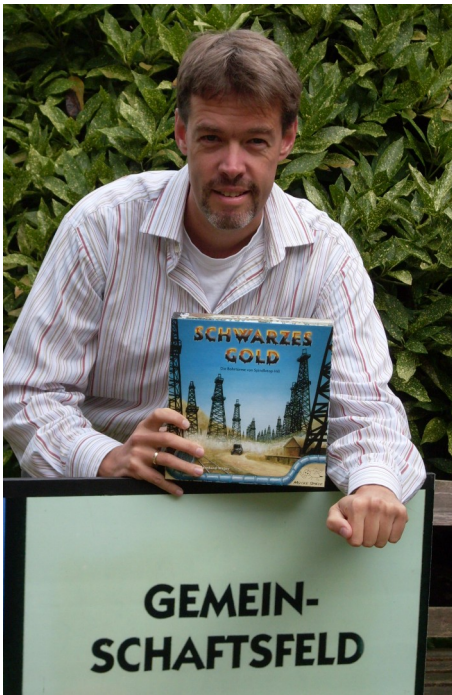


STILL LIVING OR ALREADY PLAYING ?



Dear customers, dear clients,

today, www.spielmaterial.de is the web portal for board game development with the world's largest range of products including game bits, game parts and utilities. The range of products is constantly enlarged.

Our customers include game designers, speech therapists, teachers, students and universities, commercial enterprises and organisations, marketing companies and other creative entities. For all target groups we offer fitting solutions - starting from preparing single prototypes, offering semi-professional solutions for small print-runs of games up to complete high-end large-scale production of board and card games. The demands diverge in many ways — we prepared ourselves accordingly and offer solutions for each sector.

1) Prototypes / Single games

A wide range of different game bits and pieces and other materials allows the creation of all kind of board and card games. Matching tools as blank dice, blank game boxes, blank game boards and fitting labels that can be used in common printers can be used to create individual ideas. Furthermore, pre-cut blank playing cards and different counter types on sheets for printers are available.

In short: With a little handwork and some computer knowledge you can realise your game ideas.

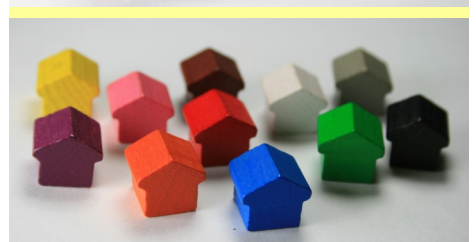
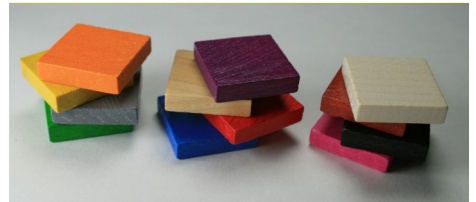
2) Semi-professional game production

Individual components for board and card games e.g. game boards and game boxes can be produced economically only in larger quantities. The reason is the time-consuming processes to adjust and prepare the machines. We are constantly looking for affordable possibilities in a semi-professional area. Check our section "individual".

3) Professional production

In the end, we offer the complete production of games at the high-end level. This is possible (and economically sensible) starting with a volume of 1,000 copies.

For more support and explanations see our Wiki under www.spieleerfinden.de/wiki_en



IMPRINT

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Mücke Spiele - stinging games

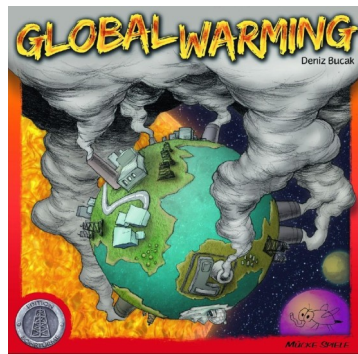
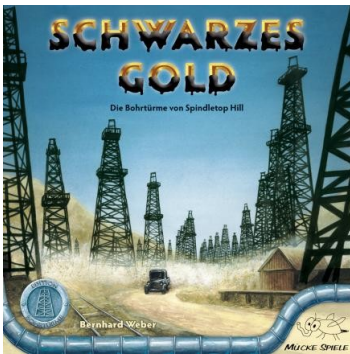
We publish games which derives from game author's competitions performed by www.spielmaterial.de.



The task in these competitions is to develop a game using a defined set of game pieces. Additional material (game board, cards, game bits etc) are allowed. Currently, there are more than several hundred participants in each competition.

Information on the competitions under

www.spielmaterial.de/wettbewerb



Our „Edition Bohrtürme“ and „Edition Läufer“ features games from these competitions. Each competition has a winning title family game and a winning title complex game.



A game bits comes „alive“

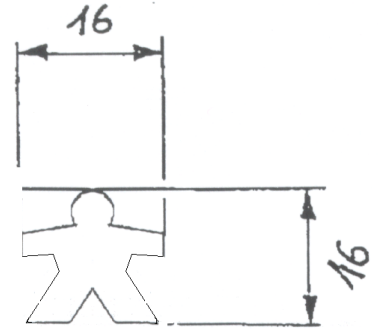
From the basic idea to the final product there are quite some steps to master.



For the basic idea, which derives from the necessity for a game or the wish to add a new bit to the shop, first of all a graphic approach is needed.

This includes the dimensioning

and the choice of the materials to be used as well as the color scheme and not to forget the check of technical feasibility.



Only then the production can start with the cutting of the raw materials, which always needs new tools. The cutted pieces have to be colored in special barrels, which needs several coloring processes.



Today, more than 1,000,000 of these people can be found world-wide :)

Teamwork



„In day-to-day business, I am responsible for processing your special requests, including questions regarding calculations, material, prices and delivery times. Quite often clients ask about the origin of our materials. Generally, our products comply with the European directive for toys, most of the wooden parts are produced in Germany and are FSC certified. This we deem important in view of our clients.“

Nicole Mücke
Special Offers, PR
nicole.muecke@spielmaterial.de

What else to know?

More about www.spielmaterial.de

- We support organisations as WWF, UNICEF, the SOS-children's village in Tiflis/Georgia and the local organisation „Zornröschen“ (against child abuse) as well as German Doctors and the German children's cancer society by offering „charity shopping“, which means that all the sales from certain products are provided to these organisations.
- Game designers have the possibility to present and sell their (not published) games on our website free of charge.
- We support game designer competitions by providing prizes and marketing.
- We feature our own WIKI on the aspects of game development.
- www.spielmaterial.de and the 3-part-pawn are registered at the German Patent Office
- More than 50% of our deliveries are sent abroad. We have customers Europe-wide, in the USA, Canada, Brazil, Japan, Australia, Hong Kong, Malaysia, South Korea, Taiwan, New Zealand, Russia, South Africa...

