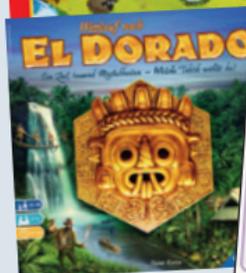


# AWARD WINNING GAMES 2017

# Spiel des Jahres



[WWW.SPIEL-DES-JAHRES.COM](http://WWW.SPIEL-DES-JAHRES.COM)

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## PREFACE

Dear games fans,

In May each year, the “Spiel des Jahres” jury withdraws into a closed meeting for several days. They are only allowed to leave once they have condensed all this year’s games into a sensible number of quality titles, which show the greatest possible variety of different games systems and mechanics.

As such, every child, woman and man should be able to find at least one game on our recommendation lists that is the “perfect fit” for them. With this brochure, you hold in your hands the result of this year’s selection process.

We have crammed 27 excellent games onto our recommendation and nomination lists. Once again, these are separated into our three well-known coloured categories: blue is for children’s games, which are judged by their own separate jury. Red marks games for everyone. Even those players who don’t play very often will be able to easily navigate these games’ systems and mechanics. The charcoal-grey category is for those players who have a little more experience.

In the games index towards the back of the brochure, we offer an overview of all these games, sorted according to the usual criteria. In certain cases, the jury hasn’t agreed with the publishers’ age recommendations or playing times. We have changed them where they did not correspond to our own playing experiences.

And now we wish you lots of fun and great experiences playing games together.

Tom Felber

Chairman of the “Spiel des Jahres” association

## SPIEL DES JAHRES WINNER 2017



### KINGDOMINO

- 2–4 players
- ages 8 and up
- around 15 minutes
- around 20 Euro

Players take on the role of Lords seeking new lands to expand their kingdom. As with “Dominoes”, these new lands must match the landscape tiles that have already been played. You need to create large areas of the same landscape type. But these will only score points if there is at least one crown on a tile. Points for each landscape type are calculated at the end of the game by multiplying these two together: so the number of squares times the number of crowns. Before this however, you’ll need to pay attention to your choice of tile, which decides the order of play for the following round. Taking a good tile now means you’ll play later next time. Each round presents the players with new important decisions as to which tile they should take.

Designer  
**BRUNO CATHALA**  
Publisher  
**PEGASUS SPIELE**  
Graphics  
**CYRIL BOUQUET**



## SPIEL DES JAHRES WINNER 2017



### JURY STATEMENT

“Kingdomino” lifts the time-honoured principle of dominoes to a new level – without losing any of the sleek elegance of its predecessor. On the contrary: the dual mechanics of planning the far-reaching lands surrounding the castle and the clever method of selecting tiles fit together extraordinarily well, they are expertly reduced to their essential components. The strong two-player variant with an XXL kingdom rounds off this quick and easy-to-learn gaming experience.



## SPIEL DES JAHRES NOMINATED 2017



### MAGIC MAZE

- 1–8 players
- ages 8 and up
- around 15 minutes
- around 25 Euro

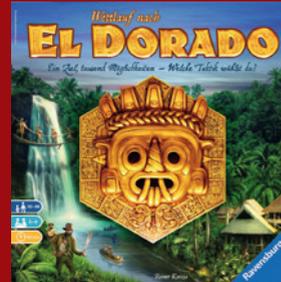
A wizard, a dwarf, an elf and a barbarian are in a shopping mall, looking to steal equipment for their next adventure. If they don't want to get caught, they'll need to be very quiet. For the players of this real-time, co-operative crime caper this means: no talking and no gesticulating! All players can move each of the figures but only in the direction(s) depicted on their own personal action tile. Everyone acts at the same time. If someone doesn't notice that everyone else is waiting for them to take an action, you can place the "Do Something" pawn right in front of them. But time is short: if the three-minute sand-timer runs out, everyone has lost. However, some locations allow you to turn the timer over, giving you a brief opportunity to plan a little further ahead. But don't delay! Will the gang escape with the loot?



Designer  
**KASPER LAPP**  
Publisher/Distributor  
**SIT DOWN!/PEGASUS SPIELE**  
Graphics  
**GYOM**

KRITIKERPREIS  
nominiert zum  
**SPIEL DES JAHRES**  
3 Spiele auf der Nominierungsliste

## SPIEL DES JAHRES NOMINATED 2017



### WETTLAUF NACH EL DORADO

- 2–4 players
- ages 10 and up
- around 30 minutes
- around 38 Euro

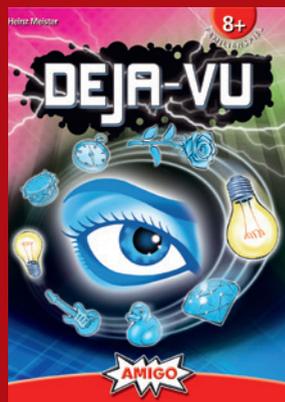
In "Wettlauf nach El Dorado" every player wants to be the first to discover the mythical golden treasure. But the journey is a long one: adventurers will have to hack through the jungle with machetes and make their way across dangerous waters. It's a good thing they're not on their own: the deck is full of helpers, like the scientist or the traveller. With these cards – players draw up to a hand of four each turn – players can move on the map or hire new helpers to improve their deck. You won't get very far with just your starting cards in hand. If you manage to shuffle the stronger cards into your deck or discover a useful cave tile, you'll race past your opponents. The modular game board means you'll always be coming back for new expeditions into the unknown.



