GAME DESIGNER COMPETITION OF

THE

HIPPODICE SPIELECLUB e.V.

2025

Ladies and Gentlemen,

This year, the "Game Designer Competition" was held for the 35th time. This competition is organized annually by the Hippodice Spieleclub e.V.

This document is intended to give you an overview of the results of this year's competition. The overview includes the games in the final round as well as a list of recommendations; special prizes may also be awarded in various categories. Publishers will receive the authors' contact details in addition to the results folder.

We would like to thank the members of the jury for their work and the testers from the Hippodice Spieleclub e.V. for the many rounds of testing they carried to determine the games for the final round. We would also like to thank the Games Center of the City of Herne, Friedhelm Merz-Verlag and the game designers' guild "SAZ" for their kind support. We would also like to thank J'S Creative World for creating the winning trophies.

For further information, please contact:

competition@hippodice.net

https://hippodice-competition.net/

Hippodice Spieleclub
e.V. Author competition
P.O. Box 70 02 57
44882 Bochum

The placings in the 2025 final round

1st place
Push your Duck
Robert Lovell (Germany)

2nd place
Cardboard Casa
Juri Alexander (Germany)

3rd place
Dragon Master
Wolfgang Dirscherl & Wolfgang Lehmann
(Germany)

Special price longplayer
Santa's Factory
Lorenzo Tarabini Castellani,
Eduardo García & Alfonso de
Rueda (Spain)

Special price children's game
Dragon Master
Wolfgang Dirscherl & Wolfgang Lehmann
(Germany)

The other participants in the final round
(in alphabetical order)

The alien makers	Rudi Biber	Germany
Elephant garden	Patricia Limberger & Felix Leder	Germany
Hong Kong	Maël Brunet	Belgium
Hundred Islands	Christiane Knepel	Germany
Match Hatchery	Jason Katzwinkel	USA
Mundo Maya	Daniel and Petra Wolf	Germany
Run, Thunderbolt, Run	Dean Morris	Great Britain
Spelunk or Dunk	Roger Vernon	USA
Skyscraper	Andreas Ronge	Germany

Cardboard Casa

Number of players:	2 - 4
Age indication:	from 10 years
Playing time:	45 min
Target group:	Connoisseur game

"Cardboard Casa" is a house building and furnishing game in which the players select the most suitable pieces of furniture in the furniture store over four days (rounds), bring them home stowed in the best possible way in the transporter and then place them cleverly in their rooms to fulfill the wishes and needs of the residents.

On each day (= round), the players decide which rooms of the furniture store they visit and how quickly they select their furniture there. There are different departments and a sale area to choose from. Alternatively, you can visit the café, where you can get to know other residents of the house.

If you select your furniture quickly and transport it to the house early, you have more time on site to expand your home with new rooms, enlarge the van or order more furniture. The day ends when all players have left the furniture store and driven back to the house. The furniture is then assembled in the apartment and an intermediate scoring takes place for all fully furnished rooms.

The final scoring takes place at the end of the fourth day.

Each player receives points for
- the fulfillment of the basic needs (e.g. a fully equipped bathroom or a sufficient number of sleeping facilities) of its residents,
- for the fulfillment of the individual wishes of its residents
- for the well thought-out furnishing of the rooms.

Whoever has the most points wins.

The alien makers

Number of players: 2 - 4
Age indication: from 5 years
Playing time: 10 - 25 min
Target group: Children's / family game

In "The Alien Makers", players try to create a complete alien from six different body parts as quickly as possible. Two different genes in the form of wooden cubes in different colors are required for each body part. Cubes in colors that are not needed can be stored and exchanged at a ratio of 2:1.

Players get their genes by throwing the specially designed dice cup, from which a different number of wooden dice always fall. Before rolling the dice, each person can add any 4 genes to the dice cup to increase the chance getting the right result.

