



FLIPSIDE ADVENTURE

GEN CON 2026

HOBBY
WORLD

OUR NEW RELEASES



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adventure game

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A series of party games with
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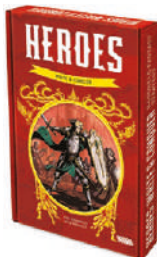
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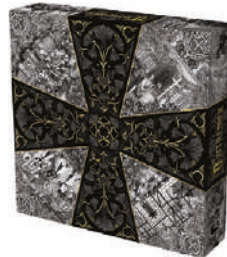
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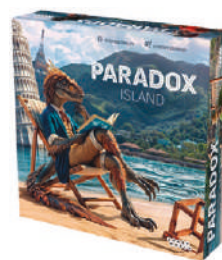
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of our games here!

hobbyworldint.com/hw-digital

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.

Sales team



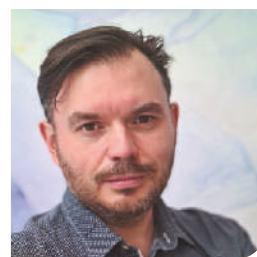
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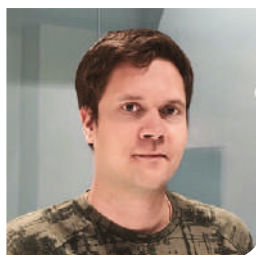


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FLIPSIDE

Game Design: Nick Hertz

Artwork: Vladimir Lopatin, Dmitry Fedorov



GAME OVERVIEW

Flipside is a cooperative, story-driven game for up to 4 players. Each of you will step into the shoes of a unique character from this twisted world. During the game, you will work to complete your character's personal quests while racing to achieve the scenario's shared goal. At the end of each successful scenario, characters who finish their personal quests face a final adventure.

GAMEPLAY

- After setting up one of the four scenarios, players read the opening entry and begin the game. Each scenario plays over a different number of rounds. At the start of each round, players advance the Round Tracker on the Scenario Board and read the story entry shown there.
- Then each player draws 5 Path tokens from their bag and uses them to move across Mountween. Players plan their routes together and may trade coins or items when they meet.
- After movement, each player takes one action in any order, depending on their location. They can interact with a token, complete a personal quest, set up camp, or visit a stall. Interactions and personal quests may trigger skill checks or adventures, where players use their Path tokens and items to overcome challenges.
- The game continues until the group unlocks the Final Adventure — a special board where players face the scenario's main threat together — or until the players lose.



KEY SELLING POINTS

- ▶ A cooperative story-driven, adventure game for families and gaming groups
- ▶ Nonlinear scenarios with multiple endings and meaningful decisions
- ▶ Personal quests for every character, encouraging teamwork and replayability
- ▶ Easy to get into, full of narrative moments and perfect for players who enjoy exploration, teamwork and funny fantasy chaos

PRACTICAL INFO

CONTENTS

4 scenario books, game board, 3 double-sided final adventure boards, 4 character boards, 4 character standees and 4 character pawns, 4 path-token bags, 71 path tokens, 40 copper tokens, scenario, resident, monster and other tokens, item, object, event, personal quest, backstory and reference cards, achievement sheet, organizer, Game rules

MSRP: €60

BOX

Size: 300x300x70 mm

RIGHTS





Game Design: Sergey Shapovalov

Artwork: Katya, Natalia Kondratyuk

SOBAKISTAN: LAND OF DOGS



GAME OVERVIEW

This is an asymmetric deduction game featuring three unique roles. The Liaison secretly guides the Wolves using association cards, the Wolves interpret the clues to deliver compromising evidence and escape the city, while the Senior Bloodhound follows every hint to uncover their route before the Resistance completes its mission.

THE WOLF RESISTANCE

The Wolf Resistance is made up of the Liaison and the Wolves, who share both victory and defeat.

