HOBBY WORLD

BOARD GAMES CATALOG

All victims of different backgrounds

This definitely doesn't look like a killer.
Perhaps we are dealing with a cultist?

Had something to do with the murderer?

NURSE 42 Y.O.

PROSECUTOR 46 Y.O.

ACTRESS 23 Y.O.

BOUNCER 19 Y.O.

EDITOR 67 Y.O.

SUBJECT	SEX	AGE	BUILD	HEIGHT
Prosecutor (law)	M	around 20 ←	he lied!	
Waitress (working class)	F	–	–	Tall
Reporter (press)		a bit over 40	medium	tall

2024

OUR NEW RELEASES

The First Tsar: Ivan the Terrible

A eurogame with area-control elements from Stan Kordonsky, the designer of Rurik

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Intent to Kill

A thrilling detective noire game

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Neodreams

A new engine builder from Ivan Lashin, the designer of Furnace

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NEON

Battle royale on your table

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Post Office

A package-laying and -packing game for whole family

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Mezen

3-in-a-row feel in a modern abstract game

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Dubious: New Realms

A standalone expansion with 3 new settings

page 12

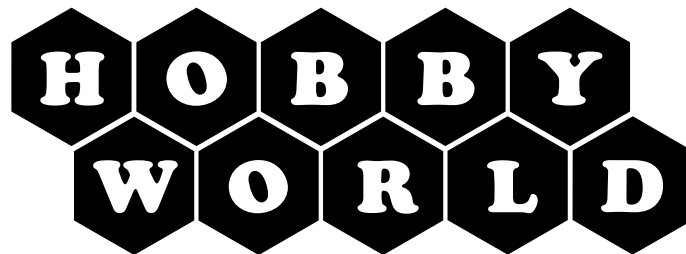## Dream Catcher

Guess the picture by tactile associations

page 17

Inside the Box

Competitive association party game with casino-style betting

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HOBBY WORLD

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**

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THE FIRST TSAR: IVAN THE TERRIBLE

2-4 | **12+** | **120-180**

Game Design: Stan Kordonsky
Artwork: Michele Esposito

GAME OVERVIEW

In this board game you will lead boyar families competing for power and honor in the 16th-century Tsardom of Russia.

GAMEPLAY

The aim of the game is to score victory points over 4 rounds that represent decades of Ivan the Terrible's rule. The player with the most VPs wins. Each of the 4 rounds consists of **3 phases**:

1 **Plan your actions** by sending boyars to Kremlin Chambers. Each round you can choose only 3 actions and spend extra coins to outbid your opponents for 2 bonus actions. Chambers are resolved in order of bids, and the player with the highest bid can choose to get a Chamber's bonus action.
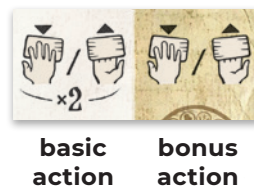
2 **Resolve Chambers' actions.**

CHAMBERS' ACTIONS:

- Production – receive local goods & coins from cities

- Maneuver – place your warriors and move your warriors and boyars between cities

- Project – take and complete Project cards to immediately score VPs and receive effects

- Exchange – gain foreign goods and exchange your goods and coins

- Reward – take Title and Estate cards

Free actions: at any point of your turn you can resolve any actions from your Player's Pad and Estates.

3 **End of round** – gain VPs or rewards for your <u>influence</u> in the regions and prepare for the next round.

basic action | **bonus action**

+1 point

+2 point each

TSAR'S FAVOR

Tsar's Favor track is an ultimate tie breaker in the game, and it is also a way to score VPs at the end of the 2nd and 4th rounds.

KEY SELLING POINTS

▶ Deep and diverse strategy board game set in one of the most dramatic periods of Russian history

▶ Historically correct illustrations and clever visual design based on the documents of the time and scientific reconstructions

▶ A thematic sequel to the popular board game Rurik: Dawn of Kiev that rethinks and develops the game mechanics of the predecessor

PRACTICAL INFO

CONTENTS
Game board, 66 cards, 181 wooden pieces, 102 tokens, 4 player pads, Game Rules

MOQ: 1000
MSRP: $50

RELEASE: available

BOX:
Size: 316×226×72 mm

RIGHTS except 🇷🇺

INTENT TO KILL

2-4 **16+** **60**

Game Design: Artur Khodzhikov
Artwork: Owl Agency

GAME OVERVIEW

Intent to Kill is a thrilling detective noire game in which you will find yourself in the middle of a police investigation. You can take the role of a notorious serial killer, while the other shall become an experienced detective following the tracks of a criminal.

