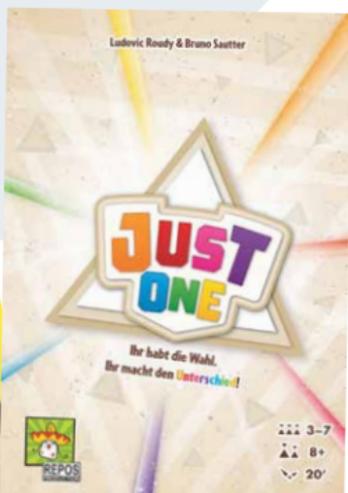


# AWARD WINNING GAMES 2019

# Spiel des Jahres



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

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## PREFACE

Dear players of games,

All people are equal around the gaming table. The rules apply to everyone and everyone agrees to abide by those rules. That's why the Spiel des Jahres association is supporting the initiative "Spielend für Toleranz" ("Playing for Tolerance"). Board games and other tabletop games are a fantastic example of how we can experience a sense of community. Someone who plays together with other people is against hate and exclusion.



From hundreds of new releases, we the jury members have filtered out the titles which are guaranteed to be fun to play. We have been awarding the Spiel des Jahres prize for exactly 40 years. For 18 years we have had the Kinderspiel des Jahres for younger players and for eight years the Kennerspiel des Jahres for experienced players looking for more of a challenge.

This booklet contains much more than the winning games from these categories. You will also find the titles nominated for the awards as well as our lists of recommended games. So for every occasion, group size, level of experience and personal preference, there'll be a game that jumps out at you.

We wish you lots of fun playing games.

Harald Schrapers  
Chairman of the  
Spiel des Jahres association



## SPIEL DES JAHRES WINNER 2019



### JUST ONE

- 3–7 players
- ages 8 and up
- around 20 minutes

“Box”, “dice”, “play”, “fun”. What could these words possibly be describing? Easy: a board game! In the co-operative game “Just One”, one player has to guess a word. The clues aren’t provided by the game but by the rest of the players. Without discussing it with their teammates, each player writes down a clue they think will help guide the guessing player to the word. Before this player can see the clues, however, the clues are compared to one another and any duplicate words are removed. So in the example above, if the first player had also said “dice” instead of “box”, only the words “play” and “fun” would remain. It’s possible that the guessing player would still have gone for “board game” but maybe also something like “football”. “Just One” is a fun party game for everyone.

## SPIEL DES JAHRES WINNER 2019



### JURY STATEMENT

The genius of “Just One” lies in its simplicity. It stands out by creating an incredible magnetic attraction: playing it in public means that people will begin to stare, and then they’ll want to join in too. There’s no reason they can’t: the difficulty level is so low that anyone can begin playing straight away. It’s a flash of pure brilliance and enjoyment, where every round is a success and a lasting impression is left behind.



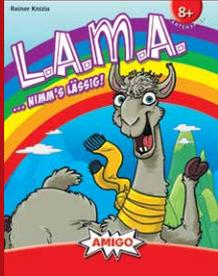
Designer  
**LUDOVIC ROUDY, BRUNO SAUTTER**

Publisher  
**REPOS PRODUCTION**

Graphics  
**ÉRIC AZAGURY**



## SPIEL DES JAHRES NOMINATED 2019



### L.A.M.A.

- 2–6 players
- ages 8 and up
- around 20 minutes

Everyone likes llamas! In the speedy card game “L.a.m.a.”, the llama isn’t just the mascot for the game but also provides the German acronym “*Lege alle Minuspunkte ab*” (something like “*Leave All your Minus points Aside*”). Behind this slogan lies a simple principle for how to play your cards. You can only play a card with the same number or a number one higher than the card already on the table. The Llama



cards are the bridge between the six and the one cards. When a player lays the last card in their hand, everyone else has to add up minus points for their remaining cards. So far, so ordinary, but the game causes so much emotion and so many moments of excitement one after the other. This comes from the special llama-mathematics, meaning it’s sometimes worth passing, even though you have a hand full of cards. And often the winner of one round will then get ten minus points in the next.

Designer  
**REINER KNIZIA**

Publisher  
**AMIGO**

Graphics  
**REY SOMMERKAMP,  
BARBARA SPELGER**



## SPIEL DES JAHRES NOMINATED 2019



### WERWÖRTER

- 4–10 players\*
- ages 10 and up
- around 10 minutes

\* Publisher’s recommendation differs: 3–10 players

What’s the secret word that will allow the villagers to chase away the werewolves from their village? The mayor knows it. Everyone else has to ask him yes or no questions: “*Can you eat it?*” or “*Can you buy it?*” Players only have a few minutes to find the solution. This is actually a well-known guessing game but here the questions need tactical finesse, as every player has a secret role. Werewolves have managed to infiltrate the village community. They happily throw in their guesses, even though they already know the magic word, trying to put the villagers on the wrong track. They can’t make themselves look too suspicious, though, because as well as discovering the magic word, the villagers will also win if they can unmask the werewolf.



