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Press Release



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Does game design influence our future?

ATIWA, the new masterpiece game by Uwe Rosenberg, carries the hope for a better environment.

At UK Games Expo, we presented our new Uwe Rosenberg game for the very first time: ATIWA takes players to Ghana, West Africa, to a village community on the edge of a nature reserve that provides clean drinking water to a large area.

What ATIWA is all about:

In the role of a family of fruit farmers, players learn that flying foxes (aka: fruit bats) - formerly feared and hunted as fruit thieves - are in fact incredibly useful animals. Although the nocturnal animals continue to eat fruit from the trees, in doing so they equally spread the seeds over wide areas of the country. In this way, they help to reforest fallow land and - in the medium term - improve harvests. This realization has led to a symbiotic cooperation between fruit bats and the fruit farms. The animals are kept as "pets" in order to increase the size of the farms more quickly. Tall trees are left as roosting places, and fruit bats are offered shelter instead of being hunted for their meat. **However, if you have a lot of fruit bats, you also need a lot of space...**

The perfect balance between fruit bats and the growth of the farm is the key to success and thus victory in this classic worker placement game for **1-4 players** aged **12 and up**.



A farming game – why are there no farmers on the cover?

Out of respect for all the inhabitants of this multi-ethnic state and its numerous ethnic groups, we have deliberately not placed any individual indigenous group in the foreground here. The star of the game is the flying fox, whose continued existence can ensure survival for all people living in Ghana.



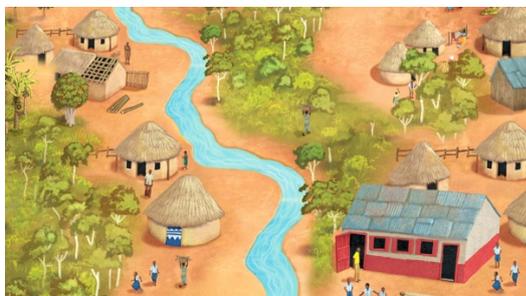
Game designer Uwe Rosenberg is a person of many interests. As in NUSFJORD, he once again addresses environmental and sociopolitical issues in ATIWA and wants to use his fame to make people aware of environmental and social problems. Unlike most of his titles, ATIWA is a piece of **contemporary history**.

Why is this worker placement game set in West Africa?

In ATIWA, the story is set in a region that requires the highest attention from an ecological point of view. With full intention of the game designer, this game idea relies on verifiable facts: <https://www.youtube.com/watch?v=eq2iesVslgE> (source: Max-Planck-Society)

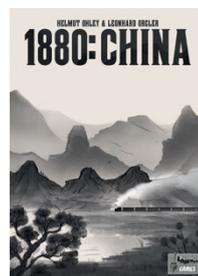
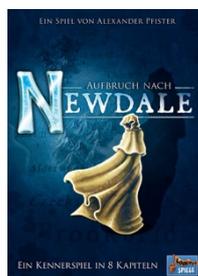
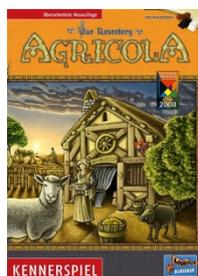
Uwe Rosenberg is known for his meticulous research when he commits himself to a game idea. This is true for AGRICOLA (*Medieval Europe*) as well as for NUSFJORD (*Lofoten*) and even more so for ORA ET LABORA, where the game designer delved deep into monastery life in advance to make the game experience as authentic as possible. Nevertheless, the "fun of the game" factor remains central in all of this: every good game tells a story, which must nevertheless allow artistic and narrative freedom in order to result in a successful whole.

The illustrations were developed by an experienced graphic designer with lots of feedback from Uwe's Ghanaian contacts and from cultural anthropologists. The game design is based on typical Ghanaian landscapes. Since the area is in early stages of developing, paved roads are missing, and the round huts shown are also based on the common style of the region.



A final note about the covers of Lookout games:

We've been following the discussions about the presence of "old white men" in board games for years, too. For many Lookout titles, however, we feel that it is still appropriate to use a title character as well as a landscape to anchor the game in an era or region (AGRICOLA, NUSFJORD, ISLE OF SKYE). In doing so, you'll notice that Lookout's title characters have been getting more and more diverse in recent years.



Within this ongoing process, we also didn't miss to give our covers a general facelift. Don't worry - Lookout classics like AGRICOLA will still keep their proven appearance. With new releases, we are taking a different approach in design.

The success of titles such as EXPEDITION TO NEWDALE or LLAMALAND proves us right here. We have also chosen a new approach for the 2022 revision of 1880 CHINA and have been able to win over a local artist for the illustrations, like we did for the several Folklore editions of Patchwork. In this respect, it is only logical that ATIWA also receives a modern Lookout cover. We were also in contact with Ghanaian artists, but unfortunately it didn't work out for this project. For future games (*Uwe will thematically spend more time in Ghana, that much we can already reveal*) this of course remains an option.

Uwe Rosenberg, Lookout and the Environment:

Last but not least, the game scores with over 300 wooden game pieces (*including many, many #batmeeples*) and components made from renewable resources and is - as usual with Lookout - produced in Germany.

Good to know:

A single colony of 150,000 fruit bats can contribute to the reforestation of 800 ha of forest within a year!

More information about the development of the game, Ghana, and the flying foxes will be available in an accompanying booklet, which will be published together with ATIWA during SPIEL '22.

About Lookout Games

Lookout GmbH, located in Schwabenheim a. d. Selz, Germany, was founded in 2000 by Hanno Girke gegründet. Since then, Lookout has published many card and board games, scoring the Kennerspiel des Jahres 2016 for „Isle of Skye“ and other prestigious awards. Lookout games are normally manufactured in Germany and distributed worldwide through the Asmodee group.

More information can be found within our internet presence at <https://lookout-spiele.de/>