The number of dice rolls is determined by the players themselves. In each roll, the genes rolled must be placed on the dice disk. If the player rolls a gene that no longer has a place on the dice disk, they lose all the genes they have played in this turn.
There are always 4 brown genes in the dice cup at the start of each turn. These act as jokers if only one of them lands on the player's disk. A second one cancels out the joker function.

All other players are also always in the game. Once during the active player's turn, they may take a gene from the supply whose color is on the player disc. The same applies here: if you wait too long, you run the risk of the roll becoming invalid.

As soon as a person has completed their alien, the current round is played to the end. The winner the player who has their alien. If several players have managed to do this, the winner is the one with more genes on their base. A special prize can also be awarded for the most beautiful alien.

Dragon Master

Number of players:	2 - 4
Age indication:	from 5 years
Playing time:	20 minutes
Target group:	Children's game

In "Dragon Master", players prove their skill with a dragon in three dragon-powered disciplines (dragon, dragon riding and dragon betting) in order to be crowned the great dragon master at the end. A large, three-part dragon is the main character of this children's game. He is moved forward on the game board by the players in a mag(net)ic way.


In the **dragon kite** discipline, the players try to get the dragon as quickly as possible to the food depicted on the task card. This task is completed as soon as the food can be seen in the dragon's open mouth. At the same time, the other players try as a team to roll the corresponding food faster with the three dice available. The winner of the round is rewarded with point chips from the bag.

In **dragon riding**, the dragon player places his playing piece on the back of the dragon with which he wants to cross the colored area front of him as quickly as possible. Here too, the team of players tries to get the dice symbol on all three dice faster.
Roll the dice for dragon riding to get your own score chips.

In the **dragon betting** task, all players simultaneously bet on an area of the game board where the tip of the dragon's tail will be pointing at the end of the round. Each person places their own playing piece in their own area and hopes that their guess is correct in order to receive point chips.

Once all twelve task cards have been played, the game ends. Whoever has the most dragon coins on his collected point chips wins the game.
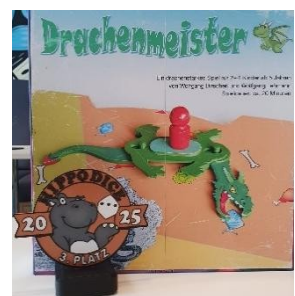
Elephant garden

Number of players: 1 - 5
Age indication: from 6 years
Playing time: 20 minutes
Target group: Children's game

Elephant Garden is a cooperative dice game in which players work together to water flower sprouts to them bloom. If all the flowers bloom before the sun goes down, the team has won.

On each turn, the active person rolls one number and two color dice determine how many drops of water are available for pouring and which offspring the elephant will produce.
(= game piece) is allowed to water. Depending on the type of flower, the sprouts require different numbers of drops of water to bloom. In each turn in which the player manages to make at least one flower bloom, no more sprouts are placed. Otherwise, the garden expands, the work grows and more and more thirsty sprouts are waiting for water.

If all the flowers in the bed bloom, the players have won and receive points according to the cards still in the draw pile. However, if the last card of the draw pile (= the sunset) becomes visible before all the sprouts have bloomed, the players have lost.

Hong Kong

Number of players:	2 - 4
Age indication:	from 12 years
Playing time:	45 minutes
Target group:	Connoisseur game

Hong Kong is a tableau building card game in which the city skyline is built. Players try to place and combine commercial units in the form of floors (cards) in their buildings in the best possible way in order to score the most points.
achieve. The buildings are raised floor by floor and then the effects associated with the respective cards are triggered.

The game is played in clockwise rounds.
The player whose turn it is chooses one of three possible actions:
   a) Planning - draw three cards and take them into your hand
   b) Extension - add a storey to an existing building and pay the required number of cards in hand to do so
   c) Build a foundation - hand in a card and place a card face up in your own display as a foundation

Each card used as payment is placed face up on one of several discard piles. Whoever draws cards has the choice between a face-up card from one of the discard piles or a face-down card from the draw pile.

