OUR NEW RELEASES

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in a handheld format

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with variable player powers

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game about northern animals

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setting
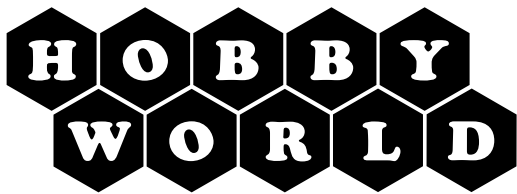
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Holey Moley

A dark-humoured drinking party
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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.
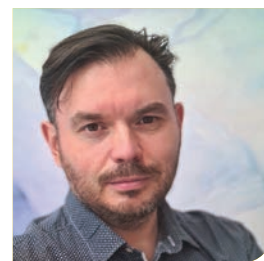
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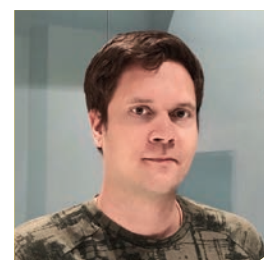
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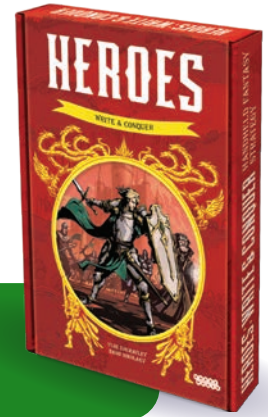ivan.gudzovskiy@hobbyworldint.com

HEROES:
WRITE & CONQUER

👥 2–4   👤 10+   ⏱ 60

Game Design: Yuri Zhuravlev, Egor Nikolaev

Artwork: Sergey Dulin, Anton Kvasovarov, Valeriya Sadovaya and others

GAME OVERVIEW

Heroes: Write & Conquer is a comprehensive strategy game in a handheld format. Explore territories, build castles, gather troops and search for powerful artifacts.

GAMEPLAY

In Heroes each player chooses their own player board of a certain faction.

The game lasts for 16 rounds.

At the beginning of a round, the first player chooses four actions out of five that all players in that round will perform. The first player writes the numbers 1, 2, 3 and 4 in the boxes of the selected actions — one number per box ①. The number determines the order in which the action is performed and its level. **The higher the number, the later the action is played and the higher its level.**

There are 3 types of actions in the game:

Wood, **iron** and **gold** gathering allow you to add as much of that resource to your inventory ②, as the level of the action is. Resources are needed for building and recruitment.

Building and recruitment action allows you to build structures ③ and hire units ④ of a corresponding level. Structures give you unique effects, while units are needed to fight with other players, monsters, or to be able to claim fortresses and artifacts.

Finally, **movement** allows you to move to other sectors based on the amount of movement points you have in this round. After all players finished their movement, different types of fights can be triggered. Players can fight each other if they happened to be at the same sector, or they can claim a fortress or an artifact of that sector. They can also fight monsters ⑤ for reward. In order to do that, they'll be spending combat units and compare their strength.
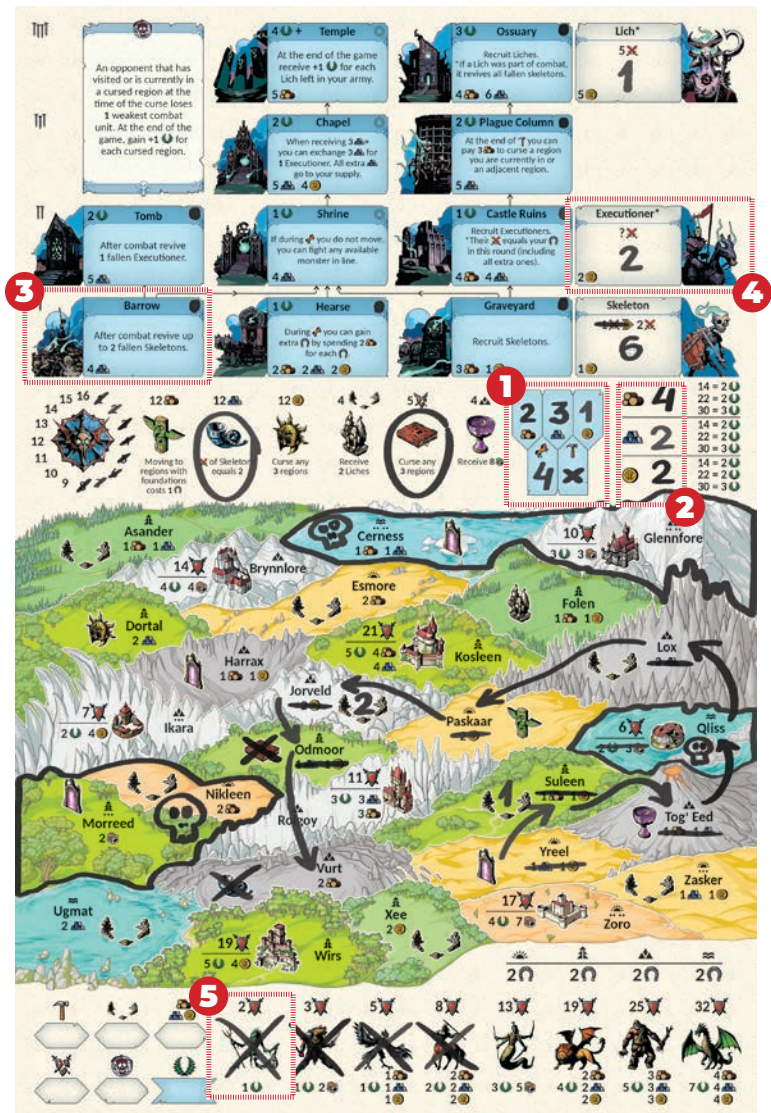
GAME END