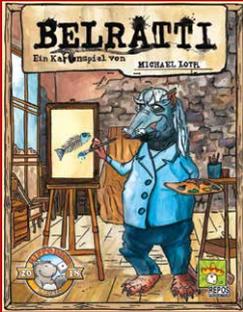
Designer  
**TED ALSPACH**

Publisher  
**RAVENSBURGER**

Graphics  
**ROLAND MACDONALD**



## SPIEL DES JAHRES RECOMMENDED 2019



### BELRATTI

- 3–7 players
- ages 9 and up
- around 20–45 minutes

Art on the production line: in the co-operative association game “Belratti”, players have to send their artworks to one exhibition after another. But don’t be scared! You don’t have to paint anything yourself. Each player has a hand of completed artworks which they can donate to try and meet the sometimes absurd-sounding wishes of the museum director. For example, a round can require five paintings on the subjects of “paper boats” and “hospital beds”. This is a tricky task by itself and is made even more difficult when the art forger Belratti smuggles his own fake paintings into the display. Only when the museum director recognises the genuine artworks and arranges them according to their theme will the exhibition be a success.

Designer  
**MICHAEL LOTH**  
Publisher  
**REPOS PRODUCTION**  
Graphics  
**ANNA OELDIG ET AL.**



## SPIEL DES JAHRES RECOMMENDED 2019



### DIZZLE

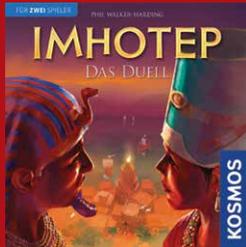
- 1–4 players
- ages 8 and up
- around 30 minutes

Presumably “Dizzle” is a new portmanteau word from the words “dice” and “puzzle”. There’s no real evidence to suggest that is the case but it does a good job of describing this game in two... sorry... in one word. It’s a puzzle using dice – on score sheets which show exactly on which spaces which dice number can go. Players take turns choosing dice from a communal supply. Since dice can only ever be placed next to existing ones, there are soon bottlenecks and tight squeezes. Fortunately, the entire dice selection can be re-rolled when needed, often to the annoyance of other players. Four levels with increasing difficulty bring a degree of variation so this tactical dice game with lots of opportunity to frustrate your opponents can be played again and again.

Designer  
**RALF ZUR LINDE**  
Publisher  
**SCHMIDT**  
Graphics  
**ANNE PÄTZKE**



## SPIEL DES JAHRES RECOMMENDED 2019



### IMHOTEP – DAS DUELL

- 2 players
- ages 10 and up
- around 30 minutes

In ancient Egypt Queen Nefertiti and King Akhenaten are competing for building resources to build their monuments. They place workers in the nine spaces of the harbour grid in order to get new wares. As soon as at least two figures are present in a row or column, the corresponding ship may be unloaded. The position of the figures determines how the three boat tiles are distributed. In this tactical two-player game, the player who can cleverly place their workers doesn't just get the building materials they need but also gains tempo, as they can profit from the 'unload' action of their opponent. Collecting special tiles and playing them at the right time will allow a player to triumph over their rival, with the construction of the impressive temple, obelisk, burial chamber and pyramids.

Designer  
**PHIL WALKER-HARDING**

Publisher  
**KOSMOS**

Graphics  
**CLAUS STEPHAN, MICHAELA KIENLE**



## SPIEL DES JAHRES RECOMMENDED 2019



### KRASSE KACKE

- 3–6 players
- ages 8 and up
- around 15 minutes\*

\* Publisher's recommendation differs: 10–20 minutes

The name of this game and the cute animal illustrations are definitely aimed at children. But “Krasse Kacke” can be fun for grown-ups too, especially grown-ups who are still children at heart. Which means us. We have to free our own pets from the suspicion of having left a little present in the kitchen. It only works when you accuse an animal that another player has in their hand. So you'll say something like: “No, it wasn't my hamster. It was a cat.” Then other players race to play their cat cards and cast their suspicions onto a different animal. Not everyone will manage to keep an overview of the situation in this mixture of reaction and memory game. And that's what makes people laugh. The player who accuses an animal that no-one else has left in their hand will have to clear up the mess themselves.

