



You are the founder and chair of an up-and-coming board game company. Appeal to the trends of the times, play to your company's strengths and recruit the fickle freelance game designers as you mine your mind for cardboard gold. At the end of the year, the world's most prestigious board game awards ceremony will be held. Will your game be ingenious enough, creative enough, and popular enough to rise above the rest? Will you make the Spiel des Jahres?