At the end of the game, players will count their victory points for the structures built, fortresses and artifacts claimed, resources gathered and monsters defeated.

The player with the most VPs wins.

KEY SELLING POINTS

▸ A game that you can play at home, on the road, take the box outdoors, or battle with friends via video chat

▸ 6 factions with unique mechanisms and level of complexity

▸ Feel of Heroes of Might and Magic series with asymmetric player strategies

PRACTICAL INFO

CONTENTS
6 player boards,
4 reference sheets,
4 markers,
Game rules

MSRP: €20

BOX
Size: 241x338x35 mm

RIGHTS 🌐 except 🇷🇺 🇮🇹 🇫🇷

PARADOX ISLAND

👥 2-4   👤 10+   🌀 60-90

Game Design: Stepan Opalev
Artwork: Evgeny Zubkov

GAME OVERVIEW

Paradox Island is an adventure deduction game, in which all players except one will be exploring the island that only that one player can see. By moving blindly across the island players will be recreating the map and try to complete their missions.

GAMEPLAY

OBJECTIVE

One of the players takes on the role of the Omnipotence Paradox (OP) – the only player who sees the island and other players' movements. Their mission is to have captives perished 5 times.

The rest players become captives of the island. Their missions are connected with movement across the island, visiting certain spaces or fulfilling certain conditions 5 times. The one to complete their mission first wins.

GAME FLOW

Captives take their turns one by one going clockwise with the OP finishing the circle.

On their turn, a captive can perform up to 2 actions, announcing them and getting feedback from the OP:

1) move 1 space in any of the six directions automatically activating it. However, they can spend 1 energy to
   – move 1 space over;
   – move safely, which means you decide whether to activate the space or not after they know what it is.

2) restore energy.

After a captive announced their movement, the OP names the destination point aloud. Everyone hears the movements of the other players and can take notes on the map. However, they only know *their own* starting point, so during the game they need to think and put pieces together to have a better view of the map.

Spaces have good and bad effects, making players get some bonus actions and movements or lose their health and energy instead.

The OP controls 3 pieces on the island — the Rock, the Bush and the Wave. On the OP's turn they can move the pieces around the island meddling into captives' plans by making them harm or pushing to unwanted spaces.

KEY SELLING POINTS

- ▸ 'One vs All' and 'Every Man For Himself 'gameplay
- ▸ Asymmetrical characters with different goals
- ▸ Blindly exploring the map using deductive reasoning
- ▸ High replayability due to the different game setup

PRACTICAL INFO

CONTENTS
Screen, 6 player boards, 3 reference cards, 3 dry-erase markers, 9 pieces with stands, 30 character markers, 6 island frames, 39 tokens, Game rules

MSRP: €30

BOX
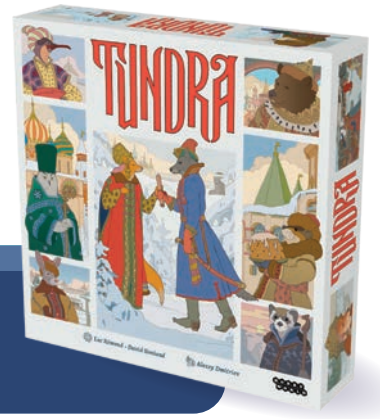Size: 298x298x71 mm

RIGHTS 🌐 except 🇷🇺

TUNDRA

Game Design: Luc Rémond, David Simiand
Artwork: Alexey Dmitriev, Daria Sokolovskaya

GAME OVERVIEW

Tundra is a competitive strategy game. You become a viceroy of one of the estates in the kingdom of Tundra and develop lands to earn the favor of the society and the Tsar.