Designer  
**JONATHAN FAVRE-GODAL**

Publisher  
**PEGASUS SPIELE**

Graphics  
**JENS WIESE**



## SPIEL DES JAHRES RECOMMENDED 2019



### REEF

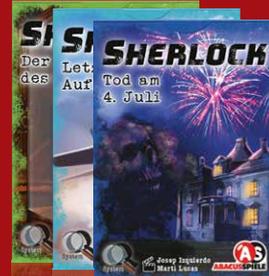
- 2–4 players
- ages 8 and up
- around 30–45 minutes

In the tactical tile-laying game “Reef”, players are creating colourful coral reefs by stacking playing pieces onto their tableau. How the reef grows is determined by cards with a double function: playing a card means you can first place new coral stones of the displayed colour onto your reef. Directly afterwards scoring takes place, based on the coral colour and shape depicted on the card. The clever twist is that the scoring part of the card never matches the colour of the coral it lets you place. That’s why the most successful reef builders are those players who are able to get a good combination of cards from the communal display and play these in the right combination over several turns. It’s a tricky task, whose simple rules show remarkable depth.

Designer  
**EMERSON MATSUUCHI**  
Publisher  
**PLAN B GAMES/NEXT MOVE**  
Graphics  
**CHRIS QUILLIAMS**



## SPIEL DES JAHRES RECOMMENDED 2019



### SHERLOCK

“Final Call”, “The Tomb of the Archaeologist” and “Death on the 4th of July”

- 1–8 players
- ages 12 and up
- around 60 minutes

Who will join with the English master detective Sherlock Holmes? In the first three cases of the card game series “Sherlock”, players have to solve a murder together. After a brief introduction, the detectives receive only partial backgrounds and clues. Each individual card is just a small piece of the puzzle. To make things more difficult, players are only able to provide vague details about the cards in their hand. Nevertheless, they should be able to recognise which pieces of information are important for the case – and play the corresponding card in front of them. Or realise a card contains only false leads – and discard it. If you discard too few cards you will lose immediately. At the end you’ll need a combination of logic and imagination in order to correctly answer as many questions as possible about the case.

Designer  
**JOSEP IZQUIERDO, MARTI LUCAS**  
Publisher  
**ABACUSSPIELE**  
Graphics  
**ALBA ARAGÓN**



## KENNERSPIEL DES JAHRES WINNER 2019



### FLÜGELSCHLAG

- 2–5 players\*
- ages 10 and up
- around 40–75 minutes

\* Publisher's recommendation differs: 1–5 players

Over 900 species of birds are native to North America and just under a fifth of these take flight in designer Elizabeth Hargrave's optimisation game "Flügelschlag"; from the red-bellied woodpecker to the purple gallinule. Attracting a bird to your aviary means you can play the corresponding card to the correct habitat area for that bird. Each area is linked to one of the game's basic actions, which are activated with each new bird introduced there. So attracting a bird to the grasslands will start the egg-engine running. Players are also competing with their opponents in various categories: which player has the most birds who lay eggs in ground nests? Which player has the most birds in the grasslands? The beautifully-detailed Wingspan will bring joy to everyone, not just bird-lovers.

Designer  
**ELIZABETH HARGRAVE**

Publisher  
**FEUERLAND**

Graphics  
**NATALIA ROJAS, ANA MARIA MARTINEZ  
JARAMILLO, BETH SOBEL**



## KENNERSPIEL DES JAHRES WINNER 2019

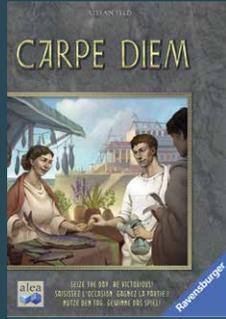


### JURY STATEMENT

Board games and bird watching – hardly the most thrilling combination? Not at all! "Flügelschlag" has a beautiful plumage, with no rumpled feathers in sight. The theme is lovingly presented and the production is precise: the designer Elizabeth Hargrave has created an almost seamless complete work of art. Simple game mechanics, an uncomplicated turn structure and fast-paced important decisions make Wingspan a real high-flyer.



## KENNERSPIEL DES JAHRES NOMINATED 2019



### CARPE DIEM

- 2–4 players
- ages 12 and up\*
- around 45–75 minutes

\* Publisher's recommendation differs: ages 10 and up

We are developing city districts in ancient Rome, creating farmed landscapes and buildings which produce wares or enable other advancements. How you organise your own buildings on your own district map is determined by your own individual requirements. The availability of building tiles, however, is limited by a rondel, where each player moves with their patrician. A clever player will leave themselves many different options



in their tile jigsaw puzzle, so that they can always build something useful. At the same time, players should keep an eye on the selection of scoring cards, as at the end of each round each player may fulfil two neighbouring cards. Each combination can only be chosen once per game, resulting in a strategic race for the most lucrative scoring cards. So: Carpe Diem! Seize the Day!

