

Press-Information

No. 3

Internationale Spieltage

SPIEL '19

Messe Essen · 24.-27. Okt. 2019



September 2019

In their free time, more and more people want to get away from the digital and back to the real world. This is why the world's largest fair for board, card and role-playing games is breaking all records again this year.

37th International Games Event "SPIEL '19" **from October 24 - 27, 2019**

With around 1,200 exhibitors (previous year: 1,150) at SPIEL '19, offering more than 1,500 new games releases and world premieres to test and buy (previous year: 1,400), and yet another increase in exhibition space to 86,000 square meters (previous year: 80,000 sqm), the games event is bigger and more international than ever before.

Dear Colleagues,

If you want to know how modern, colorful and attractive analogue games are, you should visit SPIEL '19, the world's largest event for board and card games. Modern games open up exciting experiences and tell captivating stories in which they involve their players. More and more people are fascinated by these worlds of experience, and so last year around 190,000 people - more than ever before - visited the International games event SPIEL in Essen. An end to this board game boom is not in sight, because it is young adults particularly who are becoming more and more enthusiastic about the hobby.

SPIEL '19 is the most important event of the year for publishers to present their new releases to a wide audience, licensees and buyers from all over the world. Let yourself be carried away by this veritable firework display of gaming innovations. On Wednesday, 23 October 2019, directly after the SPIEL '19 press conference, you will have the opportunity to get a detailed picture of everything as part of the New Releases Showcase in Hall 1A. Here you will meet not only publishers' representatives but also many authors.

Today, we want to present a small selection of various games innovations and program highlights and we hope this makes you curious for more.

Invisible ink and UV black light influence the course of the game

DIMENTALS by Parallax Games is a science fiction and space fantasy card game that uses invisible ink in its artwork, which becomes visible with UV black light thus affecting the gameplay.

Veranstalter:

Friedhelm Merz Verlag GmbH & Co. KG
Bismarckallee
D-53173 Bonn
T: +49/228/ 342273
Fax: +49/228/ 856312
E-Mail: info@merz-verlag.com
<http://www.merz-verlag.com>

Ausstellerbetreuung:

Frau Dominique Metzler
Friedhelm Merz Verlag GmbH & Co. KG
Bismarckallee 8
D-53173 Bonn
T: +49/228/ 342273
Fax: +49/228/ 856312
E-Mail: info@merz-verlag.com

Techn. Organisation:

Messe Essen GmbH
Messeplatz 1
D-45131 Essen
T: +49/201/ 72440
Fax: +49/201/ 7244448

The board game version of the PC game success CITIES SKYLINES

Six million enthusiastic players have already built their dream city on their PC. On the occasion of SPIEL '19, Kosmos is releasing a board game version of the successful game CITIES SKYLINES, which will appeal to both occasional players and enthusiasts alike since the complexity of the game increases with time. The players gradually build residential, commercial and industrial areas and develop new neighborhoods. In doing so, they must take central factors into account such as the environment, crime, traffic flow and education, use their financial resources together in a planned manner and, of course, keep the population happy. Unlike the digital version, the board game is cooperative.

Quiz game with interactive host

QUIZ IT is a new game from Rudy Games, which features an interactive host for gaming fun. Here you just have to unpack and start playing immediately, because an App intuitively introduces you to the game.

A windy game of discovery

Thick wafts of mist envelop the landscapes and coasts of these mystical islands. 2-4 players fly down in their balloon hoping to solve the secrets surrounding the foggy islands in DIE INSELN IM NEBEL. But only if the players manage to use the wind to their advantage can new landscapes and coasts be discovered and linked together. A windy game of discovery from Schmidt Spiele for players from 10 years old.

Now we can draw in the air

PICTIONARY AIR (Mattel) is a classic game in a new format. In this version, a picture is drawn in the air and the picture appears on screen with the help of an App.

Replicas of popular GDR classics are available at SPIKA Games

Every child born in the GDR has probably had a "Karli" in its hands before. "Karli" is an eye-catching play figure with a pointed hat - quasi the counterpart to the West German "Pöppel". This "Karli" plays the leading role in many games made by the company SPIKA GmbH, which has been attracting attention through its production of popular children's and family games from the era of the German Democratic Republic. Simple rules, beautiful old game boards and graphics characterize these games. At SPIEL '19 the publishing house will be presenting several new editions.

