



Idea:

Each player owns and runs a board game company. Over twelve rounds representing the twelve months of the year, each company creates ideas and combines these into publishable games. At the end of the twelfth month the *Spiel des Jahres* (“*Game of the Year*”) ceremony is held. The winner of the *Spiel des Jahres* is the winner of *Spiel des Jahres*.

Contents:

121 idea cards, including:

110 game ideas

11 game designer contracts

20 €10,000 coins

22 €20,000 coins

20 €50,000 coins

10 €100,000 coins

Preparation:

Each player is dealt one card from the deck. The two symbols on this card determine the player's company specialties. There are six symbols representing six core game elements:

- role-playing
- puzzle
- family-friendly
- resource-gathering
- cards
- combat

This card is left in front of the player and is not to be confused with the cards in their hand or in published games. Each player is dealt three cards and given €30,000.

Playing the game:

At the start of each round, a card is drawn and placed in the centre of the table. The two symbols on this card represent the game types that are particularly favoured by the public that month.

There is no turn order. Each round, players can take one of two actions:

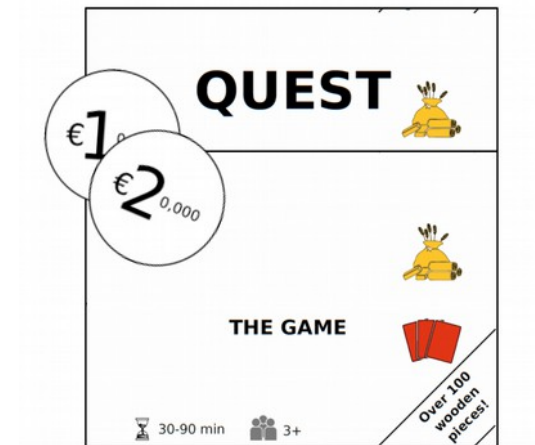
A) **Brainstorm** or B) **Publish**

A) If a player chooses to brainstorm:

The player creates one idea (draws an idea card), plus an additional idea for each game designer employed by them. A card drawn will be either an idea for part of a game, or an idea for how to get an exclusive contract with a freelance game designer.

B) If a player chooses to publish:

The player publishes one or more games by combining ideas from their hand and placing them on the table, the bottom symbol from one idea obscured by the idea stacked upon it (see example below). A single game can consist of two or three ideas, no more, or less. The player calculates the monthly income generated by that game (see below) and marks this by placing the relevant number of coins from the bank on that game.



Quest The Game, a resource-gathering card game for 3 or more players, which has been valued at €30,000/month

Calculating the value of a game:

The value of a game, that is, how many tens of thousands of euros it will generate the company per month, is calculated using the following system:

- The game's value begins at zero.
- Look at the two symbols representing your company's specialties. If the first one is present in your game, add €10,000 to the game's value. If the second symbol is present in your game, add €10,000 to the game's value.
- Look at the two symbols of the month. If the first one is present in your game, add €10,000. If the second symbol is present in your game, add €10,000 to the game's value.
- For each game designer in your employ:
 - Look at the two symbols representing that game designer's specialties. If the first one is present in your game, add €10,000 to the game's value.. If the second symbol is present in your game, add €10,000 to the game's value.
- Subtract €10,000 for each idea in the game, either €20,000 for a game consisting of two ideas, or €30,000 for a game consisting of three. This is a manufacturing cost.
- For each pair of matching symbols in the game, add €10,000.
- For a triplet of matching symbols, add €30,000.
- For a quadruplet of matching symbols, add €50,000.

At the end of the round, players receive money from their published games then pay the game designers in their employ. Once a game designer has been paid for their month's work, they may be fired, or poached by another player (see section titled "Game designers").

When all players are ready, a new month begins and a new card is drawn to determined the trending game elements of the new month.

Game designers

Game designers all cost €30,000 per month when they are first played from the hand, which can be done at any time. The game designer's monthly wage is indicated by placing the appropriate number of coins from the bank on the game designer card. A game designer can only be fired once they have been paid for the preceding month's work. When a game designer is fired, any other player is free to employ that game designer for the same wage

they were fired at. At this time also, any player may offer any game designer in play a higher wage than their current one to move that game designer to their own employ. The next round begins only when everyone has finished making offers to the game designers.

The Spiel des Jahres awards ceremony

After money has been received and wages paid at the end of the twelfth month, the Spiel des Jahres awards ceremony is held. The twelve cards representing the trends of the twelve months are shuffled. One is drawn. Any games that does not have at least one of the symbols present on the drawn card in it is eliminated. Of the remaining games, the most valuable game wins. In the event of a tie, the tied games go head to head in another round (one new card is drawn). If there is a stalemate (eg. two games have the same symbols and the same value), then the player with the most money wins.

Other rules

Players can trade ideas in their hand, money, and the ownership of games on the board at any time with one another.

If a player is ever required to pay more money than they have they immediately lose. All of the cards in their hand, their games, their game designers are removed from the game and all coins are returned to the bank.

Copyright laws deem that no two games of the same name can exist at one time. For example, if a player has already published a game called simply "The Game", another player may not publish a game called "The Game". If two players attempt to publish a game with the same name in a single round, the first to state their intention to do so wins the right to.