Designer  
**STEFAN FELD**  
Publisher  
**ALEA/RAVENSBURGER**  
Graphics  
**LALANDA HRUSCHKA**



## KENNERSPIEL DES JAHRES NOMINATED 2019



### DETECTIVE

- 1–5 players
- ages 16 and up
- around 120–240 minutes\*

\* Publisher's recommendation differs: around 120-180 minutes

A golden watch, looted in Poland during the Second World War, appears over 70 years later in an American auction house. The players, as detectives from the newly-founded Antares Investigation Agency, have to work together to find out how this has happened. But that's just the start of a multi-faceted and intricate crime case, stretching over more than half a century. In five linked cases, players delve deeper into the game's detective story. They conduct interviews, collect evidence, follow their intuition, reject leads and undertake detailed research in other locations. Supported by a computer database and closely linked to historical facts, a game has never felt so realistic.



Designer  
**IGNACY TRZEWICZEK, PRZEMYSŁAW RYMER, JAKUB ŁAPOT**  
Publisher  
**PORTAL GAMES**  
Graphics  
**AGA JAKIMIEC, EWA KOSTORZ, RAFAŁ SZYMA**



## KENNERSPIEL DES JAHRES RECOMMENDED 2019



### ARCHITEKTEN DES WESTFRANKEN- REICHS

- 1–5 players
- ages 12 and up
- around 60–80 minutes

Who would have thought it? Teamwork really does make the dream work. In this case the dream of constructing landmarks and impressing the king. In the worker placement game “Architekten des Westfrankenreichs”, players’ actions are stronger the more workers they have on that particular space. One figure produces one unit of wood, a group of three figures produces three units. In quick turns, resources are gathered and apprentices are recruited in order to construct city buildings and advance work on the cathedral. Furthermore, gangs of workers belonging to greedy players can be arrested and imprisoned. So it’s also worth keeping an eye on how virtuous your own trade dealings are in this exciting fast-paced strategy game.

Designer  
**SHEM PHILLIPS, SAM MACDONALD**  
Publisher  
**SCHWERKRAFT**  
Graphics  
**MIHAJLO DIMITRIEVSKI**



## KENNERSPIEL DES JAHRES RECOMMENDED 2019



### DAS TIEFE LAND

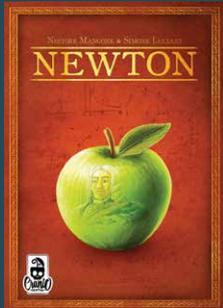
- 2–4 players
- ages 12 and up
- around 50–100 minutes

The farmlands on the North Sea coast are supposed to be protected by a dike. But will it be tall enough? It all depends on the unpredictability of nature and on the team spirit of the farmers there. In the strategy game “Das tiefe Land”, players have to decide how to successfully split their efforts between dike-building and sheep-rearing. To do this, they send workers to either build up the protective wall or to expand the grazing area behind the dike. If water washes over the top of the dike during a flood, the price of sheep will sink and work on the dike will receive increased recognition. But players who didn’t show enough solidarity will be punished with dike breach tokens, which can be very expensive at the end of the game. That’s if the final flood waters break through the dike and wash into the lowlands.

Designer  
**CLAUDIA AND RALF PARTENHEIMER**  
Publisher  
**FEUERLAND**  
Graphics  
**ANDREA BOEKHOFF**



## KENNERSPIEL DES JAHRES RECOMMENDED 2019



### NEWTON

- 1–4 players
- ages 14 and up\*
- around 90 minutes

\* Publisher's recommendation differs: ages 12 and up

In the footsteps of the great inventor, players in “Newton” take on the guise of ambitious scientists. They take research trips, complete courses of study and create their own libraries. A clever card mechanics means that each action is made stronger the more times it is used in a round. Over the course of a game, the aim is to get a well-oiled, frictionless engine running in as few turns as possible. A place in the history books is waiting for those players who are able to skilfully fine-tune their hand of cards and use foresight to develop the best strategies. “Newton” proves to be a challenging exercise for people who like to test the workings of their own brain.

