



Designers' Night 2026

Danmarks største event og samling af prototype-brætspil, på én aften!
Vælg dine favoritter på forhånd, og kom og spil dem med designerne.
Det foregår fredag aften på Aarhus Brætspilsfestival fra kl. 17.00 til luk.



37 forskellige spil! -->

RACE OF MYRIAD

By designer: Peter Nielsen



Designer's Night 2026



In Race of Myriad, players use Trick-taking, synergies, 4 simple rules, and 6 special abilities to stay ahead in the race. Each day a player has 7 cards, and plays cards into columns & moves their meeple forward. Columns are scored during the day, and day winners are scored on the race track. First player to the goal wins.

2-6

≈ 60 min.

THE KUIPER INITIATIVE

By designer: Henrik Sterndorff Jessen



Designer's Night 2026



The Kuiper Initiative is a medium-heavy strategic game of discovery and exploration in space. Journey across the Kuiper Belt, land on alien worlds, and make first contact with new civilizations. Upgrade your ship, manage resources, and outmaneuver rivals to save humanity.

 2 - 4

 ≈ 150 min.

GHOST SHIP

By designer: Jonas Bjørn-Andersen



Designer's Night 2026



Ghost Ship is a cooperative family game (8+) in which players take on the role of pirates trying to find the lost treasure before the ghost ship does. The game is driven by dice, which allow players to search for treasure, battle sea monsters and other ships in the quest to find the correct key that unlocks the treasure. Are you ready for battle?

 2 - 4

 ≈ 60 min.

LUDUS: GLADIATORS, GOLD & GLORY

By designer: Jimmi Johansen



Designer's Night 2026



I LUDUS gælder det om at hyre de bedste og stærkeste gladiatorer, for at kunne underholde kejseren og det romerske folk i Colosseum. En runde består af TRE faser: 1. Send arbejdere på diverse opgaver i byen (worker placement) 2. Underhold kejseren (mini-games) 3. Gå en tur i din egen lille by (saml point).

 3 - 6

 ≈ 90 min.

KOSMOS

By designers: Stefan Jacob Bierrings Jensen



Designer's Night 2026



In Kosmos you play as interstellar architects, connecting planets to ever growing solar-systems. You can play kosmos in many ways, but in the main game-mode you play against opponents chaining combos and forcing your opponents to draw more cards, with clever plays. Kosmos can also be played cooperatively or as a single player puzzle.

 1-4

 ≈ 30 min.

TRAVELERS

By designers: Bastian Borup & Jasper de Lange



Designer's Night 2026



Play as opportunistic captains helping travelers through the empire. Deliver characters quickly to get rich and expand your crew, or keep them on board to maximize their special abilities.

 2 - 5

 ≈ 60 min.

BOHEMIANS - EXPANSION

By designer: Jasper de Lange



Designer's Night 2026



Live the life of a struggling artist in Paris in this deckbuilder. This expansion let's you play a set of wholly new characters - an architect, a philosopher, a choreographer or a playwright!

2-4

≈ 90 min.

DRAGEMESTER

By designers: Søren Bredahl & Jeppe Juul



Designers Night 2026



Dragemester er et taktisk brætspil, hvor spillerne skiftes til at placere brikker og påvirke spillets struktur. Hver placering skaber nye muligheder og begrænsninger. Enkle regler kombineret med dybe strategiske valg gør, at hver beslutning får betydning for udfaldet. Den spiller, der bedst forstår at kontrollere udviklingen og udnytte sine muligheder, bliver Dragemester.



BODYGUARD

By designers: Søren Bredahl & Jeppe Juul



Designers Night 2026



Bodyguard er et taktisk brætspil. Fansene forsøger at komme helt tæt på VIP'en, og hvis det lykkes, vinder de spillet. Bodygarden skal derimod beskytte VIP'en ved at styre bevægelserne, placere sig strategisk og forhindre fansene i at nå frem. Hver tur kræver præcise valg og overblik, hvor små positionelle forskelle kan afgøre udfaldet.