GAMEPLAY

The game is played over four rounds.
Each round the first player rolls 4 (or 5) dice, then each other player copies these results. After that, starting from the first player, they choose one die at a time and place it to the corresponding slot of one of the 4 personal order boards. They immediately perform the action of this slot:

1 TRAVEL
Players can move their workers to adjacent tiles to explore new areas of Tundra.

2 ARCHITECTURE
Building towers allows the players receive income (which often means victory points) at the start of each round.

3 GATHERING
Players get resources for their workers and towers on board.
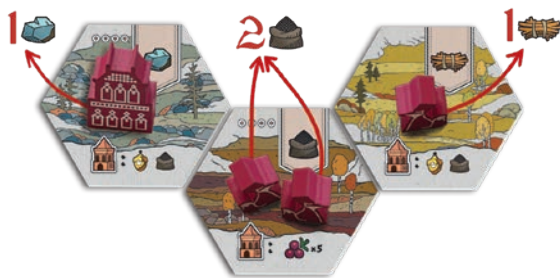
4 TRADE
Players can upgrade their order boards: the upgraded side of the board will give them VPs and stronger actions.

They can also receive enhancement cards to put them under the boards to add extra actions.

KEY SELLING POINTS

► Competitive non-aggressive strategy with deep gameplay yet easy to learn
► High replayability with a lot of ways to build your engine and achieve victory
► Atmospheric artwork inspired by illustrations from Slavic folk tales

PRACTICAL INFO

CONTENTS
Game board, 34 tokens, 29 dice, 20 player tablets, 90 cards, 60 wooden pieces, Game rules

MSRP: €50

BOX
Size: 298x298x71 mm

RIGHTS 🌐 except 🇷🇺

FURNACE. DUEL

2 | **12+** | **30-60**

Game Design: Ivan Lashin and Andrey Kolupaev
Artwork: Sergey Dulin, Darya Sokolovskaya and others

GAME OVERVIEW

Furnace Duel is a 2-player follow-up to the popular Furnace board game. It is playable both in standalone and campaign modes, in which you compete for global industrial domination in a series of games played on six different boards.

GAMEPLAY

The core gameplay in Furnace Duel is the same as in the base Furnace game. You bid for Company cards, get them or receive compensation, then use your cards and manage resources in order to gain the most money by the end of the 4th round.

However, here's **no compensation effect** on top of the Company cards. You receive compensation by **claiming routes** (**1**) on the game board. The value of your disc shows how many times you may use the effects of connected Cities (in any order or combination). At the beginning of the game, the only available tracks are the ones leading from the City corresponding to the card in question, but as your network grows, you gain access to new tracks and more lucrative Cities.

Each of the 6 game boards has special rules and features.

In the **Campaign mode**, you accumulate Campaign points awarded for winning a game and for fulfilling Achievements, both general and board-specific.

The runner-up gets a board-specific bonus that gives them a bit of the upper hand in the following games.

Cards can be upgraded with the city effects.

There are **Shipping companies** (**2**) , which are one-shot cards with a neutral brown disc printed on them – it is considered a bid of a neutral player.

KEY SELLING POINTS

▸ Familiar gameplay with a new twist
▸ Campaign mode with six different boards
▸ New resource tokens and capital discs compatible with the classic Furnace game
▸ And custom wooden trains!
▸ Resource pack available – sold separately
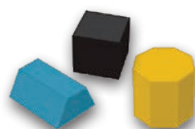
PRACTICAL INFO

CONTENTS
3 double-sided Boards, 25 Company cards, 4 Start-up cards, 6 Capitalist cards, 6 Research cards, 6 Campaign cards, 8 Capital discs, 32 Trains, 39 Coal tokens, 20 Iron tokens, 16 Oil tokens, 20 Tech tokens, 32 Money tokens, 2 Players' Color tokens, 1st player token, 15 Ferry tokens, 5 Runner-up tokens, 6 Campaign Pad, Game Rules

