

**RED CAT GAMES  
CATALOGUE  
2024**



**RED  
CAT**

Red Cat Games is a brand-new Armenia-based game studio led by an international team of professionals and board game veterans who have developed a number of world-famous hits that won multiple prestigious awards, including Kinderspiel des Jahres. The studio has received a large and prosperous game heritage from its creators who are dedicated to presenting their new projects to the world!

At Red Cat Games, we strive to cherry-pick the best concepts and ideas to create the most engaging and unique games that help broaden the horizons and light up the spark of curiosity in gamers of all ages! Our unusual games are developed to gather families and friends around one table to share fun times together.



If you are a game designer and you'd like to show us your new project or if you would like to become our distributor, please feel free to email us at [games@redcat.am](mailto:games@redcat.am)

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## Fit the Fishes

Game designers: Alexander Peshkov,  
Ekaterina Pluzhnikova

Illustrator: Olga Surina

Family



In Fit the Fishes the players will be populating their aquariums with fish by tracing cardboard stencils and completing various objectives, like feeding the fish and providing them shelter. In the end, each player is left with a drawing that can be brought to life with colored pencils.

The game develops visual perception, fine motor skills, as well as attentiveness, and presents a fun and stimulating activity for the children. How many fishes can YOU fit?



SRP \$22



### Components:

- 1 wooden die
- 15 cardboard stencils
- 12 tokens
- 2 regular pencils
- 4 colored pencils
- 32 double-sided player sheets



## Balconia

Game designer: Paul Schulz  
 Illustrator: Natalya Efremova  
 Size: 26.5x26.5x6.5 cm

2 players Family+



Life in an apartment complex can be VERY hectic at times! Every resident has their own preferences: some dabble in gardening and would like nothing more than to be surrounded by flowers, some are obsessed with cats and are always happy to see one on the balcony next to theirs, and some just want to take a nice long nap. How do you keep everyone happy?

Build an apartment complex, block by block, by filling the 5x5 grid. Each turn one of the players will be choosing which two sides of the building block he might get and which two sides will be left to the opponent. However it's the other player who decides where to place the



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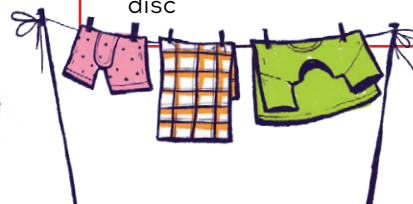


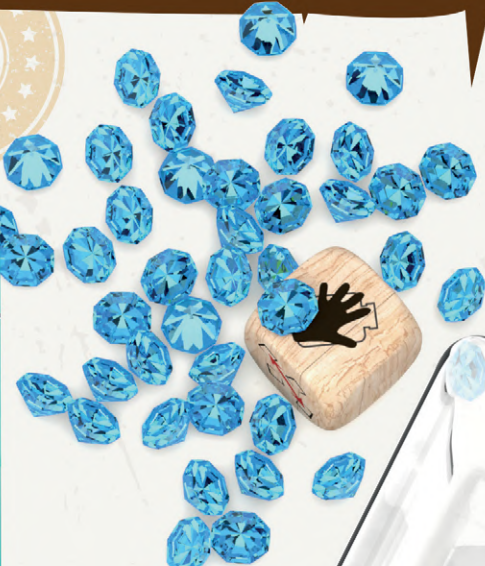
building block. Try your best to fulfill the conditions on the balconies facing you. Who will gain more points at the end of the game?

**Balconia** is a light tactical game for 2 players with unusual 3D components about creating harmony within the same building.

### Components:

- 5x5 building grid (apartment complex)
- 22 building blocks with a balcony on each side
- 1 dual-layer selection disc
- 3 entrance blocks with a door on each side
- 22 tokens (with numbers from 1 to 22)
- 2 player aids
- 1 score pad





## Message in a Bottle

Game desiner: Urtis Šulinskas

Illustrator: Natalya Efremova

Size: 13×8×5.2 cm

Party

Family



A bottle with a letter inside was washed ashore by a giant wave. Challenge yourselves to decrypt its mysterious message!

Shake the bottle with the dice inside. Be the first player to name a word with all the letters shown on the dice. Receive tokens for correct answers and win the game!

**Message in a Bottle** is a competitive fast-thinking word game in a very eye-catching packaging.

### Components:

- 1 bottle
- 4 dice with letters
- 1 effect die
- 45 crystals
- rulebook



6+



2-6



10-15



SRP \$13



# FateFlip: Washed Ashore

Game designer: Johannes Krenner

Illustrators: Anastasia Durova, Alena Naumova

Size: 12.5×7.5×2.5 cm

Series: FateFlip

Solo+



You come to your senses on a sandy beach. The sun is burning your back, the sea salt makes your skin itchy, your tongue barely moves in your mouth... You remember a huge wave washing you overboard, and you quickly lost sight of the ship. You are lucky to stay alive. But where are you? Is this place inhabited and do ships sail here? Will you ever return to your homeland? And will you be able to even survive?

**FateFlip** is a story that develops differently depending on your decisions, the consequences to which you will learn either right away or later on. Play the game several times and find out all 13 endings to this adventure!

- Choices do matter - track your life parameters, collect

special items, and see if you are able to make it to the end of the story.

- Multiple endings for each of 3 chapters guarantee players will want to rerun the game to see other possible outcomes.
- 3 chapters of reversible cards, each chapter has its own setting - you can play them all at once or portion out the experience.
- A solo+ game: enjoy the game on your own, or unite and discuss your choices with friends.

