
- ages 8 and up
- around 20–40 minutes*
- around 10 Euro

* Publisher's recommendation varies: around 15 minutes

“The Mind” is a co-operative card game with an almost banal concept. Over various levels, players all have to play number cards from their hand, in ascending order. The twist: not a single word may be spoken about your own cards. There are no defined turns, players play cards when they think the time is right. Are we quite there yet? Should I play my 43 now? Or has someone else got a lower card? Playing a card too early will cost the team a life. Once all players have played all their cards, the team moves to the next level and repeats the challenge with a higher number of hand cards. Communication through nothing but a synchronised perception of time: an astoundingly fresh game concept that with a little practice works surprisingly well.



Designer
WOLFGANG WARSCH
Publisher
NSV
Graphics
OLIVER FREUDENREICH

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3 Spiele auf der Nominierungsliste

SPIEL DES JAHRES RECOMMENDED 2018



5-MINUTE DUNGEON

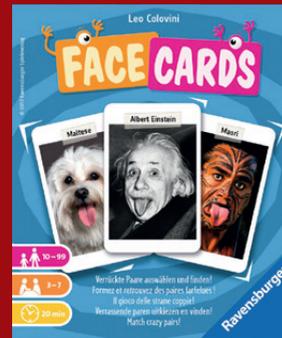
- 2–5 players
- ages 8 and up
- around 30 minutes
- around 25 Euro

An impromptu dodgeball tournament or a shark with sexy legs. There are some quite strange dangers awaiting players in this dungeon. But there's no time to question these obstacles. With just five minutes per level, the group must battle through a horde of enemies, including the end boss. As a paladin, ninja etc., players throw cards into the middle of the table with battle symbols matching those of the current obstacle. Everyone plays all at once, it's all chaos. If players' symbol cards are no help, their special abilities and action cards can offer tactical possibilities. Once all obstacles are overcome from one level, there's hardly time to catch your breath before it's on to the next dungeon. You can repeat each level with a higher difficulty, meaning that it will keep challenging even experienced dungeoneers.

Designer
CONNOR REID
Publisher
KOSMOS
Graphics
ALEX DIOCHON



SPIEL DES JAHRES RECOMMENDED 2018



FACECARDS

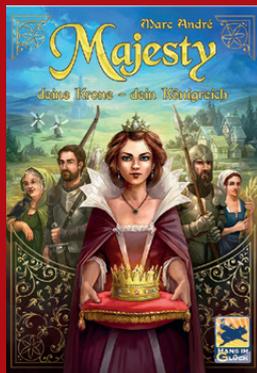
- 3–7 players
- ages 10 and up
- around 20 minutes
- around 13 Euro

People have faces. Animals have faces. And sometimes – at least in our imaginations – even everyday objects have faces. The phenomenon of recognising faces in things and patterns is called pareidolia. A quirk from which “Facecards” has made a fun combination game. Each player picks two picture cards from their hand, which should resemble one another in some way. One card is played face up in front of the player, the other into the middle of the table, alongside the cards from the other players and some random red herrings. In each guessing round, players take turns to recognise the pairs of their fellow players. There are extra points on offer for category-spanning combinations, such as banker and housefly.

Designer
LEO COLOVINI
Publisher
RAVENSBURGER



SPIEL DES JAHRES RECOMMENDED 2018



MAJESTY

- 2–4 players
- ages 10 and up*
- around 20–30 minutes
- around 34 Euro

* Publisher's recommendation differs: ages 7 and up

It's nice when you can get others to do the work for you. Just like the regents in the tactical card game “Majesty”, who recruit people from a quickly changing display to earn money for them. If your opponents are hiring soldiers then it's a good idea to increase the number of guards. Or perhaps hire some witches, who can heal your wounded subjects. Millers line only the pockets of their own lords, whereas brewers and innkeepers can also profit your opponents. And of course nobles bring their own money with them. A character's income often depends on the strength of another worker. Besides their immediate use, each master should have their own master plan to follow, as after twelve rounds a majority in each type of worker will bring more points than a diverse kingdom.

Designer
MARC ANDRÉ
Publisher
HANS IM GLÜCK
Graphics
ANNE HEIDSIECK



SPIEL DES JAHRES RECOMMENDED 2018



MEMOARRR!