MSRP: €30

BOX
Size: 131x92x20 mm

RIGHTS 🌐 except 🇷🇺 🇩🇪

INKDOMS

1–4   10+   30–45

Game Design: Ivan Tuzovsky

Artwork: Ivan Shavrin, LaLu, Anna Kalchenko, Ekaterina Zharova

GAME OVERVIEW

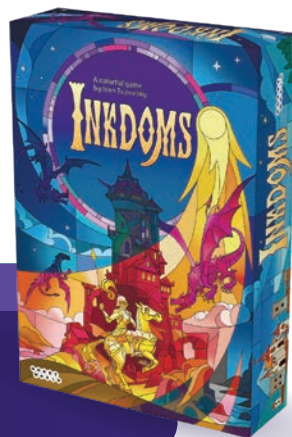**Inkdoms** is an original family roll-and-write game, in which players will be coloring areas of their Inkdoms. In doing so, they will gain spells, defeat and tame monsters, build capitals, and mix colors to create composite hues.

GAMEPLAY

Each round the first player rolls 4 dice on the board inside the box. Then, starting with the first player, they one by one pick a die from the box and color areas on their player sheet.

The **placement of the die** on the game board determines the Inkdom, which areas the player has to color. The **number on the die** (drops) shows how many areas of that Inkdom they need to color. Finally, the **color of the die** determines the color of the pencil the player will use.

Players cannot color adjacent areas with the same color.

However, when a player colors **spells**, they give them some ways to break those rules, for instance:

• move all the drops to another Inkdom;
• color adjacent areas with the same color;
• divide drops between adjacent Inkdoms;
• replace 2 drops with 1 drop of any composite color (green, brown or purple).

VICTORY POINTS

During the game players will be scoring victory points for coloring certain areas. When a player colors all the areas in one Inkdom, or all the monsters of the same type, they get 'speed' VPs for being the 1st or the 2nd player to do so. That is the only time they announce their progress to claim some achievements.

They also get some bonus VPs when:
• they color capitals with the same color;
• they color monsters with the same color.

SOLO MODE

When playing solo you try to score as many VPs as possible. The rules remain the same, but at the end of each round you will lose one opportunity to score an achievement (as if your opponent has completed it before you).

KEY SELLING POINTS

▶ Engaging puzzle and strategic depth
▶ Creative and relaxing gameplay based on unique "mix colors" mechanic
▶ New game from the game designer of Aquatica

PRACTICAL INFO

CONTENTS
4 dice, 9 pencils, Notepad, 4 reference cards, First player token, Game Rules

MSRP: €

BOX
Size: 277x194x67 mm

RIGHTS 🌐 except 🇷🇺

GZHEL

1–4 | 8+ | 30

Game Design: Nikita Sorokin
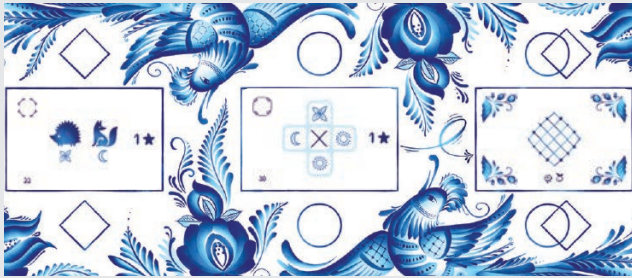**Artwork:** Maria Stankevich, Kristina Soozar

GAME OVERVIEW

Gzhel is a small village near Moscow, in which the famous blue-and-white painting style originated. In the game you'll become an artisan painting patterns to order. Try to complete as many goals as you can rearranging your flower tiles on 2 pads with different patterns.

GAMEPLAY

Each player receives two pads with 5 kinds of patterns on them and a set of flower tokens of 5 different kinds as well. The game lasts 8 rounds. Each round there are 3 common goals that change at the end of the round:

1. a goal connected with the placements of flower tokens on the first "diamond" pad.

2. a goal connected with the placements of flower tokens on the second "circle" pad.

3. a goal connected with covered or uncovered pattern types on both pads.