The game ends as soon as the draw pile has been used up. Whoever has collected the most points wins. In the event of a tie, the number of buildings decides.

You start the game with 2 building foundations which you can build on top of, but you may create new buildings throughout the game.
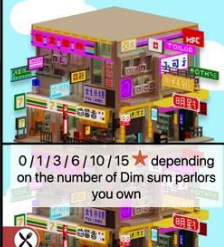
Hundred Islands

Number of players: 2 - 4
Age indication: from 10 years
Playing time: 45 - 60 minutes
Target group: Family game

In "Hundred Island", players work together to build an island kingdom by taking turns placing a square tile on the map and building lighthouses on the resulting islands.

At the start of the game, the island kingdom consists of six tiles. Each tile shows island districts in its four corners, each with a house or a tree. There are also brown sandbank halves at the edges of some of the tiles. A ship, a wreck or water is depicted in the center of the tile. Many island districts also show driftwood, a shell or an octopus washed up on the water's edge.

The game is played in rounds. The active player always places a tile in the island kingdom. This creates further islands in one of six possible constellations
(= island types) of houses and trees. On these islands, the player then collects the available driftwood or builds a lighthouse, which earns victory points depending on the surrounding ships, shells and squid. After building a lighthouse on their own island, the active player can also add another floor to other players' lighthouses on islands with the same constellation of houses and trees, which also as victory points. The higher the lighthouse is, the more points it can . However, the necessary driftwood must be paid for the construction of each lighthouse. Once in the game, each person has the opportunity to make a double move.

When a player has built lighthouses on all six island types (regardless of the floor) or the last tile has been placed in the island world, the game ends immediately.
Then the final scoring takes place in which all players receive points for the number of island types on which they are represented. The person with the highest score wins. In the event of a tie, the player with the largest supply of driftwood wins.
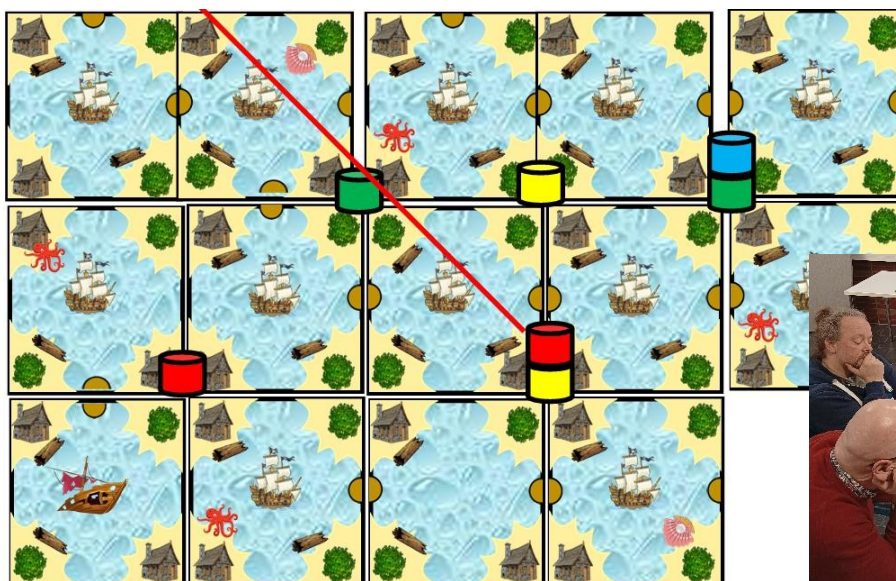
Match Hatchery

Number of players:	2 - 4
Age indication:	from 12 years
Playing time:	60 - 90 minutes
Target group:	Connoisseur game

In "Match Hatchery", players use their cards (= nests) to combine eggs in the form of polyomino pieces in the color and size of their choice and place them on their own game board (= hatchery).