The Liaison knows the secret route and communicates with the Wolves using association cards, helping them stay one step ahead of the police.

The Wolves interpret the clues, move through the metro, deliver the compromising evidence and attempt to escape before the Bloodhound closes in.

THE K9 SECRET POLICE

The Senior Bloodhound commands the K9SP squads and leads the investigation.

Seeing every association revealed by the Liaison — but never the Wolves themselves — the Bloodhound must piece together their route, intercept the couriers and bring the Resistance to justice.



KEY SELLING POINTS

- ▶ Three asymmetric player roles with unique objectives
- ▶ Hidden movement, deduction and word-association gameplay
- ▶ One-vs-many team experience with high replayability
- ▶ Based on the Sobakistan graphic novel by Vitaliy Terletskiy and Katya
- ▶ Part of the expanding Sobakistan universe, including an upcoming Steam game

PRACTICAL INFO

CONTENTS

Game board, 5 players boards, 137 cards, 3 wooden figurines, 49 tokens, 5 markers, Rulebook

MSRP: €20

BOX

Size: 298x298x71 mm

RIGHTS except





CHECK MATES

Game Design: Anton Putsikin

Artwork: Natalya Kondratyuk



GAME OVERVIEW

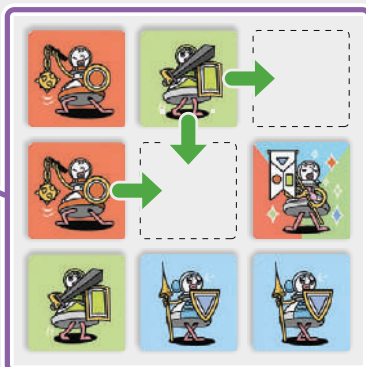
Check Mates is a real-time puzzle game that combines visual logic, spatial thinking and real-time competition. Two game modes — Sliding Puzzle and Chess — offer different challenges for families, puzzle lovers and quick-thinking players.

GAMEPLAY

Reveal a task card and study the play area to find the shortest solution. Players calculate their moves mentally, announce their answer, and then prove it on the play area. Depending on the selected mode, tokens move according to sliding puzzle or chess-inspired rules. Complete tasks efficiently to earn victory points; the player with the most points wins.

PUZZLE SLIDING

Tokens move one space at a time into adjacent empty spaces.

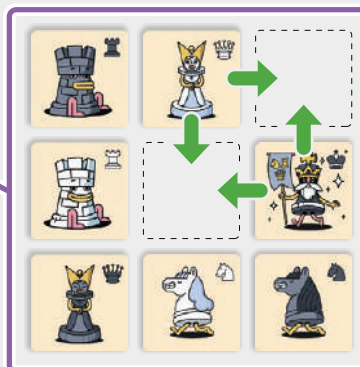


Reveal a card
Examine the task

In 1 move you can move a token 1 space in any direction onto an empty spot, but not diagonally. Tokens can't be moved outside of the play area.

CHESS

Tokens move according to chess-inspired movement rules.



Both the type of
chess piece and its
color matter when
completing a task

Tokens move according to the rules of chess, depending on the pieces indicated on them.

KEY SELLING POINTS

- ▶ Two puzzle systems in one box: Sliding Puzzle and Chess
- ▶ Real-time mental challenge
- ▶ Family, solo and blitz game modes
- ▶ Strong replayability
- ▶ Develops spatial thinking and visual logic
- ▶ Solve 10 puzzles against the clock and compare your result to benchmark times.

PRACTICAL INFO

CONTENTS

28 double-sided cards,
7 double-sided tokens,
Game rules

MSRP: €10

BOX

Size: 105x105x45 mm

RIGHTS except





TWO WORDS

Game Design: Damir Khusnatdinov

Artwork: Marina Piskunova

GAME OVERVIEW

Two Words is a series of party games that test players' pop culture knowledge and creativity. In these games you need to explain different titles in just two words, using certain letters.

