

## Press Information No. 2

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**At the beginning of October, the world of board and card games will once again celebrate its annual high point with more than 950 exhibitors from 56 nations at SPIEL, the world's largest games convention at the Essen Exhibition Center. The industry is one of the winners from the Corona crisis. Whether it be cards, dice or game boards, interest has never been greater. There are around 1,500 new releases to discover.**

### SPIEL '22 from October 6 - 9, 2022 at the Essen Exhibition Center

Dear Colleagues,

thousands of game tables in an area the size of about eight soccer pitches await board game enthusiasts of all ages. There are game explainers everywhere, eager to introduce the new releases. Small publishers from all over the world will mix with large renowned suppliers. There will be much laughter, playing around and puzzling. There is an incredibly special atmosphere at SPIEL. Competitions, tournaments, and world championships are just as much a part of the supporting program as panels, discussion groups, EDUCATORS' DAY, which is aimed at teaching professionals, or Research Day, which sheds scientific light on board games. A true paradise for board game fans who make their way to Essen from all over the world year after year.

Around the globe, people are playing more than ever. Board games are not only fun for the family, but they are also a popular pastime for adults. The industry is one of the beneficiaries of the Corona crisis. Around €650 million in sales were generated with games in Germany alone last year.

Trade visitors are also eagerly awaiting the new edition of the world's leading games event, where more than 950 game publishers from 56 nations will showcase around 1,500 new releases at the beginning of October. This is because the event traditionally kicks off the all-important Christmas season, during which around 40-50% of annual sales are generated.

This year's new products are colorful and diverse. Increasingly sophisticated, beautiful, graphically elaborate, as well as demanding games are coming onto the market. The choice is huge.

#### The colorful world of new releases

We would like to give you a sneak preview of the colorful world of this year's many new games:

In the category core games, we find ATIWA from the pen of the well-known game author Uwe Rosenberg. The game is dedicated to the respectful treatment of nature in Ghana. The Atewa Range is a chain of hills in southeastern Ghana. A huge forest reserve with 17,400 hectares of evergreen forest. In this worker-placement game, in which players take on the role of fruit farmers who form a symbiotic partnership with fruit bats, the useful little creatures are kept as pets to expand farms faster. People leave tall trees as roosting sites and provide shelter for them instead of hunting them for what little meat they offer. The game rules provide background information worth knowing. Did you know that a single colony of 150,000 fruit bats can contribute to the reforestation of 800 hectares of forest within one year? And this by just flying by. (Publisher: Lookout Spiele, 1 to 4 players aged 12 and up)

A fun card game for 3-5 players ages 10 and up, in which players try to expose the insider, Kosmos brings you INSIDE JOB. Each trick is supposed to fulfill a mission, but the insider in his secret role tries to hinder the others and win as many tricks as possible.

The colorful world of children's games include:

- A beautiful hidden object game and game of logic for children 4 years and older, designed like a dollhouse. In the new solo game LOGIC! - WO IST WANDA? from HABA GAMES we are looking for the mischievous Wanda, who loves to hide. What is required is precise observation, initial combining, and spatial matching. The difficulty of the sixty tasks increases from round to round.
- DREAMQUEST is a cooperative parent-child adventure that is experienced together. In the process, both slip into the role of two heroes. The dreamer is a child with magical powers. The guardian is a powerful animal man who protects the dreamer on her journey. Together you will play an adventure in which you will defeat dangerous creatures, find treasures, and make decisions together that will affect the course of the story. What is special about DREAMQUEST is that while you play, you write your own book, which players can then save as an e-book, allowing them to relive their story over and over again. (Publisher: Space Cow, 2 players aged 6 and up)

New family games also promise hours of fun and enjoyment:

