

He has only got to blame himself for all the extra work: A Tribute to KMW

Ever since the first edition of the *spielbox* in 1981, for which he created the section "Tweaks and variations", KMW has been a fixture and he contributed to almost all 212 issues. Not only was he an early adopter in the board gaming community, starting from the middle of the 1970s, but he also constantly initiated new things. Inspired by the Swiss Walter Luc-Haas, KMW started playing by mail, and soon published his own magazine on the subject, in the shape of the Xeroxed pages of *WolfsWirtschafts-Brief*. Enhanced with news from the scene and game reviews, this was later turned into the magazine *Die Pöppel-Revue*, an amateur version of *spielbox*. On the pages of his magazine the Golden Meeple was born, an audience award that later

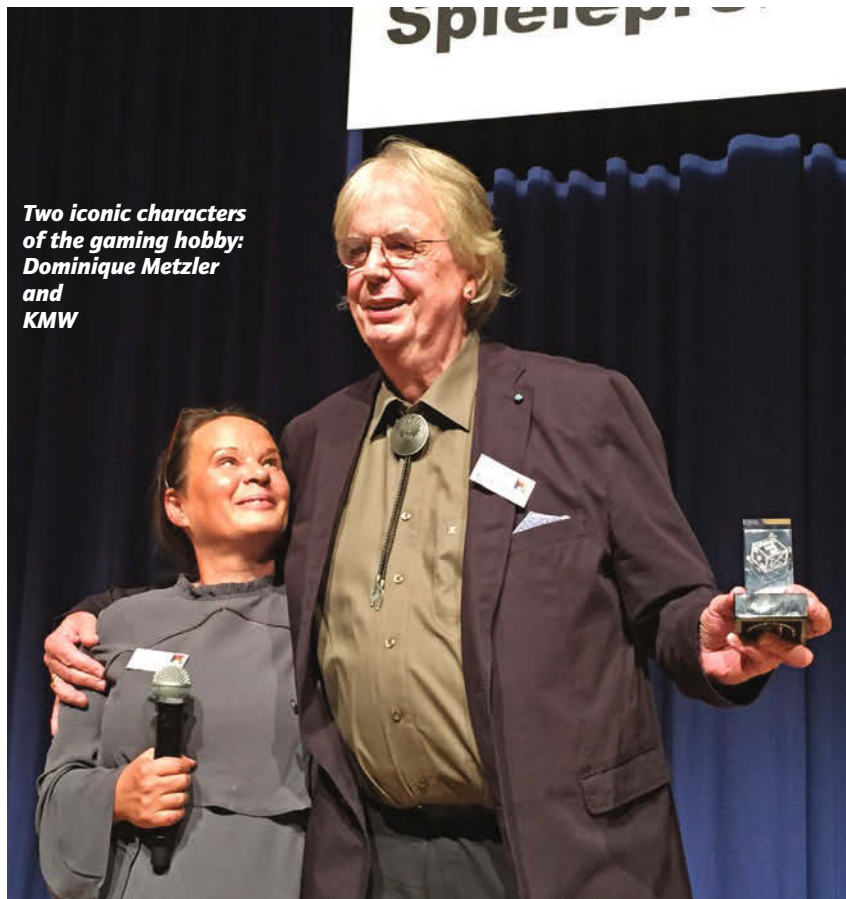
became *Deutscher Spielepreis*, after the magazine had transferred to publisher Friedhelm Merz, founder of the SPIEL at Essen.

KMW once confessed in an interview: "Whenever I have a brilliant idea, it turns into incredibly hard work." And another such labor of love was KMW's *Spielpl@tz*, the first website for gamers in the German-speaking world, founded in 1995 and rebranded in 2000 to *spielbox-online*. Up until the site's relaunch in 2015, KMW also acted as its moderator and technical support.

At the age of 70, the innovator has now managed to scale back his work and is again able to focus on playing – and luckily also reviewing – as well as on his family.

It seems obvious that someone with a life immersed in board games (that includes game design and rules editing) would have a strong inclination to express his opinion. But for his part, this is coupled with typical Hanseatic restraint and modesty, which makes friends, acquaintances and colleagues particularly happy that KMW is finally honored for his life-work: with the special achievement award of *Deutscher Spielepreis*. May his eventful life last for a long time still.

*Matthias Hardel
(with Dominique Metzler
and Claus Voigt)/cs*



Two iconic characters of the gaming hobby: Dominique Metzler and KMW



KMW as we all know him: Pretending to give an incredibly long speech, then delivering just one eloquent sentence of gratitude