- 2–4 players
- ages 8 and up*
- around 20 minutes*
- around 10 Euro

* Publisher's recommendation differs: ages 6 and up, 10–20 minutes

Ahoy there! When Captain Goldfish takes his treasure chest from its hiding place, the volcano in the centre of the island begins to spit lava. Quick: back to the ship! But where is it? In the memory game “Memoarrrr!”, players can find the correct route by revealing a card in the grid that matches either the same animal or the same colour as the card previously turned over. If a player makes a mistake they are out of this round. The last remaining player gets a treasure chest. At the start of the first run-through, information is sparse. But players' knowledge slowly increases – or at least it should – as the cards stay in the same place from round to round, they are just turned over again. After seven rounds, each player counts the rubies in their treasure chests to determine the winner.

Designer
CARLO BORTOLINI
Publisher
**EDITION SPIELWIESE/
PEGASUS SPIELE**
Graphics
PABLO FONTAGNIER



SPIEL DES JAHRES RECOMMENDED 2018



SANTORINI

- 2 players*
- ages 8 and up
- around 20 minutes
- around 35 Euro

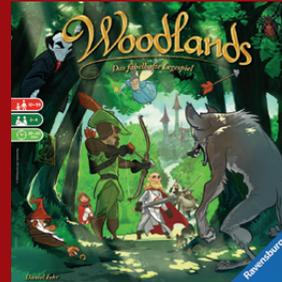
* Publisher's recommendation differs: 2–4 players

The Greek island of Santorini is known for its white houses with blue roofs. And the tactical game of the same name tries to recreate this holiday paradise. And it's a real eye-catcher! The game board is a cliff on which buildings grow gradually, storey by storey. To do this, players move one of their two figures and then must add a level to a house on one of the neighbouring spaces. Firstly the ground floor, then the first and second storeys, then finally the blue roof. A building can't be entered once it has a roof on top, otherwise a figure can move one level upwards at most. Who will be the first to reach the second floor? "Santorini" works best with two players and gains variety through its God cards, which give players special abilities.

Designer
GORDON HAMILTON
Publisher
SPIN MASTER
Graphics
**LINA COSSETTE
DAVID FOREST**



SPIEL DES JAHRES RECOMMENDED 2018



WOODLANDS

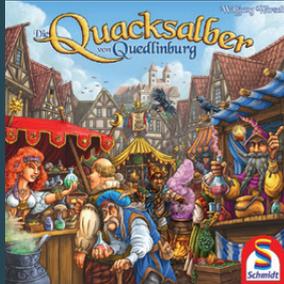
- 2–4 players
- ages 10 and up
- around 20–30 minutes
- around 37 Euro

Little Red Riding Hood is on her way to visit Grandmother and must avoid the wolf. Robin Hood wants to get one over on the Sheriff of Nottingham, King Arthur wants to reach the Round Table and Dracula is wreaking havoc in Transylvania. In the tile-laying game "Woodlands", players will meet characters from four different fairy tales or legends. No matter which story the players choose to play, each chapter involves players placing pathways onto their board within a time limit, so that the figures can walk on the path through the woods to the specific points. A central sheet of clear plastic determines the orientation and shows the relevant symbols, which players need to hit or avoid. Who will enter the forbidden areas? Who will achieve all their goals?

Designer
DANIEL FEHR
Publisher
RAVENSBURGER
Graphics
FELIX MERTIKAT



KENNERSPIEL DES JAHRES WINNER 2018



DIE QUACK- SALBER VON QUEDLINBURG

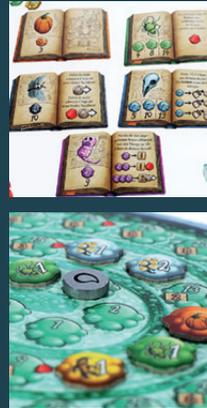
- 2–4 players
- ages 10 and up
- around 45 minutes
- around 35 Euro

Mandrake root, ghost breath and toadstool. As quack doctors, players brew up new potions out of all sorts of unusual ingredients. These potions aren't prepared according to some strict recipe but rather through pure chance: each player gradually draws ingredients out of their own mixed up bag of supplies. Most of the ingredients have positive effects. But caution is advised when adding the cherry bombs, as too many of these can cause a cauldron explosion. With the profit made from brewed elixirs you can purchase new ingredients and therefore produce higher quality potions. The player who can best weigh up the risk of an explosion and make good use of the game's tactical possibilities has a good chance of winning this competition of the quacks.