Designer  
**REINER KNIZIA**  
Publisher  
**RAVENSBURGER**  
Graphics  
**FRANZ VOHWINKEL**

KRITIKERPREIS  
nominiert zum  
**SPIEL DES JAHRES**  
3 Spiele auf der Nominierungsliste

## SPIEL DES JAHRES RECOMMENDED 2017



### DEJA-VU

- 2–6 players
- ages 8 and up
- around 15 minutes
- around 14 Euro

This is a real test of memory! 36 playing cards depict the same number of objects exactly twice. As each new card is revealed players must decide lightning-quick whether they have already seen the objects shown. If so: grab that object as quick as you can! If not: hands off! If an object is revealed that a player already has in front of them, they are eliminated from that round. There are two nasty rules that make this a really smart memory game experience: firstly, a game consists of three rounds, so that by the end no-one can remember in which round they saw which object. And secondly, some of the objects look very similar – causing no end of extra confusion!

Designer  
**HEINZ MEISTER**  
Publisher  
**AMIGO**  
Graphics  
**JAN SASSE**



Auf der  
Empfehlungsliste  
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2017

## SPIEL DES JAHRES RECOMMENDED 2017



### DODELIDO

- 2–6 players
- ages 8 and up
- around 10 minutes
- around 11 Euro

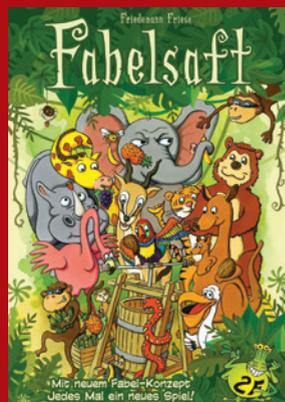
Each player starts with the same number of cards in a face-down deck in front of them, depicting differently-coloured animals. On your turn, you play the top card of your deck face-up onto one of three discard piles. Then you need to call out the characteristic which is seen most frequently: either the type of animal or colour. But there are exceptions. “Nothing” is the call when the creatures have nothing in common. But if there are two equally frequent characteristics, that’s called a Dodelido. Sound confusing? Well it is, but it’s beastly good fun – in the truest sense of the word. The object is to be the first to get rid of all your cards. But with each mistake this goal gets further away, as you have to pick up all discarded cards.

Designer  
**JACQUES ZEIMET**  
Publisher  
**SCHMIDT/DREI MAGIER SPIELE**  
Graphics  
**ROLF VOGT**



Auf der  
Empfehlungsliste  
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2017

## SPIEL DES JAHRES RECOMMENDED 2017



### FABELSAFT

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

\* Our recommendation:  
3–5 players

The forest animals are thirsty for fabled juices. By visiting locations in the forest you will be able to receive, trade or pinch fruits for these cocktails. So the rhino will give you two fruit cards from the deck and the tortoise will let you do a little gambling. Each location is also a kind of juice bar: if you've collected all the ingredients for a fabled juice, you can mix the drink there and take the location card as a point. Then a new card is introduced to the game, which often lets you take new actions. In this way, the card display changes constantly – not only within a game but from one play to the next. Each new trip into the forest holds new surprises. 59 different locations make “Fabled Fruits” a varied collection game, where the winner is the player who has slurped the most cocktails.

Designer  
**FRIEDEMANN FRIESE**  
Publisher  
**ZF-SPIELE**  
Graphics  
**HARALD LIESKE**



## SPIEL DES JAHRES RECOMMENDED 2017



### KLASK

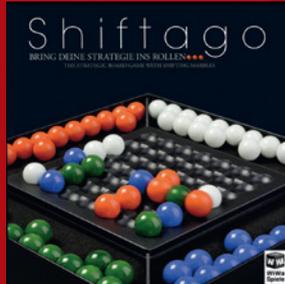
- 2 players
- ages 6 and up
- around 10 minutes
- around 45 Euro

“Goal!” You’ll be able to hear this cry regularly during this wooden table football game. But this particular goal has no posts or crossbar; it’s simply a hole into which the ball needs to roll. And that’s why instead of “goal!” you might instead hear “klask”. This is the sound you’ll hear when someone uses the guidance magnets under the table to drag their figure into the hole. For their opponent, that’s as good as a goal: for each “Klask” – as it’s called in the Danish designer’s home country – you get a point. Another highlight is the three little magnets: if a figure ever gets too close to these, they will attach themselves to it. If there are ever two on your own figure, your opponent gets a point. So what can you do? React quickly and with skill and then try and sneak one past your opponent: “GOAL!”