GAMEPLAY

Reveal the top Cassette card and announce the category: Artists, Bands or Hits.



- Each player draws 2 cards from the Mixtape deck. Look at your cards, but don't show them to others. Every player now has 4 names that match the current round category. Choose one name to describe.



- Look at the three names on your Mixtape cards that you did not choose. Each name has a colored first letter. Choose two of them and think of a two-word clue for the chosen name, each word starting with one of your chosen letters.



- 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.

There are three games of the series now available

- Movies, Series, Cartoons
- Video Games, Board Games, Characters
- Music

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: €5

BOX

Size: 105x65x20 mm

RIGHTS except



OF MICE AND MAZES

Game Design: Simon Beal

Artwork: Nikita Orlov



GAME OVERVIEW

Of Mice and Mazes is an expedition competition in which players venture deep into the crypt of Mewessess in search of treasure and Glory. The goal of each player is to build the most successful team of critters by opening chambers, gathering resources and recruiting assistants. The expedition that earns the most Glory becomes the pride of the Coalition of Courageous Critters.

GAMEPLAY

Choose six critter factions before the game, creating a unique combination of abilities every session. On your turn, perform one of two actions.

● PLACE A PAW

Place Paw tokens to discover new chambers and expand your expedition.

● REMOVE YOUR PAWS

Remove Paw tokens to trigger card effects, gather resources, recruit assistants and uncover treasures.



SCORING

The game ends when the crypt is fully explored, the assistant deck runs out or a player reaches 40 Glory. Combine faction abilities to create powerful synergies and new paths to Glory.

KEY SELLING POINTS

- ▶ Standalone strategy game in the Tales of Tails universe
- ▶ Variable faction combinations every game
- ▶ Multiple paths to victory
- ▶ Carefully balanced for two-player competition

PRACTICAL INFO

CONTENTS

90 cards, 3 player boards,
93 tokens, Game rules

MSRP: €20

BOX

Size: 235x157x47 mm

RIGHTS





HEROES I & II: WRITE & CONQUER

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.

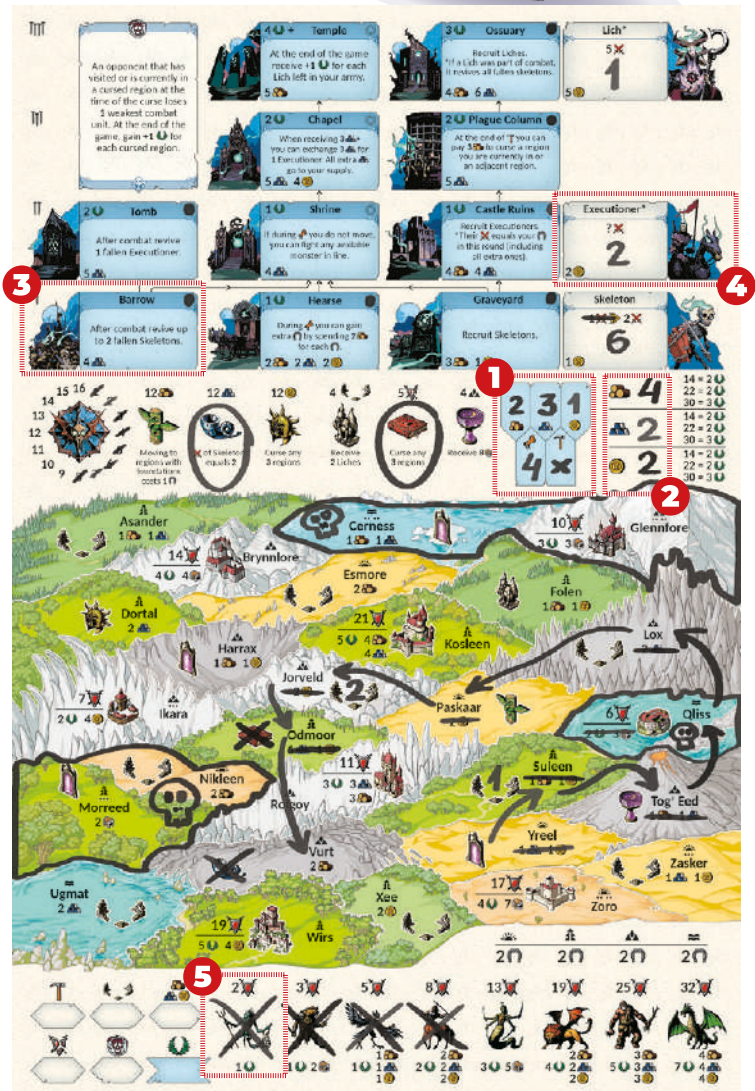
At the beginning of a round, the first player chooses four actions out of five that all players in that round will perform. The first player writes the numbers 1, 2, 3 and 4 in the boxes of the selected actions — one number per box **1**. The number determines the order in which the action is performed 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
- ▶ Heroes II is a fully standalone sequel with optional compatibility with Heroes I factions