Each round consists of the following steps:

1. Remove all tiles around the announced (by the active player) animal.

2. Place the tiles on empty spots on any (or both) pad(s).

3. Score victory points for the current goals.

* ×3 = 2★
×4 = 4★
×5 = 7★
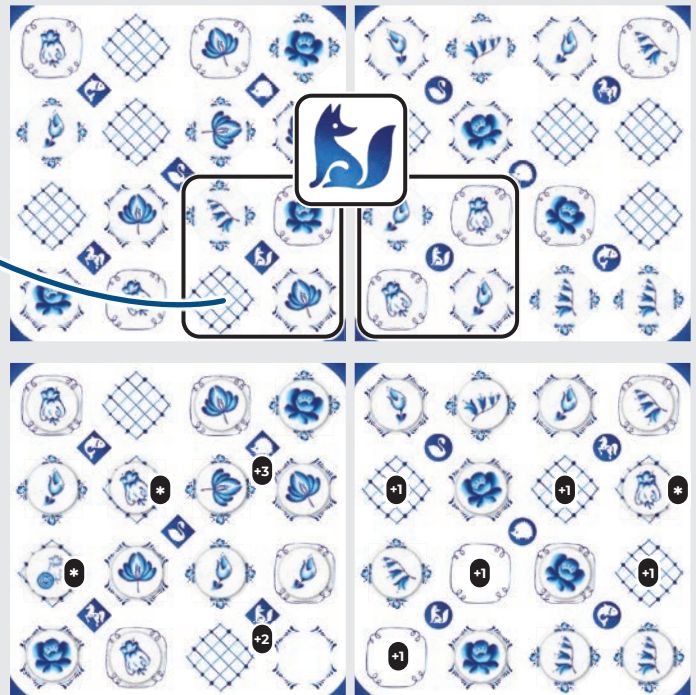
KEY SELLING POINTS

▶ Eight unique pads to keep your games fresh

▶ Aesthetic and well-balanced set collection gameplay

▶ Design inspired by unique paintings

PRACTICAL INFO

CONTENTS
100 double-sided flower tokens, 8 double-sided pads, 36 goal cards, Active player piece, 4 Victory point tracker pieces, 4 "50/100 point" tokens, Game board, Game rules

MSRP: €25

BOX
Size: 255x255x62 mm

RIGHTS
except 🇷🇺

DRAGON SCHOOL HEROES

2-5 **8+** **30**

Game Design: Evgeny Kolodin
Artwork: Natalya Efremova and uildrim

GAME OVERVIEW

Dragon School Heroes is a simple competitive roll-and-move game where the goal is to reach the Dragon's Cave and defeat him first.

GAMEPLAY

1 Roll the die and move forward.

2 Open tiles on which you stopped and perform their actions.

Move 4 spaces forward

Skip your next turn. Then you'll move 8 spaces forward

Choose: discard a Treasure card of this type or move 3 spaces back

3 When you reach the Dragon, roll the die to deal him damage 💥.

After each roll the Dragon will strike back making you move back the amount of spaces on the die.

Be the first to deal the final damage to the Dragon to win!

4 Use hero abilities and treasure cards to avoid negative tile effects, move effectively across the board and fight the Dragon.

LIGHTNING
When landing on ✗ return this ✗ to the box.

HARPOON
Pull a player within 10 spaces to yourself.

KEY SELLING POINTS

▶ Simple rules and dynamic combat against monsters
▶ Variable gameflow
▶ Beautiful humorous style illustrations

PRACTICAL INFO

CONTENTS
Game board, 75 tiles and tokens, 44 treasure cards, 5 hero cards, 5 hero standees, 5 plastic stands, 1 die, Game Rules

MSRP: €25

BOX
Size: 255x255x62 mm

RIGHTS 🌐 except 🇷🇺

PUP ROUND-UP

1–6 **4+** **4–10**

Game Design: Ilya Eltunov
Artwork: uildrim, Marina Piskunova

GAME OVERVIEW

Pup Round-Up is a cooperative real-time roll-and-move game for children, which adjusts its level of complexity depending on the age of the players. In this game you will be helping a border collie to catch all the sheep on the field.

GAMEPLAY

Before the start of the game, players choose how much time they will set for the game, depending on how complex they want the game to be (age recommendations are listed in the rules).

Players take turns one by one taking mutual decisions:

Roll the dice

Add or subtract the numbers you rolled

Move the dog that many spaces

When they land on a space with a sheep, they catch it and remove the tile from the field.

In order to win, they need to catch all the sheep before time runs out.

When doubles are rolled, instead of moving the collie on the board, a gate with the corresponding number is closed or opened on the field. Gates block the paths, making the collie go and find another way.