2



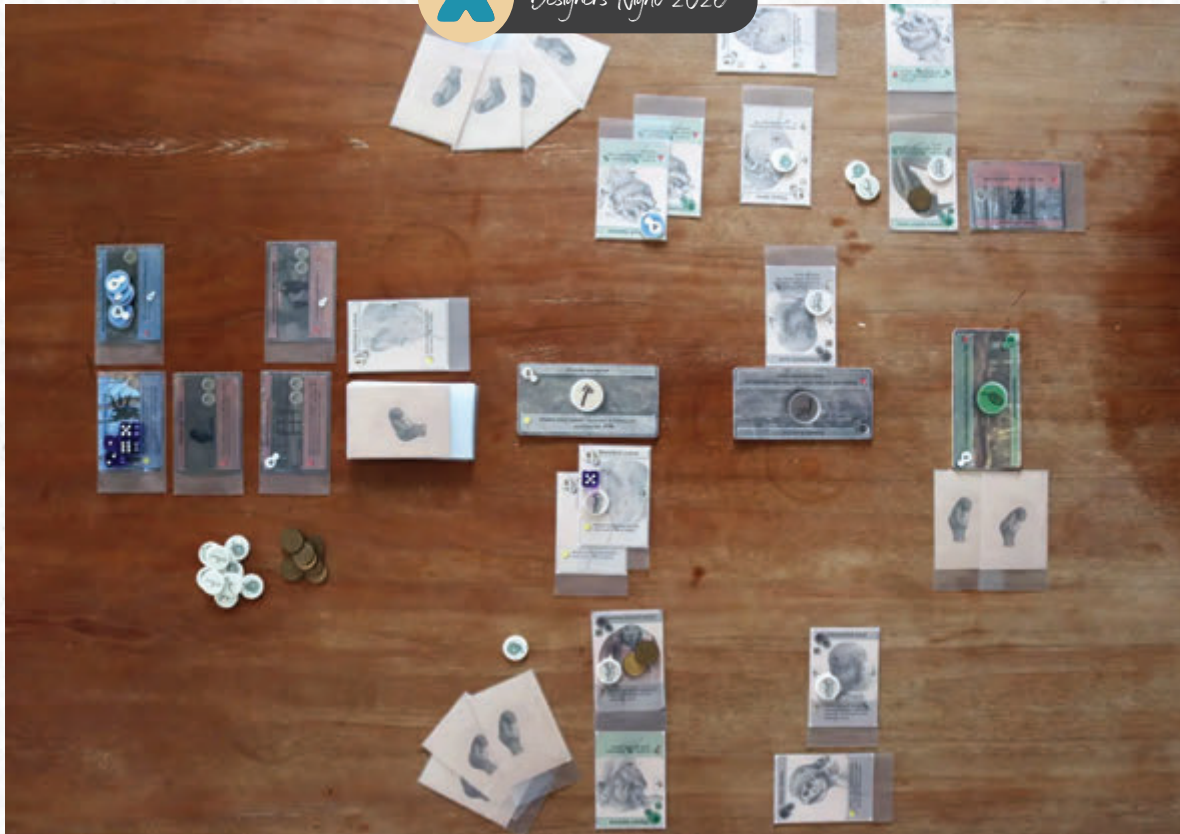
≈ 45 min.

IMMANIS - CAPTURE, KEEP, KILL

By designer: Michael S. Lindgaard



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Set in the world of 'IMMANIS', trolls are the ultimate source to power. The strength of the troll and the resources it provides are incomparable with anything else known to this world. IMMANIS - capture, keep, kill, is a 2-player lane-battler, where the players are battling over 3 lanes (forest, plains swamp) by placing troll cards with different strength and abilities.



2



≈ 90 min.

