

# Institute of National Remembrance

<https://ipn.gov.pl/en/news/604,IPNs-board-game-quotQueuequot-named-best-of-the-year.html>

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IPN's board game "Queue" named best of the year





Educational game "Queue" published by IPN was chosen by industry experts as the "Game of the Year 2012". For the first time in the history of the title a game designed in Poland received the award.

The "Game of the Year" is awarded by a panel of experts gathered around the site, "GamesFanatic.pl" since 2004, when following a trend from Germany, the modern board games started to become fashionable again. Modeled on the existing German award given since 1979 – the "Spiel des Jahres", the "Game of the Year" aims at awarding to the best board games in Poland as well as popularize such games as a form of intellectual entertainment.

"Queue" is unique among the winners of the title, because for the first time in the history of "Game of the Year" it is a game designed by a Pole. It is also unprecedented that an award of such caliber went to an

educational game released by a state institution. To have "Queue" in among such great board games like "Settlers of Catan" by Klaus Tauber, "High Voltage" by Frieze Friedmann and "Agricola" by Uwe Rosenberg is a success not only for a dozen of employees of the Public Education Office, which include among many others, the game developer and creator himself – Karol Madaj, historical consultant and editor dr. Andrzej Zawistowski, but also many people from outside the Institute, who co-created the game. To Natalia Baranowska and Marta Malesińska the "Queue" owes its impressive graphic design and thanks to the voluntary testers of "Monsoon Group" game has a simple and exciting rules.

"Queue" is one of several educational board games designed by a team of educators of the Public Education Office. The game tells the story of the difficulties in shopping in the 80's. Realistic reproduction of queuing actually shows the effects of irresponsible economic policies of the communist authorities.

At the end of June the fourth international edition of the game will be available in the stores.

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