- Pegasus Spiele sends 2-4 players aged 10 and up on an intergalactic adventure journey in a very special action game. In five episodes we experience a story and try to keep the Galactic Peace through our efforts. SPACESHIP UNITY offers a truly innovative gaming experience where your whole apartment becomes a spaceship. For example, the players can use the vacuum cleaner as a jump drive, the roller shutters as a protective shield and a handful of spoons as a supply shaft.
- 3-7 players ages 8 and up simultaneously contort their voices or creatively use objects lying around as they try to guess sounds in the cooperative game LAUTSALAT from Schmidt Spiele.
- Ravensburger delivers the cult game SCOTLAND YARD from the nineties as an updated version in the shape of SCOTLAND YARD - SHERLOCK HOLMES EDITION. The chase takes the 2-6 players ages 10 and up all over the city and the detectives must work well together to catch the mysterious criminal Professor Moriarty. Which version of the game will the players choose? The classic Scotland Yard version with the original rules or the version with exciting new abilities for the detectives and Moriarty?
- From the pen of well-known game designer Richard Garfield comes WÜRFELHELDEN, a fast-paced family game from Amigo Spiele. In WÜRFELHELDEN, the players take on the role of a hero or heroine and, together with their group, seize the villains who are wreaking havoc in the kingdom. With the luck of the dice, they secure rewards offered or find valuable treasures. (2-4 players aged 8 and up)
- Learning through play how an ecosystem works or how climate change affects it: The games collective Gaiagames from Saxony Anhalt has been developing ecological board and card games about nature and the environment for a few years now. Gaiagames also focuses on sustainability in the production of its games. At SPIEL '22, the publisher will present its latest game, FISHNFLIP, for 1 to 4 players aged 7 and up.

At the unidice booth, there is a digitized, intelligent dice with six digital displays to discover that you can actually roll. It can be customized using the unidice App. For example, it simulates multiple sets of dice, or you can use it as a new kind of game console.

### **24 up-and-coming games authors show their games at the Authors' Workshop**

Visitors can still influence the final design of a game at the Authors' Workshop, where 24 game designers will be showing their prototypes this year.

### **The innoSPIEL award honors particularly innovative games**

#### **This year's winning game will be chosen at the SPIEL '22 press conference**

The innoSPIEL prize is awarded for a particularly innovative game idea, the winner of which is announced annually at the SPIEL press conference. In the following, we would like to introduce this year's nominees to you:

- **ECHOES** successfully combines beautifully designed cards with an excellently produced App. What is innovative, however, is how the game becomes a buildable radio play that creates a unique cinema-like experience in the mind.

A ghostly apparition, a gangster boss, the end of the world: these are the ingredients to the games in the audio mystery series ECHOES. We are given the unique ability to hear sound fragments from the past from objects. From these snippets we can put together a story step by step.

The handy boxes come with large-format cards that we scan using a specially developed App to elicit sounds from the images. In order to decode the case, it is necessary to put the audio fragments in the right order.

The nominated ECHOES series comprises three games: Die Tänzerin, Der Cocktail and Der Microchip. Another game has already been added.

ECHOES, by Matthew Dunstan and Dave Neale, Ravensburger, 1-6 players, ages 14+, 60 minutes, approx. 10 Euros

- As members of a rap band, we only want one thing: Fame! We get it in the game **HEY YO**, when our rhymes and beats harmonize with the rhythm of the rhythm machine. Will our crew reach the next round or even beat the highest score? We can't talk much, or we'll run out of time.

Once the rhythm machine included in the game is running, we must lay out and line up our cards to the rhythm of the beat. What is required? Yo! Yo! What card can I play to? Hey, matching the beat, right up to the punchline because you only get points for that. And then you replenish your card hand and keep playing until the beat dies down. Who will be the biggest rap star?

The games from Oink Games are as precisely measured as the contents of the boxes. Two lines, four different symbols on the cards and a small rhythm machine that sets the rhythm in which the cards are to be placed - that is all you need.

Even unmusical people suddenly bob to the beat and try to adjust the playing of their cards to the rhythm of the beat. Besides the speaker, the game's equipment also includes a cleverly made scoring pad, which guides us well in the distribution of points and takes much of the work off our shoulders.

HEY YO, by Takashi Saito, Oink Games, 2-10 players, ages 8+, 15 minutes, approx. 16 Euros

- We are in Oniria, the land of dragons. The former paradise is threatened. To stop an ancient force from destroying Oniria, we must travel back in time and save the dragons with the help of the Wonder Book.