PRACTICAL INFO

CONTENTS

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

MSRP: €20

BOX

Size: 241x338x35 mm



RIGHTS except



OUTREMER

Game Design: Mikhail Alexandrov, Stanislav Krasnov, Olga Ilchenko

Artwork: Yaroslavna Serebryakova, Sergey Dulin, Yevdokiya Shibalova

GAME OVERVIEW

Outremer is a strategy board game that blends together Euro-style mechanics and area control on a vast map. Command one of the nascent Latin states and experience the age between the First and Second Crusades based on real historic events of the 12th century!



alternative
box cover
design

GAMEPLAY

The game of Outremer consists of several rounds. Each round is divided into 4 phases — the Event Phase, the Planning Phase, the Order Phase, and the Income Phase.

In the **Event Phase**, effects of Event cards are resolved, after which Saracen move and/or raid the cities.

During the **Planning Phase**, players choose their actions by placing their order tokens on the Order Cross.

They can place their token in the inner slot as a *basic order* (for the current round), or in the outer slot as an *enhanced order* (for the next round).

In the **Order phase**, orders from the inner slots are resolved. There are 4 types of orders (actions):

- **BUILD ORDER**

Players can pay resources to upgrade the city level and buy building cards with constant effects.

- **PRAY ORDER**

Players advance on the sainthood track, which determines turn order and gives them rescript cards (single-use strong effects). They can also move and place bishops on their territories, which is one of the way to earn influence points.

- **MUSTER ORDER**

Players prepare for battles by recruiting units and studying new tactics – buying new battle cards.

- **MARCH ORDER**

Players choose their target, move units and resolve battle.

During the **Income Phase**, players receive money, restore all spent goods and get influence points for fulfilled conditions on governor cards.



SCORING

Your goal is to score the most **influence points** by the end of the game. You earn during the game by completing various objectives and spreading the influence of the church; at the end of the game, you may earn additional for completing secret objectives (papal bulls), fulfilling special conditions, and amassing coin.

KEY SELLING POINTS

- ▶ Innovative Order Cross planning engine drives your every decision
- ▶ Two layers of influence: control the board with your troops or through the clergy
- ▶ Two game modes: Standalone or Campaign (with 4 scenarios)
- ▶ Hand-drawn illustrations: each component originally illuminated in ink and gold leaf

PRACTICAL INFO

CONTENTS

Main game board, 6 small boards, 345 cards, 289 tokens, 13 three-layer city counters, 64 wooden crests, Campaign notepad, Scenario rules, 4 campaign envelopes, Game rules

MSRP: €30

BOX

Size: 298x298x71 mm

RIGHTS





MONSTER MESS

Game Design: Stefan Freund

Artwork: Natalya Kondratyuk

GAME OVERVIEW

Monster Mess is a cooperative point-to-point movement game, in which you'll be playing as little monsters trying to tidy up the house. Move across the board, pick up, exchange and throw items to finally put them where they belong – all before parents come back home.