Legacy games are trending - MACHI KORO LEGACY

Legacy games are conquering the market. This genre includes games that are developed further by the players in every round by opening boxes and discovering new game material, painting or adding stickers to the board, adding or tearing up cards, creating, expanding on or killing off characters. These are games that you change permanently from round to round, that tell a coherent, evolving story over several games, in which you make decisions that have consequences later. For SPIEL '19, Pandasaurus, distributed in Germany by Asmodee, is launching a new game by legacy inventor Rob Daviau and the well-known author JR Honeycutt. In MACHI KORO LEGACY, 2-4 players from age 8 write the story of Machi Koro, a fantastic island where wondrous things happen.

New additions for the first Unique Deck Game KEYFORGE

Over one million decks have been registered for tournaments to date. The first Unique Deck Game KEYFORGE, which is also nominated for this year's innoSPIEL innovation award, has a new addition with KEYFORGE: KOLLIDIERENDE WELTEN, which opens up completely new game mechanics in colliding worlds.

Multiple game boards and an opulent layout

Pearl Games takes experienced players to the far reaches of space with the expert game BLACK ANGEL, after humanity has completely exhausted the earth's natural resources through its irresponsible actions. They steer a colony ship carrying DNA on the way to a new home for a new humanity. The game impresses through its lavish structures with several game boards, complex me-

chanisms and a whole wealth of play possibilities. The team of authors Sébastien Dujardin, Xavier Georges and Alain Orban shows how sophisticated mechanisms and gaming fun can be combined in an optimum manner.

Build a medieval city using small 3D models

A new release from Plan B Games is the opulently equipped ERA - DAS MITTELALTER - the work of the well-known author Matt Leacock. The beautiful and impressive game board, upon which players build a medieval city using small 3D models, just makes you want to play more.

A complex worker placement game

If you like Eurogames and prefer longer rounds of play, you should take a look at COOPER ISLAND from Frosted Games and Pegasus Games. The worker placement game by author Andreas Odendahl promises a complex gaming experience for advanced gamers.

In the Kickstarter game ZOMBICIDE EVOLUTION-LAS VEGAS board game and console merge into a single gaming unit

Even though the vast majority of the board and card games shown here are without any electronics, there are always hybrid forms of games. This is also the case with ZOMBICIDE EVOLUTION-LAS VEGAS by CMON. Board game and console merge into one gaming unit. Players can concentrate on the game board and its components, while the system takes care of the rules and behavior of opponents. Make your move and the GameMaster will tell you what happens next. Players can track their own characters using an App that runs on their smartphones and is networked with the GameMaster App, which is able to surprise players with its malicious intelligence. ZOMBICIDE EVOLUTION-LAS VEGAS will be shown at SPIEL '19 as a prototype and will run on Kickstarter in 2020.

An action-packed dice game

The sushi master's restaurant is very busy: the chef is sending out one plate after the other at a rapid pace - but not all the delicacies actually reach the hungry guests. Where did the sushi rolls go? And what happened to the rice? In the cockroach sushi dice game KAKERLAKEN SUSHI by Drei Magier® uninvited guests have sneaked onto the plates. 2-5 players grab real plates in the fast reaction game and thus unmask the thieves.

The classic card game 6 NIMMT gets a board game adaptation

The popular classic card game 6 NIMMT is now available from Amigo as a board game. The board game version also contains a version for experienced players with action cards and a second game board. To mark the 25th anniversary of the card game there will be a competition at the Amigo booth, where you can win a trip to SPIEL '20 including a Meet and Greet with the author of the game Wolfgang Kramer.

Become master horticulturist of the season

The new release from Haba - MIYABI is an exciting tile-based game in which tactics and structure are required. Elegant, graceful and delicate - that's how a Japanese garden should be! Only the person who skillfully places stones, bushes and trees on several levels and positions ponds and pagodas in harmony with Miyabi architecture will become the best master horticulturist of the season.

Voice control takes over monetary transactions

MONOPOLY VOICE BANKING for 2-4 players from 8 years (Hasbro) impresses with an interactive banking cylinder. This cylinder handles all monetary transactions via voice control. It also always knows the account balances of all players, so that in this MONOPOLY version nobody needs to worry about money payments or cards anymore. VC answers questions and responds to commands. If, for example, you say "buy Schlossallee" (Boardwalk US/Mayfair UK), it makes the purchase on its own and the game continues.

