

AUSTRIAN GAMES AWARD 2011



Asara

A game of tower building for 2-4 players from ages 9+ by designers Wolfgang Kramer and Michael Kiesling, artist Franz Vohwinkel and editor André Maack, from Ravensburger Spieleverlag 2010, ca. 60 minutes
Rich builders in the realm of the Khalif rival to build the highest and most noble tower. Their buyers go to the markets to buy bases, middle parts, windows and tops for the towers. These parts are available in five different materials, at varying costs and earning varying amounts of prestige at the end. By placing a card you are allowed to send a buyer to one segment of the board and then enact the action of this segment. Segments and their actions are: buy tower parts, build towers, get additional money, bribe or favours from the khalif. After four "year-scorings" and a final scoring the player with the most prestige wins.



Mord im Arosa

A game of detection for 2-6 players from ages 10+ by designer Alessandro Zucchini and artist Tobias Schweiger, from Zoch 2010, ca. 45 minutes



Qwirkle

A game of placement for 2-4 players from ages 6+ by designer Susan McKinley Ross from Schmidt Spiele 2010, ca. 30 minutes, **Spiel des Jahres 2011**



Uluru

A placement game for 1-5 players from ages 8+ by designer Lauge Luchau, artist Harald Lieske and editor Michael Baskal from Kosmos 2011, ca. 30 minutes



Voll in Fahrt

A game of shunting for 2-4 players from ages 6+ by designer Bob Lindner and artist Alexander Jung from Amigo Spiele, ca. 45 minutes



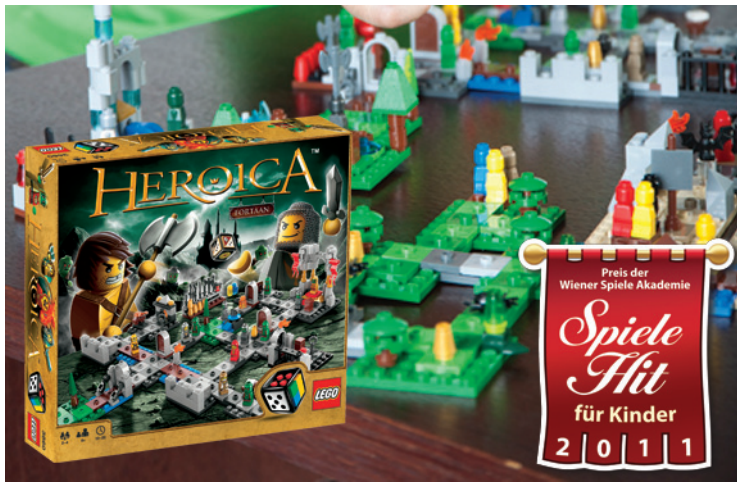
7 Wonders

A resources management game for 3-7 players from ages 10+ by designer Antoine Bauza from Repos Productions/Asmodee 2010, ca. 30 minutes, **Kennerspiel des Jahres 2011**



FortyTwo

A quiz game for 3-6 players from ages 15+ by designer Max Ford and artist Arthur Wagner from Piatnik 2011, ca. 60 minutes



Lego Heroica

A series of adventure games for 2-4 players from ages 7+ from Lego 2011, ca. 20 minutes



Schusselhexe

An educational game for 2-4 players from ages 5+ by designers Markus Nikisch, Sabine Kubesch and Laura Walk from Haba 2011, ca. 15 minutes



Der Herr der Ringe Das Kartenspiel

A card game with a fantasy topic for 1-2 players from ages 13+ by designer Nate French from Heidelberger Spieleverlag 2010, ca. 60 minutes



VIENNESE GAMES ACADEMY

On August 16th 2011 the **Viennese Games Academy** has announced the award winners for the 11th 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 it. 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

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 access 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 tastes and fun while playing decide which game is your game.

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

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