



HIPPODICE

Designers' Competition 2017

Ladies and Gentlemen,

in 2017 the "Designers' Competition" has been held for the 29th time. This contest is held every year by Hippodice Spieleclub e.V.

This document provides an overview of the results of this year's contest.

Here you will find those games that have made it into the finale, including the three best-placed games of the contest. Additionally, there is a recommendation list of interesting games, as well as those games which have received a special award. The members of the publishing houses, that have participated in the contest as judges, will obtain besides the results portfolio the contact data of the designers .

We want to thank the members of the jury for their work as well as those members of the Hippodice Spieleclub e.V., who have supported the contest in any way. We also want to express our gratitude to the Spielezentrum of the city of Herne, the Friedhelm Merz-Verlag, "www.spielmaterial.de", Spieleautorenzunft „SAZ“ and to the „Jury Spiel des Jahres“ for their support.

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Results of the Finale

1. Happy Hotel

Timo Petteri Aho (FI)

2. Shanghai

Florian Racky (DE)

3. The Lucifer Effect

Albert Ma (GB)

The other participants of the Finale

(in alphabetical order)

Cork Harbour - Markus Glanemann (DE)

Diese Gauner - Sven Groh (DE)

Schmarotzer im Ameisenland - Timo Diegel (DE)

Schrottboter - Holger Schmidt (DE)

Schutt und Asche - Stefan Wenz (DE)

Special Award 2017 of Hippodice Spieleclub

Best „Longplayer“: Raiatea

Jan Schmidt (DE)

Recommendation List

(in alphabetical order)

Castell - Aaron Vanderbeek (US)

Clans of Caledonia - Juma Al-JouJou (DE)

Expedition Grönland - Damian Maschek (DE)

Ragusa - Fabio Lopiano (GB)

Castell

Origin: USA

Author: Aaron Vanderbeek

Number of players: 2 - 4

Recommended age: 14 +

Playing time: 120 - 135 min.

Castells is the catalan word for castles. Castells are human towers built traditionally during festivals in Catalonia. At these festivals, several "colles castelleres" (groups who construct towers) often succeed in building and dismantling a tower's structure. The origin of this tradition dates back to the city of Valls in the 18th century. Since the 1980s onwards, this tradition has spread throughout Catalonia and even outside its borders.

In Castells, each player manages his own team of "castellers". In each of the ten rounds, players will travel through Catalonia, recruiting new members, training new skills, and competing in local events and festivals. During each round, a player can perform the four different actions at his disposal in any order he wants: traveling, recruiting, training, and performing an extra action.

From round four onwards, players can participate in the different regional festivals that take place throughout the country. To do so, they have to be in the specific region the festival is held in and build the highest possible tower. In order to score the maximum amount of points, each team will have to be composed of different types of castellers and have previously acquired the required skills to do so.



Clans of Caledonia



Origin: Germany

Author: Juma Al-JouJou

Number of players: 1 - 4

Recommended age: 16 +

Playing time: 180 min.

Clans of Caledonia is an economic simulation game for 1-4 players. Players assume the role of clan leaders during 19th century Scotland. Each clan produces whisky and different agricultural products, engages in different trade operations in the market place, and imports and export different goods to increase their wealth and reputation.

The game lasts five rounds, during which each player will use their clan's unique advantages to acquire as many points as possible. Each round is divided into three phases: action, production, and scoring phase, where the former is the longest of them all. During this phase, players can use one of the seven different actions or can pass, if they do not have enough money or want to get a better starting position for the upcoming round. After the action phase, players produce different goods and update their scoring points.

Most of the points are awarded towards the end of the game. Especially the scoring of farms is complex. A rewarding strategy consists of acquiring farms that are distant from each other, but are connected during the game.

The replayability of the game is granted through the different amount of tiles, as well as the possibility to change the composition of the board.



Cork Harbour

Origin: Germany
Author: Markus Glanemann
Number of players: 2 - 4
Recommended age: 12 +
Playing time: 90 min.

Queenstown in Ireland, Summer 1893: During this summer many ships will dock at Cork Harbour to bring many Irish workers to their new home. Cork Harbour has become the most important Irish port of embarkation and has contributed significantly to increase Queenstown's wealth.

The game takes place over the summer of 1893, from June till October. Each month represents a round, after which one, a number of determined workers will leave the city. However, before that happens, workers can be put to work into the different areas of the city.

