

**H O B B Y
W O R L D**



2023



Hobby World is an international board games publisher and developer well known for its focus on high-quality games featuring stunning graphics, engaging and well-balanced gameplay, and deeply-developed worlds. Established in 2001, Hobby World has published many award-winning board games, including the Spyfall series, Furnace, Viceroy, Master of Orion, Bastion, Sunflower Valley, and more.

WHY HOBBY WORLD?

- ◆ Our **in-house development team** collaborates with the best international designers and artists
- ◆ We ensure **flexible approach** and provide international **marketing support**

International Projects & Marketing



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#HobbyWorldInt





Game Design: Nikita Sorokin

MEZEN



GAME OVERVIEW

Mezen is a style of folk Russian painting originated by the end of XIX century near the river Mezen not far from a northern town Arkhangelsk. In Mezen you will take on the role of a northern craftsman, creating intricate ornamental paintings to order. Combine symbols and flip tiles to accomplish goals and earn Victory Points. The player to earn the most Victory Points after the 10th round wins.



GAMEPLAY

Each turn the players will be choosing a group of adjacent identical symbols to remove it from their "painting" and slide down the tiles above to fill the empty spots. After that, the removed tiles will be flipped to the other side and placed into the newly empty spots. By changing the placement of symbols this way, the players will be accomplishing goals and receiving victory points.



1. Remove a group of tiles.



2. Slide the top tiles down to fill the empty spots.



3. Flip the removed tiles.



4. Place the flipped tiles into the newly opened spots in any order.



5. Score the victory points for the current goal.



KEY SELLING POINTS

- An original take on the 'three-in-a-row' mechanism.
- «Best game for general audience» according to expert opinion in Granicon-2022 (the largest festival of game design in Russia).
- Design inspired by the folk craft



PRACTICAL INFO

CONTENTS

125 double-sided Mezen painting tiles, 36 goal cards, 75 amulets, Game board, 5 markers to count Victory Points, 5 «50/100 points» tokens, Active Player miniature, Game Rules

MOQ: 2000

MSRP: \$30

RELEASE: available

BOX

Size: 255×255×62 mm

RIGHTS  except 



Game Design: Igor Sklyuev, Ekaterina Gorn

NEON



GAME OVERVIEW

Neon is a fast-paced battle royale game, where you become a Fighter competing in the Tournament. For several rounds you shall battle other Fighters while exploring various Sectors of the city and searching for new weapons and armor. At the end of each round, some Sectors will submerge, so make sure to choose the safest ones to stay on.

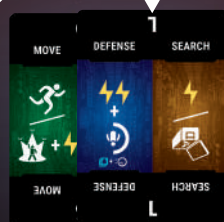
GAMEPLAY

There are 3 Game Modes allowing you to play in teams or solo; for scoring or for survival.

The game is played over a series of Rounds. Each Round consists of 4 Phases:

1 CHOOSING CARDS

Players choose 2 Action cards from their hand and create a combination of 3 Actions. The visible number of the combination determines turn order.



2 ACTIONS

Move

Move your Fighter to an adjacent sector

Search

Draw Equipment cards: they help you attack and defend yourself

Attack

Choose a target, use your Equipment cards and roll dice. Your target rolls dice for defense.

Defense

Adjust Force Field to your Fighter, each half of it gives you +1 dice for defense

Takeover

Take the Leader token

Gain

⚡/⚡

3 END OF GAME CHECK:

The last round or the last Fighter to survive.

4 SUBMERSION

1 or 2 Sectors are removed and the Arena adjusts. The players who were on the submerged Sectors get damage.



KEY SELLING POINTS

- Dynamic battle royale on your table
- Three Game Modes allowing you to play for scores, for survival or as a team
- Great replayability: modular game board, 66 Equipment cards, 6 Fighters with different abilities

PRACTICAL INFO

CONTENTS

10 Sectors, 8 Sheets, 8 Dice, 6 Fighter miniatures, 1 Drop ship, 1 Automa standee, 122 Cards, 128 Tokens, 6 Energy trackers, Game Rules

MOQ: 1000

MSRP: \$60

RELEASE: available

BOX:

Size: 298×298×71 mm

RIGHTS  except 



Game Design: Stepan Opalev

AGE OF WONDERS: PLANETFALL



GAME OVERVIEW

Age of Wonders: Planetfall is an exciting card strategy based on the world-renowned video game.

GAMEPLAY

The game is played over 7 rounds, and a new planet is explored each round. Each player may conduct 2 explorations on every planet. During exploration, starting from the topmost ship on the "1" slot of the turn order track to the bottom, each player takes their turn: they choose one of the available Planet cards (the one they can pay for and not occupied by other players) or an Operation slot in the Operations board and place their ship on it.