Designer  
**MIKKEL BERTELSEN**  
Publisher/Distributor  
**GAME FACTORY/CARLETO**  
Graphics  
**MIKKEL BERTELSEN**



## SPIEL DES JAHRES RECOMMENDED 2017



### SHIFTAGO

- 2–4 players
- ages 8 and up
- around 45 minutes
- around 50 Euro

Games that look attractive are always more attractive to play. This is certainly true of the abstract tactical game “Shiftago” with its large marbles in four different colours. The aim of the game is to arrange the marbles of your own colour into a row. In the basic game, you just need five in a row to win. In both of the advanced versions it’s all about who has the most points. The longer your row of marbles, the more points you’ll score. But each time you score you need to remove some of those scoring marbles. Something else you’ll need to take into account is that the marbles cannot be pushed off the other end of the board. Two-player games allow this quick and easily-learned concept to really shine.

Designer  
**FRANK WARNEKE  
ROBERT WITTER**

Publisher  
**WIWA SPIELE**

Graphics  
**FRANK WARNEKE  
ROBERT WITTER**



Auf der  
Empfehlungsliste  
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2017

## SPIEL DES JAHRES RECOMMENDED 2017



### TEMPEL DES SCHRECKENS

- 3–10 players\*
- ages 8 and up
- around 15 minutes
- around 8 Euro

\* Our recommendation:  
4–10 players

A group of adventurers sets off in search of the legendary treasure of a mysterious jungle temple. But no-one banked on the guardians, who will try and prevent the gold and jewels of their ancestors being stolen – at any cost! To that end, they have hidden deadly fire-traps in the temple. Both sides are faced with the problem that in the shadowy ruins of the temple, it’s too dark to tell friend from foe. The card game “Tempel des Schreckens” recreates this by giving out hidden roles at the start, so that no-one can be sure who’s on their team. Players stumble on in the dark, accompanied by accusations, assumptions and arguments. This is a game whose real enjoyment comes from the lies and bluffs from all sides.

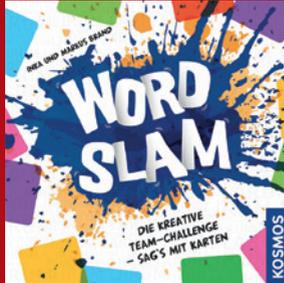
Designer  
**YUSUKE SATO**  
Publisher  
**SCHMIDT SPIELE**

Graphics  
**IRENE BRESSEL**



Auf der  
Empfehlungsliste  
„Spiel des Jahres“  
2017

## SPIEL DES JAHRES RECOMMENDED 2017



### WORD SLAM

- 3+ players\*
- ages 12 and up
- around 45 minutes
- around 30 Euro

\* Our recommendation:  
4+ players

In this communication game, two teams compete simultaneously to guess the same concept. The quickest team scores the points. Each group can only see the word cards chosen by the storyteller on their team. Verbal clues are taboo. And the cards contain a limited vocabulary of 105 words: nouns, verbs, adjectives and other types. For example, “water” and “white” could lead to a simple concept like milk. But there are also some trickier categories. Storytellers will need to be creative in their choice of word cards if they want their team to guess a concept like “lactose intolerance”. Guessing players will need to be able to make connections and pay attention to the responses of the opposing team, as these can provide useful clues.

Designer  
**INKA & MARKUS BRAND**  
Publisher  
**KOSMOS**  
Graphics  
**FIORE GMBH**



## 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 2017 programme is on gaming projects involving refugees. “Spiel des Jahres” received a total of 43 applications before the deadline, many 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. In 2017 a total of 29 projects are to receive funding, to a total sum of around 45,000 Euro.

For 2018, the focus of the incentive programme will be on the following: “Spiel des Jahres” supports projects which provide games and gaming events in young offenders’ institutions. Details and an application form can be found on our homepage under the menu tab “Wir fördern” – “Förderantrag stellen.” The deadline for applications is 30.11.2017.



## KENNERSPIEL DES JAHRES WINNER 2017



### EXIT – DAS SPIEL\*

- 1–6 players\*\*
- ages 12 and up
- around 45 minutes
- around 13 Euro

\* Our recommendation:  
1 – 4 players

The “Exit – The Game” series picks up the premise of the Escape Room, where a group of people try to escape a locked room. Players are working together to solve one puzzle after another, until eventually it's time to try and overcome the final brain-teaser. The quicker your team is, the more points you'll score. These challenges – which you can only play once – lead your group into an abandoned cabin, a secret lab or the pharaoh's tomb. Once there, you'll need to use your logic and observation skills to interpret cards and a little booklet in order to crack ten very creative puzzles. Thanks to a sophisticated system of cards and a decoder disc, players can check their solutions immediately. Can you make it out, without using any of the game's helpful hints?