Find the folio

The visually stunning cooperative game OBSCURIO is the latest hit from Libellud. The forbidden library is full of secret masterpieces waiting for you. Together you'll set off to find a fascinating folio. One player is the secret traitor who will try to put the group on the wrong track. Exposing his can make the escape easier. Another player is the book, which the group wants to lead to the correct exit with the help of pictures. OBSCURIO requires creative thinking, courageous placement and clever deception and is exciting to the very last round.

Let your opponents suffer

There are already 100,000 enthusiastic FRANTIC fans in Switzerland. Now Game Factory is bringing this sneaky card game to Germany, a game where you give away the cards in your hand to your opponents to make them suffer. Countless events turn the course of this game on its head. At SPIEL '19, Game Factory is inviting visitors to a Frantic Cage where they can prove just how mean they can be to their fellow players. And by the way, there is also a chance to win a FRANTIC game.

The latest RUBIK'S challenge

For more than 35 years the bestseller RUBIK'S CUBE (Jumbo Games) has fascinated generations. Now fans can compete against each other with the speedy new strategy game RUBIK'S CAGE. Up to four players try to get three cubes of the same color in a row, challenging their opponents anew every time they take a go, depending on whether they decide to twist or flip the cage of cubes placed in the cage up to that point. The player with the most rows of three cubes of the same color wins! RUBIK'S CAGE can be played as an XXL version at the Jumbo company booth (3E117).

Transform the desert into flowering gardens

Ishtar, the goddess of beauty in the Akkad Empire, inspired Iello regarding the design and topic for this game highlight by award-winning author Bruno Cathala. In ISHTAR - DIE GÄRTEN VON BABYLON (Iello/Distribution by Hutter), players slip into the role of gardeners trying to transform the arid desert into the Hanging Gardens of Babylon.

The monsters are loose

In the new children's game MONSTERJÄGER by Schmidt Spiele, players equipped with a monster swatter go on a colorful hunt for little monsters. But beware: Every player needs to take good care of his monsters, because other players can skillfully take the cards and become the best monster hunter at the table.

Watch out for spitting!

TSCHAKKA ALPAKA! by Mattel is a funny game for children, in which all the players' pieces of luggage if possible have to be stacked on the back of the animal under time pressure. If the players do not manage to do this in the given time, the alpaca spits.

A game with a wooden carrousel

The excellently equipped cooperative children's game MONSIEUR CARROUSEL by Loki Spiele contains a real wooden carrousel, which just keeps on turning. In this game with memory effect, players try to find a place on the merry-go-round for each child before it starts raining.

A glimpse behind the scenes - numerous panels explain things worth knowing

Not only as part of EDUCATORS' DAY will visitors be able to learn about the industry in lectures and discussions, Saturday will also be packed with interesting panels:

- Games in libraries and toy libraries - Playing games in public cultural spaces

On Saturday, 26 October 2019, at 11 am, the Games Authors' Guild will hold a panel discussion in Saal Rheinland on the topic "Games in libraries and toy libraries - Playing games in public

cultural spaces", because games are becoming increasingly important in public cultural spaces, complementing what libraries offer and bringing these lost target groups back. Representatives from the various fields report on their practical experiences with the lending and use of games. In the discussion, the perspectives and opportunities of using this medium will be discussed. Public Lending Rights royalties for games authors, which are currently inadequately implemented, will also play a role. The following institutions and persons are planned as guests for the podium: Christian Beiersdorf (presenter, Managing Director of the Game Authors Guild), Petra Fuchs (Spielecafé der Generationen in Pfarrkirchen), Renate Fuchs (Coordinator of the European Toy Libraries), Thomas Patzner (Director of the Stadtbücherei Ahrensburg), Michael Schmitt (Spielwiese in Berlin, Member of the Association of Game/Toy Libraries) and Martina Silbermann (SpielTruhe, supplier to public libraries).