GAMEPLAY

Players take turns one by one. On their turn, they are allowed two movements and however many free actions. Whenever the turn comes back to the first player, they move the clock hand to the next hour. To win, players have to put all items away until the clock strikes 12.

During their turn the players can:



KEY SELLING POINTS

- ▶ Cooperative game with limited amount of turns
- ▶ Adjustable level of complexity for ages of 6, 8 and 10
- ▶ Colourful detailed illustrations by Natalya Kondratyuk (Post Office, Team Zoo)

PRACTICAL INFO

CONTENTS

Game board, 8 character standees, 4 characters boards, Clock hand token, 4 superpower tokens, 12 room tiles, 15 item tokens, Rulebook

MSRP: €20

BOX

Size: 255x255x62 mm

RIGHTS except





ENTRACTE

Game Design: Nikolay Pegasov

Artwork: Marina Piskunova

GAME OVERVIEW

Entracte is a deduction puzzle game, in which players will be trying to guess each other's secret codes, while giving hints at their own.



GAMEPLAY

The common goal of the players is to correctly guess as many of the other player's codes as they can.

At the start of the game each player receives a Code card with a sequence of characteristics. During the game, they will be giving hints on their code with the help of Character cards (they cannot discuss their codes and guesses).

Each Character card has 8 types of characteristics (such as sex, age, day of the week, etc.)

By laying a Character card from their hand to the row of cards on the table, they will be creating some sequence with this and the previous card.

Sequences of characteristics can go in

- forward order;
- reverse order;
- repeat;
- alternate.

On their turn, the player has to play the card in the row from their hand, so that none of the sequences of characteristics on these two last cards match their code.

Then the other players check whether something matches their code. If it does, they place one of their tokens under this last card.

All those actions allow players to rule out the wrong codes and get closer to the right guess.

The game ends after the 12th card was played in the row. Then they check how successful their guesses were.