GAMEPLAY

There are 2 roles in the game: a Murderer and a Detective. The game can be played in teams.

The Murderer secretly becomes 1 of the 20 civilians on the gameboard and chooses 1 Social group (civilians of one color) as their Supporters. They also get a Motive – a rule according to which they choose their victims.

Every civilian has a number of characteristics: **sex, age, build and height**.

A new murder is committed every round and the murdered civilian is taken off the city board.

The Detective moves to the crime scene and starts investigating. On their turn they can:

• **move** 2 blocks in total around the city;

• **question** civilians – ask a yes/no question about one of the Murderer's characteristics ("Is the Murderer male?")

The Murderer answers for a civilian and has to tell the truth, unless the civilian being questioned is from the Supporters or the Murderer themselves.

• put and/or use the **Surveillance** token: they ask the Murderer whether the chosen civilian can be murdered right now – this helps to figure out the Motive;

• do some **Building** (bonus) **actions**.

GAME END

By the end of the game, **the Detective** has to name the civilian who was the Murderer and guess their Motive (out of 6 or 8 variants) to win.

If they are wrong, the Murderer wins.

KEY SELLING FEATURES

▶ Asymmetrical gameplay that requires different strategies for the roles

▶ High replay value: each game is different from the previous one due to a variety of Motives, a number of scenarios and additional Action cards for both roles

▶ Ability to play against another player or in two teams

PRACTICAL INFO

CONTENTS
Game board, Detective Marker, 8 Building Markers, 9 Marker stands, 24 Motive cards, 54 Civilian cards, 5 Crime Scene cards, 24 Evidence tokens, Surveillance token, 9 Social Group tokens, Notebook, 2 pencils, 28 Action cards, 4 Memo cards, Game Rules

MOQ: 1000
MSRP: $35

RELEASE: available

BOX:
Size: 298×298×71 mm

RIGHTS 🌐 except 🇷🇺

NEODREAMS

Game Design: Ivan Lashin
Artwork: Evgeny Zubkov, Nick Gerts

2–4 **10+** **30–60**

GAME OVERVIEW

Neodreams is an engine-building eurogame where players manage their own Dream-producing corporations. With the unique twist on worker placement mechanism they will gather resources from the board and their engine to build the best dream entertainment in the galaxy.

GAMEPLAY

Players take turns going clockwise, until 12 Dreams are created by one of them. On their turn, players take one of the actions:

1 DEPLOY ONEIRONAUT

The player puts 🧑 from their reserve on any empty location and immediately takes any of the depicted actions in any order.
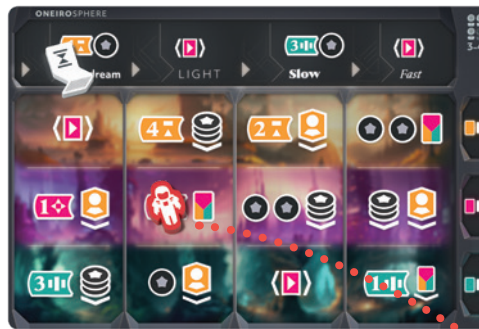
The Red player gains a resource and gets a card from the market

The Red player chooses this card and takes it into their hand

They pay the cost in 3 🟦 и 2 🔷 to create a Dream and then activate both Neodreams with the 🔷 Sleep Cycle action
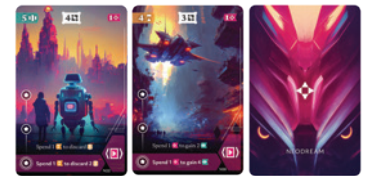
2 CYCLE SLEEP

The player moves the Cycle marker to the next space on the Sleep Cycle track, after that in any order:

• The active player receives Cycle actions depicted on the new track space

• All players return their 🧑 from the new track space to draw Dream cards or create Dreams.

The Red player creates a Dream from their hand

GAME END

If one of the players has 12 Dreams, the players keep going until the last player's turn, then proceed to scoring. They gain depicted credits from created Dreams and 1 for each Object token placed on a card. The player with the most credits wins.