- **Board games in Iran - a largely unknown yet expanding market**

26 October 2019, at 1 pm in Saal Berlin: Modern board games are also in high demand in Iran. The first board game café opened here in 2013; in the capital Tehran alone, there are now more than 50. In the whole country about 300. More than one million games were sold in Iran last year. Sohrab Mostaghim is a publisher and author who will report on the growing gaming scene in his home country. He will tell us about the desire to learn new games and the difficulties in obtaining them. What do Iranians like to play, and what social role does the game scene play? Podium: Sohrab Mostaghim, Persian Dice/Reality Game. Hosted by: Frank Zirpins, Friedhelm Merz Verlag.

- **YouTube, Podcast and Co - The digital world of analogue games**

In this panel, experienced YouTubers, podcasters and bloggers will provide information about their channels and their success on 26 October 2019 at 2 pm in Saal Berlin, because a large part of media coverage of the analogue scene is now digital. Stephan Willis (Boardgame Digger), Nico Wagner (Brettagoge), Benjamin Törck (Brettspielblog.net), Christoph Dick (Better Board Games), Julia Zerlik (Spiel doch mal!) and Daniel Wüllner (Süddeutsche Zeitung) will discuss questions such as: "Which self-image do I use as a YouTuber, Blogger or Podcaster? How do I style my channel? How do I win my audience and how do I keep it? How independently can I be operating a channel of this kind?". Hosted by: Frank Zirpins, Friedhelm Merz Verlag.

- **20 years of Portal publishing**

26 October 2019 at 3 pm in Saal Berlin: This year Portal Games is celebrating its 20th birthday! Ignacy Trzewiczek is using this anniversary as an opportunity to look back on 20 years of company history. Find out in 20 short true stories - some funny, some shocking - how a dream grew over the years and where one of the biggest board game companies in Europe became market leader. Hosted by: Ignacy Trzewiczek.

- **How boardgames make the world a better place**

26 October 2019 at 4 pm in Saal Berlin: A young Swedish teenager is currently opening the eyes of many people: We have to be more careful with our planet. The environment and ecology have also found their way into the world of board games. Games such as OCEAN CRISIS or CO2 take up the topic of environmental protection and develop visions for a clean future. In this way, games convey a sense of how valuable our planet is.

But sustainability is also an issue beyond the game board. What are the origins of the materials used in games? Wood or plastic? What is the life cycle assessment for the box and its contents? Every game also leaves an ecological footprint.

Many publishers are now breaking new ground, offering to take used games back for recycling or paying attention during production to use materials and processes that protect the environment. Environmental protection and sustainability are also becoming more popular as topics for games. Podium: Rajive Gupta, Queen Games (Troisdorf, D), Chi Wei Lin, Shepherd Kit (Taiwan), Eko Nugroho, Kummara (Indonesia), Jelena Kuhn, Bioviva (France), Romina Schwark, (Jumbo Spiele (Haan, D)). Hosted by: Frank Zirpins, Friedhelm Merz Verlag.

Major meeting between bloggers and the community at Meet and Play

SPIEL '19 will be making more than 1,000 square meters of playing space available to the "Meet and Play" on Friday, 25 October from 2 pm to 6 pm in Saal Europa. 45 bloggers, YouTubers and podcasters had already registered by mid-September to meet their communities here and perhaps play something together. For fans who would like to get to know their favorite bloggers and YouTube channel operators personally, this date is a must. Further information can be found at www.meetandplay-essen.de.

Win a gaming coffee table by Rathskellers worth around 5,000 EUR

The Greek furniture manufacturer Rathskellers offers exclusive, handmade and tailor-made gaming tables and furniture. The coffee table "The Garrison" measuring 135 x 90 cm, has large drawers to store most board games, four small drawers ideal for card games or a remote control, two shelves for magazines and books and another storage space for large games. Rathskellers and SPIEL are holding a prize draw for one of these tables worth around 5,000 EUR on the www.gleam.io platform. Visitors to SPIEL have a double chance of winning.

The winners of the German Game Prize - Deutscher SpielePreis and of innoSPIEL

In addition to the winners of this year's innoSPIEL prize, the winners of this year's Deutscher SpielePreis in the categories Best Family and Adult Game and Best Children's Game, which have been awarded at the International Games Event for 30 years now, will also be presented at the press conference.

The goody box for the German Game Prize with many extensions to games highlights

To mark the 30th anniversary of the Deutscher SpielePreis, Frosted Games 2019 is offering a goody box containing surprises for fans about award-winning games from different years.

