BOARD GAMES CATALOG 2024

HOBBY WORLD

SPACE FOR SALE

OUR NEW RELEASES

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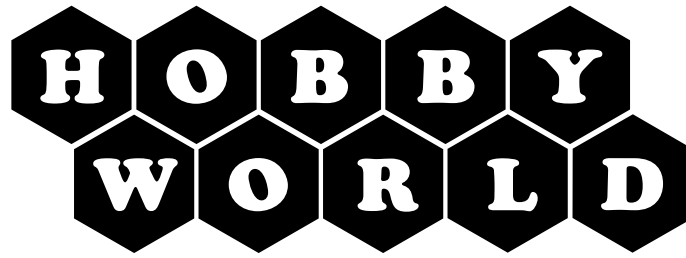## Post Office

A package-laying and -packing game for whole family

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Post Office. Card Game

Layer the package cards tightly in a follow-up to Post Office

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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.

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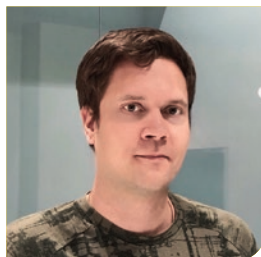
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THE FIRST TSAR: IVAN THE TERRIBLE

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.
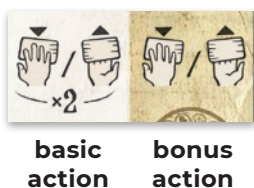
2 **Resolve Chambers' actions.**

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

BOX:
Size: 316×226×72 mm

RIGHTS except

INTENT TO KILL

2-4 **12+** **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

BOX:
Size: 298×298×71 mm

RIGHTS 🌐 except 🇷🇺 🇨🇳

5

NEODREAMS

2-4 | **10+** | **30-60**

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

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
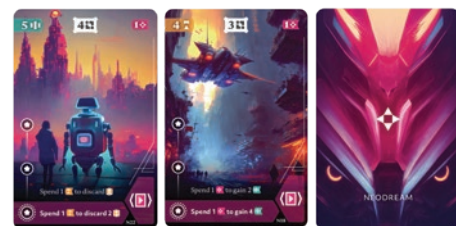
2 CYCLE SLEEP

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

They pay the cost in 3 🎛 и 2 ✴ to create a Dream and then activate both Neodreams with the ✴ Sleep Cycle action

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

BOX:
Size: 277×194×67 mm

RIGHTS 🌐 except 🇷🇺

FURNACE

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

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.
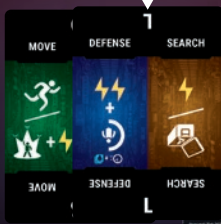
GAMEPLAY

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	**Search**	**Attack**	**Defense**	**Takeover**	**Gain**
Move your Fighter to an adjacent sector	Draw Equipment cards: they help you attack and defend yourself	Choose a target, use your Equipment cards and roll dice. Your target rolls dice for defense.	Adjust Force Field to your Fighter, each half of it gives you +1 dice for defense	Take the Leader token	⚡/⚡⚡

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: $50

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

BOX
Size: 255×255×62 mm

RIGHTS
except 🇷🇺 🇺🇸 🇮🇹

SPACE BUREAU

Game Design: Andrey Kolupaev
Artwork: Polina Kulagina, Evgeny Zubkov, Nick Gerts

👥 1–4   👤 10+   🔄 60

GAME OVERVIEW

Space Bureau is a eurogame set in a tiny universe full of commercial opportunities. You will play as a captain of a spaceship you leased from one of the corporations and your goal is to earn the most credits. Explore different planets to taxi trade agents around, open new offices for your corporation and gather exotic samples on your way to become employee of the light-year!

GAMEPLAY

The game is played until all players take 13 turns (14 in a 2-player game). The one who gets the most credits will be the winner. On your turn:

1 Place a trade agent from your reserve on an empty cell of your spaceship matching the connectors. Upper cells have better actions, but are harder to reach.

2 Perform the action of the covered cell:

Start a flight – move to other planets or explore new ones, receiving bonuses; drop off trade agents on their preferred planets.

Gain fuel and samples – to fly more efficiently and earn more credits for drop-offs.

Place an office – claim this planet for your corporations and earn credits.

Move on the bureau track – to earn more access levels and power up your actions.