\* The jury has nominated only the first three titles in the “Exit – The Game” series, published by Kosmos, for the “Kennerspiel des Jahres” award. These are: “The Abandoned Cabin”, “The Pharaoh's Tomb” and “The Secret Lab.”

Designer  
**INKA & MARKUS BRAND**

Publisher  
**KOSMOS**

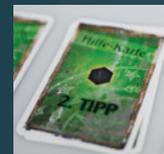
Graphics  
**SILVIA CHRISTOPH, FRANZ VOHWINKEL**

## KENNERSPIEL DES JAHRES WINNER 2017

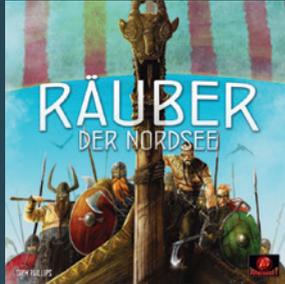


### JURY STATEMENT

Captivating! Challenging! Astounding! The perfect game concept and the remarkable quality of the co-operative adventures of the “Exit – The Game” series are so impressive that all three titles in the first run have been spotlighted. The multiply-innovative puzzles make searching for their solutions – which are never trivial and often ingenious – a sheer pleasure. These games are a must for all Escape Room fans and those who would like to be.



## KENNERSPIEL DES JAHRES NOMINATED 2017



### RÄUBER DER NORDSEE

- 2–4 players
- ages 14 and up\*
- around 60 minutes
- around 45 Euro

\* Our recommendation:  
ages 12 and up

As warriors in the age of Vikings, the players try and impress their chieftain. They get a team of fellow warriors together, arm them and collect provisions to prepare for a sea voyage into the north. For rich plunder waits in the settlements, monasteries and fortresses of the north coast. Naturally, a fortress will be more difficult to raid than a village and of course, not all warriors will return home from such a journey. Fallen heroes are led to Valhalla by the Valkyries, bringing valuable victory points, alongside those gained for gold and other plunder. What is most impressive about “Räuber der Nordsee” is its clever worker placement system, where only certain figures may occupy each action space.

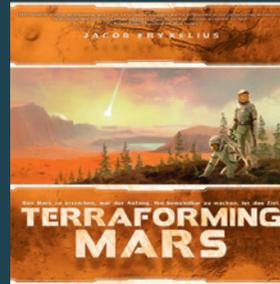


2017

Designer  
**SHEM PHILLIPS**  
Publisher  
**SCHWERKRAFT-VERLAG**  
Graphics  
**MIHAJLO DIMITRIEVSKI**

KRITIKERPREIS  
nominiert zum  
KENNERSPIEL DES JAHRES  
3 Spiele auf der Nominierungsliste

## KENNERSPIEL DES JAHRES NOMINATED 2017



### TERRAFORMING MARS

- 1–5 players
- ages 12 and up
- around 90 minutes
- around 60 Euro

Corporations want to transform Mars into a planet resembling Earth. To do that, they'll need to raise the temperature, increase oxygen levels in the atmosphere and create oceans. Increasing one of these parameters will also increase not only your Terraform Rating and therefore your victory points but also your income. You'll need this money to invest in projects to advance the terraforming process. Making use of the project cards is the central mechanism of this ambitious strategy game. Ramping up the production of various resources will allow you to build more cities, create green areas and introduce life forms. Science-fiction? “Terraforming Mars” is such a vivid recreation of the theme that it feels like the colonisation of the red planet is almost at hand.

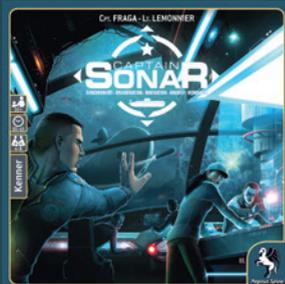


2017

Designer  
**JACOB FRYXELIUS**  
Publisher  
**SCHWERKRAFT-VERLAG**  
Graphics  
**ISAAC FRYXELIUS**

KRITIKERPREIS  
nominiert zum  
KENNERSPIEL DES JAHRES  
3 Spiele auf der Nominierungsliste

## KENNERSPIEL DES JAHRES RECOMMENDED 2017



### CAPTAIN SONAR

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

“Captain Sonar” is a team game offering real-time underwater battles: two submarine crews are on a mission to locate the enemy and blow them out of the water. The most important thing a team needs is quick and focussed communication. Each crew has four roles: the captain announces the course and decides whether to lay a mine or to send out a drone. But is that such a good idea right now? The radio operator is listening to the enemy captain’s course directions and is trying to locate their boat’s position. Any of the ship’s systems – such as the torpedoes – can only be deployed once the First Mate confirms they are ready. The Engineer ensures that any breakdowns won’t mean the submarine has to surface. All in all, it’s a nerve-wracking experience. There is also a turn-based introductory mode for first-time cadets.