Designer
WOLFGANG WARSCH
Publisher
SCHMIDT SPIELE
Graphics
DENNIS LOHAUSEN

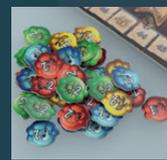


KENNERSPIEL DES JAHRES WINNER 2018



JURY STATEMENT

Cooking up a potion with randomly chosen ingredients for “Die Quacksalber von Quedlinburg” causes taste explosions and emotional fireworks. Players oscillate between jubilation, lamentation and Schadenfreude one after the other. A game of pure chance? Definitely not, as designer Wolfgang Warsch's exquisite basic recipe leaves the players free to spice things up with some tactical possibilities. This mixed bag of ingredients becomes a delicious meal for games gourmets.



KENNERSPIEL DES JAHRES NOMINATED 2018



GANZ SCHÖN CLEVER

- 1–4 players
- ages 10 and up*
- around 30 minutes
- around 12 Euro

* Publisher's recommendation differs: ages 8 and up

Players are on the hunt for points in the dice game “Ganz schön clever”. The more effectively players can use the results of three out of six dice on their score sheet, the more chain reactions they start. The colour of the dice being scored dictates on which area of the sheet you can cross off spaces or write in numbers. Sometimes you have to complete rows, sometimes specific boxes need to be filled in, so that later boxes can be filled or higher numbers can be written. An additional challenge: dice that show a smaller number than the one already chosen go into the pool of dice from which other players can select. It's advisable to work on all spaces of the score sheet at once, so that at the end of the game you can clean up in the fox spaces: now that is clever.

2018

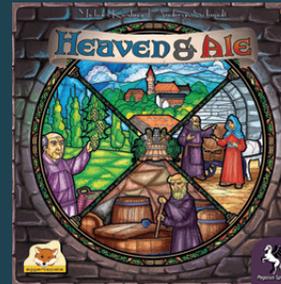


KRITIKERPREIS

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KENNERSPIEL DES JAHRES
3 Spiele auf der Nominierungsliste

Designer
WOLFGANG WARSCH
Publisher
SCHMIDT SPIELE
Graphics
LEON SCHIFFER

KENNERSPIEL DES JAHRES NOMINATED 2018



HEAVEN & ALE

- 2–4 players
- ages 12 and up
- around 60–90 minutes
- around 40 Euro

The peaceful idyll of a monastery garden? No way! “Heaven & Ale” is hard work. Players are trying to brew beer – preferably as much as possible and as high quality as possible. To get the necessary resources, players have to place resource and monk tiles in their cloister garden – the shady side is cheap but the sunny side costs more. The tiles produce valuable points, if a player chooses the right category to score for themselves. If a player decides to score all hops tiles in their garden, they receive hops and coins. The dilemma is that each player may only score each category once. Really you want to wait as long as possible to score but you always need some ready money. And the scoring possibilities disappear fast. Cheers!

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Designers
**MICHAEL KIESLING,
ANDREAS SCHMIDT**
Publisher
EGGERTSPIELE
Graphics
CHRISTIAN FIORE

KENNERSPIEL DES JAHRES RECOMMENDED 2018



KLONG!

- 2–4 players
- ages 12 and up
- around 60–90 minutes*
- around 55 Euro

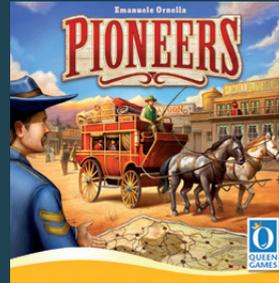
* Publisher's recommendation differs: around 30–60 minutes

We all know the type: the one clumsy oaf in the action movie who just at the wrong moment runs into something with a huge noise and attracts the monster's attention. In "Klong!", the players are all such clumsy oafs. They venture down into the maze-like dungeon, where legendary treasure is waiting, guarded by a ferocious dragon. Each player has a deck of cards to drive their actions, which is played through several times over the course of a game and which is improved with new cards. Since no-one can defend themselves against stumble cards, players make a lot of unavoidable noise during their search for treasure, which always results in a dragon attack. This is when the tension mounts. Who can recover the biggest treasure without falling prey to the master of the house?