As soon as there are four eggs in a row or column as a set, young animals hatch from these eggs. The hatchlings (= scoring markers) are collected as points and the corresponding eggs are removed from the game board. All remaining pieces then slide down the board and fill the gaps. If this results in another set, this becomes a combo that allows more valuable hatchlings to hatch.

Match Hatchery is all good planning and good timing on the part of the players, although luck and the other players also play a role that should not be underestimated.

As soon as the draw pile is empty, the last round of the game is triggered. The player with the most points at the end wins.

Mundo Maya

Number of players: 1 - 4
Age indication: from 12 years
Playing time: 20 minutes per person
Target group: Connoisseur game

Mundo Maya is a worker placement and development game that transports players to the world of the Maya. Typical features of this culture are reflected in the game mechanisms.
For example, corn is the central resource and the Mayan calendar influences the course of the round as a predictable random element.

Mundo Maya is played over several rounds, each representing a year in the Mayan calendar. Each round begins with the evaluation of the events specified by the calendar and the replenishment of the market. After the calendar, all players can already see which events will take place in the coming round. They therefore have the opportunity to focus their strategy on these events.

Players then carry out actions that were determined in the previous round by skillfully placing their own Maya (= playing pieces). Players can harvest corn, develop their city-states, create art objects, trade, invoke the gods, subjugate other Mayan peoples or build temples and structures. The Maya actions that were not used in this phase can be improved in order to use a stronger effect in the next round. Finally, the Mayas used are placed on action spaces again. After the action phase, the players must feed their Mayas and the year ends with the subsequent passing of the starting player marker.

Every year, players are faced with new decisions and challenges in the form of the Mayan calendar. They must adapt to these conditions with their own survival strategy in the form of good planning and manage their people in the best possible way to collect as many victory points as possible.
Each year after the calendar has been scored, the starting player checks whether the conditions for the end of the game have been met. If this is the case, another action phase is played and then the final scoring takes place, in which the players receive points for their resources, for collections of trade goods and for the villages they have occupied. Whoever scores the most points wins the game.

Push your Duck

Number of players:	2 - 5
Age indication:	from 8 years
Playing time:	30 - 45 minutes
Target group:	Family game

"Push your Duck" is a race for 2-5 players who enjoy tactical gambling. It is a game in which the players have to make clever tactical decisions and need a pinch of luck. As animals of the forest, everyone tries to get around the forest lake as quickly as possible.

Mechanically, "Push your Duck" is a dice game with a push-your-luck mechanism.
The symbols rolled on the dice are used on the spaces on the game board to move forward as effectively as possible on a race track around the pond.
In turn, the players roll 6 dice and can lay out any number of symbols of the same color to carry out actions. This allows them to move forward on the race track, remove obstacles to make shortcuts accessible or collect game advantages. After each dice roll, they must decide whether to end their turn or roll the remaining dice again. If you keep rolling the dice, you have the chance to carry out more actions, but at the same time you risk losing the actions you have already rolled.

Over the course of the game, players collect reinforcements that they place in front of them to improve their dice results. For example, additional symbols can be used or the width of the movement action can be increased.

The winner is the first person to circle the pond and cross the finish line.

Run, Thunderbolt, Run

Number of players:	2 - 5
Age indication:	from 12 years
Playing time:	60 minutes
Target group:	Connoisseur game

In the stabbing and chasing game "Run, Thunderbolt, Run", players take on the role of the legendary and notorious Australian outlaw Captain Thunderbolt for one round at a time. In the other rounds, they play the cavalrymen pursuing him.
Points are awarded robbing horse-drawn carriages, collecting treasures or capturing Captain Thunderbolt.

Each round begins with the distribution of cards. The players then decide who will play Captain Thunderbolt in this round by discarding one card each.
Card tricks are then played. Whoever wins the trick begins and can move their figure across the map on the board according to the value of the card.
Depending on the card's special function, players can also set up a camp, raid a horse and cart, collect treasures, swap cards or change the trump color.