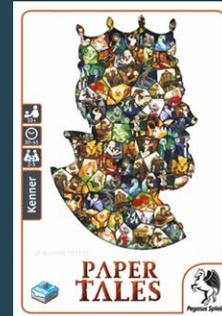
Designer  
**SIMONE LUCIANI, NESTORE MANGONE**

Publisher  
**CRANIO CREATIONS**

Graphics  
**KLEMENS FRANZ**



## KENNERSPIEL DES JAHRES RECOMMENDED 2019



### PAPER TALES

- 2–5 players
- ages 10 and up
- around 30–45 minutes

In the tactical card game “Paper Tales”, players construct kingdoms whose subjects will age and, as a rule, only survive two of the four total rounds. Is that not a bit merciless? No, it results in a dynamic and changing game that will take several plays to discover fully. Players may play four cards, later five cards, in their kingdom. Knights for example increase battle strength to fight duels with neighbours, wood cutters provide resources for constructing buildings and the dragon enables special actions. Some cards complement each other well but will they even make it into play? And if so: when? Additionally, your own kingdom is way too small to accommodate all the units that you'd like to use. Here's where the agony of choice becomes central to the playing experience.

Designer  
**MASATO UESUGI**

Publisher  
**FROSTED GAMES/PEGASUS SPIELE**

Graphics  
**CHRISTINE ALCOUFFE**



## KINDERSPIEL DES JAHRES WINNER 2019



### TAL DER WIKINGER

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

When the barrels start rolling in the village of the Norsemen, all the Vikings want to be involved, big and small. Outside the village the longboats are ready for the booty to be loaded on board. In the middle of the village the barrels are waiting. The object is to knock down the barrels with a big bowling ball – but you need good aim, as there is a dock at the top of the village. The colour of the barrels you knock down determines whose player token will be moved where. Ideally you will get a reward but if you're unlucky and fall off the end of the dock into the water, you'll get nothing, while all the other players will score. "Tal der Wikinger" is an exciting game of plunder where all you need is a bit of skill to get stuck in. The tactical thinking you'll need when you're jostling for position on the dock gets easier with more experience and it guarantees long-lasting fun.

Designer  
**WILFRIED AND MARIE FORT**

Publisher  
**HABA**

Graphics  
**MAXIMILIAN MEINZOLD**



## KINDERSPIEL DES JAHRES WINNER 2019



### JURY STATEMENT

Everyone will want to play, not least because of the picture perfect game components. And of course everyone knows how to bowl: there's a sense of pure joy when the barrels are sent flying. You can learn the specifics of the game as you go along. And if you miss the target this time, you won't feel frustrated just eager to start another round. The designers Wilfried and Marie Fort have created a game challenging both players' dexterity and their tactical thinking, a combination which is as innovative as it is unique.



## KINDERSPIEL DES JAHRES NOMINATED 2019



### FABULANTICA

- 2–5 players
- ages 6 and up
- around 20–30 minutes

Welcome to “Fabulantica”, the land of fairytales, where Puss in Boots, sorcerers’ apprentices, witches and djinns will say hello. Players have come to this magical realm for a family reunion. Your mission: search for the characters depicted on the cards around the edge of the game board. To do this you’ll travel by land, by sea and – thanks to a flying carpet – even through the air, provided you have the correct travel card in hand for the type of landscape.

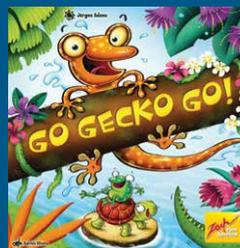


Once you have reached a location, you can look in their tower to see which fairytale character is hidden there. But make sure you don’t forget, because this multi-faceted race game needs a good memory as well as some early tactical thinking.

Designer  
**MARCO TEUBNER**  
Publisher  
**PEGASUS SPIELE**  
Graphics  
**ANNE PÄTZKE**



## KINDERSPIEL DES JAHRES NOMINATED 2019



### GO GECKO GO!

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

So near and yet so far! Gecko, Frog, Turtle and Crocodile are getting ready for an exciting race along the river. Which group of friends will surf to victory over the leaves and be the first to land on the tree trunk steps? Bold tactics and precision team building will be the difference between victory and defeat in this dice race game. Sometimes it’s worth it to make use of your dice rolling luck and move your team members forward from one leaf to the next. Sometimes it’s wiser just to wait and let yourself be carried forward towards the finish line by the flow of the river – maybe even relaxing on the back of a bigger animal. But there’s danger hiding behind the low-hanging obstacles. An ingenious pushing mechanic requires well-thought out turns and also rewards players with surprising moments.