When all players have taken their turns, they resolve the corresponding actions in order of the players' ships: from left to right and from top to bottom.

When you resolve an action from a Planet card or an Operation slot, remove your ship from it and place it on the topmost unoccupied slot of the turn order track. Thus, the player who occupied Level 1 cards will take their turn before those who occupied Level 2 or Level 3 cards in the next Exploration.



GAME END

The game ends after the second Exploration in the seventh round.

Players score additional points for:

- 1) Meeting the conditions from the current Goal sheet
- 2) Meeting the conditions of certain Technology cards they claimed

The player with the most points is declared a winner.

	↑	🔥
I	8	-9
II	8	-9
III	7	-8

The level that the card is on impacts its cost or reward (depending on its type)



KEY SELLING FEATURES

- ▶ Based on the world-renowned video game
- ▶ Supports up to 6 players
- ▶ Fast paced game with deep strategy

PRACTICAL INFO

CONTENTS

1 Operations board, 6 double-sided Commander sheets, 8 Goal sheets, 1 Restrain token, 6 "+50/+100" tokens, 98 Planet cards, 30 wooden pieces, Game Rules

MOQ: 1000

MSRP: \$45

RELEASE: available

BOX

Size: 255×255×62 mm

RIGHTS except



10+



20-30



2-4

Game Design: Yuri Zhuravlev

BENEVOLENT



GAME OVERVIEW

Benevolent is an abstract strategy game where players will be exploring a mysterious forest looking for the precious gifts from its spirits. Each player's goal is to collect **5 different gifts** faster than the others.

GAMEPLAY

Each turn a player moves and then performs an action.

Movement:

The player places one of their Footsteps on an adjacent hex with no other Footsteps of their own.

Action:

Now the player performs an action on this hex paying Leaves for all other Footsteps there. The player can choose not to perform an action and to take 2 Leaves from the supply instead.

Players continue taking turns collecting and exchanging gifts through different ways until one of them collects 5 different gifts and wins the game.



KEY SELLING FEATURES

- Easy to learn rules and captivating gameplay
- Wondrous adventure in a magical forest
- Modular game board that makes each game unique
- Cute illustrations and pleasant game components

PRACTICAL INFO

CONTENTS

3 double-sided Forest segments, 1 reference pad, 1 Dream board, 9 double-sided Secret tiles, 6 Clover tokens, 6 Feather tokens, 5 Crystal tokens, 4 Amber tokens, 4 Figurine tokens, 4 Character cards, 20 Footsteps, 64 Leaves, Game Rules

MOQ: 1000

MSRP: \$45

RELEASE: available

BOX:

Size: 255×255×62 mm

RIGHTS except



HISTORICAL MYSTERY

Game Design: Mikhail Rozanov

GAME OVERVIEW

“Historical Mystery” is a series of detective games, each box presenting one case based on real historical events. You have 24 moves to interrogate suspects and examine crime scenes before you are asked a series of questions concerning the case.

There are two games of the series now available:

“Death at the Ball”: A French nobleman is poisoned — visit wealthy households and interrogate aristocrats and commoners.

“Disappearance in the sky”: A famous millionaire mysteriously disappears right from the flying plane! A year later his son finds his valet dead... You are on this journalistic investigation.



GAMEPLAY

Players prepare decks without shuffling or flipping cards.

Starting from the first card they begin to follow the instructions. As they read through the story, they will encounter icons with numbers of decks: new places and people they unlock.

Players will have 24 Moves: chances to flip one of the available cards. They will either examine places or objects, or interrogate suspects.

During the game it is important to pay close attention to the details and people’s expressions in the pictures — it will help you solve the crime!



GAME END

When players are out of the Moves, they need to scan the “Question” QR-Code and give answers to a series of questions concerning the case. Then they can check right answers and the whole story description.



KEY SELLING POINTS

- ▶ A gripping story with unexpected twists
- ▶ The game guides you through the plot, though leaves all major decisions to you
- ▶ Compact format allows you to play it wherever you want

PRACTICAL INFO

CONTENTS
56 cards, Game Rules

MOQ: 1000

MSRP: \$5

RELEASE: available

BOX
Size: 135×68×28 mm

RIGHTS except



I'M NOT A ROBOT

Game Design: Alexander Ushan



GAME OVERVIEW

What if bot was one of us?

I'm not a robot is an amusing fast-paced game of deduction. One of you takes on the role of a robot pretending to be a human. Relying on other players' associations they try to figure out which picture is the key to access an important database... Even if the robot has no clue it can still have its way — it only has to be humanly clever to remain undisclosed!