The game contains a special mechanism to place and remove workers. Each player possesses a card holder with two levels. Each level can hold up to four cards. Cards represent different types of workers, each one with a different colour. At the beginning of each round, players have to fill their card holders randomly. Twice per round, players can send their workers to different areas of the city, but they are limited by the way the cards are organized. There are however possibilities to partly rearrange the order.

Points and special cards are awarded to those players who have the majority in each area. After scoring is resolved, certain workers leave the city, changing the balance of each area. After five rounds, the game ends. The player with the highest amount of points, wins the game.



Diese Gauner

Origin: Germany
 Author: Sven Groh
 Number of players: 3 - 5
 Recommended age: 8 +
 Playing time: 30 min.

In „Diese Gauner“ players try to steal jewels from different jewelers. Their aim is to acquire as many jewels as possible. But if two players want to steal from the same jeweler, they have to act quickly.

At the beginning of each round, a diamond is placed next to each jeweler. Players place on the their four coloured tokens into the vault located in the middle of the board. One player opens the vault and different tokens are revealed. Depending on which colours are revealed, players either compete for the same treasure or they have to abstain from grasping any jewel if they do not want to get penalized. The game is fast paced and players have to react quickly if they want to win.



Expedition Grönland

Origin: Germany
 Author: Damian Maschek
 Number of players: 2 - 4
 Recommended age: 16 +
 Playing time: 180 min

In "Expedition Grönland" players lead different mining corporations that want to extract minerals and other commodities from Greenland.

Players score points by extracting minerals and fulfilling different assignments. To do so, they have to develop different technologies and acquire mining permits. Each of the different actions require specific materials, which are acquired over production chains. The productivity of these depend on the position of each player in the chain and can be blocked by the other players.

The main element of the game is the "action circle". This works like a diagram, where players can move their workers from the inner circles to the outer ones.



Happy Hotel



Origin: Finland

Author: Timo Petteri Aho

Number of players: 2 - 4

Recommended age: 10 +

Playing time: 45 - 60 min.

In this game players represent hotel managers who compete to build the best hotel and earn as much money as possible.

The game takes place over eight rounds, divided into four day and four night rounds. At the beginning of each round, players become four cards. They choose simultaneously one card and pass the remaining ones to the next player. Each card can be used to either acquire new land, build a room, attract two new customers, or get two coins. Players face the dilemma of which of the four different options to use. At the end of the round, players calculate how much money they have earned from their hotel. Rooms like the spa and the restaurant only generate income during the day phase, while bedrooms and the disco are only activated in the night phase. Income generated by these rooms can be either used to expand the hotel or can be converted into points.

At the end of the eight round, the game ends. The player with the most points becomes the winner.



Ragusa

Origin: Great Britain

Author: Fabio Lopiano

Number of players: 3 - 5

Recommended age: 14 +

Playing time: 120 - 135 min.

In this game players represent noblemen of the Ragusa Republic, who contribute to the building and development of the city. Players acquire resources and build different workshops and other buildings, as well as walls and towers.

Depending on where players place their buildings different effects and actions are activated. But buildings can only be built if certain requirements have been met. The construction price also increases as the different areas are developed. Outside the city walls, players can harvest resources which are then transformed in the city. Once all buildings are built, the game ends. Players score points by possessing certain cards, goods, buildings and segments of the city wall.



Raiatea

Origin: Germany

Author: Jan Schmidt

Number of players: 3 - 5

Recommended age: 16 +

Playing time: 180 min.



In this game players try to build a monument representing Oro, the God of War. The construction of the monument takes place over different action and festivity phases.

During the action phases players can visit different locations, where all players can carry out their actions. These actions include recruiting new tribe members, training the shamans, collecting fruits and pearls, or increasing the mana. During the festivity phases, players can invoke the gods of Raiatea with different rituals. Those who perform the right rituals can be helped by the gods.

The game ends if Oro's monument has been built or if the fourth festivity has been carried out. The player with most points is the winner of the game and Oro's Chosen.



Schmarotzer im Ameisenland



Origin: Germany

Author: Timo Diegel

Number of players: 2 - 6

Recommended age: 12 +

Playing time: 60 min.

Ants build their network searching for food. They have to feed their queen as well as importunate guests.

In „Schmarotzer im Ameisenland“ are coloured tiles representing different roads and food types. Players place these tiles, connecting roads, and being rewarded with different amount of points, depending on how many tiles of the same colour they touch and how long the road they have connected is.