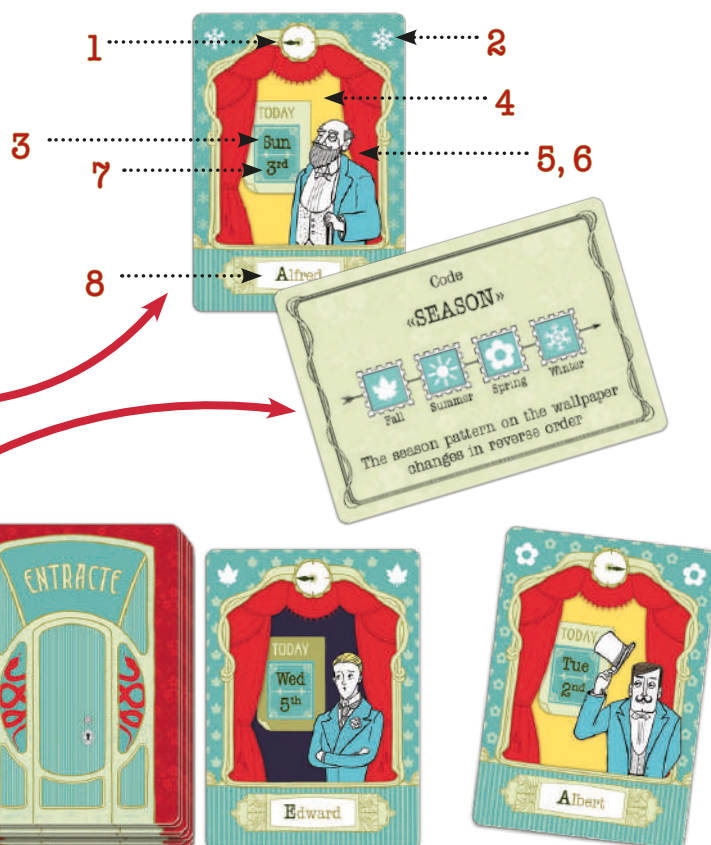


TABLE OF CODES											
	Player: Lilly			Player: Andrei			Player: Mary			Player:	
Direction of hand	↻	↻	=	↻	↻	=	↻	↻	=	↻	↻
Season	↻	↻	=	↻	↻	=	↻	↻	=	↻	↻
Day of the week	↻	↻	=	↻	↻	=	↻	↻	=	↻	↻
Light	☀	☀	☀	☀	☀	☀	☀	☀	☀	☀	☀
Sex	♂	♂	♂	♂	♂	♂	♂	♂	♂	♂	♂
Age	←	←	=	←	←	=	←	←	=	←	←
Name	→	→	=	→	→	=	→	→	=	→	→
Date	→	→	=	→	→	=	→	→	=	→	→

KEY SELLING POINTS

- ▶ Simultaneous gameplay with communication constraints
- ▶ Two game modes: cooperative and competitive
- ▶ Deduction game in a light/friendly setting

PRACTICAL INFO

CONTENTS

24 character cards, 24 code cards, Reference card, 40 signal tokens, Notebook, 4 pencils, Rulebook

MSRP: €20

BOX

Size: 235x157x47 mm

RIGHTS



except





1-6

4+

4-10

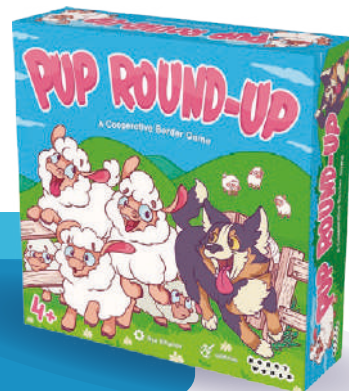
PUP ROUND-UP

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: €15

BOX

Size: 198x198x57 mm

RIGHTS except





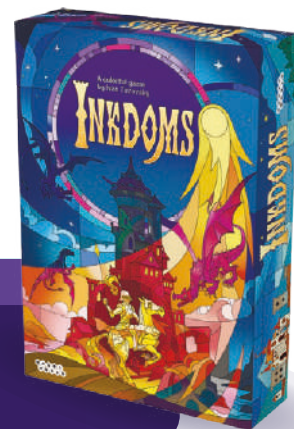
INKDOMS

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: €20

BOX

Size: 277x194x67 mm

RIGHTS except





PARADOX ISLAND

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

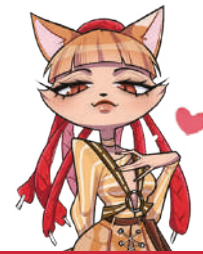
Screen, 6 player boards, 3 reference cards, 3 dry-erase markers, 9 pieces with stands, 30 character markers, 6 island frames, 39 tokens, Game rules



RIGHTS except



K-POP KITTENS



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: €12

BOX

Size: 197x105x40 mm

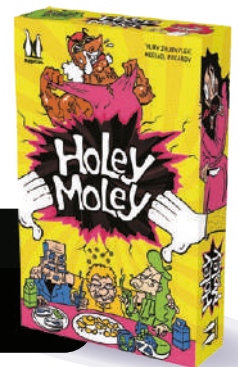
RIGHTS except



HOLEY MOLEY

Game Design: Yuri Zhuravlev, Mikhail Rozanov

Artwork: Erch

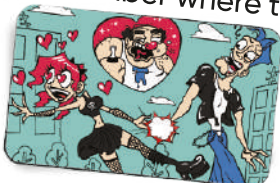


GAME OVERVIEW

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

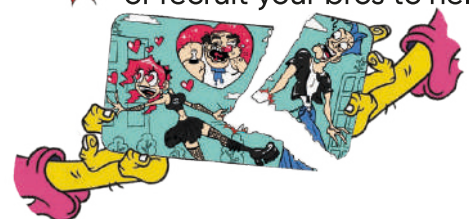
- 1 Remember where the hole is



- 2 Flip the card



- 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: €5

BOX

Size: 105x65x20 mm

RIGHTS except





FURNACE. DUEL

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.

