

AUSTRIAN GAMES AWARD 2010



Atlantis

A game of movement and tile collecting for 2-4 players from ages 10 and up by Leo Colovini at Amigo 2009, ca. 45 min

Atlantis is sinking and each player tries to save the islanders and their artefacts. You play a card and move of your men to the next artefact of this colour. If the artefact tile is not empty you play another card and move the man on. If the artefact tile is empty your man stays and you receive the first empty tile behind your man. New gaps are filled with water tiles. Crossing water without a bridge must be paid for with tiles or cards. For each man safely on the mainland you draw one card more per turn. The first player having all men on the mainland ends the game. The other players move their men directly to the mainland and count and pay the total cost for crossing water. Who now has the highest score from all collected tiles wins the game.



Artistico

A game of dexterity for 1-4 players ages 5 and up, licensed by Michael Kohner Corp., at Piatnik 2010, ca. 10 minutes



Diego Drachenzahn

A game of dexterity for 2-4 players ages 5 and up by Manfred Ludwig at Haba 2009, ca. 15 minutes, also

Kinderspiel des Jahres 2010



Tipi

A game of agility and observation for 2-4 players from ages 5 and up by Steffen Bogen at Schmidt Spiele 2010, ca. 15 minutes



A la carte

A game of dice and dexterity for 3-4 players ages 10 and up by Karl-Heinz Schmiel at Heidelberger 2009, ca. 45 minutes



Dixit

A game of creative communication for 2-6 players ages 8 and up by Jean-Louis Roubira at Libellud 2008, ca. 45 min, also
Spiel des Jahres 2010



Don Quixote

A game of tile placement for 2-4 players from ages 8 and up by Reinhard Staupe at Pegasus 2010, ca. 30 minutes



Manimals

A game of collecting cards on demand for 2-6 players ages 4 and up by Bernhard Naegele at Adlung 2010, ca. 30 minutes



Samarokand

A game of placement and connection forming for 2-5 players ages 8 and up by David Peters and Harry Wu at Queen Games 2010, ca. 60 minutes



Die Tore der Welt

A game of development and hand management for 2-4 players ages 12 and up by Michael Rieneck and Stefan Stadler at Kosmos 2009, ca. 120 minutes, also **Spiel des Jahres 2010**



PsychoPet

A game of item collecting and placement for 2-6 players ages 8 and up by Christian Fiore and Knut Happel at Goldsieber 2009, ca. 60 minutes



Schlag den Raab

A medley of mechanisms in a party game for 2-6 players ages 12 and up by Max Kirps at Ravensburger 2010, ca. 90 minutes



Dungeon Lords

A game of development for 2-4 players ages 12 and up by Vlaada Chvátil at Czech Games Edition 2009, ca. 120 minutes



VIENNESE GAMES ACADEMY

On August 17th 2010 the Viennese Games Academy has announced the award winners for the 10th time. The Austrian Games Award is presented annually. Spiel der Spiele is awarded to the game which is considered by the Games Committee to be especially up-to-date and entertaining, every interested player should have played. All our award winners are available from games stores. One is always to be found near you.

The Games Committee chaired by Dipl.Ing.Dagmar de Cassan comprises:

Dr. Gerhard Bergauer, Prof. Samy Molcho, Dr. Christoph Proksch, Gert Stöckl and Kurt Schellenbauer. More information on the game award can be found at: www.spiel-der-spiele.at

All award-winning games are available form your specialty store, where you will be excellently advised!

Our 4 target groups

We sort our award winners into 4 target groups:

For Children: Games for children and educational games. Adults may play, but need not play.

For Families: Parents and children play on equal footing, all have the same chances to win.

With Friends: Young adults and adults play on equal footing, all players are older than 12 years.

For Experts: Games with complex rules, a high accessibility threshold and lots of interesting games play, especially suitable for experienced players.

Please be aware that boundaries between groups are blurred. Children who play often and gladly can be ahead of their age group when playing.

„For Families“ is not equal to the classic „Family Game“! Your taste and fun while playing decides what is a game for you.



Hansa Teutonica

A game of position and development for 2-5 players ages 12 and up by Andreas Steding at Argentum 2009, ca. 120 minutes

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