There are also special tiles that activate different scoring possibilities. And of course, there are the parasites! They allow those who use them to benefit from the work of other players by getting the same amount of points. After a player has played a tile, he refills his hands with tiles from the common pool. Once the tile pool is exhausted, the game ends.



Schrottboter

Origin: Germany
Author: Holger Schmidt
Number of players: 2 - 4
Recommended age: 8 +
Playing time: 45 min.



Unbelievable what is thrown away nowadays. In “Schrottboter” players try to rescue old robot models from the garbage crusher and repair them. Players roll three dice and place two of them on the section of the assembly line containing the rolled number and one on one of the different action fields. Action fields allow for special actions or permit the dice previously laying in the action field to be place on the assembly line.

At the end of each round, a new robot component enters the assembly line and pushes all the previously laying components forwards. This action pushes the component laying ahead to fall down and all the die laying on it being rolled. The player with the highest number obtains the robot component.

At the end of the game, players build roboters with the parts they have obtained and score points depending on the number of completed robots and the specific coulours they are built with.



Schutt und Asche

Origin: Germany

Author: Stefan Wenz

Number of players: 2 - 4 (1 - 6)

Recommended age: 10 +

Playing time: 60 min.



A deviant dragon has awoken and tyrannizes the Realm. All the noblemen agree that the dragon has to be defeated before the Realm is completely destroyed. But as there is no king under which to rally the troops, the noblemen try to recruit and train knights to repel the menace.

In an exciting race against the growing greed of the dragon players can decide, if they want to cooperate with their partners to kill the dragon or if they prefer to pursue their own interests and freeride on the other players' efforts, and become the new king.



Shanghai

Origin: Germany

Author: Florian Racky

Number of players: 2 - 4

Recommended age: 12 +

Playing time: 60 min.

In Shanghai players act as Chinese merchants during the Ming dynasty, where they travel the Yangtse river and transport goods from Shanghai to Peking and Japan.

Each player starts the game with his boat in Wuhan and 12 coins. The route to the port of Shanghai is long and players have to pay coins to travel through the different locations. The faster a player wants to sail, the more expensive is his journey. However, players can stop at different locations and collect goods, assignments or passengers. If they do so, they can pick one of the displayed cards, coins, and occasionally gold and jade, which can be later transformed into luxury goods. The sooner a player stops at one of these locations, the better will be the rewards. The obtained goods can be delivered to one of the different ships waiting either in the Northern or the Southern Harbours of Shanghai. Points are obtained depending on the delivered goods.

Once a player reaches Shanghai or has no more money, he immediately travels back to Wuhan, collecting the coins laying on the route. Once all players have travelled back to Wuhan, the round ends. After each round, the contents of the different locations vary. After three rounds, the game finishes and the player, who has acquired the most points, is the winner.



The Lucifer Effect

Origin: Great Britain

Author: Albert Ma

Number of players: 5 - 9

Recommended age: 10 +

Playing time: 30 min.

„The Lucifer Effect“ is an asymmetric and semi cooperative deduction game, in which players are pawns in the never-ending struggle between Good and Evil. All players start with the same deck of ten cards, where half of them represent angelical actions, while the other half are evil actions. The battle between Angels and Demons is decided upon the cards played.

Angel cards represent trust, while Devil cards display treason. Players secretly choose a card and decide which other player they want to confront. Angels confronting other angels are rewarded both with soul points, however, if they encounter a Demon, they lose their soul points to their opponent. However, if a Demon confronts another Demon, they both lose soul points. During the game players are allowed to communicate, cooperate or to betray each other. Each card has also additional effects that affect the result of the duels and the balance of the confronting forces.

At the end of the game, players count their soul points. The player of the winning faction who has acquired the most soul points, is the winner of the game.



The Jury 2017

The composition of the jury may change from year to year.
This year the following persons have taken part:

Wolfgang Lüdtkke - Kosmos
Jan Guijarro - Games4Gamers
Moritz Brunnhofer - Hans-im-Glück
Matthias Wagner - ABACUSSPIELE
Matthias Nagy - FROSTED GAMES
Uwe Mölter - Amigo
Uli Blennemann - Spielworxx
Stefan Stadler - Pegasus Spiele
Roman Mathar - Argentum Verlag
Daniel Greiner - Ravensburger
Philippe Schmit - eggertspiele
Sebastian Wenzlaff - Asmodee