ADVENTURE PUZZLE - THE GREAT TOWN WALL

By designer: Michael S. Lindgaard



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Monsters are heading towards the main town, and the only thing that stands between them, are the great town wall. The game is a tower-defense, where you are 1 or 2 heroes on the wall. To defeat the monster cards, you are covering up matching dice symbols on them. Throughout the game, you will earn skills, more dices, and weapons, that you can manipulate your dices with.

1-2

≈ 150 min.

UNEXPECTED POETS

By designer: Mads Fløe



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Mary stepped into the garden and looked about her very curiously. She wondered if it would seem like a dream. The springtime was everywhere, and it was lifting its head in the secret garden. The sun shone down warmly, and something was happening in the air that she could not understand. She began to feel as if she had found a place where something very wonderful was going on.

As she stood looking round her, she noticed something new. It was on the wall upon the right side. It was a tendril of a rose vine which had fastened itself to the wall. It had been there a long time, and it had been built up round it. It was brown and dry-looking.

Hint to the other players, which image on the table is "yours"; by highlighting words in a piece of text from a classic book. This method is known as "blackout poetry", and after highlighting words to give as a clue, you read only these words, in the same order they appear on the paper. Congratulations, you have just unexpectedly made poetry!



3-7



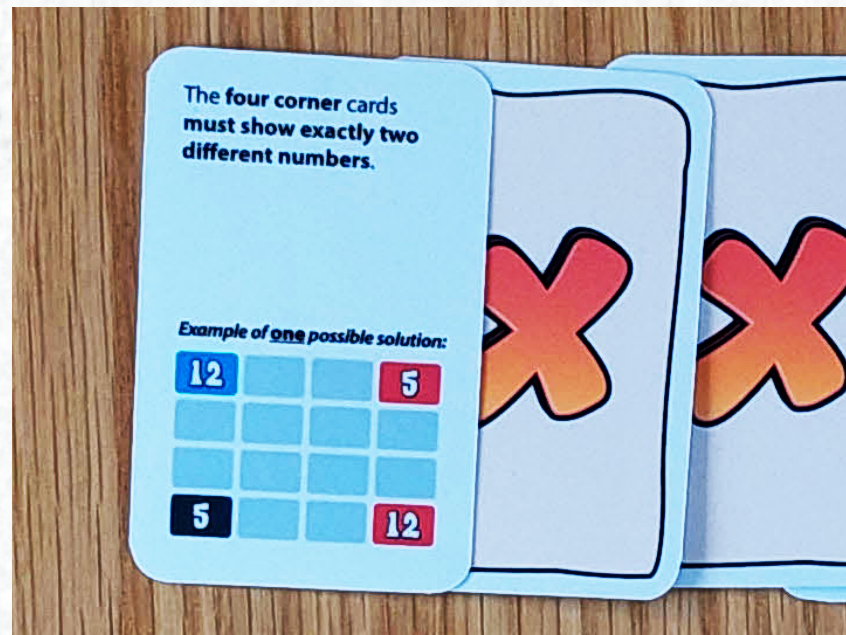
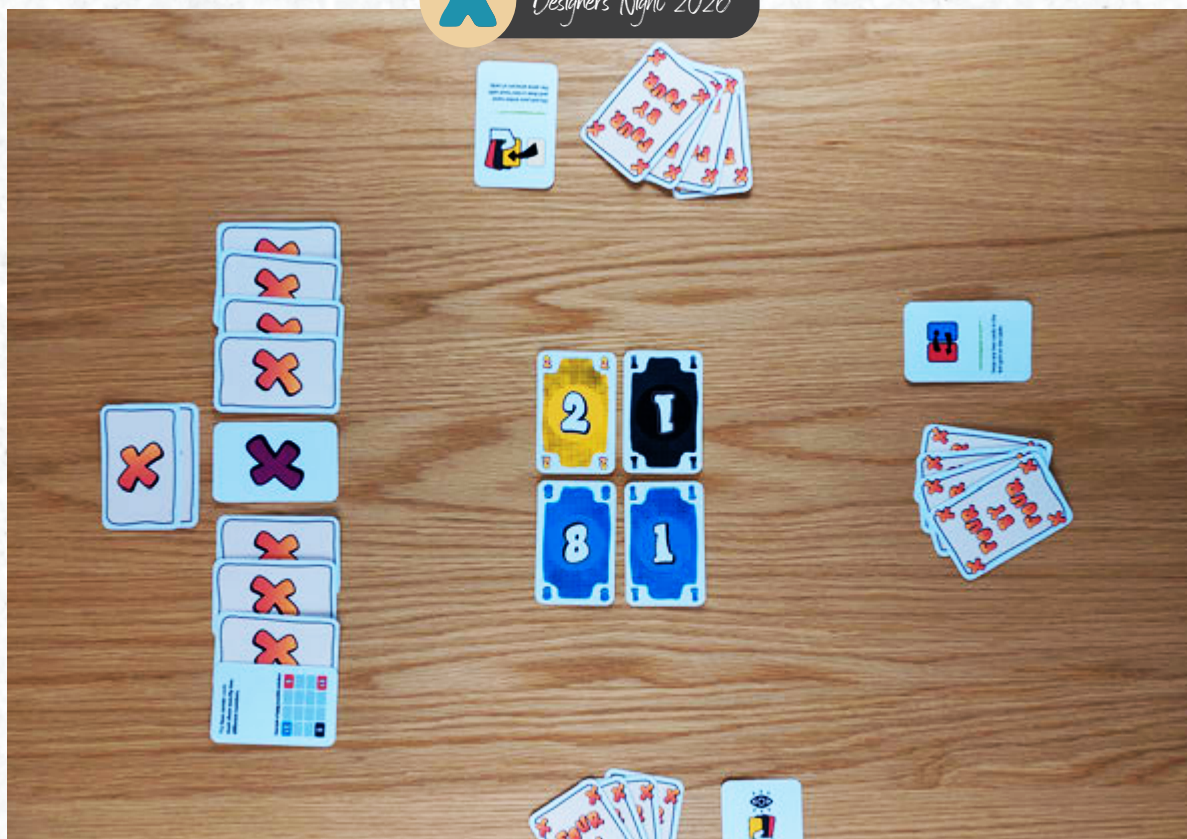
≈ 30 min.

