



**My dear customers, partners and friends**

WOW! It was back in 2002 when I just launched my online shop [www.spielmaterial.de](http://www.spielmaterial.de).

But how did it all start? I'm an author by heart and back in the day I was frustrated about the missing presentation and hard access of game components. I just couldn't find what I needed. There I was at a position to close a gap. I had to step in to provide game components myself.

A lot has happened in the past years and our shop grew very quickly. The assortment evolved further and further. However, the more gaps in the market I had closed, the more gaps I found. Again I found myself in a situation to go a step beyond simple distribution.

We partnered up with other companies to be able to produce custom game components on demand. Now the path to the world's biggest selection of game components, materials and supplements was free. We're very proud to be here!

It's still not enough for me, though. The assortment is being enhanced constantly to enable you to create the game you want.

- [www.spielmaterial.de](http://www.spielmaterial.de) -  
the online portal for everything related to board game creation

**PHILOSOPHY**

Nowadays our customers range from (creative) individuals and hobbyists to active authors, logopedic therapists, marketing managers, all kinds of schools, as well as companies that have nothing to do with games at all.

As an active player, author and publisher I know very well about the requirements and demands of the creative design market. That's why it's very important to me to find suitable solutions. It doesn't matter to me if it's a single prototype or an entire project.

My team and I - we see ourselves as service providers and no matter the question, we're there to help.

We're driven by our interest to be the best in this niche. Should you ever come across a gap in the market or even in our assortment, rest assured we'll find a solution for that, too.

Games should be fun, of course. That's why our friends, the Pöppels, are here to support us wherever they can.



**IMPRINT**

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## HOW TO SATISFY EVERY NEED

Imagine you're looking for just one or two random components to use as gifts. Now imagine you need help with custom made dice for those 2,500 copies of your game. Inbetween there are unlimited possibilities for help. There is where we pick up our customers. That's our specialty.

### 1) Prototypes and single games

With just a little work you can create any form of game at home, using a varied assortment of game pieces and printable solutions. No matter if it's meeples, buildings, animal figures, goods and wares, vehicles or even stackable shapes, our game components are extendable and customizable with printable blanks, cards, counters, stickers or even entire game boards and boxes. It's all there for you to create the game you want.



### 2) Semiprofessional production

Designing and producing game components usually is possible only when producing large numbers. This process is often expensive because of the machines needed. We offer a different deal. Using our service it's possible to create custom game pieces even in a semiprofessional fashion and in small numbers.

### 3) Professional production

We offer an entire production chain in a professional market, too. This service is possible and efficient when producing at least 1.000 games. We're able to pull the entire production (including logistics), but if you need us to do just one part of the job we can do just that.

#### OFFERING HELP DURING THE ENTIRE PROCESS

We offer help and provide services for each and every area of work in this market. Whether you want us to do graphics and design or handle distribution, for instance.

you can always check our  
game creation related wiki.

[www.spieleerfinden.de](http://www.spieleerfinden.de)  
(Available in german, english and french)



We arrange authoring contests. A couple hundred game authors from all over the world participate in these contests. The goal of our contests is to create a new game using materials Spielmaterial provided. Of course you can add as much content as you want, but the given game components must be part of the game in some way or form.

[www.muecke-spiele.de](http://www.muecke-spiele.de)



## MEEPLES

The big small brother of the classic pawn

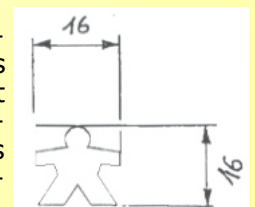


There are literally millions of these little figurines. How crazy is that? Just how do they make these? Here's a really short explanation.



First of all, a designer has to establish the base form. The game piece has to be distinguishable and easy enough to create at the same time.

After that the base form is measured and it's producibility is tested. Such a figure might change according to the production needs. Part of this process is deciding the material and colors.



The next part in this process are the machines. They have to be created or redefined and set and programmed to create and handle the figure that has been designed and optimized. The coloring process is done using large drum roll machines.