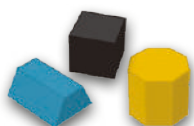
Cards can be upgraded with the city effects.

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



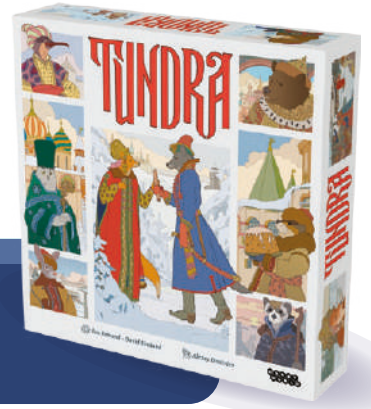
except





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





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 thrilling experience in a small box

PRACTICAL INFO

For further information, prices, or conditions regarding those products, please get in touch with All About Games Consulting: sales@aagc.games



MSRP: €10

BOX
Size: 131x92x20 mm

RIGHTS except



GZHEL

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.

$$\begin{aligned} * \times 3 &= 2 \star \\ * \times 4 &= 4 \star \\ * \times 5 &= 7 \star \end{aligned}$$



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





MEZEN

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.

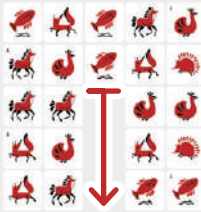


GAMEPLAY

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

except





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

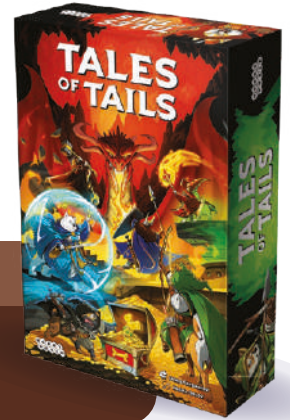




TALES OF TAILS

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 themselves 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

RIGHTS except





POST OFFICE

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.
- 3 Players may place a tape on matching package patterns to gain Stamps and score points at the end.



- 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.



- 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

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

RIGHTS except



MEMO ANIMALS

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.

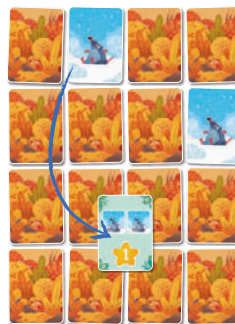
GAMEPLAY

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

RIGHTS except





FURNACE

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** (Q) for additional effects.



GAME END

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

GAME VARIANTS

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

KEY SELLING POINTS

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



PRACTICAL INFO

CONTENTS

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

MSRP: €30

BOX

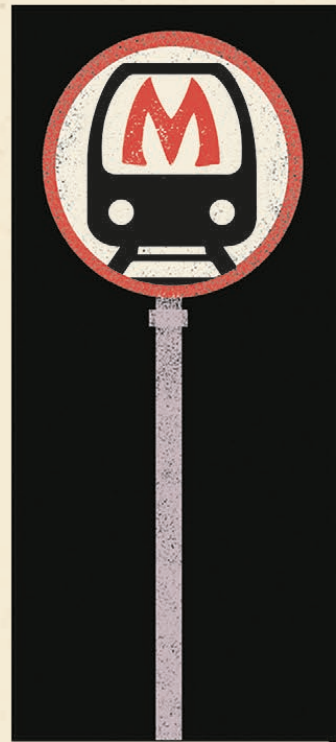
Size: 277x194x67 mm

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LAND OF DOGS



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