GAMEPLAY



The Game is played over the course of 6 rounds.

Each round you lay photos in a 3x3 grid and give each photo a number from 1 to 9.

Each player receives a role and 1 role card is left on the table. Then everyone must give a 1-word association to the right card.

Humans know the right card. Robot is trying to blend in.

Robot could reveal itself and name the right picture, if associations were too obvious, otherwise continue to the next phase.

You reveal the card with the right answer and everyone must explain their associations in the order they were given.

After that you may discuss and vote for the player you think is the robot, but remember that 1 role card is left on the table and there may be a situation where there is no robot among the players.



ROUND END

If the majority guessed correctly, humans win, otherwise robots are victorious.

Players who guess correctly get a point in either way.

GAME END

After 6 rounds the player with the most points wins.

KEY SELLING POINTS

- ▶ A new variation of the game Spyfall from its game designer
- ▶ Deduction party game unlike any other
- ▶ Easy to learn, easy to set up
- ▶ Great replayability

PRACTICAL INFO

CONTENTS
162 cards, 9 tokens,
8 pencils, 1 sheet pad,
Game Rules

MOQ: 1000
MSRP: \$30

RELEASE: available
BOX
Size: 137x190x64 mm

RIGHTS except



I'M NOT A HUMAN

Game Design: Alexander Ushan

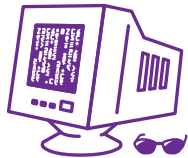
GAME OVERVIEW

Long live the Robots!

I'm not a human is a fast-paced game where the AI-generated artwork meets the human ingenuity. One of you takes on the role of a human pretending to be a robot in the world of AI supremacy. Relying on other players' associations they try to find the image password for the secret AI site... And even if the human is at a loss they still can outsmart the robots and win!



GAMEPLAY



The Game is played over the course of 6 rounds.

Each round you lay photos in a 3×3 grid and give each photo a number from 1 to 9.

Each player receives a role and 1 role card is left on the table. Then everyone must give a 1-word association to the right card.

Robots know the right card. Human is trying to blend in.

Human could reveal itself and name the right picture, if associations were too obvious, otherwise continue to the next phase.

You reveal the card with the right answer and everyone must explain their associations in the order they were given.

After that you may discuss and vote for the player you think is the human, but remember that 1 role card is left on the table and there may be a situation where there is no human among the players.



ROUND END

If the majority guessed correctly, robots win, otherwise humans are victorious.

Players who guess correctly get a point in either way.

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KEY SELLING POINTS

- ▶ A new variation of the game Spyfall from its game designer
- ▶ AI-generated artwork
- ▶ Deduction party game unlike any other
- ▶ Easy to learn, easy to set up
- ▶ Great replayability

PRACTICAL INFO

CONTENTS

162 cards, 9 tokens,
8 pencils, 1 sheet pad,
Game Rules

MOQ: 1000

MSRP: \$30

RELEASE: available

BOX

Size: 137×190×64 mm

RIGHTS  except 



12+



30-60



2-4

Game Design: Ivan Lashin

FURNACE



GAME OVERVIEW

Furnace is an astounding engine-building euro game where the players take on the roles of the 19th-century industrialists. Throughout several auction rounds, they will be bidding on cards to either develop their production chains or gain instant bonuses, and then resolving their facilities to maximize their profits.

GAMEPLAY

The game is played over 4 rounds. Each round consists of 2 phases: Auction and Production.

AUCTION PHASE

Each player has 4 discs with values 1–4 to bid on the cards in **the common row**. The players take turns placing 1 of their discs on the cards until they don't have any discs left.

Placement Rules

1. **No discs of the same value** on one card
2. **No discs of the same color** on one card

Then, the cards are resolved one by one in order from left to right.



The highest bid receives the card. All other bids get **compensated**: the value of the disc multiplies the compensation.

PRODUCTION PHASE

Now, the players **manage their own cards** in any order they wish. They may **gain resources**, **process them** into other resources or money, and **upgrade their cards** (🔄) for additional effects.



GAME END

When the 4th round is over, the player with the most money tokens wins.

GAME VARIANTS

Capitalists change the game rules for their owners. Production chains are for true experts!

KEY SELLING POINTS

- ▶ A unique auction mechanism where sometimes it's better to lose an auction
- ▶ Multi-stage production chains
- ▶ Lavish and historically accurate artwork
- ▶ High-quality components complementing an exquisite experience
- ▶ A neoprene playmat (680×260 mm) — sold separately, stored in the game box



PRACTICAL INFO

CONTENTS

46 cards, 17 Capital discs, 40 Coal cubes, 20 Iron bars, 15 Oil drums, 1 die, 82 tokens, 1 Round counter, Game Rules

MOQ: 1000

MSRP: \$40

RELEASE: available

BOX

Size: 277×194×67 mm

RIGHTS except



Game Design: Ivan Lashin

FURNACE

INTERBELLUM



GAME OVERVIEW

Furnace: Interbellum is an expansion to Furnace — our 2021 bestseller that had been launched in 11 countries and in 12 languages.

