





Dragon's Breath from HABA wins "Kinderspiel des Jahres 2018" "2018 ("Children's Game of the Year 2018")

We have been very excited waiting for the upcoming award ceremony, since the nomination was announced – fingers crossed, of course. Together with the authors, Lena and Günter Burkhardt and the illustrator Daniel Döbner, we are all most delighted that *Dragon's Breath* has become the "Kinderspiel des Jahres 2018" ("Children's Game of the Year 2018")!

This tactical collecting game is very special in a number of ways. Little game fans from 5 years and older are captivated by its imaginative 3D set-up, which includes 90 jewels, 9 rings and an icy look.

This is what Dragons Breath is about

The dragon children have found an unusual treasure: a column of ice with frozen jewels trapped inside it. Naturally, everyone is eager to free them. Together with the dragon dad, the players are trying to melt the ice column by removing each ice ring one by one. This causes the jewels to fall out. But the players must pay close attention: Only certain kinds of jewels can be collected. The player who has the most jewels at the end, wins.

The jury's statement

"This dragon dad will be able to melt not just ice but also children's hearts. The whole family will be cheering along," according to the "Kinderspiel des Jahres" jury, which also specifically highlighted the game authors: "A father-daughter dream team: the authors Lena and Günter Burkhardt, combine a child-friendly story, a classical mechanism and fascinating material into a game adventure that will captivate children over and over again."

Two HABA games on the "Empfehlungsliste" (recommended list)

Furthermore, we have even more reasons to be happy, because two HABA games are on the "Empfehlungsliste" (recommended list) of the "Kinderspiel des Jahres" ("Children's Game of the Year") jury: *Rhino Hero – Super Battle* is a turbulent 3D stacking game in which the players build a spectacular card skyscraper. It was developed from authors Steven Strumpf and Scott Frisco and has been illustrated by Thies Schwarz. The other recommended game, *Dino World*, the players have to try to skillfully nudge the dinosaur game cards from the edge of the box, in order to grab the most count of prey. Jann Kerntke has provided cool dinosaur illustrations for the exciting primeval hunt from the trio of authors, Marco Pranzo, Virginio Gigli, and Flaminia Brasini.

The authors Lena und Günther Burkhardt

Günter Burkhardt has been a full-time game author for many years and has already published more than 80 games. One of his most successful games is *Knuckling Knights*, which he



E-Mail: presse@haba.de

developed together with his then 7-year-old son. The game was published by HABA in 2004 and is still in its range of products. Since that time, Lena has also tried to develop games and has been the most eager game tester in the Burkhardt household for years. After numerous fruitless attempts, she had two successes in 2017. After *Die Gärten von Versailles* with Schmidt Spiele, *Dragons* s *Breath* is the second game that will carry her name on the box and by right, since the basic idea for the game came from her.

The illustrator Daniel Döbner

Daniel Döbner (*1974) is an illustrator and graffiti artist. He lived for many years as an autodidact of commissioned paintings of all kinds. In 2005, he received a degree in illustration at the Münster University of Applied Sciences. Numerous children's books as well as board and card games have been published using his illustrations. His independent work can be found in exhibitions and façades worldwide. Together with producing storyboards for advertising agencies, his skills have gifted him a very varied career. His adopted home is Amsterdam, where he has lived with his family since 2005.



Habermaaß GmbH