Designer  
**JÜRGEN ADAMS**  
Publisher  
**ZOCH**  
Graphics  
**GABRIELA SILVEIRA**



## KINDERSPIEL DES JAHRES RECOMMENDED 2019



### BAUERNHOF- BANDE

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

It's anarchy on animal farm – Farmer Fridolin and guard dog Lilli are having difficulties keeping the cheeky piglet and the rest of its animal friends under control. With a little bit of luck from cards and dice, children can work together to help the farmer out. You can attract the mouse with a tasty piece of cheese, and the frog can be persuaded with a big fat fly. Whoever rolls Farmer Fridolin or guard dog Lilli has to decide where the biggest problem is and which escape they want to catch first. The key to victory is for the players to work together, cleverly planning their turns and communicating well with each other. The farmer wants an animal – with child-friendly rules and a steep suspension curve, this is a well-rounded co-operative adventure with beautifully made tactile wooden animals.

Designer  
**JUSTIN LEE**  
Publisher  
**HABA**  
Graphics  
**ANNA-LENA KÜHLER**



## KINDERSPIEL DES JAHRES RECOMMENDED 2019



### CONCEPT KIDS – TIERE

- 2–12 players
- ages 4 and up
- around 20 minutes

Moo – Meow – Baa! Cow – Cat – Sheep! It's easy to recognise animals from the kind of noise they make. But what if you had to guess an animal just from its different characteristics – whether it's big or small, where it lives and what it eats? In “Concept Kids – Tiere” the board is teeming with symbols representing animals' appearance, habitat and behaviour. Children work together to mark the relevant pictograms with small picture frames, gradually building up an accurate description of the animal so that the guessing player will get as many right answers as possible, scoring points for the whole team. The unique game concept develops the use of symbols and their meanings. Different variants make this exciting guessing game a real party hit for children and adults.

Designer  
**ALAIN RIVOLLET,  
GAËTAN BEAUJANNOT**  
Publisher  
**REPOS PRODUCTION**  
Graphics  
**ÉRIC AZAGURY**



## KINDERSPIEL DES JAHRES RECOMMENDED 2019



### MAGIC MAZE KIDS

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

A kingdom for a frog! Literally: His Majesty has been turned into a frog and all he can do is sit and croak and ask you for help. So the Prince, Princess, Magician and Knight have to make their way into the forest to find ingredients for the witch's cauldron to make the antidote. The key to this original co-operative game is good teamwork and communication. Each player can move all the characters but only in one direction. There are four scenarios linking the game and new rules are introduced gradually through smaller tutorial games. These rules see characters gain special abilities, the appearance of monsters and the introduction of time limits. This is a fairytale adventure for the whole family, with a happy ending.

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



## KINDERSPIEL DES JAHRES RECOMMENDED 2019



### MONSTERBANDE

- 2–8 players
- ages 7 and up
- around 25 minutes

Help, the monsters are loose! 54 unique creatures are bustling around the centre of table. Some monsters are yellow, others are red, some have six eyes, others have sharp teeth and horns. There are 12 such characteristics which define this wild bunch but each monster has an identical twin. These are hiding in the face-down deck of cards. The starting player draws the top card of the deck and tries to describe the monster's twin to their teammates as quickly as possible. But you can't mention the two characteristics depicted on the dice rolled at the start of the round. In this fun-looking team game you'll need precise description, quick reactions and an eagle eye to match the most pairs of creatures. You'll be rewarded with a monstrous sense of achievement.

Designer  
**FLORIAN BIEGE**  
Publisher  
**DREI HASEN IN DER ABENDSONNE**  
Graphics  
**FLORIAN BIEGE**



## KINDERSPIEL DES JAHRES RECOMMENDED 2019



### MONSTER MATCH

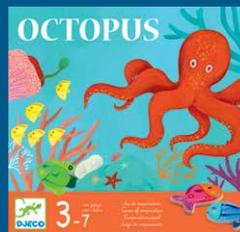
- 2–6 players
- ages 6 and up
- around 10 minutes

Eek! Ravenous monsters are invading Donut City. They are looking for sweet treats to feed their enormous appetites. Ten different creatures lie face-up on the table – one is staring at you with five eyeballs, another waving with four arms or balancing on just one leg. Two dice determine what number of which feature the children have to look out for. Reacting quickly will get you a matching card but taking time to look a little closer means you might find a more valuable one. The player who can save the most donuts from the monsters' sweet tooth will win this fun-looking, ever-changing card-matching game, where even the package it comes in looks great.

Designer  
**KEN GRUHL, QUENTIN WEIR**  
Publisher  
**KOSMOS**



## KINDERSPIEL DES JAHRES RECOMMENDED 2019



### OCTOPUS

- 2–4 players
- ages 3 and up
- around 5 minutes

Be careful, little fishes! If you get too close to the octopus you'll be in deep trouble. The angry kraken will spray its ink and turn the sea into a murky soup. Then only the skilful fishermen will be able to save you. Two children will carefully pick up a fish with their fishing rods and lift it from one game box to the other – watching out for the dangerous tentacles of the big three-dimensional octopus. Then straight away it's the next team's turn. If the teams manage to fill the clear lagoon with lots of fish before the sand timer runs out, then all the children win the game. "Octopus" is a new variation of the classic fishing game – presented as a co-operative, exciting dexterity game with beautifully made sturdy wooden pieces for very young players.