FOUR BY FOUR

By designer: Mads Fløe



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Cooperate to solve as many missions as possible, by placing cards from your hands into a 4x4 grid on the table. If you fail to solve a mission after having used up all 16 slots in the 4x4 grid, you deduct a point from your final score. However, after receiving your final score at the end, you can risk it all and redeem yourself by going for a super-win!

2 - 4

≈ 30 min.

ABANDON CAPRICORN

By designers: Søren Brandborg & Bastian Borup



Designers Night 2026



Et nødsignal trækker jer til rumstationen Capricorn – men besætningen er væk, og noget bevæger sig i mørket. I er fanget på skibet, og i jeres forsøg på at slippe fri må I samarbejde, rotere stationens sektioner, bekæmpe aliens og finde de nødvendige ressourcer. Kan I aktivere systemerne og undslippe – eller bliver Capricorn jeres sidste mission?

2 - 4

≈ 120 min.

DUTCH DEALS

By designer: Kasper Lapp & Christian Kudahl



Designer's Night 2026



How long do you dare to wait, before you buy that precious shoe, tulip og wind mill? The longer you wait, the cheaper it gets, but another player may snatch it up before you. Each card will help you in your set collection and give you a special power."

 2 - 5

 ≈ 30 min.

MONSTER BREEDERS

By designer: Kasper Lapp & Christian Kudahl



Designer's Night 2026



Breeding monsters is not an easy task. If you sell them too early, they won't earn you good profits, but if you keep them for too long, they may become too strong and start eating each other, or even you!

2 - 5

≈ 30 min.