3 Take one of the trade agents from the queue to your personal reserve.

KEY SELLING POINTS

▶ Original network action selection mechanism
▶ Satisfying combo-oriented process
▶ Light space setting filled with cute aliens and satirical easter eggs

PRACTICAL INFO

CONTENTS
4 spaceship boards, 4 spaceship cabin tiles, 1 bureau board, 28 space hexes, 62 trade agent tiles, 1 bag for tiles, 6 captain ability tiles, 16 wooden pieces, 105 other cardboard tokens, Game rules

MOQ: 1000
MSRP: $35

BOX
Size: 298x298x71 mm

RIGHTS 🌐 except 🇷🇺

TALES OF TAILS

2-4 | 8+ | 30

Game Design: Denis Saydashev

Artwork: Nikita Orlov, uildrim, Ekaterina Zharova, Kristina Soozar

GAME OVERVIEW

Tales of Tails is an escape competition in which you will build ways out of the dungeon. The goal of each player is to build an efficient path for themself to escape the dungeon and do so while activating Room card effects before other players do.

GAMEPLAY

The game lasts 3 rounds. During a round, as soon as a player escapes the dungeon, a countdown to the end of the round starts, and other players have to either manage to escape the dungeon too, or stay there.

On your turn you can take 1 of 3 actions:

● EXPLORE THE DUNGEON

Take the top card from the Room deck, look at it and add it to the dungeon so that at least one exit would match the exit on an already placed card.

● ESCAPE THE DUNGEON

Choose a way out of the dungeon from the starting card to an exit leading out. Activate cards on your way one by one:

- fight monsters using your attack/defense abilities;
- collect trophies, coins and treasure chests;
- disarm traps and use other cards' effects.

You can leave Paw tokens on the cards you want to collect - they will become your trophy abilities or will score you VPs.

● TAKE A NAP

If there are no suitable ways out for you, you can stay in the dungeon and take an additional Paw token. You are not participating in the round anymore.

SCORING

At the end of the game, players will score VPs for each coin they have on the cards they've collected. They will also score VPs for personal and common quests. Some cards will make them loose points.

KEY SELLING POINTS

► A level up system – each round makes you stronger

► Great replayability: unique dungeons in each round

► Cute illustrations of centaur-like doggos universe

PRACTICAL INFO

CONTENTS
108 cards, 6 doggo player boards, 46 tokens, Game Rules

MOQ: 1000
MSRP: $20

BOX
Size: 235x157x47 mm

RIGHTS 🌐 except 🇷🇺

ESCAPE THE DRAGON

1-6   5+   15-20

Game Design: Galina Petrova
Artwork: Sergey Dulin, Svetlana Pikul, Maria Stankevich, Maria Zarubina

GAME OVERVIEW

Escape the Dragon is a cooperative game in which you will help kids escape from the Dragon and get back home. Rolling dice and choosing the best paths, all the kids have to reach the Village on time, or the Dragon will wake and they'll lose.

GAMEPLAY

On your turn, roll the 3 dice and decide together with the other players how to use them:

BRIDGE DICE

A Bridge die allows you to move one kid along a bridge of the type indicated on it. After moving the kid has to arrive at another island or the village.

SPELL DICE

Casting a spell is an ability that allows the kids to reach the village more quickly.

For example, you can reroll dice or turn them, get extra movements or be quiet not to wake the Dragon.

You can cast a spell before, after or in-between using the Bridge dice.

After you have used the dice, the dragon tries to wake up. If **during this turn** none of the Kid standees reached the village, **discard 1 Dream token** back into the box.

GAME END

If all eight kids reach the village – the **players win.**

If you have to discard a Dream token and there are none left, the dragon wakes up and the game ends immediately and the **dragon wins**.

KEY SELLING POINTS

▶ Double sided game board with different combinations of islands
▶ Simple rules – fun to play with children
▶ Communication and opportunity to raise team spirit

PRACTICAL INFO

CONTENTS
Double sided game board, 8 Kid standees, 1 Sleeping Dragon standee, 10 plastic stands, 12 Dream tokens, 2 Bridge dice, 1 Spell die, Game Rules

MOQ: 1000
MSRP: $25

BOX
Size: 277x194x67 mm

RIGHTS 🌐 except 🇷🇺

HAPPY HOPPERS

2-4 **5+** **20**

Game Design: Rob Fisher and Adam Porter
Artwork: Iraida Fokina, Valentina Churbakova

GAME OVERVIEW

Happy Hoppers is a fun family race with cute cubic sea animals, in which you will try to cross the finish-line the first and gather as much pearls (victory points) as you can.

GAMEPLAY

Each player has 3 Hoppers and a finish-line of their color that they are aiming to cross sooner than the other players cross theirs. As soon as any 5 Hoppers cross their finish-lines, the game ends.

A player's turn consists of two steps:

1 Roll 3 dice

2 Play dice effects one at a time – move a corresponding Hopper clockwise, jumping on top of the Hoppers already on space, and receive an Island bonus.