KEY SELLING POINTS

▸ Dynamic cooperative game that teaches children how to count in a playful way

▸ Adjustable level of complexity depending on the age of children

▸ Setting based on the most popular Tik Tok of year 2023

PRACTICAL INFO

CONTENTS
1 Dog miniature, 12 Lamb tiles, 6 Gate standees, Game board, 2 dice, Game Rules

MSRP: €

BOX
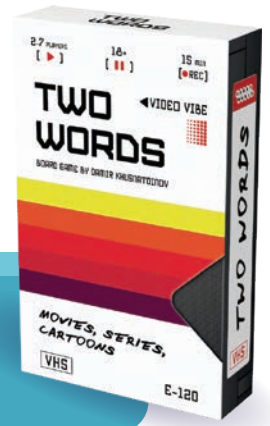Size: 198x198x57 mm

RIGHTS
except 🇷🇺

TWO WORDS

2-7   18+   15

Game Design: Damir Khusnatdinov
Artwork: Marina Piskunova

GAME OVERVIEW

Two Words: Movies, Series, Cartoons is a party game that tests players' pop culture knowledge and creativity. In this game you need to explain different types of shows in just two words, using certain letters.

GAMEPLAY

The game lasts for 3 rounds, one category (movies, series or cartoons) for each round.

1 Each player draws 2 cards. Now they have 4 titles of the current category. They choose one title to describe.

2 The player has to use first letters of the rest of the titles – they pick 2 letters out of 3. They describe their chosen title with two words, each starting with one of the chosen letters.

TREASURE HUNT!

PIRATES OF THE CARIBBEAN

INDIANA JONES!

3 When the player is ready, they announce their two-word clue out loud. Other players try to guess the title.

If they were successful, 1 victory point goes to the player who guessed, and 1 victory point goes to the player who was describing the title.

COMING SOON

Two Words with new categories:
- Video Games
- Board Games
- Characters

KEY SELLING POINTS

▶ Simultaneous gameplay with creative communication constraints
▶ Flexible content allows to add popular local titles
▶ A series of thematic games

PRACTICAL INFO

CONTENTS
46 Title card, 3 Round cards, Game Rules

MSRP: €

BOX
Size: 105x65x20 mm

RIGHTS 🌐 except 🇷🇺

K-POP KITTENS

2–4 | **8+** | **30**

Game Design: Ivan Lashin   **Artwork:** Shizufin

GAME OVERVIEW

K-pop Kittens is a set-collection party game, in which you play as producers helping k-pop stars release their best tracks.

GAMEPLAY

1 Take a pair of cards from the market

2 Add them to your Album to complete musical Tracks

3 At the end of the game, score points for your Artists and completed Tracks

KEY SELLING FEATURES

▸ High level of audience engagement and brand loyalty driven by the K-pop theme

▸ Low entry threshold combined with strategic depth

▸ New game from the designer of Furnace and Smartphone Inc.

PRACTICAL INFO

CONTENTS
80 double-sided cards, 4 Reference cards, Game Rules

MSRP: €

BOX
Size: 197x105x40 mm

RIGHTS 🌐 except 🇷🇺

HOLEY MOLEY

2+ | **18+** | **15+**

Game Design: Yury Zhuravlev, Mikhail Rozanov   **Artwork:** Erch

GAME OVERVIEW

Holey Moley is a dark-humoured drinking party skill-game, in which you need to rip cards by memory and drink if you fail to rip them right.
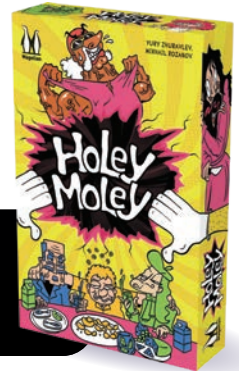
GAMEPLAY

1 Remember where the hole is

2 Flip the card

TEAR A HOLE IN THEIR GAME — KEEP HER HEART FOR OLDER FLAME!
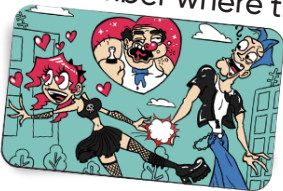
3 Rip that hole yourself or recruit your bros to help!

KEY SELLING FEATURES

▸ Skill and memory game with a built-in difficulty meter: your alcohol level

▸ Dark-humoured puns on each card

▸ Unique experience of destroying the game while playing it

PRACTICAL INFO

CONTENTS
55 side-splitting cards

MSRP: €

BOX
Size: 105x65x20 mm

RIGHTS 🌐 except 🇷🇺

NEODREAMS

2-4 **12+** **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

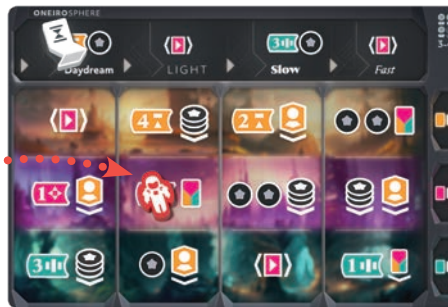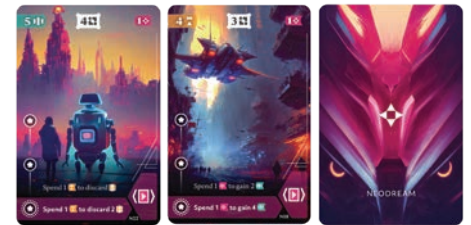The player puts 🧑 from their reserve on any empty location and immediately takes any of the depicted actions in any order.