PACTOPOLIS

By designer: Rajiv V. Basaiawmoit, Taru Deva, Chavi C-Y Fletcher Chen



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This is a negotiation game unlike any other. Four sectors, play with asymmetric information and need to grow their sectors on natural land. They will balance resource production whilst taking care of the environment. Your victory is tied to everyone else's. Time flies in this long, yet, highly interactive deal-making game where in some parts there are "almost" no rules!

2 - 4

≈ 120 min.

MIGRATION AMERICA

By designer: Bastian Borup



Designer's Night 2026



Play cards simultaneously to board ships to the land of the free. But try not to play the same number as the other players. Cause only the players with the most passengers on a ship will leave, when the Oceanic Dice are being thrown on your number!

2 - 5

≈ 30 min.

ANIMOSITY

By designer: Nicolaj Quist Lauritzen



Designer's Night 2026



Er du vild med tower defence spil med høj fart og action, så prøv Animosity. Du kan opgradere dine penge og få råd til den unikke drage, eller hvad med at sende en sværm af ulve, bueskytter og flyvende kyllinger mod din modstander. Animosity er et token deckbuilder spil med area control. Første spiller, der slår et af 3 tårne ud, har vundet.

1-2

≈ 45 min.

HEAP

By designer: Michael Orsted



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Heap is a medium-heavy strategic board game. That mixes network building, resource gathering and delivering, economy and hand management. Players compete to build routes and claim buildings while managing money, workers, time, upgrades and bid for turn order. To create a steady and growing income by helping the main towns prosperity.

 3 - 5

 ≈ 90 min.

CARTA MARINA

By designer: Mathies Nissen Andersen



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Carta Marina foregår i middelalderens Skandinavien. Grundlæg byer, rekrutter tropper, udkæmp krige! Gennem et ræs om de knappe ressourcer presses spillerne tæt sammen i en udmagrende kamp om brættets områder. Et særligt sten-saks-papir-system mellem de tre tropper tilføjer et centralt valg i kampen om brættet. Med udgangspunkt i få, simple handlinger holdes tempoet højt!

2-4

≈ 60 min.

TRICKBUILDER

By designer: Svend Buus, Martin Bjergskov Thomsen



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Trickbuilder is a deckbuilding trick-taking game. Combine suit and strength cards to either win the trick and get points, or lose the trick to add better cards to your deck for the remaining tricks. The player with the most points after 20-30 tricks win.

2-5

≈ 45 min.

DEAL & STEAL

By designer: Lars Wagner Hansen



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You are criminals, sharing the spoils of your latest heist. But how do you make sure you get what you want, but don't let the scumbags get what they want? The dealer turns over an amount of cards and split them into piles for all the players to choose from, but the dealer gets the last pile left on the table. But watch out for special cards that disrupt the flow of play.

 2-7

 ≈ 30 min.

MARIO CARD

By designer: Svend Buus



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Recreate the classic video game and be the first over the finish line in Mario Card! A deckbuilding racing game with push-your-luck mechanics where you get to blueshell your friend just before you slip i a banana peel!