In the cooperative game **WONDER BOOK**, players play on and in the book of the same name, from which a distinctive pop-up tree protrudes. More pop-up elements gradually come into play, allowing interaction in a variety of ways. The six-part story is driven via sets of cards. Thanks to simple rules, entry into the game is very low threshold.

An absolute eye-catcher in WONDER BOOK is the tree, whose mighty pop-up crown towers over the eponymous book and the game table, and yet is not an optical end in itself, because it has many functions and a high level of interaction.

Also, the six chapters to be played offer a varied gameplay that thrives on a wide variety of decisions made by the players, who have a clear influence on the course of the game and the story.

WONDER BOOK, by Martino Chiacchiera and Michele Piccolini, dV Giochi and ABACUSSPIELE, 1-4 players, ages 10+, 60-90 minutes, approx. 65 Euros

### **An exhibition honors great board game designers**

Alex Randolph, Reinhold Wittig, Wolfgang Kramer, Klaus Teuber, Rainer Knizia - these are the names of five great game designers who have enriched the cultural asset of games in a unique way. They have all influenced the way we play games and changed our view of what play can be and do. An exhibition of the Europäische Spielesammler Gilde (ESG) in Hall 4, booth 4E102 is dedicated to their works.

### **The EDUCATORS' DAY is aimed at teaching professionals, educators, and other interested parties**

On Friday, Oct. 7, 2022, EDUCATORS' DAY will take place for the second time as part of SPIEL. This is pitched at teaching professionals, educators, and other interested persons.

In [Saal Berlin](#), practical lectures and panel discussions will demonstrate how board games can be used in the classroom and as part of community and senior citizen work. A discussion panel held by Asmodee Research will present games designed for people with cognitive disorders and present recent research in this area. Advanced training as a 'Board Games Specialist' is offered by the Brettspielakademie mediating well-founded knowledge ranging from first games in nursery school to games involving senior citizens.

In [Saal Europa](#), publishers will be presenting games that can be used in the classroom at tables specially provided for this purpose.

[Admission to the New Releases Showcase](#) at SPIEL '22 will be granted to educators on Friday if they identify themselves in advance at the Friedhelm Merz Verlag booth in Hall 3, Booth 3H100, with a school certificate or other clear accreditation documents.

### **Meet'n'Play**

If you have always wanted to meet your favorite content creators in person, you should not miss the big Meet'n'Play on Saturday, October 8, 2022 from 2 pm in Saal Europa. Numerous YouTubers, bloggers and podcasters will be on site and look forward to exchanging ideas with fans.

### **Panel discussion - What is the crisis doing to the gaming scene?**

On Saturday, October 8, a panel discussion will focus on the impact of the economic crisis on the board game industry. Industry representatives will discuss the topic "What is the crisis doing to the gaming scene?" from 3 to 4 pm in Saal Berlin.

We are in crisis mode. The world is changing rapidly. A pandemic, a war and a tense global economic situation are not leaving the board game world unscathed.

What impact is the global crisis having on the games market? What are the consequences of raw material and supply chain problems? How flexibly can an internationalized market respond to the new requirements? Do we have to adjust to the fact that games will look different in the future and will no longer be manufactured in China? Can publishers continue to reliably plan production and publication dates? Will prices rise sharply in the future as paper, energy and transport become more expensive? What impact will these price increases have on trade?

The panel will be held in German.

### **Research Day - Board Game Research in Germany**

Boardgame Historian and SPIEL '22 invite you to the first Research Day on Saturday, Oct. 8, 2022 from 11 am to 6:30 pm with the title "Boardgame Research in Germany."

Germany's board game culture is unique. And yet it is only recently that there has been an attempt to link what little research on modern board games exists. The Boardgame Historian project has set itself the goal of changing this, and since being founded in 2020 has seen itself as a focal point for board game researchers in Germany.

In four panel discussions, the topics "History in Board Games", "Collecting-Preserving-Playing", "Representation and Diversity" and "Board Game Research in Germany - Current Status and Perspectives" will be discussed with experts from academia and the games scene.