> 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
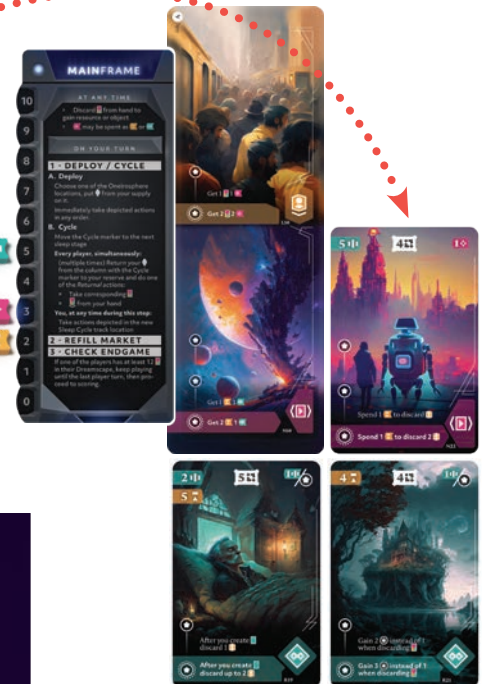
GAME END

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 vision of a very popular genre backed by the system of cards evolution

▶ 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

MSRP: €35

BOX
Size: 277x194x67 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

MSRP: €30

BOX
Size: 277x194x67 mm

RIGHTS 🌐 except 🇷🇺 🇺🇸 🇩🇪 🇭🇺 🇫🇷 🇮🇹 🇪🇸 🇧🇷 🇨🇳 🇰🇷 🇵🇱 🇳🇱

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.
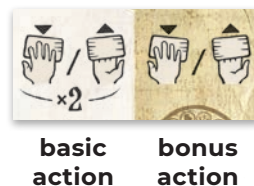
2 **Resolve Chambers' actions.**

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

MSRP: €50

BOX
Size: 316x226x72 mm

RIGHTS 🌐 except 🇷🇺 🇺🇸 🇪🇸 🇭🇺

INTENT TO KILL
(+ UPGRADE PACK)

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**.

+ 2 screens
+ wooden markers
+ 2 new scenarios
+ cotton bag for tokens

MSRP: €25

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 due to a variety of Motives, a number of scenarios and additional Action cards

► Competing gameplay with optional team mode

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

MSRP: €35

BOX:
Size: 298×298×71 mm

RIGHTS
except

SPACE BUREAU

1–4 **10+** **60**

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

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.
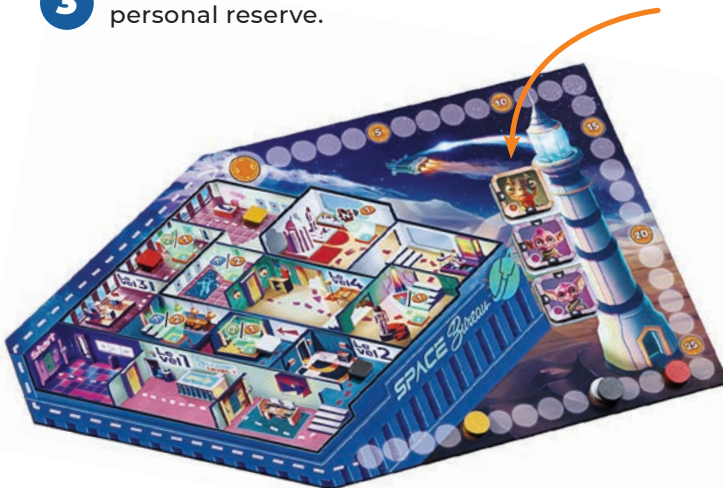
KEY SELLING POINTS

▶ Original network action selection mechanism
▶ Satisfying combo-oriented process
▶ Sci-fi 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 tokens, Active Player miniature, Game Rules

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

MSRP: €20

BOX
Size: 235x157x47 mm

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2024 / CASUAL, FAMILY GAME

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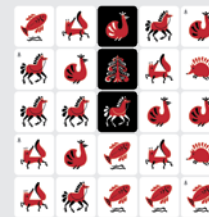
4. Place the flipped tiles into the newly opened spots in any order.