KEY SELLING POINTS

▸ Easy to learn – an elegant twist on worker placement mechanism

▸ New experience in the very popular genre – every card can be upgraded throughout the game to receive more powerful effects

▸ Highly replayable – 90 unique card abilities

▸ Eye-catcher – 170+ generated and curated art pieces

PRACTICAL INFO

CONTENTS
1 Oneirosphere board,
4 Dream boards,
4 Mainframe boards,
90 Dream cards,
12 Resource markers,
12 Oneironaut figures,
1 Cycle marker, 90 Object tokens, 30 Client tokens,
1 Active Player token,
1 Last Player token

MOQ: 1000
MSRP: $35

RELEASE: 2024

BOX:
Size: 277×194×67 mm

RIGHTS 🌐 except 🇷🇺

FURNACE

MSRP: $40

2–4 **12+** **30–60**

Game Design: Ivan Lashin
Artwork: Oleg Yurkov, Sergey Dulin, Vadim Poluboyarov, Marta Ivanova, Egor Zharkov, Ilya Konovalov

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.

At the start of this phase, the yellow player has:

At the end of this phase, the yellow player has:

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

NEON

2-6 | **12+** | **60-120**

Game Design: Igor Sklyuev, Ekaterina Gorn
Artwork: Semyon Proskuryakov, Yuri Cherednik

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.
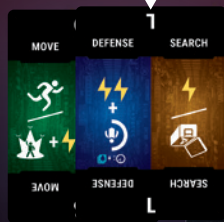
GAMEPLAY

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.
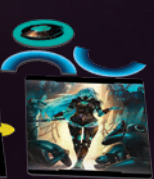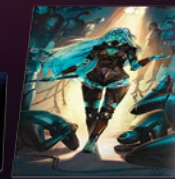
KEY SELLING POINTS

▶ 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: 2000
MSRP: $60
RELEASE: available
BOX:
Size: 298×298×71 mm
RIGHTS 🌐 except 🇷🇺

AGE OF WONDERS: PLANETFALL

2-6 | **12+** | **20-40**

Game Design: Stepan Opalev
Artwork: Illarion Balitsky, uildrim

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.

Planet cards | *Operation slots*

Turn order track

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.

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: $40
RELEASE: available
BOX
Size: 255×255×62 mm
RIGHTS
except 🇷🇺 🇺🇸

POST OFFICE

2-4 **8+** **45+**

Game Design: Evgeniy Petrov
Artwork: Natalya Kondratyuk

GAME OVERVIEW

Post Office is a game in which you will arrange packages on your shelves in order to complete challenges and score victory points.

GAMEPLAY

The game lasts several rounds until all players fill their board with package tokens. Each round players simultaneously take their actions, following 4 steps below:

1 Every player receives 2 Package tokens, chooses 1, and passes 1 to the player on their left.

2 Players move their Assistants to the next space clockwise and place one of their Package tokens on a free space in the corresponding row/column. Players may discard Stamps to get additional movements.

3 Players may place a tape on matching package patterns to gain Stamps and score points at the end.
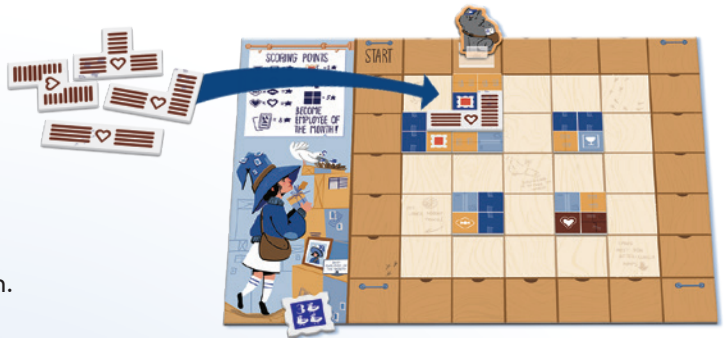
4 Repeat steps 2 and 3.
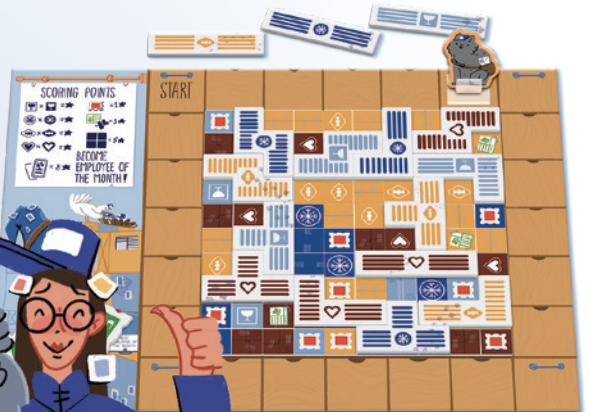
SCORING

Players score all visible symbols on their package tokens (except Stamps) – 🍷 ❄ 🤝 ♥ are multiplied by the number of corresponding tapes; packing slip symbols give 3 points for each adjacent tape.