Furnace expands into the twenties and thirties of the twentieth century — the interwar period known as the interbellum. In this expansion, you will find new components, all of which exist within beautiful industrial buildings and structures from the epoch of Art Deco, Constructivism, and Bauhaus.

Interbellum is designed for players who are already familiar with Furnace. The expansion is best played if all of its elements are added to the base game, but if you don't feel up to it, you can get to know it piece by piece.

FEATURES

The expansion features:

- new Company and Capitalist cards
- variable Capital discs
- a set of components for a fifth player
- Manager tokens and Business School cards
- new Agents for two-player and solo variants



KEY SELLING POINTS

- ▶ Furnace expansion adds complexity to the game thus creating multiple variations by the end of it
- ▶ New modes: solo, new mode for 2 players, 5 players mode
- ▶ New card abilities, including permanent and one-time effects



Furnace base game is required to play.

PRACTICAL INFO

CONTENTS

40 cards, 2 tiles sheets, 5 double-sided rotating disks with a variable value, 4 wooden disks of blue color (similar to base game), Base resources: 5 yellow Oil, 10 blue Iron, 15 black Coal, Game Rules

MOQ: 1000

MSRP: \$40

RELEASE: available

BOX

Size: 235×157×47 mm

RIGHTS except





Game Design: Dave Neale

DUBIOUS



GAME OVERVIEW

Dubious is a game of deduction where each player creates a story for their Character and tries to get the majority of the players guess their Occupation and Secret.

At the same time, each player will have to listen carefully to what others have to say about themselves and prove their detective finesse!

GAMEPLAY

Each player gets a pair of cards for the round: **Occupation** and **Secret**.

All players **answer 5 questions**, common for everyone, and try to make the majority of the players (but not all of them!) guess their cards.



and Secret

Occupation cards and 2 Secret cards for the round.

Most Question card and some cards for reading their answers in the following order:

Answers aloud once again, then read the Occupations and Secrets.

Combining their combinations and score VP.

OCCUPATIONS		SECRETS	
1 Mailman	8 Constable	1 Counterfeiter	8 Flea-bitten
2 Tailor	9 Newsboy	2 Absent-minded	9 Constructing a submarine
3 Admiral	10 Private investigator	3 Kleptomaniac	10 Has pet snakes
4 Baker	11 Coachman	4 Has a jungle fever	11 Leads a double life
5 Capitalist	12 Chemist	5 Attends a brothel	12 Was fired from their job
6 Poet	13 Magician	6 Hides their noble birth	13 Holds spiritual séances
7 Mechanic	14 Explorer	7 Poisoned their uncle for inheritance	14 Nondrinker

SCORING

Score 1 VP for each Occupation you got right.

you got right.

who got your Occupation don't score any VP.

who got your Secret any VP.

n right, all other

it, all other play

SCORING

You score VP for your correct guesses and for the number of players who got your info right. However, if everyone or no one guesses your tidbits, you score nothing, so you have to keep doubt in the air!

SETTINGS

There are **3 game settings**: Victorian England (shown above), Modern, and Fantasy featuring a total of **84 unique artworks** and offering **588 possible combinations** of Occupations and Secrets!

KEY SELLING POINTS

- ▶ Memorable stories and infinite role-playing potential
- ▶ Easy-to-grasp rules and atmospheric gameplay
- ▶ Great replayability: 3 game settings, 14 Occupations and 14 Secrets within each, 27 different questions
- ▶ Outstanding artwork

PRACTICAL INFO

CONTENTS

111 cards, 18 Reference sheets, 6 screens, 6 pencils, sheet pad, 12 paper clips, Game Rules

MOQ: 2000

MSRP: \$40

RELEASE: available

BOX:

Size: 255×255×62 mm

RIGHTS except





Game Design: German Tikhomirov

DERANGED



GAME OVERVIEW

Deranged is a gothic semi-cooperative scenario-driven adventure game where 3 to 6 players must survive 3 days and nights in a town overrun with unrestrained horrors.

GAMEPLAY

On their turn, each player plays a card from their hand and resolves up to 2 actions **or** rests and restores their Sanity.


DURING THE DAY

The first action is free, another one costs 1 Sanity.