Designer  
**ROBERTO FRAGA,  
YOHAN LEMONNIER**

Publisher  
**PEGASUS SPIELE**

Graphics  
**ERVIN, SABRINA TOBAL**



## KENNERSPIEL DES JAHRES RECOMMENDED 2017



### DAS GRIMOIRE DES WAHNSINNS

- 2–5 players
- ages 10 and up
- around 60 minutes\*
- around 35 Euro

\* Our recommendation:  
90–120 minutes

You are magic students at the Elementary College. Your professor has told you about the “Grimoire des Wahnsinns”, a powerful tome of mystical sorcery. He also warned you against ever opening this book. But – magic students being magic students – this is exactly what you did at the first opportunity. Now there are terrible monsters rushing out of the book. Page by page you need to capture them without losing your sanity. The only way of achieving your objective in this original deck-building game is to all pull together and make the best use of your powers over the elements. Don’t be over-confident if you do succeed, the next difficulty level is waiting for you!

Designer  
**MAXIME RAMBOURG**

Publisher/Distributor  
**IELLO/ASMODEE**

Graphics  
**XAVIER GUENIFFEY DURIN**



## KENNERSPIEL DES JAHRES RECOMMENDED 2017



### GREAT WESTERN TRAIL

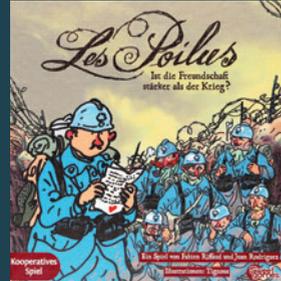
- 2–4 players
- ages 12 and up
- around 75 minutes
- around 40 Euro

As ranchers in the Wild West, players are continuously herding their cattle from Texas to Kansas City. The forks in the path of the “Great Western Trail” open up a great number of strategic options, options which increase with every new cattle drive. Workers help by building buildings, giving you the choice of even more actions. Cowboys help by buying cattle at market, which increases the breeding value of the cows in your deck. The better your hand cards are when you deliver the cows to Kansas City, the greater the returns and the more profitable further transport via rail will be. So don’t neglect the expansion of railways and stations! You can also trade with Indians. And don’t forget the objectives. This is a first-class Western with a stylishly-presented theme and masterfully-integrated game mechanics.

Designer  
**ALEXANDER PFISTER**  
Publisher/Distributor  
**EGGERTSPIELE/PEGASUS SPIELE**  
Graphics  
**ANDREAS RESCH**



## KENNERSPIEL DES JAHRES RECOMMENDED 2017



### LES POILUS

- 2–5 players
- ages 10 and up\*
- around 30 minutes
- around 20 Euro

\* Our recommendation:  
ages 12 and up

The anti-war game “Les Poilus” transports players back to the First World War. Soldiers are being worn down by trench warfare at the front. Together they are combating a constant loss of morale. Time and again, new threats and setbacks endanger their missions. Soldiers alternate between hope and despair. Encouraging words and the support of your comrades can give you fresh hope but can you last until the bitter end? Peace only breaks out if all threats have been averted and there are no cards left in anyone’s hand. If the threats ever get the upper hand, the soldiers’ morale drops to zero. Then only a monument will serve as remembrance of the men in the trenches. The game creates an oppressive atmosphere and the way it deals with the war is both visually striking and remarkably sensitive.

Designer  
**FABIEN RIFFAUD  
JUAN RODRIGUEZ**  
Publisher/Distributor  
**SWEET GAMES/PEGASUS SPIELE**  
Graphics  
**TIGNOUS**



## KINDERSPIEL DES JAHRES WINNER 2017



### ICECOOL

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

Cool as ice, these penguin truants skip class and wander the school corridors in search of a snack. The “Ice School” consists of five boxes, joined together to make a large, square playing area. Each player has to try and flick their coloured figure with as much skill as possible, trying to get them through the school doors with one of their fish over the doorway. If you manage this, you get the fish and a card with a number of victory points. But be careful! One of the players is the hall monitor, trying to catch the other players’ figures with their penguin. They can cash in hall passes at the end of the round for victory points. Whoever has the most points at the end of the game wins this slick dexterity game, where – with a bit of practice – you can even send penguins flying over the school walls!

Designer  
**BRIAN GOMEZ**  
Publisher  
**AMIGO**  
Graphics  
**REINIS PETERSONS**



## KINDERSPIEL DES JAHRES WINNER 2017

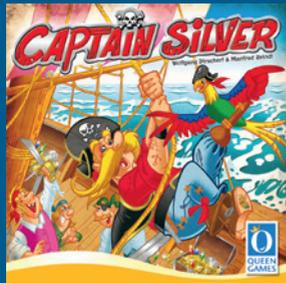


### JURY STATEMENT

Whoever said that school was uncool? School is cool – ice cool. Once the arena is built, children of all ages can’t stop themselves from sending their penguins skittering over the ice. There is a big learning curve; with practice you can do some amazing tricks. Everything works here: Brian Gomez combines an original game story, an impressive layout, lovingly detailed illustration and the demanding learning experience of the perfect dexterity game.