ISLANDS

Pearl Oyster Island – take a random Pearl token, it will score you 1 or 2 points at the end of the game.

Treasure Island – place a crown on your Hopper (or on top of the stack with your Hopper). The crown gives you + 1 movement while you are wearing it.

Surfing Island allows you to reroll a die.

KEY SELLING FEATURES

► Two game modes – an easier one and a harder one for older kids

► Helps develop fine motor skills and math skills

► 3D cubic components, which are pleasant to touch

PRACTICAL INFO

CONTENTS
12 Hopper pieces, 17 Islands, 4 Finish-line tokens with stands, 20 Pearl Oyster tokens, 12 Surfboard tokens, 3 dice, a Crown piece, Game Rules

MOQ: 1000
MSRP: $35

BOX:
Size: 298×298×71 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.
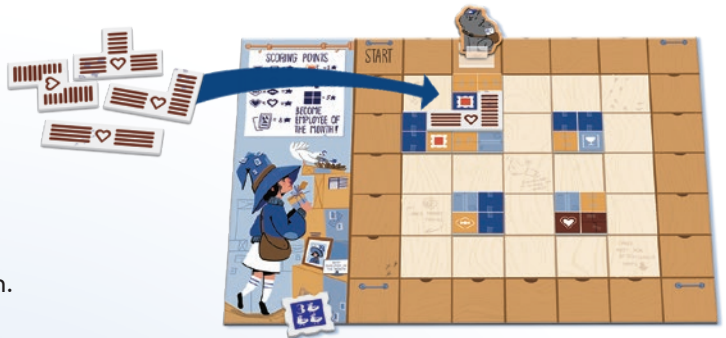
GAMEPLAY

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

BOX:
Size: 255×255×62 mm

RIGHTS 🌐 except 🇷🇺

POST OFFICE. CARD GAME

1–4   8+   10

Game Design: Evgeniy Petrov   **Artwork:** Natalya Kondratyuk

GAME OVERVIEW

In **Post Office. Card Game** you will need to place cards covering some parts of the other cards in a way that helps you score the most victory points.

GAMEPLAY

1 Each round players receive 2 Package cards, choose 1, and pass 1 to the player on their left.

2 They then place these cards covering some slots on the card(s) below.

3 At the end of the game players will score points for 3 or 4 different types of packages in each row and column. Each uncovered mouse will subtract 1 point.

KEY SELLING FEATURES

▸ A fast game in which players take actions simultaneously

▸ Compact format allows you to play it wherever you want

▸ Cute illustrations from the artist of the Post Office game

PRACTICAL INFO

CONTENTS
36 cards, Game Rules

MOQ: 1000
MSRP: $5

BOX:
Size: 130x65x20 mm

RIGHTS 🌐 except 🇷🇺

MEMO ANIMALS

2–6   6+   10–20

Game Design: Philipp Ivanov, Sergey Lavrinenko   **Artwork:** Lyubov Nazarova

GAME OVERVIEW

Memo Animals is a memory game in which you'll need to look for pairs or groups of endangered animals.

GAMEPLAY

There are two types of tasks:
• simple (1 point), that require to find a pair of identical cards;
• difficult (2 points), that require to find a specific group of 4 cards.

On your turn:

1 Open cards one by one:
2 cards if you want to complete a simple task or 4 cards to complete a difficult task
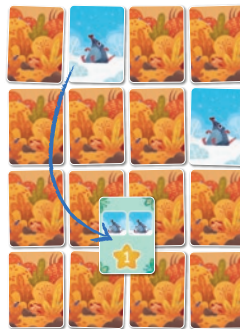
2 If you successfully complete a task, take the Task card as your victory points. If you failed, get a Help card, which increases your chances to complete a task: open additional cards, switch animals and more.

3 Close all the cards back without changing their placement and end your turn.

KEY SELLING FEATURES

▸ Trains memory from an early age

▸ More than just plain memory game with different modes growing up with children

▸ Cute rare and endangered animals

PRACTICAL INFO

CONTENTS
48 cards, Game Rules

MOQ: 1000
MSRP: $10

BOX:
Size: 130x65x20 mm

RIGHTS 🌐 except 🇷🇺

DUBIOUS

3–6 **18+** **30**

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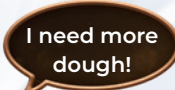
GAME OVERVIEW