Star guest Ian Livingstone at SPIEL '19

Ian Livingstone is one of the founding fathers of the British games industry, who founded the company "Games Workshop" together with Steve Jackson. He also brought the first pen-and-paper role-playing game DUNGEONS & DRAGONS to Europe. His game books of the FIGHTING FANTASY series have sold more than 15 million copies. Based on these bestsellers, Atlantis Miniatures will present its 28 mm figures for the first time at SPIEL '19. Ian Livingstone will be available for signings and autographs on Friday from 4 to 5 pm and on Saturday from 2 to 3 pm in Hall 6, booth 6K121.

An extensive database with all program items at SPIEL '19 is available on-line

This year again there will be a detailed overview of the more than 1,000 program items and events at SPIEL '19. About 14 days before the start of the event visitors can inform themselves at www.spiel-messe.com about signing sessions by game authors and comic artists, about tournaments and competitions, games fair panels and many more highlights.

Free SPIEL-GUIDE at all entrances to the games event

There will again be a free trade fair guide in the form of the SPIEL-GUIDE, available at all three entrances. In addition to the hall plans, this extremely useful guide contains a complete list of new releases, individual program highlights and tips on visiting the fair.

For the first time, SPIEL will be streaming for four days from the fair

For all fans who won't make it to the games event this time round, SPIEL will be streaming in English and German from Hall 3, Stand 3H100 for the first time. The programs are hosted by national and international presenters such as Ella Ampongan (Ella Loves Boardgames), Manuel Fritsch (Insert-Moin), Dr. Stephan Kessler (Krimimaster), Dirk Ludewig and Daniel Staubesandt (NerdStar), Dominik Schönleben (nerdmeetsyou.de), Andreas Suika (AndiDev), Tom Vasel (The Dice Tower) and Frank Zirpins (Friedhelm Merz Verlag). The studio will be fully equipped by our partner and sponsor Rathskellers, who are known for their high quality gaming tables and furniture.

We would therefore like to warmly invite you today to visit the world's biggest games event SPIEL '19 and give you a few more tips to help you plan your visit:

- The press conference will take place on Wednesday, 23 October 2019 at 11 am in CC West, Saal Europa. As always, you will receive a press kit with the SPIEL-GUIDE and the list of new releases.
- Directly after the press conference we will be opening the New Releases Showcase in Hall 1A, where the various publishers will present their new games to the press.
- On Wednesday evening the **SPIEL '19-PREVIEW-NIGHT** will have its premiere starting at 6 pm. Unfortunately, the tickets are very limited, so that we cannot offer media representatives free tickets - but tickets at reduced prices are available. Please contact us if you are interested.
- From Thursday we are finally all set and ready to go for the world's greatest games spectacular - **SPIEL '19. Journalists are admitted daily from 9.45 am.**
- On Thursday evening at 8 pm in CC West, Saal Europa, the DEUTSCHE SPIELE PREIS 2019 will be awarded. (Separate invitations to follow.)
- For those who will only know at short notice whether they are able to come, accreditation will take place during the event - i.e. Thursday until Sunday at the Friedhelm Merz Verlag booth in Hall 3, booth 3H100. For media representatives who have received press passes and parking permits in advance but are unable to participate in the press conference, the working documents will also be held at booth 3H100.

Our office in Bonn is staffed until Friday, 18 October 2019, 3 pm and can be reached by phone on +49 (0)228/342273. From Monday afternoon on 21 October 2019 we will be available at Messe Essen on the number +49 (0)201/7244-800. Please bear in mind that our small team will also be looking after exhibitors both on Monday and Tuesday. This might sometimes mean that you need to let the phone ring a little longer. You will be able to be in touch with us in any case.

We would like to thank all media representatives that are already accredited for their interest and, last but not least, we have an urgent request on our own behalf: As experience has shown that our press clipping service normally runs a little behind schedule, we would be delighted if you could provide us with a copy of your press report or inform us of the respective broadcasting dates.

We look forward to you coming to the event and hope that you will have fun playing and working at SPIEL '19!

Kindest Regards,
Yours sincerely,
Friedhelm Merz Verlag (Organizer SPIEL '19)

Dominique Metzler