4 brown tape x 4 ♥ = 16 points

KEY SELLING POINTS

▸ No downtime – players take their actions simultaneously

▸ Simple game can grow up with family members – Challenge tokens add more complexity to the game

▸ Colorful detailed illustrations by Natalya Kondratyuk, the author behind the comic "Post" and the winner of "Kommissia"

PRACTICAL INFO

CONTENTS
4 shelves pads, 112 Package tokens, 64 tape tokens of different shapes, 4 Assistant markers, 4 Assistant marker stands, 47 Stamp tokens, 9 Challenge tokens, Game Rules

MOQ: 1000
MSRP: $20

RELEASE: available

BOX:
Size: 255×255×62 mm

RIGHTS 🌐 except 🇷🇺

MEZEN

1-5 **8+** **30**

Game Design: Nikita Sorokin
Artwork: Maria Stankevich

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 (Russia). 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: 1000
MSRP: $30

RELEASE: available

BOX
Size: 255×255×62 mm

RIGHTS
except

DUBIOUS

Game Design: Dave Neale
Artwork: Anton Kvasovarov, Svetlana Pikul, Marta Ivanova, uildrim, Oleg Yurkov, Pavel Kassin, Anastasia Serova, Sergey Dulin

3–6   **18+**   **30**

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.

What do you dream of?

I want to be applauded and praised... Again

I need more dough!

OCCUPATIONS

1. Mailman
2. Tailor
3. Admiral
4. Baker
5. Capitalist
6. Poet
7. Mechanic
8. Constable
9. Newsboy
10. Private investigator
11. Coachman
12. Chemist
13. Magician
14. Explorer

SECRETS

1. Counterfeiter
2. Absent-minded
3. Kleptomaniac
4. Has a jungle fever
5. Attends a brothel
6. Hides their noble birth
7. Poisoned their uncle for inheritance
8. Flea-bitten
9. Constructing a submarine
10. Has pet snakes
11. Leads a double life
12. Was fired from their job
13. Holds spiritual séances
14. Nondrinker

SCORING

I'm a counterfeiter

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** in each box.
Dubious – Victorian England, Modern, Fantasy.
Dubious: New Realms – Antiquity, Cthulhu world, Science Fiction.

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 🇷🇺 🇫🇷 🇺🇸 🇪🇸 🇨🇳

HISTORICAL MYSTERY

1–4   **18+**   **60–90**

Game Design: Mikhail Rozanov

Artwork: Anastasia Kukarina, Sofya Moyartseva, Mark Simonov

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

BOX
Size: 135×68×28 mm

MOQ: 1000

MSRP: $5

RIGHTS 🌐 except 🇷🇺

RELEASE: available

BENEVOLENT

👥 2-4   👤 10+   🔄 20-30

Game Design: Yuri Zhuravlev
Artwork: Svetlana Pikul

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.

Action: Take a Feather and pay 1 Leaf (for 1 Footstep on this hex)

OR take 2 Leaves from the supply

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
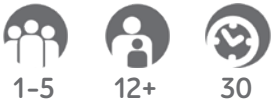
MOQ: 1000
MSRP: $40

RELEASE: available

BOX:
Size: 255×255×62 mm

RIGHTS 🌐 except 🇷🇺 🇫🇷

TOWNIES

1-5 **12+** **30**

Game Design: Evgeny Petrov

Artwork: Egor Poskryakov, Oleg Yurkov, uildrim

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

3 ⚑ for 3 adjacent green Blocks +1 ⚑ for the Windmill connected to the Bike Rental with green Blocks

2 ⚑ for 2 adjacent blue Blocks + 1 ⚑ since the Bank is not at the edge of the map

Note: All 5 markers are used for any player count.