Designer  
**GRÉGORY KIRSZBAUM,  
ALEX SANDERS**  
Publisher  
**DJECO**  
Graphics  
**ALEX SANDERS**



## KINDERSPIEL DES JAHRES RECOMMENDED 2019



### VOLL VERWACKELT

- 2–4 players
- ages 6 and up
- around 25 minutes

If you want to harvest the tasty coconuts, you'll need to climb up high – a very shaky business. Nevertheless, the lion, giraffe, elephant and zebra will give it a try. They'll attempt to scramble up a palm tree, which is also standing on a shaky rock – the game's impressive 3D platform. On your turn you need to move the animal shown on the dice. If you succeed, you'll be rewarded with coconuts, which you'll store temporarily on your pasture tableau. Or you can spend a turn moving these coconuts from the pasture into the safety of the garden. But be careful, if you unbalance the platform you'll lose all the coconuts that haven't been stored safely to the hungry crocodile waiting below. "Voll verwackelt" is an enchanting dexterity game with four difficulty levels, where you shouldn't push your luck too far.

Designer  
**WOLFGANG DIRSCHERL,  
MANFRED REINDL**  
Publisher  
**QUEEN GAMES**



## THE 2019 JURIES

The Spiel des Jahres was first awarded in 1979 as a prize for board games in German-speaking countries. German-language games from the current year and the previous year are considered. Since 2001, the Kinderspiel des Jahres and since 2011, the Kennerspiel des Jahres have also been awarded as two additional award of equal value.

Both juries consist of independent game critics. The Kinderspiel-jury is supported by three advisors. All of them work on a voluntary basis. The award is not associated with a prize money. Spiel des Jahres is as a registered association.

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



Standing from left: Harald Schrapers, Tim Koch, Martin Klein, Wieland Herold, Bernhard Löhlein, Udo Bartsch. Seated from left: Sandra Lemberger, Karsten Grosser, Julia Zerlik. Chris Mewes is missing.

### THE KINDERSPIEL DES JAHRES JURY



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

# PREVIOUS WINNERS SPIEL DES JAHRES



1979



1980



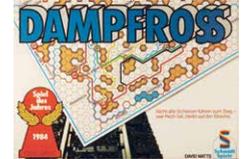
1981



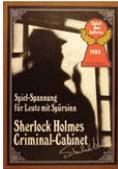
1982



1983



1984



1985



1986



1987



1988



1989



1990



1991



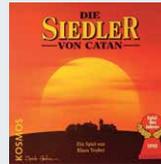
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1993



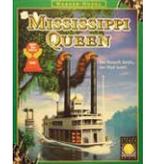
1994



1995



1996



1997



1998



1999



2000



2001



2002



2003



2004



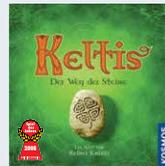
2005



2006



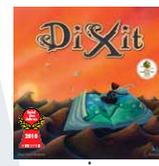
2007



2008



2009



2010



2011



2012



2013



2014



2015



2016



2017



2018



2019

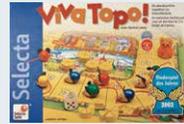
## PREVIOUS WINNERS KINDERSPIEL DES JAHRES



2001



2002



2003



2004



2005



2006



2007



2008



2009



2010



2011



2012



2013



2014



2015



2016



2017

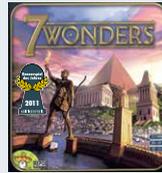


2018



2019

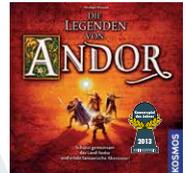
## PREVIOUS WINNERS KENNERSPIEL DES JAHRES



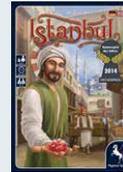
2011



2012



2013



2014



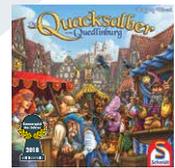
2015



2016



2017



2018



2019

# EVENTS 2019



## INCENTIVE PROGRAMME

The Spiel des Jahres association supports numerous projects relating 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 2019 programme was on gaming in libraries and games libraries, including days of action, sustainable games procurement and setting up a lending system.