 2 - 6

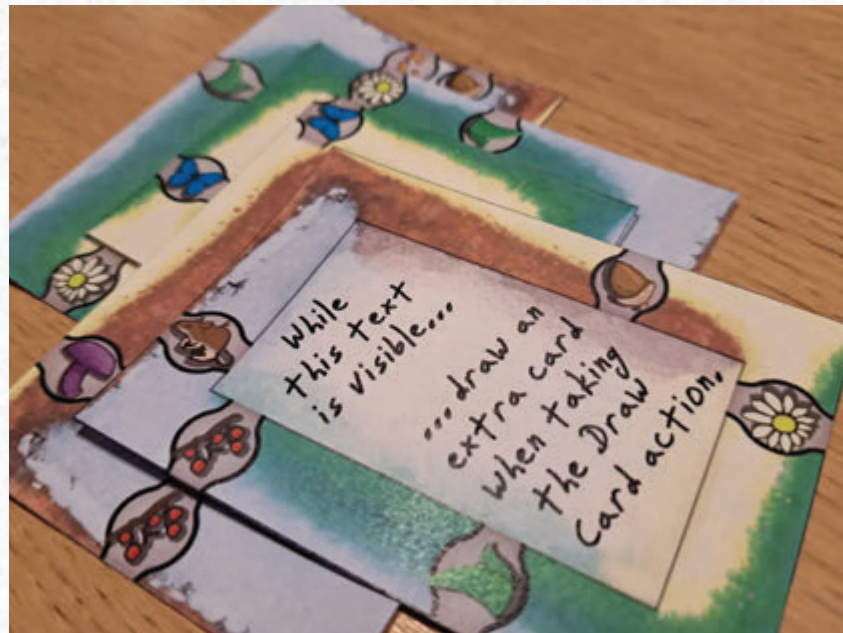
 ≈ 60 min.

TURN OF SEASONS

By designer: Daniel Niklas Jørgensen



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Turn of Seasons er et simpelt men strategisk kortspil, hvori man opbygger årscykler med sine kort, bestående af forår, sommer, efterår og vinter. Kortene kan spilles på mange måder, så det betaler sig at tænke et skridt eller to frem!