When everyone is done drawing either the rolled Shape or one of the two Objects, the markers are passed around the table, and a new round begins.
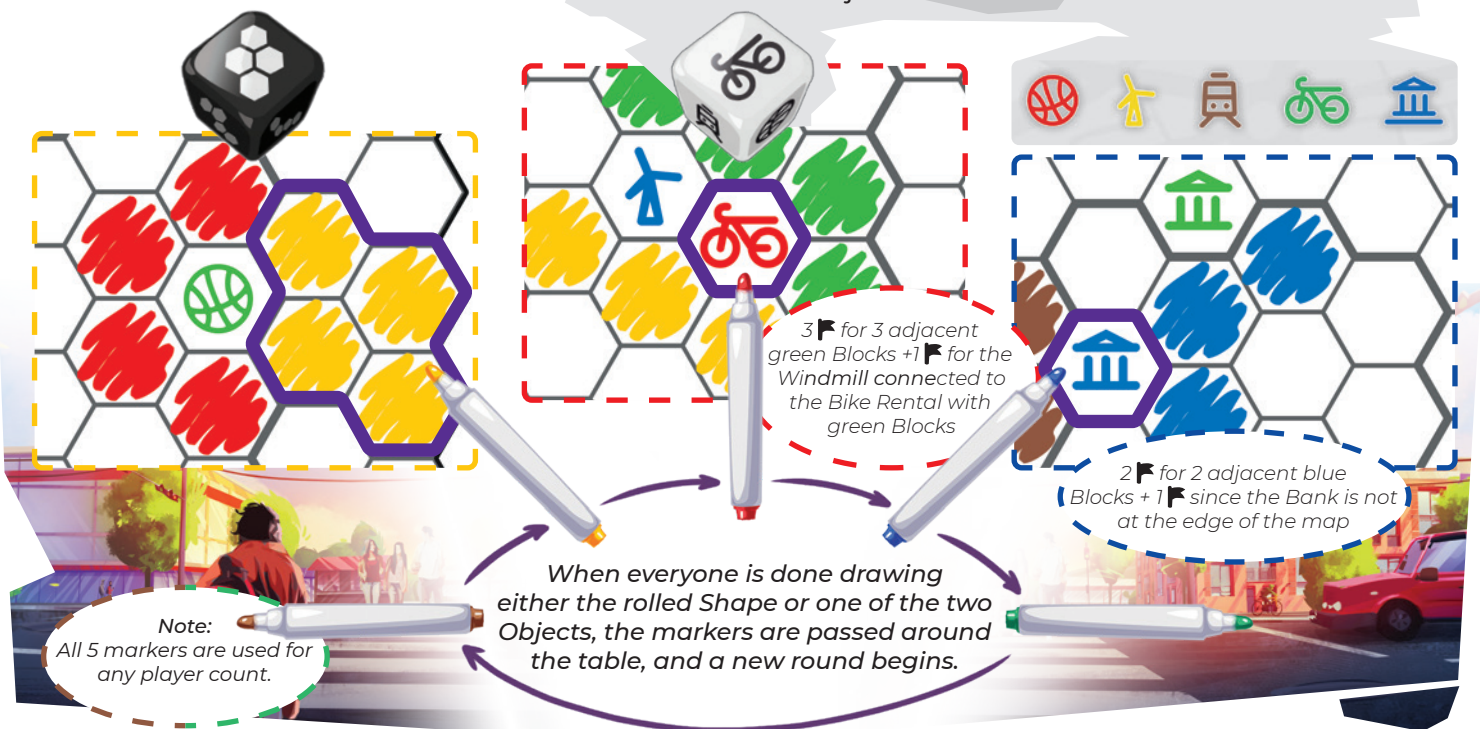
GAME END

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 strategical 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 🇷🇺

LAVA LAND

3–5 **8+** **30+**

Game Design: Luc Rémond, David Simiand
Artwork: Oleg Yurkov, Sergey Dulin, Viktoria Kosheleva, Viktoria Moiseyeva, Tatiana Kholopenko, Vadim Poluboyarov

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!

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

Pluck bananas
Get enough food for your journey back home

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
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DREAM CATCHER

Game Design: Mikhail Rozanov

Artwork: Pavel Kassin, Yuliya Maksimova, Vadim Poluboyarov, Semyon Proskuryakov

2-6 | 8+ | 30+

GAME OVERVIEW

Dream Catcher is a cooperative game based on tactile associations. In this game you will try to guess the chosen image using raised pictures as hints.