The players roam the town:

- Fighting **Monsters**
- Getting rid of their **Curses**
- Fulfilling their individual **Objectives**
- Collecting useful **Items** to **craft stronger decks**



If there is a symbol  in the card played, the **Time token** is advanced 1 space forward. **When it crosses the border**, not only the **Time of day changes**, it also triggers the next **Scenario Chapter**.

VICTORY AND DEFEAT

A player wins if at the end of the last Night all of the 3 conditions are met:

- They don't have a Deranged token,
- They have no Curse cards,
- Their Hero is on the Enchanted Gate space.

OTHERWISE, THEY LOSE.

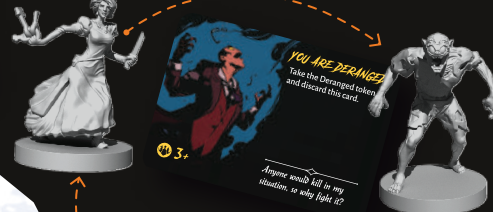
Get a **Night mission** which must be completed until the next dawn

or

DURING THE NIGHT

Each of the 2 actions costs 1 Sanity. On top of everything else, each player reveals their random **Night card**, and they either:

Become Deranged! From now on, they become more powerful, play by the upside-down side of the Action cards, and don't need to rest,



But the only way for them to turn back is to **kill a once fellow Human Hero!**

INSTANT DEFEAT

If at any point during the Night all Heroes are turned into Deranged, all players instantly lose.

KEY SELLING POINTS

- Atmospheric semi-cooperative adventure with varying roles and hidden objectives
- Catchy gothic comics artwork
- High replayability: modular game board, 3 extensive scenarios, Open World mode
- 11 plastic figures

PRACTICAL INFO

CONTENTS

4 double-sided pieces of the game board (quarters of the town), 6 Hero sheets, 11 Hero figures, 6 bases, 6 Health and Sanity tracks, 2 Time tracks, 18 Scenario sheets, 6 Monster sheets, 2 additional pieces of the game board, 164 cards, 136 various tokens, Game Rules

MOQ: 1000

MSRP: \$65

RELEASE: available

BOX

Size: 298×298×71 mm

RIGHTS

except 



12+



20



3-6

Game Design: Luc Remond,
David Simiand

CLUELLAGE

GAME OVERVIEW

Cluelligence is a game about guessing words through collages.



GAMEPLAY

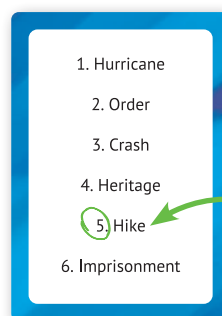
- 1 Every player gets a screen, dice, 6 tokens numbered 1 to 6 and 5 cards with abstract pictures.



Diana



- 2 They roll the dice behind the screen to know the word that they will show.



Diana



- 3 Players put the top card from their stack in the middle of the table and simultaneously try to select the best one for them.



- 4 They try to explain a given word using 5 cards they got in the previous phase.

Diana, is it a "Hike"?



- 5 You receive 1 point for each correct guess and 1 point for everyone who guessed you correctly.

GAME END

After 3 rounds the player with the most points wins.



KEY SELLING POINTS

- Deduction party game unlike any other
- Easy to learn, easy to set up
- An association game that fosters creativity

PRACTICAL INFO

CONTENTS

100 double-sided Picture cards, 49 double-sided Word cards, 6 dice, 6 screens, 35 Victory Point tokens, 36 numbered tokens, Game Rules

MOQ: 1000

MSRP: \$30

RELEASE: available

BOX

Size: 255×255×62 mm

RIGHTS except



Game Design: Till F. Teenck

ARTLINE

LOUVRE



GAME OVERVIEW

Artline is a game of associations based on gorgeous paintings from the world-famous art museums. This Louvre edition includes 112 original masterpieces licensed from the the Musée du Louvre in Paris.

During the game, the players develop a common grid of cards on the table and define common features for each row and column.

GAMEPLAY

Each player **starts with 5 cards** in hand, and **the goal is to get rid of them**.

One card is played per turn, and you may:

Extend a row/column and **draw** a new card

OR

Play your card at the intersection and **don't draw** a new card

The card you play has to fit:

Just **one feature** of a row **or** a column. Think of one if there's none yet!

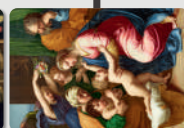
OR

Both features of a row **and** a column. Think of one or even both of them!

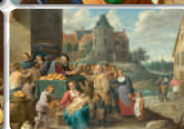
ONE PERSON

FOOD

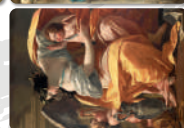
CHILDREN



FLOWERS



SKY



FEATHERS



Game Design: Till F. Teenck

ARTLINE

HERMITAGE



GAME OVERVIEW

The **Hermitage** edition includes 96 original masterpieces licensed from the State Hermitage museum in Saint-Petersburg.