## KINDERSPIEL DES JAHRES NOMINATED 2017



### CAPTAIN SILVER

- 2–4 players
- ages 6 and up
- around 20 minutes
- around 35 Euro

What does a pirate need for a successful treasure hunt? A treasure map, a parrot, a cutlass and so on? Of course. But don't forget speed and a good sense of touch. Players simultaneously try and grab the right object out of their pirate pouch, in order to advance on the variable game board. For each matching object they find, players either receive gold or may advance their pirate ship to explore the treasure island on a separate game board, hopefully winning valuable treasure chests. But if you pick out the wrong object from the pirate pouch you'll have to face the dangers of the volcano and – if you're unlucky – pay dearly for it. So, you'll need tactics and forward planning to get you to the treasure. The next generation of buccaneers will want to set sail for this adventurous feel and fumble game.

2017



KRITIKERPREIS

nominiert zum

KINDERSPIEL DES JAHRES  
3 Spiele auf der Nominierungsliste

Designer  
WOLFGANG DIRSCHERL  
MANFRED REINDL

Publisher  
QUEEN GAMES

Graphics  
HEINRICH UND PETER EBERLE

## KINDERSPIEL DES JAHRES NOMINATED 2017



### DER MYSTERIÖSE WALD

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

After going through a magical painting, Jonas has entered a mysterious forest full of dangers. If he has packed the right equipment in his backpack he will be able to cross the forest and conquer Draconia, the evil insect queen. To help him, players have to work together to remember different objects depicted on path cards. At the beginning of the round these are briefly revealed then turned face down again. Then you'll need to roll dice to pack your backpack with the corresponding equipment tokens. Now the journey can begin. The team uncovers the path cards one by one: if you can place the pieces of equipment shown onto each of the cards, then you'll win this exciting, co-operative memory game. You'll need team-work and lucky dice rolls as well as a good memory.

2017



KRITIKERPREIS

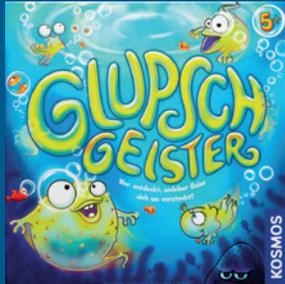
nominiert zum

KINDERSPIEL DES JAHRES  
3 Spiele auf der Nominierungsliste

Designer  
CARLO A. ROSSI  
Publisher/Distributor  
IELLO/HUTTER TRADE

Graphics  
DANIEL LIESKE

## KINDERSPIEL DES JAHRES RECOMMENDED 2017



### GLUPSCHGEISTER

- 2–4 players
- ages 5 and up
- around 20 minutes
- around 30 Euro

Great big round eyes, pale green skin, difficult to tell them apart – it's obvious: these are Lagoonies. And they're all milling about at the bottom of the ocean, only visible through frosted windows, distorting their appearance. The spinning octopus means that each round in this clever three-dimensional game has a different aim. A new round sees players searching for different Lagoonies: to win the game you'll need to collect nine of them. Once you've discovered one, you block off the window with a little starfish. You're going to need a lot of skill to get the little pests to their hiding places and remove their token from the playing board. An atmospheric and turbulent deep sea adventure.

Designer  
JENS-PETER SCHLIEMANN  
BERNHARD WEBER

Publisher  
KOSMOS

Graphics  
ANNETTE NORA KARA



## KINDERSPIEL DES JAHRES RECOMMENDED 2017



### KIKERIBUMM

- 2–4 players
- ages 4 and up
- around 10 minutes
- around 25 Euro

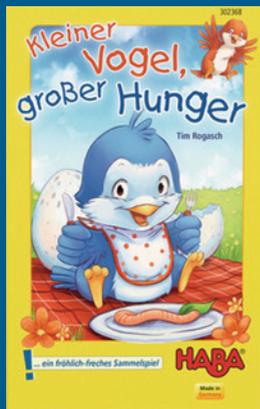
The chickens are hanging out on their perch. Some are just sitting there, others are on hay bales or wagon wheels. All in all it's a pretty precarious situation and your job is to clear the perch, piece by piece. "Chickyboom" is one of these rare games that is almost self-explanatory and invites you to get stuck in straight away: You stack all the nicely-made wooden pieces on the perch, balance it on the base and take turns to take a piece off – but there's a method to it: the fattest hens and the bales of straw are worth the most points at the end of the game but they also cause the whole structure to lose balance the quickest. The game involves thinking not only about the laws of physics but tactics too.

Designer  
THIERRY DENOUAL  
Publisher/Distributor  
BLUE ORANGE GAMES/ASMODEE

Graphics  
THIERRY DENOUAL



## KINDERSPIEL DES JAHRES RECOMMENDED 2017



### KLEINER VOGEL, GROSSER HUNGER

- 2–4 players
- ages 3 and up
- around 10 minutes
- around 7 Euro

Newly hatched and hungry, these chicks stumble out into the big, wide world. To find their food, the chicks need help from children aged three and up. Rolling a die will provide tasty worms, flies, berries and seeds for their hatchlings; players take a corresponding feed dish, no matter who rolled the die. Provided, of course, their chicks have an appetite for it. This is shown on the chick card each player has in front of them. When the meal is complete, the tile is turned over and shows the next stage of the little bird's development – players can watch their chicks grow up and become fledglings ready to leave the nest. The engaging story captivates even the youngest players and the child-oriented design makes this a real experience.