GAMEPLAY

1 The lead player secretly picks one of 4 Dream cards on the table.

2 Then they handle one Touching card with a raised association picture to each of the other players as clues.

3 Without looking, the players touch their card and discuss what picture they can feel there.

4 They then try to guess which of the Dream pictures was picked by the lead player and mark their common choice with a Dreamcatcher token.

GAME END

Players flip 1 of the 9 Night tokens for correct answers and discard them for wrong answers. When there are no unflipped Night tokens left, the game ends. To win the game as a team, you need to have at least 4 Night tokens at the end of the game.

KEY SELLING FEATURES

► An association game with raised pictures

► Perfect for playing both with adults and children

► 83 cards with raised pictures that you will touch during the game process

PRACTICAL INFO

CONTENTS
87 Dream cards with unusual pictures, 83 Touching cards with raised pictures, 9 Night tokens, 4 Card Choice tokens, 1 Dreamcatcher token, Game Rules

MOQ: 1000

MSRP: $30

RELEASE: February 2024

BOX:
Size: 255×255×62 mm

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2014 / PARTY GAME

SPYFALL

3–8   13+   15+

Game Design: Alexander Ushan
Artwork: Sergey Dulin, uildrim, Anton Kvasovarov, Robb Mommaerts

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:

*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...

*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: ...

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

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I'M NOT A ROBOT

3-8 | **12+** | **30**

Game Design: Alexander Ushan
Artwork: Kristina Soozar

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 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.

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
► I'm Not a Human – a standalone expansion in the AI setting

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

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CLUELLAGE

3–6 12+ 20

Game Design: Luc Remond, David Simiand
Artwork: Uildrim, Lyubov Nazarova

GAME OVERVIEW

Cluellage is a party game of creativity. In this game you'll be creating pictures out of abstract collages, and you need to do it fast!

GAMEPLAY

1 All players roll their dice simultaneously behind their screens to see what word from a common card they will need to show.

1. Hurricane
2. Order
3. Crash
4. Heritage
5. Hike
6. Imprisonment

Diana
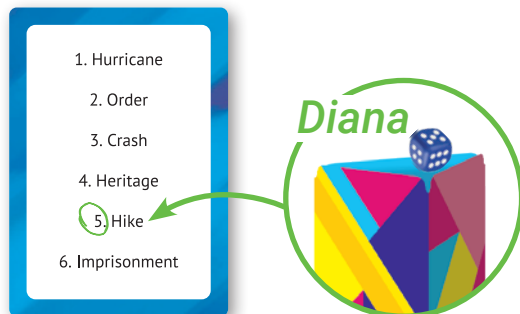
2 Players put the top card from their stack in the middle of the table and simultaneously try to select the best one for them. They repeat this until each of them have 5 cards for their collage.

3 They try to explain a given word using 5 cards they got in the previous phase. Players can use as many of these cards as they like.

Diana, is it a "Hike"?

4 You receive 1 point for each correct guess and 1 point for everyone who guessed you correctly.
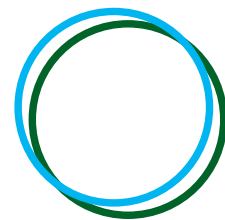
GAME END

After 3 rounds the player with the most points wins.

KEY SELLING POINTS

▸ Real time association game that fosters creativity
▸ Simple rules and fast setup
▸ Unique experience in the popular genre

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

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INSIDE THE BOX

Game Design: Damir Khusnatdinov

Artwork: Ksenia Targulyan, Freepik.com, Chanut is Industries, maxicons

GAME OVERVIEW

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

1

Card № 18

2

CAN BE DISASSEMBLED

CAN BE A TATTOO

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.

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: $20

RELEASE: available

BOX
Size: 235×157×47 mm

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ARTLINE

2-6 **8+** **15-30**

Game Design: Till F. Teenck

GAME OVERVIEW

Artline is a game of associations based on gorgeous paintings from the world-famous art museums. The **Louvre** edition includes 112 original masterpieces licensed from the the Musée du Louvre in Paris. The **Hermitage** edition includes 96 original masterpieces licensed from the State Hermitage museum in Saint-Petersburg.

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

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

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