Our main aim and idea is to expand the Artline series with the world-known museums. If you can represent your local museum, we will be pleased to cooperate.

KEY SELLING POINTS

- ▶ Fun educational family and party game broadening your artistic horizons
- ▶ Incredibly easy to explain
- ▶ Limitless replayability
- ▶ Perfect gift and a solid gateway into the board game community via museum shops and book stores

PRACTICAL INFO

CONTENTS

112 large Painting cards (Louvre), 96 large Painting cards (Hermitage), Game Rules

*** Language independent

MOQ: 1000

MSRP: \$30

BOX

Size: 204×204×47 mm

RIGHTS

Louvre

Hermitage





13+



15+



3-8

Game Design: Alexander Ushan

SPYFALL



GAME OVERVIEW

Spyfall is an award-winning card game of bluffing, probing questions, clever answers, and suspicion.

At the start of each round, players receive a secret card letting them know the location they are all in — except that one player receives the Spy card instead of the location. The Spy doesn't know where they are, but wins the round if they can figure it out before they blow their cover!

GAMEPLAY

The players pick one of the 30 facedown location sets randomly.

Each player receives a card and looks at it without showing anyone else.



You ARE the Spy!

You have no idea where you are!

You are NOT the Spy!

You know the location all players are in!

You want to:

Last the whole 8-min round of probing questions and answers

OR

Guess the location before your cover blows up

Detect the Spy and unanimously accuse them

OR

Not give the location away

The round begins!

The Active player chooses any one player to answer their question, then that player asks someone, too, and so on, until either the time is up or someone is accused of being the Spy:

Non-Spy 1: "Hey, what's the noise?"

Non-Spy 2: "It's quite soothing."

Non-Spy 2: "What brings you here?"

The Spy: "My adventurous spirit!"

The Spy: ...

They are asking about the noise...
In which of these locations the noise is soothing?..

Uh-oh, I'm being asked! How to answer?!
Oh, this should do!

Now, I should come up with a question, and quickly...



KEY SELLING POINTS

- ▶ An evergreen classics of the social deduction genre
- ▶ Over 1 000 000 copies sold in 26 languages!
- ▶ Three standalone expansions to support the line

PRACTICAL INFO

CONTENTS

240 cards, 30 resealable bags, Game Rules

MOQ: 1000

MSRP: \$25

BOX

Size: 204×204×47 mm

Weight: 0,58 kg

RIGHTS except





Game Design: Alexander Ushan

SPYFALL 2

GAME OVERVIEW

The same world-renowned game concept — with new locations and 2 Spies now!



KEY SELLING POINTS

- ▶ A standalone expansion, fully compatible with the other games of Spyfall
- ▶ Up to 12 players and 2 Spies among them
- ▶ 20 new locations

PRACTICAL INFO

CONTENTS

- 240 cards
- 20 resealable bags
- Game Rules

MOQ: 1000

MSRP: \$25

RELEASE: available

BOX

Size: 204×204×47 mm
Weight: 0,58 kg

RIGHTS



SPYFALL TIME TRAVEL

GAME OVERVIEW

A long-awaited threequel to the award-winning international bestseller.



KEY SELLING POINTS

- ▶ A standalone expansion, fully compatible with the other games of Spyfall
- ▶ 30 new locations from the past and the future
- ▶ 2-player and team variant

PRACTICAL INFO

CONTENTS

- 240 cards
- 30 resealable bags
- Game Rules

MOQ: 1000

MSRP: \$25

BOX

Size: 204×204×47 mm

RIGHTS



DC SPYFALL

GAME OVERVIEW

The same fun of bluffing, suspicion, probing questions, and clever answers in the DC universe!



KEY SELLING POINTS

- ▶ 20 iconic locations from the DC universe
- ▶ The game works great both for fans and non-fans of DC
- ▶ Several twists on the Spyfall formula: Multiverse Module, All-Joker Module, Harley Quinn Helper Module, Ability Cards

PRACTICAL INFO

CONTENTS

- 196 cards
- 24 resealable bags
- Game Rules

MOQ: 1000

MSRP: \$25

BOX

Size: 204×204×47 mm

RIGHTS





12+



30+



2-6

INSIDE THE BOX

Game Design: Damir Khusnatdinov

GAME OVERVIEW

Inside the box is an association party game where players need to guess what's inside the box.

Each round there's one player who knows the right picture and tries to help others guess it.

- 1 The leader gets a card with the placement of a secret package.
- 2 Explains its contents with cards, "hot and cold" style.
- 3 Other players try to guess what's in the package and get victory points for correct answers.