Designer  
**TIM ROGASCH**  
Publisher  
**HABA**  
Graphics  
**ANNE PÄTZKE**



## KINDERSPIEL DES JAHRES RECOMMENDED 2017



### KULLERHEXE

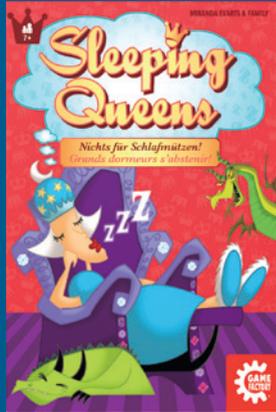
- 2–5 players
- ages 6 and up
- around 10 minutes
- around 30 Euro

Broomstick, magic wand and shining amulet – the scatterbrained witch has lost all of her things in the magical forest. As speedy forest sprites, the players help her in her search. To do this, ever-changing teams of two children sit opposite each other, reveal an objective card and push down on the edges of the movable game board. The aim is to roll the witch figure – who sits on a metal ball – towards the target object, avoiding the various obstacles. As long as the sand-timer is still running, the team may reveal more objective cards and steer the witch figure towards them. To collect the most objects and win this turbulent dexterity game, you'll need to be nimble, have quick reactions and work well with different partners.

Designer  
**MARCO TEUBNER**  
Publisher  
**SCHMIDT/DREI MAGIER SPIELE**  
Graphics  
**ROLF VOGT**



## KINDERSPIEL DES JAHRES RECOMMENDED 2017



### SLEEPING QUEENS

- 2–5 players
- ages 7 and up
- around 15 minutes
- around 13 Euro

Twelve noble queens lie asleep, face down on the table. They are just waiting to be awoken and claimed by the players. Each queen has a points value between five and twenty. Players take turns to play one of their five hand cards. Special cards allow you to carry out various actions: the King lets players awaken and claim a sleeping queen, hopefully one worth a lot of points. The Knight steals a Queen belonging to another player, unless she is protected by a Dragon or Wizard. The Sleeping Potion card puts another player's Queen back to sleep and therefore back into the centre of the table. Number cards can also bring valuable points. Whoever has collected the most of these will be the winner of this tactical card game.

Designer  
**MIRANDA EVARTS & FAMILY**  
Publisher/Distributor  
**GAME FACTORY/CARLETO**  
Graphics  
**JIMMY PICKERING**



## KINDERSPIEL DES JAHRES RECOMMENDED 2017



### VERFUXT!

- 2–4 players
- ages 5 and up\*
- around 20 minutes
- around 19 Euro

\* Our recommendation:  
ages 6 and up

The fox has stolen an egg – and a golden egg at that! Is the culprit wearing a top hat, a briefcase, a pearl necklace? Only one of the 16 suspects around the game board – who need to be revealed first - has all of the three characteristics. And so the mission starts for the tracker hens: children roll dice, either to reveal new suspects or to look for clues. Each time you find one, you use a sophisticated scanner to help your deduction. But you have to be quick! If the fox has cleared off before you've caught him, you lose the game. Roll by yourself but discuss your options together – this game offers foxing, exciting combinations that will keep kids coming back again and again.

Designer  
**MARISA PEÑA  
SHANON LYON**  
Publisher/Distributor  
**GAME FACTORY/CARLETO**  
Graphics  
**MELAINE GRANDGIRARD**



## KINDERSPIEL DES JAHRES RECOMMENDED 2017



### ZAUBEREI HOCH DREI

- 2–6 players
- ages 6 and up
- around 20 minutes
- around 25 Euro

Young wizard students have snuck out of school to visit the secret midnight market. But Willy the Warden Ghost is hot on their heels. The kids will only find their way back to the school with help from the Lumies, magical glowing creatures hidden around the game board underneath 18 tree tokens. Players have to remember the position of each of these Lumies, as whoever finds the Lumie token matching their dice roll is allowed to move towards the school. If Willy the Warden Ghost is rolled or revealed the ghost moves towards the children. The team wins if all students make it back to the wizard school before Willy catches one of the players. Combining a test of memory and dice luck makes this co-operative memory game exciting for both children and adults.