Designer
PAUL DENNEN
Publisher
SCHWERKRAFT-VERLAG
Graphics
**RAYPH BEISNER, RAUL RAMOS,
NATE STORM**



KENNERSPIEL DES JAHRES RECOMMENDED 2018



PIONEERS

- 2–4 players
- ages 10 and up*
- around 60 minutes
- around 45 Euro

* Publisher's recommendation differs: ages 8 and up

Starting on the east coast, players are trying to settle North America. To do this, they will build a road network, one that other players may use too – for a small fee of course. On your turn you move the shared stagecoach to an unoccupied settlement, then drop off a matching pioneer. The pioneers – gold diggers, barkeeps and traders amongst others – have various special effects. Players earn points by bringing all the passengers of one of their own coaches to new destinations. It's also helpful to place your own pioneers so that at the end of the game as many of them as possible are linked via your own routes. Players who can think strategically as well as tactically will be able to find their fortune in the new world.

Designer
EMANUELE ORNELLA
Publisher
QUEEN GAMES
Graphics
MARKUS ERDT



JURY "SPIEL DES JAHRES" SONDERPREIS



PANDEMIC LEGACY – SEASON 2

- 2–4 players
- ages 14 and up
- around 60–120 minutes*
- around 65 Euro

* Publisher's recommendation differs: around 60 minutes

The co-operative "Pandemic Legacy – Season 2" continues the story of the fantastic Season 1 in just the same quality. 71 years after the apocalyptic plague outbreak, from sea-going havens we provide supplies to the last survivors on dry land. But what lies beyond the coastal cities? Every decision has consequences for each of the following games (up to a total of 24). Our characters learn new skills or suffer scars. New cities add to the grid of the known world. Stickers are added to the map, rules are expanded, spaces are scratched off, components are added or destroyed. Legacy cards drive the story forwards. The game principles continue from Season 1 but this time the ingenious "Pandemic" mechanic is used to deliver supplies to survivors rather than simulate the spread of disease. Will we save the world this time?

Designers
MATT LEACOCK, ROB DAVIAU

Publisher
Z-MAN GAMES

Graphics
**ATHA KANAANI,
CHRIS QUILLIAMS**



JURY "SPIEL DES JAHRES" SONDERPREIS



JURY STATEMENT

Ten years after the release of the base game, the "Pandemic" family is growing larger. And how! Already with Season 1, Matt Leacock and Rob Daviau opened the gateway to a fascinating game world; with this perfect sequel they have topped even themselves. "Pandemic Legacy – Season 2", the best version of "Pandemic" so far, is the yardstick against which all future legacy games must measure themselves. The jury would like to honour this extraordinary achievement by this designer duo with this special award.



KINDERSPIEL DES JAHRES WINNER 2018



FUNKELSCHATZ

- 2–4 players
- ages 5 and up
- around 15 minutes
- around 15 Euro

The dragon children have stumbled across a hoard of brightly-coloured sparkling jewels. But these are frozen solid in a thick column of ice. Luckily, Dragon Dad has come along and can use his fiery breath to melt the ice so that the children can collect the sparkling jewels. Players stack the nine plastic rings into a column and fill it up to the top with the colourful jewels. At the start of each round, each player chooses a colour of jewel tile. The start player carefully removes the top ring and everyone collects the jewels in their colour that have tumbled out of the ice. The end of this unusual collection game occurs once the last ice ring is taken off the board and the winner is the player who uses their dexterity, as well as a little tactics and luck, to collect the most jewels.

Designers
LENA AND GÜNTER BURKHARDT
Publisher
HABA
Graphics
DANIEL DÖBNER



KINDERSPIEL DES JAHRES WINNER 2018

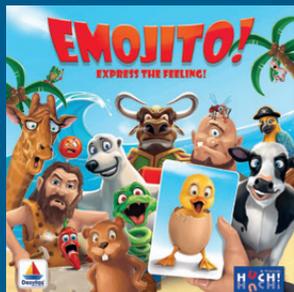


JURY STATEMENT

This Dragon Dad doesn't just melt ice but also children's hearts. The whole family will go wild for this game. A father-daughter team, designers Lena and Günter Burkhardt, combine a child-friendly story, a classic mechanic and fascinating components to create an adventure that will captivate children. A cool head, a little bit of luck and a touch of dexterity are needed in evaluating the ice and collecting the jewels. Thanks Dragon Dad.