We are pleased to report that this year our programme received a record number of applications. In total, Spiel des Jahres received 160 applications before the deadline, the majority of which conformed to this year's particular focus. The funding amount well exceeded last year's total. The Spiel des Jahres association recognised that there is a great need for funding in this area and so decided to make a significantly higher sum available. This means that as many libraries and games libraries as possible can be provided with funding. A total of 109 projects will receive funding in 2019, to a total sum of more than 87,000 Euro.

For 2020, the focus of the incentive programme will be on the following: Spiel des Jahres supports projects with the aim of enabling access to board games for people with disabilities. Details can be found on our homepage.



## GAMES DESIGNER GRANT

38-year-old Michael Modler is the winner of the Games Designer Grant 2019/20. Modler received the award at the Games Designer Convention in Göttingen, which was organised by the Games Designer Guild. The award comes with 3,000 Euro prize money, sponsored by the Spiel des Jahres association. He was selected by a three-person jury, consisting of last year's grant winner Richard Haarhoff and the renowned games editors Lothar Hemme and Henning Kröpke. Modler, a social education worker from Ritterhude near Bremen in Germany, was praised by the jury for his range of developments and his astonishing motivation.

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. The grant will incorporate several work placements, including in a games publishing house and with a specialised games merchant.



## PLAYING FOR TOLERANCE

Playing games means respect, co-operation, equality, fairness and dialogue. That's why we teamed up with 100 games journalists and bloggers for the initiative "Spielend für Toleranz" ("Playing for Tolerance"), to send out a message against right-wing agitation, against exclusion, anti-Semitism and xenophobia. A number of designers, illustrators, publishers, games conventions and stores also signed up.

What unites us all is the ambition to protect our open society and European values from those who use social media to spread messages of hate, propagate disinformation with fake news and who want to curtail freedom of speech and freedom of the press. The tabletop gaming scene stands for tolerance and respect for everyone, no matter their origin, their gender, their sexual identity or their religious faith.

Games create a framework where we can come together, get to know one another and follow rules which are the same for everyone. The values that are so important at the gaming table are even more indispensable in real life. For the vocal minority, who stubbornly refuse to abide by these standards, there is only one answer: We won't play with you! On any level.

In recent months, the Spiel des Jahres association has supported many local "Playing for Tolerance" events. These were held at cultural centres, community centres, youth clubs, libraries, gaming clubs and many other locations, all organised by volunteers who love to play games and



who wanted to get involved in the community. Spiel des Jahres has donated comprehensive service packages for this purpose, which contain 15 games, as well as a banner and several badges, score pads and posters. The games selected were "Azul", "Déjà vu", "Funkelschatz", "Drecksau", "Emoji", "Facecards", "Geistesblitz", "Icecool", "Kingdomino", "Klask", "Looping Louie", "Memoarr", "The Mind", "Panic Mansion" and "Qwirkle" – all easily accessible titles, which can be played without much speaking and without a detailed knowledge of the German language. These games bring people closer, break down barriers and create new friendships.



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## FIND A GAME



## KINDERSPIEL DES JAHRES

Title	Age	Difficulty	Players	P.
Tal der Wikinger	6	medium	2-4	22



## NOMINATED

Fabulantica	6	medium	2-5	24
Go Gecko Go!	6	medium	2-4	25



## RECOMMENDED

Bauernhof-Bande	4	easy	2-4	26
Concept Kids – Tiere	4	easy	2-12	27
Magic Maze Kids	5	medium	2-4	28
Monster-Bande	7	easy	2-8	29
Monster Match	6	easy	2-6	30
Octopus	3	easy	2-4	31
Voll verwackelt	6	easy	2-4	32

## FIND A GAME



## SPIEL DES JAHRES

Title	Age	Difficulty	Players	P.
Just One	8	easy	3-7	4



## NOMINATED

L.a.m.a.	8	easy	2-6	6
Wervörter	10	medium	4-10	7



## RECOMMENDED

Belratti	9	medium	3-7	8
Dizzle	8	medium	1-4	9
Imhotep – Das Duell	10	medium	2	10
Krasse Kacke	8	easy	3-6	11
Reef	8	medium	2-4	12
Sherlock	12	medium	1-8	13

## FIND A GAME



## KENNERSPIEL DES JAHRES

Title	Age	Difficulty	Players	P.
Flügel Schlag	10	ambitious	2-5	14



## NOMINATED

Carpe Diem	12	ambitious	2-4	16
Detective	16	ambitious	1-5	17



## RECOMMENDED

Architekten des Westfrankenreichs	12	ambitious	1-5	18
Das tiefe Land	12	very ambitious	2-4	19
Newton	14	very ambitious	1-4	20
Paper Tales	10	ambitious	2-5	21

# Spiel des Jahres



## IMPRESSUM

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