5. Score the victory points for the current goal.

KEY SELLING POINTS

▸ An original take on the 'three-in-a-row' mechanism
▸ Variable gameplay with changing goals during the game
▸ 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

MSRP: €30

BOX
Size: 255x255x62 mm

RIGHTS
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PARALLEL STORIES

1–6 **16+** **40–60**

Game Design: Andrey Akimov

Artwork: Alexander Kravchuk, Lyubov Nazarova, Bogdan Timchenko

GAME OVERVIEW

Parallel Stories is a series of horror adventure card games with different plot stories.

GAMEPLAY

At the start of the game players choose out of two decks — the story of the daughter or the story of the mother.

1 GAME OBJECTIVE

Everyone's goal is to help the heroes reach the ending alive. The players read the plot cards and make decisions in split situations, taking into account the state of the characters and their surroundings.

2 GAMEPLAY

Players start reading the plot. In the bottom of the cards there are directions to the new parts of the story. If there are **multiple directions** on the card, players have to discuss and choose together one of the options.

However, they also need to look for **key terms or words** within the text, that may refer to the objects in the play area. If they are sure that an object is part of the story, they open that card and check if they were right — the text at the top will tell them about it. Some objects will tell the players to save them for later (and those may be crucial for their survival).

If the players guessed incorrectly, they receive a **Terror point** and mark it on the Terror Counter. Reaching the end of the Terror counter leads to the characters' death.

There are two games of the series now available:

The Rift
This story has everything: drama about a kidnapping, escaped convicts, a mystical rift that divided a family. Follow the plot and make decisions, and maybe you'll get a happy ending. Can you help our heroes survive this terrifying night?

The Virus
Technopolis is engulfed in an epidemic and drowning in a bloody uprising. Two people are trapped in a labyrinth of ruins. One is a soldier searching for his family. The other — a spy on her mission. How will their stories end? Follow the narrative and pay attention to details — your choices at key moments will determine the fate of the characters.

FINALE CARDS

OBJECT CARDS

DECK WITH THE PLOT

END OF GAME

The game ends when the players take a Finale card as directed and read it out. The ending card will clearly indicate whether the characters have survived or not.

KEY SELLING POINTS

▶ Two alternate stories and 8 endings
▶ Exploring locations using keywords
▶ Cinematic and trilling experience in a small box

PRACTICAL INFO

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MSRP: €10

BOX
Size: 131x92x20 mm

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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

▸ Simultaneous game mechanic
▸ Light game with adjustable level of complexity for families
▸ Colorful detailed illustrations by a famous Russian artist

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

MSRP: €20

BOX
Size: 255x255x62 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

▸ Simultaneous game mechanic

▸ 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

MSRP: €5

BOX
Size: 130x65x20 mm

RIGHT 🌐 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.
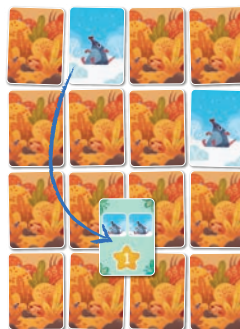
GAMEPLAY

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

▸ More than just plain memory game with different modes adjusted for different age of children

▸ Illustrations of cute rare and endangered animals

PRACTICAL INFO

CONTENTS
48 cards, Game Rules

MSRP: €5

BOX
Size: 130x65x20 mm

RIGHT 🌐 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
▸ Gameplay is suitable for preschool 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

MSRP: €20

BOX
Size: 277x194x67 mm

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HAPPY HOPPERS

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

2-4   5+   20

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 POINTS

▶ 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

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MSRP: €30

BOX
Size: 298x298x71 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

♀ Beach
♀ Passenger Train
♀ Submarine
♀ Airplane

The round begins!

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...

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: ...

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

MSRP: €20

BOX

Size: 204×204×47 mm
Weight: 0,58 kg

RIGHTS 🌐 except 🇺🇸 🇬🇧 🇦🇺 🇨🇦 🇫🇷 🇮🇹 🇪🇸 🇩🇪 🇭🇺 🇨🇿 🇷🇴 🇳🇱 🇵🇱 🇳🇴 🇹🇷 🇬🇷 🇷🇺 🇨🇳 🇯🇵 🇰🇷 🇦🇷 🇺🇦 🇸🇰 🇮🇷 🇹🇭 🇧🇷 🇪🇬 🇵🇹

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