KINDERSPIEL DES JAHRES NOMINATED 2018



EMOJITO!

- 2–14 players
- ages 7 and up
- around 30 minutes
- around 22 Euro

The boxing kangaroo is on the ropes, exhausted. The scarecrow is annoyed by the twittering around him. The iron really has to let off steam. And the polar bear is merrily trying on his new ice stakes. So many emotions, so many moods and even more can be found in this party game. There are three ways to play: either co-operatively, competitively or in teams. The task is always the same, trying to mime or make a noise that will indicate the emotion portrayed by a figure on a card. Then other players will try and guess. It's not only a lot of fun for everyone involved but you also learn something about your own emotions and, above all, about those of others. And who said that you shouldn't play with people's feelings?

2018



KRITIKERPREIS

nominiert zum
KINDERSPIEL DES JAHRES
3 Spiele auf der Nominierungsliste

Designer
URTIS ŠULINSKAS
Publisher
HUCH! AND DESYLLAS
Graphics
TONY TZANOAKAKIS

KINDERSPIEL DES JAHRES NOMINATED 2018



PANIC MANSION

- 2–4 players
- ages 6 and up
- around 20 minutes
- around 30 Euro

Our adventurers find valuable treasure chests in an old mansion. Suddenly the house begins to shake and spooky ghosts, snakes and spiders begin to appear. If the explorers manage to get to one of the many rooms with the chests, then the haunting will stop. Players receive an open box, divided into different rooms but joined by doorways. By skilfully shaking and tilting the box, players attempt to get their adventurer and three treasure chests into the same room as quickly as possible, without any ghosts, spiders or rolling wooden eyeballs that are sliding through the house at the same time. This is a varied, hectic dexterity game for young and old alike.

2018



KRITIKERPREIS

nominiert zum
KINDERSPIEL DES JAHRES
3 Spiele auf der Nominierungsliste

Designers
**ASGER HARDING GRANERUD,
DANIEL SKJOLD PEDERSEN**
Publisher
**BLUE ORANGE/
ASMDEE**
Graphics
ETIENNE HEBINGER

KINDERSPIEL DES JAHRES RECOMMENDED 2018



DIE LEGENDE DES WENDIGO

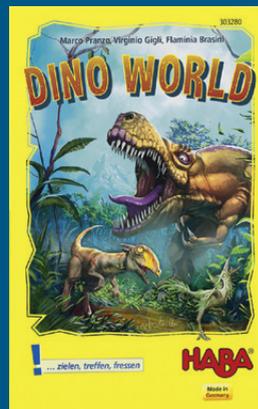
- 2–6 players
- ages 6 and up
- around 10 minutes
- around 18 Euro

It can be terrifying sitting around the campfire late at night telling scary stories. 32 scouts have come together, fat and thin, boys and girls, with a hat or a cap. They all look very different and somehow very similar. What they don't know: the evil Wendigo is already among them, looks like them and at night he will take one of them away. Will he be revealed in time? Each night all scouts close their eyes. The Wendigo player takes one of the 32 scout tiles and puts their own in its place. The children have just 45 seconds to reveal the Wendigo, with just their memory to help them. This original memory and observation game offers a mix of high tension and reassuring terror.

Designer
CHRISTIAN LEMAY
Publisher
SCORPION MASQUÉ/ASMODEE
Graphics
NIKAO



KINDERSPIEL DES JAHRES RECOMMENDED 2018



DINO WORLD

- 2–4 players
- ages 6 and up
- around 10 minutes
- around 7 Euro

Eat or be eaten? That's the big question in this small but perfectly-formed prehistoric adventure. The plump velociraptor has only just pounced hungrily on the delicate archaeopteryx, when he in turn is caught by the voluminous dilophosaurus. But it's the gigantic T-rex that has the biggest appetite of them all. Each round players choose one of their differently-sized dinosaur cards from their set. Their task is to push it skilfully from the top of the game box in the direction of the dinosaurs already on the game table. With a bit of skill and accuracy, players' prehistoric animals can find some rich pickings. Only the players whose cleverly selected cards land on the smaller dinosaurs will be able to fill their dino-bellies in this action-packed small-box game.