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

Baker — 4

I'm a counterfeiter — 1

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

BOX:
Size: 255×255×62 mm

RIGHTS 🌐 except 🇷🇺 🇫🇷 🇺🇸 🇪🇸 🇨🇳

MEME STOCKS

2-5   **12+**   **15–20**

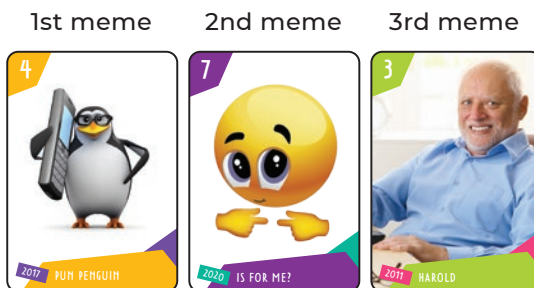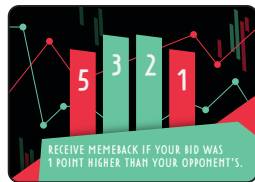**Game Design:** Robert Brouwer
Artwork: Ksenia Targulyan

GAME OVERVIEW

Meme Stocks is a bidding game in which you will purchase memes while trying to follow the market requirements to get memeback, and collect the most valuable memes out there. The more recent the meme – the more valuable it is.

GAMEPLAY

The game lasts 10 rounds, each consisting of 4 steps:

2008 FFFUU   2008 TROLLFACE   2009 Y U NO   2009 OKAY   2009 FOREVER ALONE

MEME STOCKS

5 3 2 1
RECEIVE MEMEBACK IF YOUR BID WAS 1 POINT HIGHER THAN YOUR OPPONENT'S.

1st meme   2nd meme   3rd meme

2017 PUN PENGUIN   2020 IS FOR ME?   2011 HAROLD

1 **Beginning of the round** in which you reveal 1 Meme card per player and 1 Market card.

2 **Trading on the market**
Each player places a card from their hand face down in front of them. Players simultaneously flip their cards. The player with the highest number takes the first meme in the row. The player with the second highest bid takes the second meme in the row and so on.
*(You do not choose what to take!)*

3 **Memeback**
If you have fulfilled the **market requirement**, you receive memeback — which means you return a card to your hand, either one from your discard pile or the one you just used to bid.

4 **End of the round**
Discard your bidding card face up into your personal discard pile. Pass the First player card (which helps resolve ties in bids) to the next player.

END OF GAME AND SCORING

The game lasts 10 rounds and ends when the last Market card is discarded. Add up the value of all cards **in your hand, not counting cards from the Starter Set**.

The player that has the most points wins.
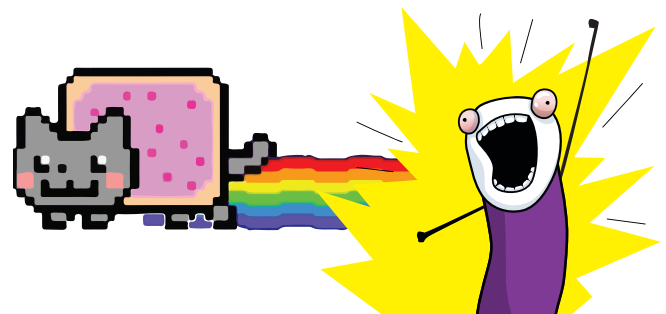
KEY SELLING FEATURES

- ▶ 50 Memes that will surely bring nostalgia to the table
- ▶ The game is explained in just 1 minute

PRACTICAL INFO

CONTENTS
50 Meme cards, 25 Player cards, 10 Market cards, First Player card, Game Rules

MOQ: 1000
MSRP: $15

BOX:
Size: 197×105×40 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

BOX
Size: 255×255×62 mm

RIGHTS
except 🇷🇺 🇺🇸 🇨🇳

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.
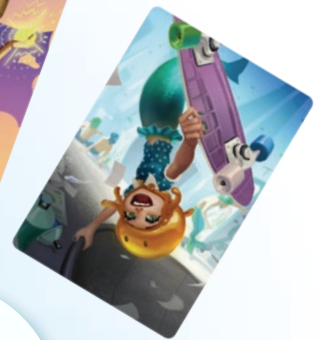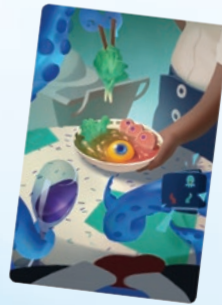
GAMEPLAY

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

BOX:
Size: 255×255×62 mm

RIGHTS 🌐 except 🇷🇺 🇨🇳 🇫🇷

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: ...