One principle of the researchers at Boardgame Historian is the conviction that research into modern board games can only succeed in collaboration with players and game creators. All interested parties are therefore cordially invited to actively participate. Following the panel events, there will be time for questions and discussion. The panels will be held in German.

### **Hygiene Concept, Admission Prices and Tickets for SPIEL '22**

- Medical grade face masks covering mouth and nose must be worn in all indoor areas at the event.  
Visitors should check the SPIEL website shortly before the start of the event to find out more about the hygiene concept, as a new Corona Protection Ordinance will come into force in North Rhine Westphalia on Sept. 23, 2022, which could require adjustments.
- Tickets for SPIEL are available at [www.spiel-messe.com](http://www.spiel-messe.com).  
In addition to day passes, there are also 2-day passes, a family pass and trade visitor passes. Ticket prices in online sales do not differ in price from tickets sold on site. Box offices are only available at the East Entrance. Visitors who purchase their ticket in advance can use all entrances (West, East and South).
  - Day pass prices for private visitors:  
Day pass for adults and children from 13 years: €19 (incl. service fee)  
Day pass for children from 4 to 12 years: €11 (incl. service fee)  
Family day pass: max. 5 persons (2 adults, children not older than 12 years or with student ID) €44. Only available at the East Entrance box office.
  - 2-day pass prices for private visitors:  
2-day pass for adults (Thursday and Friday): €34 (incl. service fee)  
2-day pass for adults (Saturday and Sunday): €34 (incl. Service fee)  
2-day pass for children from 4 to 12 years (Thursday and Friday): €18 (incl. service fee)  
2-day pass for children from 4 to 12 years (Saturday and Sunday): €18 (incl. service fee)
  - Day pass prices for trade visitors:  
"Comfort" day pass with access authorization to the Business Lounge €32 (incl. service fee)  
"Comfort plus" day pass with access authorization to the Business Lounge and parking ticket (only available in advance) €38 (incl. service fee)
  - 2-day pass prices for trade visitors:  
2-day "Comfort" pass with access authorization to the Business Lounge (Thursday and Friday): €55 (incl. service fee)  
2-day "Comfort" pass with access authorization to the Business Lounge (Saturday and Sunday): €55 (incl. service fee)  
2-day "Comfort plus" pass with access to the Business Lounge and parking ticket (Thursday and Friday/available in advance only): €67 (incl. service fee)

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We hope we have whetted your appetite for this games event and would be delighted to welcome you to SPIEL '22!

**The most important information for media representatives**

- We will open SPIEL '22 for the media with the press conference on Oct. 5, 2022 at 11 am, in CC West, Saal Europa.
- The press conference will be immediately followed by the opening of the New Releases Showcase, where you will already be able to view and film a large number of the 1,500 new releases. Industry representatives will be available for interviews on the day.  
The winning titles of this year's 32nd Deutscher SpielePreis will be presented in detail as part of the New Releases Showcase. The same applies to the main prize winner of innoSPIEL, which has been awarded annually at the convention since 2017 and honors a particularly innovative game idea.
- At an evening event on October 5, 2022, the awards ceremony for the Deutscher SpielePreis is to be held. There are only a limited number of admissions, the allocation of which we vary from year to year. You will receive separate invitations for this event.
- From Thursday, Oct. 6, 2022, at 10 am, the exhibition halls will open to the public.

**For your accreditation, please send us an email at [info@merz-verlag.com](mailto:info@merz-verlag.com).**

**After your accreditation request has been approved, you will receive an access code for the press ticket shop in September, which you can use to download your press ticket.**

Once again, we are looking forward to celebrating a glittering games festival with you and will of course keep you updated. If you have any telephone queries, please contact Dominique Metzler on +49 (0)228/342273, or by e-mail: [info@merz-verlag.com](mailto:info@merz-verlag.com).

Kindest Regards,  
Yours sincerely,  
Friedhelm Merz Verlag (Organizer SPIEL '22)

Dominique Metzler