Designers
**MARCO PRANZO,
VIRGINIO GIGLI, FLAMINIA BRASINI**
Publisher
HABA
Graphics
JANN KERNTKE



KINDERSPIEL DES JAHRES RECOMMENDED 2018



RHINO HERO SUPER BATTLE

- 2–4 players
- ages 5 and up
- around 15 minutes
- around 25 Euro

The heroic rhinoceros Rhino Hero is competing with his animal friends to climb a turbulent skyscraper, which is about as sturdy as a house of cards. This is built together by all the players out of various walls and floors. Each storey determines which card must be added next, and how. How many floors a hero is able to climb is decided by a die roll. If you meet an opponent, there's an exciting dice duel, which will decide who gets to ascend skywards and who has to head towards the ground. All of which, of course, without the building collapsing. To be the champion of this unusual, lovingly-illustrated stacking game, you'll need dexterity and some dice-rolling luck.

Designers
**SCOTT FRISCO,
STEVEN STRUMPF**

Publisher
HABA

Graphics
THIES SCHWARZ



Auf der
Empfehlungsliste
„Spiel des Jahres“
2018

KINDERSPIEL DES JAHRES RECOMMENDED 2018



SOS DINO

- 1–4 players
- ages 7 and up
- around 25 minutes
- around 27 Euro

Panic in the land of the dinosaurs: all four volcanoes are erupting at once and lava is flowing towards them. The mini-saurs Marie, Freddy, Nessie and Louis must flee quickly into the mountains and save a few dino-eggs on the way. Luck and reasoning are needed in this co-operative race game. Luck, for when players draw tiles at the beginning of their turn, which always extend the lava flow but also allow the dinos to move past obstacles. And reasoning, as players need to think carefully and agree who is going to move which figure, and how, and how to place the lava tiles without creating a dead end. Together with the attractive components, including funny dino miniatures, this game creates a prehistoric adventure from which no dino-fan will be able to escape.

Designers
**LUDOVIC MAUBLANC,
THÉO RIVIÈRE**

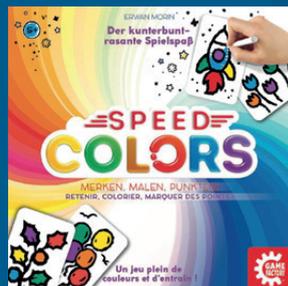
Publisher
LOKI/HUTTER TRADE

Graphics
MATHIEU LEYSSENNE



Auf der
Empfehlungsliste
„Spiel des Jahres“
2018

KINDERSPIEL DES JAHRES RECOMMENDED 2018



SPEED COLORS

- 2–5 players
- ages 5 and up
- around 15 minutes
- around 15 Euro

Remember, colour, score. Game components: six coloured felt-tip pens with cleaning sponge and 55 picture cards. Players must colour in black-and-white images on wipe-clean cards. These should be in the exact colours of the picture on the reverse of the card. All images consist of precisely six different colours. You'll need to remember the exact position of each, so that you can colour in the corresponding black-and-white picture on the front site of the card as quickly and as carefully as possible. But where was the red balloon floating in the pack? Was the yellow balloon above or beneath it? To make matters worse, players can only use six pens in total. If you don't make a grab for a colour in time you could lose valuable seconds in this unusual, quick memory and colouring game.

Designer
ERWAN MORIN
Publisher
GAME FACTORY
Graphics
ROBIN ROSSIGNEUX



THE 2018 JURIES

THE "SPIEL DES JAHRES" AND "KENNERSPIEL DES JAHRES" JURY



The "Spiel des Jahres" and "Kennerspiel des Jahres" jury 2018

Standing from left: Martin Klein, Udo Bartsch, Tom Felber, Tim Koch, Harald Schrapers. Seated from left: Karsten Grosser, Chris Mewes, Wieland Herold, Sandra Lemberger. Missing: Bernhard Löhlein

The "Spiel des Jahres" critics' award has been awarded since 1979. Since 2011 the "Kennerspiel des Jahres" prize has also been given. The ten-person jury responsible for both awards consists of games journalists and is independent from the industry and trade.

THE "KINDERSPIEL DES JAHRES" JURY



The "Kinderspiel des Jahres" jury and advisory panel 2018

From left: Christoph Schlewinski, Stefanie Marckwardt, Sabine Koppelberg, Hauke Petersen, Gaby Kaufmann, Stefan Gohlisch. Missing: Tina Kraft.