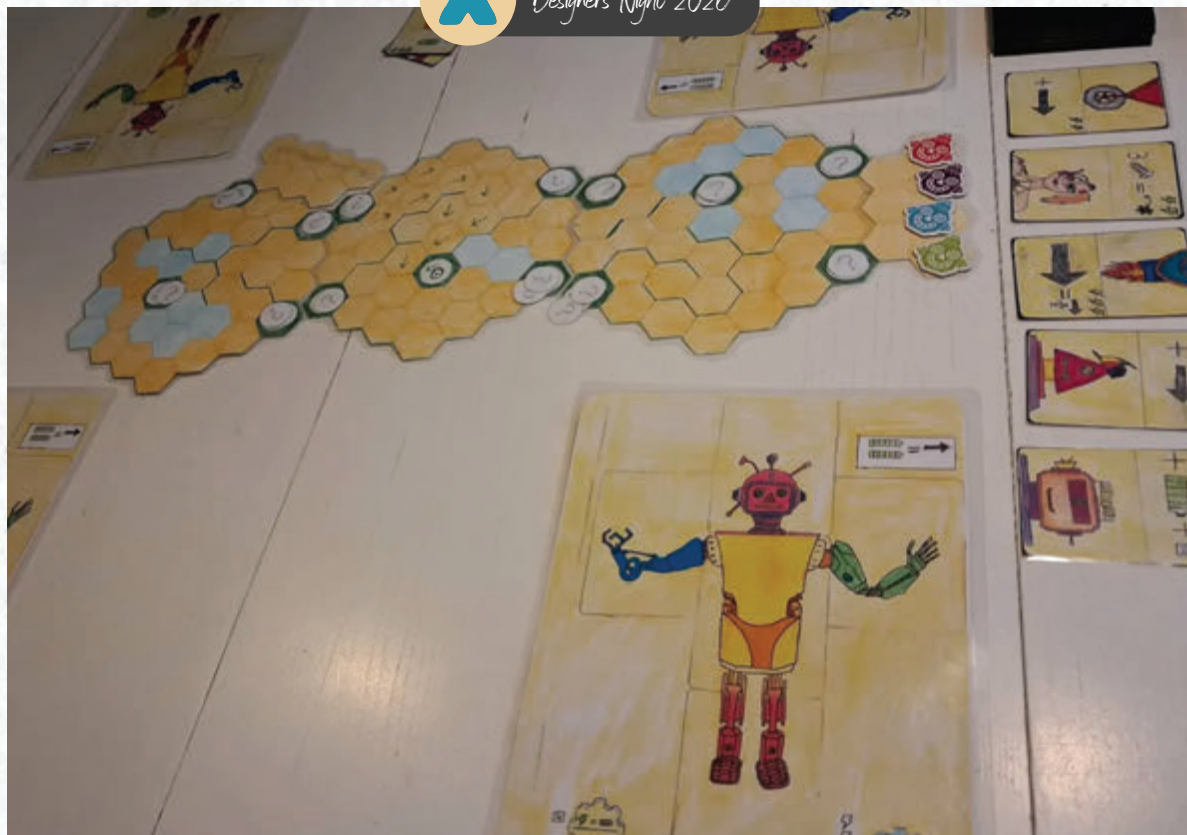


ROBOT RUSH!

By designer: Dennis Ricks



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Who has the fastest robot? In *Robot Rush!* you race your homemade robot against your friends to the finish line. But there is more to winning than being fast. Choosing the best order to activate the robot's parts and picking up the best upgrades along the track will also determine the winner in this family-oriented racing game!

2 - 4

≈ 60 min.

CLOSE ENOUGH

By designer: Jonatan Pallesen



Designer's Night 2026



A trivia game where close enough is good enough.

 3 - 6

 ≈ 45 min.

WIZARD WHIST

By designer: Jonatan Pallesen



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A trick taking game with extra powers.



OPINIONS

By designer: Jonatan Pallesen



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You try and guess the other players opinions.

 4 - 6

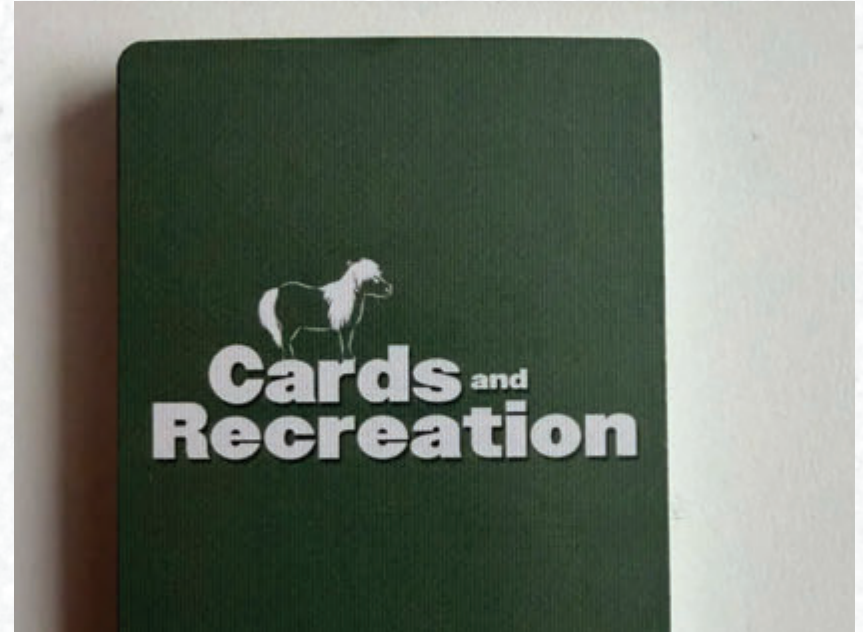
 ≈ 60 min.

CARDS AND RECREATION

By designer: Jonatan Pallesen



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A simple game based on the TV show.

 3 - 4

 ≈ 45 min.

MARTIN ER MEST EN HOTDOG

By designer: Jonatan Pallesen



Designers Night 2026



Et simpelt socialt spil for folk der kender hinanden.