The first player to get 25 points wins.

1



2



KEY SELLING POINTS

- ▶ «Best game for a company» according to expert opinion in Granicon-2022 (the largest festival of game design in Russia)
- ▶ Also contains a team mode and two-player mode
- ▶ Great for family evenings and fun parties

PRACTICAL INFO

CONTENTS

point tracker board, 38 category cards, 75 package cards, 18 player tokens, 6 point-tracker markers, a pair of plus and minus cards, 25 placement cards, Game Rules

MOQ: 1000

MSRP: \$25

RELEASE: available

BOX

Size: 235×157×47 mm

RIGHTS except



4+



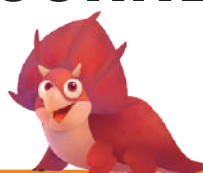
10+



1-5

Game Design: Mikhail Rozanov

DINO JOURNEY



GAME OVERVIEW

Dino Journey is a cooperative dice rolling game where the players help dinosaurs meet each other and escape from the lava together. Each turn, you roll a die and move the dinosaurs around the island so that they meet on the same square. Sometimes lava falls on the cube and an eruption happens! You win if you have six dinosaur encounters before you run out of 6 lava tokens.



KEY SELLING POINTS

- ▶ Teaches to talk to each other and make joint decisions
- ▶ Helps develop cooperation between children
- ▶ A 3D volcano

PRACTICAL INFO

CONTENTS

3 dino standees with stands, double-sided game board, 15 meeting cards (showing which dinos must meet, and where), a die and a sticker page for it, 6 lava tokens, lava crystal for the volcano, build-up volcano, Game Rules

MOQ: 1000

MSRP: \$25

RELEASE: available

BOX:

Size: 255×255×62 mm

RIGHTS except

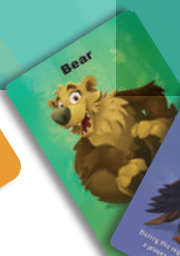


MAFIA

JUNIOR

GAME OVERVIEW

Something went wrong in the magical forest: the Predators are trying to exile Peaceful Animals! But now it's time for them to unite and bring the rascals down!



KEY SELLING POINTS

- ▶ Easy to learn and amusing to play social deduction game
- ▶ World-known concept — kid-friendly now!
- ▶ Cute artwork

PRACTICAL INFO

CONTENTS

20 Role cards,
11 Moderator cards,
Reference card, Game Rules

MOQ: 1000

MSRP: \$20

RELEASE: available

BOX

Size: 132×132×42 mm
Weight: 0,140 kg

RIGHTS except

MAFIA

VAMPIRE

GAME OVERVIEW

Unique setting, where vampires are good guys who are ready to spill the blood of the vampire hunters, who are the forces of evil.



CONTENTS

39 Role cards, 5 Moderator cards,
Special Roles leaflet, notebook,
Game Rules

MOQ: 1000

MSRP: \$20

RELEASE: available

BOX
Size: 197×105×40 mm
Weight: 0,345 kg

RIGHTS except

MAFIA

VENDETTA

GAME OVERVIEW

In Mafia, city dwellers try to determine and neutralize the criminals, while gangsters shoot simple townsfolk one by one. Engage in the uncompromising struggle for the city and lead your side to victory!



CONTENTS

30 Role cards, 20 Facilitator cards,
1 Night Sequence card, 1 Setup
Reference sheet, Game Rules

MOQ: 1000

MSRP: \$20

RELEASE: available

BOX
Size: 132×132×42 mm
Weight: 0,150 kg

RIGHTS except





8+



30+



3-5

Game Design: Luc Rémond,
David Simiand

LAVA LAND



GAME OVERVIEW

Lava Land is a juicy and fast-paced racing game where the players will be quickly picking up dice from the rolled pool in real time and resolving the effects of their hasty combinations.

Each player's goal is to escape the blazing lava and reach the rescue boat with enough food and as many relics as possible.

ESCAPE THE LAVA

If it reaches your Character, you're out of the race, but you keep playing!

PLUCK BANANAS

Get enough food for your journey back home

COLLECT RELICS

If there are several survivors, the owner of the most relics wins!

GET TO THE RESCUE BOAT

Head to safety with everything collected on the go!

GAMEPLAY

1

Picking up dice — Simultaneously

All dice are rolled, and each player must take any three of them — one at a time, with one hand only — as fast as they can.

2

Resolving your combination — Taking turns

Each player resolves all effects of their combination:

- ◆ 2/3 symbols of a type — Advancing 2/3 spaces along the corresponding track or gaining an Action card
- ◆ 3 single-colored dice — You've activated a trap!
- ◆ 3 different dice — Lava advances!