Captain Thunderbolt tries to collect as many horse-drawn carriages and treasures as possible in each round, while the cavalrymen try to collect treasures and Captain Thunderbolt. Thunderbolt is supported by guards, which he wins together with the horse-drawn carriages and can place on the map. As soon as the pursuing cavalrymen come across a guard, their turn ends.
The first time Thunderbolt is caught in a round, it loses all its treasures and the person caught it receives points according to the cards still their hand. The second time it is caught, the round ends immediately. If Thunderbolt is not caught twice, the current round ends after the last card has been played.

Once all players have played Thunderbolt once, the game ends. Whoever
has scored the most points wins.

Santa's Factory

Number of players: 1 - 4
Age indication: from 10 years
Playing time: 15 minutes per player
Target group: Connoisseur game

"Santa's Factory" is a worker placement game on a dynamic game board that is variably assembled by players from action cards (= workshops) during the course of the game.

The game is played in clockwise rounds. Santa Claus' factory can be expanded by purchasing individual workshops. Each workshop has space for three people. An elf can be placed directly on cards that have been purchased and built into the factory to show who owns them. Alternatively, elves can also be placed in workshops already displayed on the modular game board, regardless of who owns them. As soon as three elves, regardless of whether they are owned by one or more players, completely fill the workshop, the specific workshop effects are triggered. The respective effect/action can then be used once for each elf in the workshop. Players receive resources or can swap them, receive more elves or gain points. Santa Claus also has a place in the workshops. As soon as the corresponding workshop is scored, he is moved to another workshop. There he can trigger further effects and thus a chain move.

Many elements of the game are aimed at a high level of interaction:
• Anyone who supports the other players immediately receives a reward.
• The targeted strategic storage of the workshops provides resources, depending on the location.
• The targeted movement of Santa enables chain moves to gain an advantage over the other players.

The game ends as soon as one person has scored the minimum number of 31 points.
In the final scoring, players receive additional points for their workshops, available resources and the number of elves they have.

Spelunk or Dunk

Number of players:	3-10
Age indication:	from 8 years
Playing time:	under 60 minutes
Target group:	Family game

In "Spelunk or Dunk", players try to escape from a treasure cave with gems by cleverly using their cards before they are caught up in the rising water and drown.

The players' decks consist of 13 cards: 3 movement cards, which are always taken back into hand, and 10 tool cards, which can only be used once. At the start of the game, all players take the three available movement cards and three tool cards of their choice into their hand. The remaining 7 tool cards are placed in the individual draw pile.

In each game round, the players place one of their hand cards face down in front of them. As soon as all players have discarded a card, they are turned over and dealt with in ascending order. All players take a number of steps forward in the cave towards the exit or back deeper into the cave corresponding to the effect of their card. However, the strength of the movement cards always depends on the total number of cards revealed and many tool cards affect several players.
The players therefore try to influence each other and negotiate with each other at the start of the round about which cards are best to use.
On the way out of the cave, players can collect gems, but these reduce their speed. To prevent this, a cart can be purchased to help transport the gems out of the cave. There are also shortcuts to get out of the cave more quickly.
The water level rises at the end of each round. All players who are caught up in the water are eliminated.
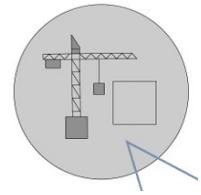
The game ends when either all the people have escaped from the cave or with the round in which at least one person is caught by the water.

In the end, the winner is the one who escapes from the cave with the most gems.

Skyscraper

Number of players: 2 - 4
Age indication: from 10 years
Playing time: 30 - 60 minutes
Target group: Family game

In Skyscrapers, the players are architects competing to build the tallest and most impressive skyline in the city. All architects plan and build up to eight skyscrapers using dice. Points are scored through the skillful use of the dice and based on the final scoring tiles revealed at the start of the game.