 4 - 6

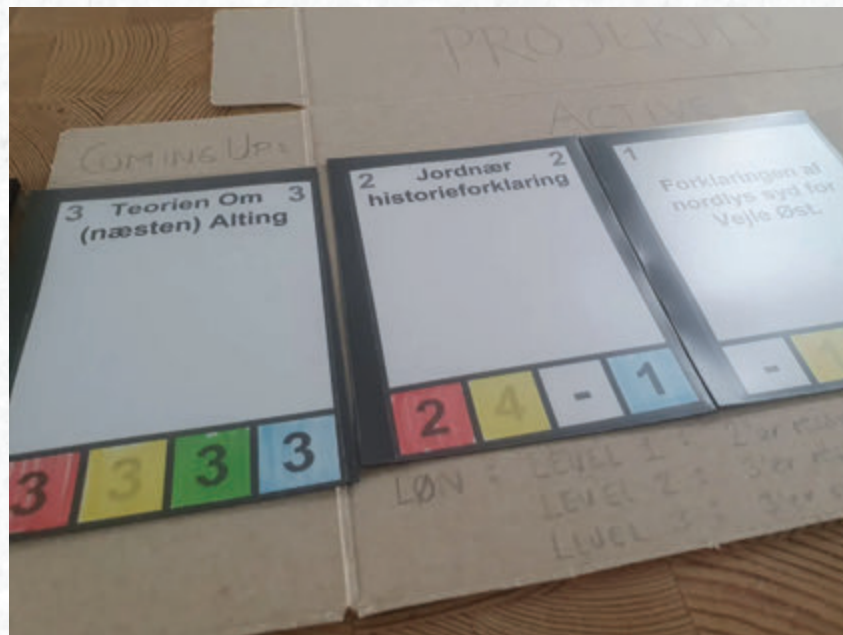
 ≈ 45 min.

NOBEL

By designer: Lauge Vagner Rasmussen



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I Nobel' spiller du en gal videnskabs m/k, som kæmper for at vinde nobelprisen. Undervejs må du bruge og udbygge din videnskabelige viden (dit deck), fjerne ud-dateret viden fra sit deck, foretage sabotage og købe dig til hjælp udefra. Hver runde vendes et nyt eksperiment, som du skal løse bedre end dine videnskabskollegaer, for at have nok prestige til at vinde Nobel.

2-4

≈ 60 min.

ASTRO REALMS

By designers: Peter B. Hoffgaard, Michael Lohde Andersen



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Command an interstellar empire in *Astro Realms*, a sci-fi deck-builder with tactical worker placement. Splay planet cards to generate resources, then deploy your Starship fleet to buy new worlds, claim market bonuses, or steal from rivals. Manage escalating action costs and be the first to top two Galactic Tracks to win the space race!

2-4

≈ 60 min.

EVENTYRKRIGERNE & GOBLINERNES MINE

By designer: Allan Kirkeby



Designers Night 2026



Eventyrkrigerne og goblinernes mine er et game-masterstyret fantasy rolle-bræt-spil for 2-4 børn. Spillerne er helte, der samarbejder om at udforske en mørk mine, overvinde forhindringer og bekæmpe gobliner for at redde kidnappede børn. Spillet kombinerer bevægelse på felter, evnekort og terningslag i turbaseret kamp, hvor samarbejde og mod er nøglen til sejr.

2 - 4

≈ 120 min.

MAGT & INDFLYDELSE

By designer: Søren Chr. Hansen



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Vind valget ved at kæmpe om mandater, påvirke meningsmålinger og holde styr på baglandet. I *Magt & Indflydelse* spiller du som et parti i Folketinget. Målet er at være det parti, der har haft størst indflydelse over et antal valgperioder. Så du må navigere taktisk i det politiske landskab både, når du har flertal eller er i mindretal.

4 - 5

≈ 90 min.

ROBORECON

By designer: Carsten Sass



Designer's Night 2026



Take control of a robotic explorer sent to harvest valuable crystals on a distant, uncharted world. In this strategic programming board game, you'll write commands using loops, stored procedures, and clever hacks to optimize your robot's every move. Adapt to shifting terrain, outmaneuver rival corporations, and refine your code to gather the most resources!

2 - 4

≈ 60 min.