Designer  
**MICHAEL PALM  
LUKAS ZACH**

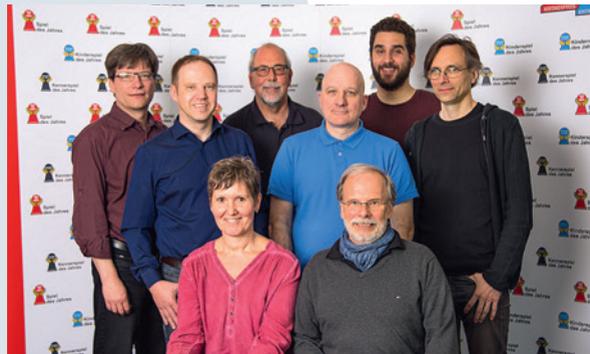
Publisher  
**PEGASUS SPIELE**

Graphics  
**ANNE PÄTZKE**



## THE 2017 JURIES

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



The "Spiel des Jahres" and "Kennerspiel des Jahres" jury 2017

From left to right (standing): Bernhard Löhlein, Karsten Grosser, Wieland Herold, Tom Felber, Martin Klein, Udo Bartsch.

Seated: Sandra Lemberger, Chris Mewes

The "Spiel des Jahres" critics' award has been awarded since 1979. Since 2011 the "Kennerspiel des Jahres" prize has also been given. The eight-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 2017

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

The critics' award "Kinderspiel des Jahres", which has existed since 2001, is awarded by a jury that works intensively with children's games. In 2017 the jury consisted of five members of the "Spiel des Jahres" committee and three advisors.

## 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.



Paul Schulz from Greifswald in Germany was awarded the grant for 2017/18 by the “Spiel des Jahres” jury. The 23-year-old psychology student won the coveted incentive award for up-and-coming designers at the game designer meeting in Göttingen on 11th June 2017. Schulz managed to beat some stiff competition with the photography game “Sunset” and the real-time game “Silly Space Adventure.”

For further information, go to:  
[www.spiel-des-jahres.com](http://www.spiel-des-jahres.com)

## FIND A GAME

### AWARD WINNERS KINDERSPIELE 2017

Age	Title	Difficulty	Players	Playing Time	Page
3	Kleiner Vogel, großer Hunger	easy	2–4	10	30
4	Kikeribumm	easy	2–4	10	29
5	Glupschgeist	easy	2–4	20	28
5*	Verfuxt!	ambitious	2–4	20	33
6	Kullerhexe	easy	2–5	10	31
6	Zauberei hoch drei	easy	2–6	20	34
6	Captain Silver <sup>n</sup>	medium	2–4	20	26
6	Der mysteriöse Wald <sup>n</sup>	medium	2–4	20	27
6	<b>ICECOOL</b>	medium	2–4	30	24
7	Sleeping Queens	medium	2–5	15	32

- \* = our rating varies from that of the publisher  
**bold text:** = Kinderspiel des Jahres  
<sup>n</sup> = Nominated games

The table is sorted in ascending order by age and difficulty.

## FIND A GAME

## AWARD WINNERS SPIELE 2017

Age	Title	Difficulty	Players	Playing Time	Page
6	Klask	easy	2	10	11
8	DEJA-VU	easy	2-6	15	8
8	Dodelido	easy	2-6	10	9
8	Shiftago	easy	2-4	45	12
8	Fabelsaft	medium	2-5*	25	10
8	<b>King-domino</b>	medium	2-4	15	4
8	Magic Maze <sup>n</sup>	medium	1-8	15	6
8	Tempel des Schreckens	medium	3-10*	15	13
10	Wettlauf nach El Dorado <sup>n</sup>	medium	2-4	30	7
12	Word Slam	medium	3-30*	45	14

\* = our rating varies from that of the publisher  
**bold text:** = Spiel des Jahres  
<sup>n</sup> = Nominated games

The table is sorted in ascending order by age and difficulty.

## FIND A GAME

## AWARD WINNERS KENNERSPIELE 2017

Age	Title	Difficulty	Players	Playing Time	Page
10	Captain Sonar	ambitious	4-8	20	20
10	Das Grimoire des Wahnsinns	ambitious	2-5	60*	21
10*	Les Poilus	ambitious	2-5	30	23
12	<b>EXIT – Das Spiel**</b>	medium	1-6*	45	16
12	Terraforming Mars <sup>n</sup>	ambitious	1-5	90	19
12	Great Western Trail	very ambitious	2-4	75	22
14*	Räuber der Nordsee <sup>n</sup>	ambitious	2-4	60	18

\*\* The jury has nominated only the first three titles in the “Exit – The Game” series, published by Kosmos, for the “Kennerspiel des Jahres” award. These are: “The Abandoned Cabin”, “The Pharaoh’s Tomb” and “The Secret Lab.”

\* = our rating varies from that of the publisher  
**bold text:** = Kennerspiel des Jahres  
<sup>n</sup> = Nominated games

The table is sorted in ascending order by age and difficulty.



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# Spiel des Jahres



1st Edition 2017

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**Print:** Kollin Medien GmbH, Gutenbergstr. 1-3, 95512 Neudrossenfeld

**Copyright Photos:** Spiel des Jahres e. V. and the publisher for their cover shots

**Translation:** Andrew Wormald

Further information: [www.spiel-des-jahres.com](http://www.spiel-des-jahres.com)