At the start of each round, the starter draws the dice from the bag according to twice the number of players plus 1 (i.e. a total of 5 dice for two players, for example) and rolls them once. Two of these dice are then placed on each of the tray lids and one die is placed on the crane tray lid.

Beginning with the starting player, all players then take turns to take both dice from one of the storage lids in order to raise the buildings on their player board. Before the two dice are used, the building crane on the player board is moved or rotated according to the number of dice on the crane tray cover.
Which building the cubes taken can be used for depends on their color and value as well as the location and orientation of the construction crane. Number cubes may only be stacked with ascending numerical values and color cubes may only be stacked on the same colors. However, number and color cubes may be combined in a tower. A special feature is the gray cubes, which may only be built directly under the construction crane to raise it.
The buildings can up to 8 storeys high. Above the fourth floor is the cloud line, which allows players to deviate from the building rules once when raising buildings. Above the cloud line, players also receive victory points for building over defined spaces on the player board.

After 14 rounds, the game ends with a final scoring, which takes into account the height of the individual towers, the points on the final scoring tiles, the victory points above the cloud line and the highest towers on each of the eight building sites on the player boards.
Whoever has the most points wins.

Jury and organizer

from top to bottom and from left to right: Mark Becker, Gerhard Benden, Markus Hahn, Ulf Glinka, Karol Pryk, Roland Goslar, Jana Schierwater. Daniel Gaca, Uwe Bursik, Beate Heinke, Wolfgang Lüdtke, André Zottmann, Michael Kippelt, Johannes Goslar, Christian Hildenbrand, Elmar Quiring, Uwe Mölter, Thomas Hög, Aleksander Cuznar

Jury:

in alphabetical order of surnames:

Uwe Bursik - Skellig Games
Daniel Gaca - TOPP frechverlag
Roland Goslar - HeidelBÄR Games GmbH
Beate Heinke - Skellig Games
Christian Hildenbrand - NSV
Wolfgang Lüdtke - Kosmos
Uwe Mölter - HCM Kinzel
Karol Pryk - PD-Verlag
Elmar Quiring - Hans im Glück
Jana Schierwater - Deep Print Games
André Zottmann - Pegasus Spiele
As guest: Johannes Goslar

For the organizer of the author competition (Hippodice Spieleclub e.V.):

in alphabetical order of surnames:

Mark Becker, Gerhard Benden, Aleksander Cuznar, Ulf Glinka, Markus Hahn, Thomas Hög, Michael Kippelt

Statistics

Sprachen

- DE: 114
- EN: 151

Zielgruppe

- Kenner: 74
- Familien: 171
- Kinder: 6
- Experten: 14

Einordnung

- Brettspiel: 153
- Würfelspiel: 14
- Kartenspiel: 86
- Nichts davon: 12

Spielmodi

- kompetitiv: 218
- kooperativ: 31
- semi-kooperativ: 16

Spielzeit

- 70-110 Min.: 48
- 120 Min. und länger: 15
- 30-60 Min.: 119
- 20 Min. und kürzer: 83

Anzahl Spiele nach Ländern

Land	Anzahl
Vietnam	1
USA	37
Ungarn	1
Türkei	5
Tschechien	2
Süd Korea	1
Spanien	13
Schweiz	7
Polen	2
Norwegen	4
Niederlande	10
Mexiko	1
Malaysia	4
Litauen	4
Kolumbien	1
Kanada	3
Italien	2
Israel	1
Irland	1
Indonesien	1
Indien	2
Großbritan...	18
Frankreich	4
Finnland	3
Deutschland	122
Dänemark	1
China	1
Brasilien	6
Belgien	2
Australien	5

Spieleranzahl

Spieleranzahl	Maximale Spieleranzahl	Minimale Spieleranzahl
>6	25	0
6	38	4
5	50	0
4	125	4
3	0	35
2	24	182
1	3	40

Anzahl der Spiele

■ Maximale Spieleranzahl ■ Minimale Spieleranzahl

35th author competition Hippodice Spieleclub e. V. - 2025