📍 Beach
📍 Passenger Train
📍 Submarine
📍 Airplane

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
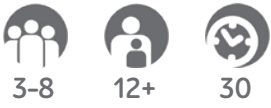
MOQ: 1000

MSRP: $25

BOX

Size: 204×204×47 mm
Weight: 0,58 kg

RIGHTS 🌐 except 🇺🇸 🇬🇧 🇦🇺 🇨🇦

available to play on Facebook

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
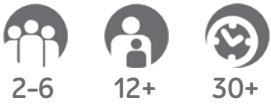
PRACTICAL INFO

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

MOQ: 1000
MSRP: $30

BOX
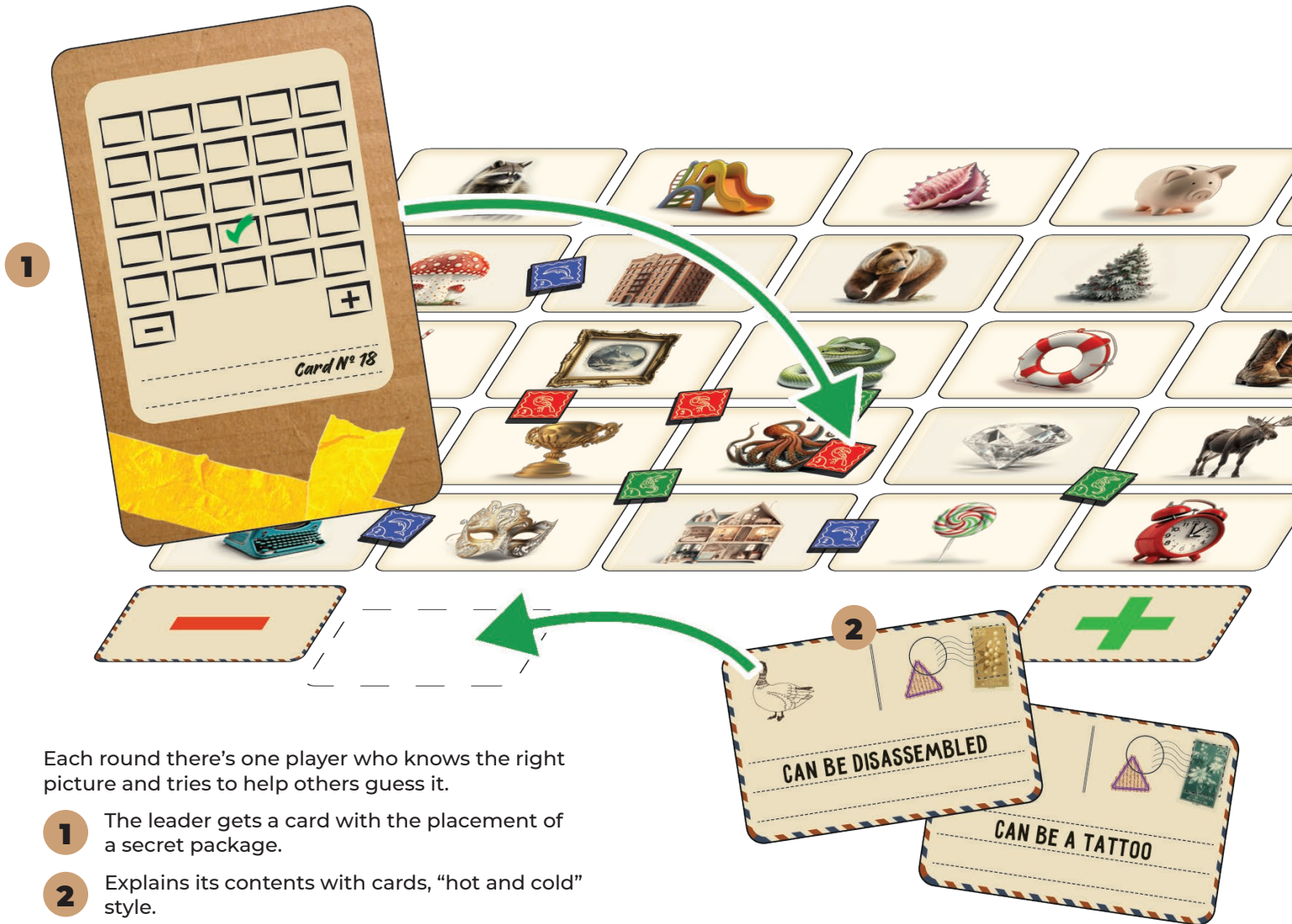Size: 137×190×64 mm

RIGHTS ⊕ except

INSIDE THE BOX

Game Design: Damir Khusnatdinov

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

2-6 | **12+** | **30+**

GAME OVERVIEW

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

Card № 18

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

BOX
Size: 235×157×47 mm

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