The critics' award "Kinderspiel des Jahres", which has existed since 2001, is awarded by a jury that works intensively with children's games. In 2018 the jury consisted of five members of the "Spiel des Jahres" committee and two advisors.

PREVIOUS WINNERS SPIEL DES JAHRES



PREVIOUS WINNERS KINDERSPIEL DES JAHRES



PREVIOUS WINNERS KENNERSPIEL DES JAHRES



EVENTS 2018



INCENTIVE PROGRAMME

The “Spiel des Jahres” association supports numerous projects related to gaming which strengthen the position of games as a cultural asset in society: such as events, games promotions, exhibitions, book publications and media projects. To this end, the incentive programme was created by the association in 2012. Anyone interested can make an application and request an incentive grant. Since 2016, each year’s incentive programme has had a particular focus.

The emphasis of the 2018 programme is on gaming projects in young offenders’ institutions. “Spiel des Jahres” received a total of 32 applications before the deadline, with some of these conforming to this year’s particular focus. The costs of these programmes exceeded the budget of the programme several times over, so not all projects could be funded. After an in-depth examination of the application forms, we had to make a selection and, in places, reduce the requested funding amounts. A total of 22 projects are to receive funding, to a total sum of around 47,000 Euro.

For 2019, the focus of the incentive programme will be on the following: “Spiel des Jahres” supports projects around games and gaming in libraries and games libraries. This includes days of action, sustainable games procurement and setting up a lending system. Details and an application form can be found on our homepage under the menu tab “Wir fördern” –“Förderantrag stellen.” The deadline for applications is 30.11.2018.



GAMES DESIGNER GRANT

The games designer grant is intended to give up-and-coming designers an insight into the varied areas of the gaming scene. It is not just intended to enhance the focus on the unique activities of the designer but also includes insights on the consumer perspective and the field of game theory. A sum of 3,000 Euro is available to cover the grant holder’s travel costs and expenses. Several work placements are envisaged, including in a games publishing house and with a specialised games merchant. The grant is awarded every year at the game designer meeting in Göttingen.



Richard Haarhoff from Bad Oldesloe in Germany was awarded the grant for 2018/19 by the “Spiel des Jahres” jury. The 27-year-old IT consultant won the coveted incentive award for up-and-coming designers at the game designer meeting in Göttingen on 3rd June 2018. Haarhoff managed to beat some stiff competition with the card game “Space Dragons” and the family game “Alice in Wonderland.”

For further information, go to:
www.spiel-des-jahres.com

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FIND A GAME

AWARD WINNERS KINDERSPIELE 2018



KINDERSPIEL DES JAHRES

Title	Age	Difficulty	Players	Page
Funkel-schatz	5	easy	2-4	22



NOMINATED

Emojiito!	7	easy	2-14	24
Panic Mansion	6	easy	2-4	25



RECOMMENDED

Die Legende des Wendigo	6	ambitious	2-6	26
Dino World	6	easy	2-4	27
Rhino Hero Super Battle	5	medium	2-4	28
SOS Dino	7	medium	1-4	29
Speed Colors	5	easy	2-5	30

FIND A GAME

AWARD WINNERS SPIEL 2018



SPIEL DES JAHRES

Title	Age	Difficulty	Players	Page
Azul	8	medium	2-4	4



NOMINATED

Luxor	8	medium	2-4	6
The Mind	8	easy	2-4	7



RECOMMENDED

5-Minute Dungeon	8	medium	2-5	8
Facecards	10	easy	3-7	9
Majesty	10	medium	2-4	10
Memoarr!	8	easy	2-4	11
Santorini	8	easy	2	12
Woodlands	10	medium	2-4	13

FIND A GAME

AWARD WINNERS KENNERSPIELE 2018



KENNERSPIEL DES JAHRES

Title	Age	Difficulty	Players	Page
Die Quacksalber von Quedlinburg	10	medium	2-4	14



NOMINATED

Ganz schön clever	10	medium	1-4	16
Heaven & Ale	12	ambitious	2-4	17



SONDERPREIS

Pandemic Legacy – Season 2	14	ambitious	2-4	20
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RECOMMENDED

Klong!	12	ambitious	2-4	18
Pioneers	10	medium	2-4	19

Spiel des Jahres



IMPRESSUM

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