GAME END

If you have 7 bananas, you may enter the rescue boat.

When all players are either in the boat or out of the race, the survivor with the most relics wins.

KEY SELLING POINTS

- ▶ An exciting racing game of reaction and hasty fun
- ▶ Easy-to-grasp rules and dynamic gameplay
- ▶ Juicy art style and high-quality wooden components



PRACTICAL INFO

CONTENTS

Game board, 28 Action cards, 15 dice (5 yellow, 5 red, 5 blue), 15 Character, Banana, Relic pieces (a set for each player), 1 Lava piece, 5 Reference sheets, 1 First player token, sticker sheet, Game Rules

MOQ: 1000

MSRP: \$40

RELEASE: available

BOX

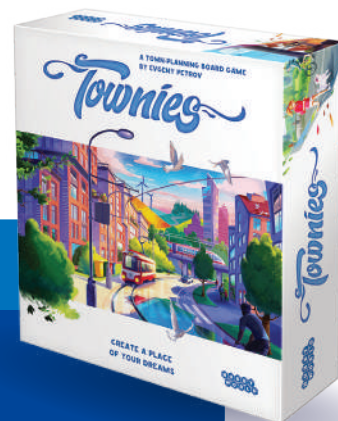
Size: 255×255×62 mm

RIGHTS except



Game Design: Evgeny Petrov

TOWNIES



GAME OVERVIEW

Townies is a roll&write game, where each player will be developing a plan of a small and modern town. They will design its blocks and buildings, trying to adjust to the carousel of different color markers and the ever-changing dice rolls. The one whose city will be the most comfortable to live in will win.

GAMEPLAY

The game is played over a series of rounds. Each round, two Project dice are rolled, and each player, **using the marker of their current color**, must do one of the following:

Draw a Shape

Fill 4 spaces of their map with the rolled Shape (anywhere on the map, rotated or flipped, but not modified)

Draw an Object and score ♣ for it

Attach an Object to a Block of the correlating color, according either to:

the rolled Object OR their current marker



GAME END

When anyone announces their 9th Object, the game is over. The players with the most VP wins.

ADDITIONAL MODES

The players can choose to play with any combination of Individual Goals, Additional Goals, and/or Bonuses that add even more tactical and strategic depth to the game.

KEY SELLING FEATURES

- Creative atmosphere of urban planning
- Unique game mechanics based on drawing with different color markers
- Easy-to-learn rules and deep gameplay
- Special solo mode to perfect your town construction skills

PRACTICAL INFO

CONTENTS

100 map sheets,
10 Individual Goal cards,
10 Additional Goal cards,
4 Bonus cards, 5 Reference
sheets, 5 different color
markers, 2 dice, Game Rules

MOQ: 1000

MSRP: \$25

RELEASE: available

BOX:

Size: 204×204×47 mm

RIGHTS except















OUR BEST INTERNATIONAL GAMES

FURNACE	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			
new! FURNACE: Interbellum	✓	✓	✓	✓	✓		✓			✓				
DUBIOUS	✓	✓	✓				✓							
new! MEZEN														
new! NEON														
new! INSIDE THE BOX														
new! HISTORICAL MYSTERY: Death at the Ball														
CLUELLAGE														
I AM NOT A ROBOT														
I AM NOT A HUMAN														
BENEVOLENT							✓							
AGE OF WONDERS: Planetfall	✓	✓												
ARTLINE: Hermitage										✓				
ARTLINE: Louvre							✓							
ARCHITECTURA	✓	✓		✓	✓	✓	✓			✓	✓			
CUTTERLAND	✓	✓					✓			✓				
SPYFALL	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
SPYFALL 2	✓	✓	✓	✓	✓	✓	✓	✓			✓			
DC SPYFALL	✓	✓	✓				✓			✓				
SPYFALL: Time Travel	✓	✓					✓							

OUR PARTNERS





												
			✓									FURNACE
												FURNACE: Interbellum new!
												DUBIOUS
												MEZEN new!
												NEON new!
												INSIDE THE BOX new!
												HISTORICAL MYSTERY: Death at the Ball new!
												CLUELLAGE
												I AM NOT A ROBOT
												I AM NOT A HUMAN
												BENEVOLENT
												AGE OF WONDERS: Planetfall
												ARTLINE: Hermitage
												ARTLINE: Louvre
			✓									ARCHITECTURA
												CUTTERLAND
✓	✓	✓	✓		✓		✓	✓	✓	✓	✓	SPYFALL
					✓				✓			SPYFALL 2
												DC SPYFALL
												SPYFALL: Time Travel



zacatrus! OUR PARTNERS





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