! *The next game of the FateFlip range is now in progress and will be coming soon!*

## Components:

- 68 large story cards
- 3 clip markers
- reminder leaflet





## Cruxy

Game designer: Charles Chevalier

Illustrator: Sonja Mueller

Size: 19.5x19.5x4.5 cm

Strategy Word-game



Meet Cruxy the Penguin and his polar friends! Their favorite game is to carve words on the ice floes. Come and join them!

In this game you will be filling the crossword puzzle with the words of a certain length that contain required letters. The more conditions you fulfill, the faster you win! To make the game even more exciting, use the powers of Cruxy and other animals - their special effects may influence other players and bring you closer to success at the same time.

### Components:

- 50 double-sided game boards
- 4 pencils
- 1 bag with 26 letter tokens



10+



1-4



20-30

SRP \$20

4 different game modes, 50 double-sided playing sheets of increasing complexity, as well as a unique combination of a lexical game and strategy make Cruxy a new word in the world of board games.



## Arbolito

Game designer: Arno Steinwender

Illustrator: Nadezhda Mol Kentin

Size: 19.5×19.5×4.5 cm

Family

Party



Compete with your friends in dexterity in the card stacking game "Arbolito"! Together, create a colorful tree by hanging leaf cards on it. Try to get rid of your cards faster than your opponents by using special effects and making combos! But be careful – the leaves can fall off at any moment!

- Quick and dynamic balancing game with great replayability
- Adjustable to the number of players



SRP \$20

- Boosts players' interaction due to the variety of special effects on the cards
- Engages players of all ages - perfect for playing with kids, friends and at the parties!
- Want to prove you are good at balancing? Play solo mode and hang the whole deck on the tree yourself!

### Components:



- 54 cards (consisting of 1, 2 or 3 color blocks)
- 12 acorn tokens
- 2 cardboard trees
- 6 effect tokens
- rulebook





## Mind Match 1 & 2

Game designer: Alexander Peshkov

Illustrators: Agnieszka Mazur, Diana Shamsutdinova, Nadezhda Fomicheva

Size: Small tuck box 6,6×11×1,8 cm

2-in-1 Hard box 10×14×2 cm

Party



Are you having a party and looking for a fast, fun and clever cooperative game? Play Mind Match to test how well your mind matches with the minds of your friends! Within 5 minutes, solve the puzzles together using surprising and amusing means of communication. Three different mini-games test your communicative skills and intellectual bonding whilst you're having a good time!

**Mind Match** is a collection of dynamic cooperative games with many puzzles you need to solve together before the

time runs out. Each puzzle consists of 2 types of cards – each card stands for a part of the puzzle: a Question and an Answer. You have to find a player with the other half of your puzzle and solve it together! The more pairs of cards you match before time runs out, the more victory points you receive. Are you ready to make a mind match?

### Components:

#### Mind Match-1:

- 48 cards  
 icons × 16 cards,  
 emojis × 16 cards,  
 pattern lock × 16 cards

#### Mind Match-2:

- 48 cards  
 labyrinth × 16 cards,  
 polyomino × 16 cards,  
 vehicles × 16 cards



SRP

Small box - \$10  
 2-in-1 Hard box - \$16<sup>90</sup>



## Sly Wolf & the Missing Note

Game designers: Alexander Peshkov, Ekaterina Pluzhnikova

Illustrator: Katerina Izobova

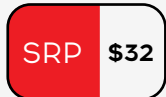
Size: 24×24×6 cm

Family

Detective



Silver Note is a famous musical festival held every year in a peaceful valley. Talented sheep musicians gather in the hope of receiving the eponymous award from lupine critics. However, this year the prize went missing. A wolf and four sheep accomplices were the culprits – none of them attended the concert. Right now wolves are already on the train leaving the valley, yet you still have a chance to talk to the sheep. Can you identify the criminal in time to return the missing note?



### Components:

- 16 sheep tiles
- 16 wolf cards
- 24 easy case cards
- 16 hard case cards
- 32 musical instrument tokens
- 36 vegetable tokens (27 ripe and 9 spoiled)
- 1 vegetable bag
- 1 Booble interpreter
- 1 wolf's track



# TIME CAPSULES



**Game designer:** Yaroslav Kustov  
**Illustrators:** Stijn Windig, Roman Kelip, Maxim Suleimanov  
**Size:** 31×31×10.5 cm

## Strategy

### Promo materials

Traces of an alien civilization were found on a remote planet. Yet the planet is empty, left by its masters. The only things they left were the giant capsules, capable of travelling to the past, and skipping back through time to us. As representatives of future mega-corporations, you will have to take control of the capsules and enter a Gold Rush of the new era: the hunt for the relics of a long gone civilization. Send the capsules to the distant past, find everything



## Components:

- 16 time capsules
- 4 bags
- 120 tiles
- 37 cards
- 26 dice
- 180 tokens
- 40 crystals
- 4 pawns
- Round marker
- VP track
- 4 player mats

you can use, and exploit newfound abilities to acquire more miraculous devices and technologies. But beware – greed may lead you to tear the very fabric of space-time, putting in danger yourself and, possibly, all humanity.

Time Capsules is a pool-building game where you can use different objects and resources to devise your strategy. Amass victory points for the knowledge you receive and the artifacts you bring to the present in order to win this amazing race!

- Futuristic artwork and eye-catching design.
- A well-integrated time travel theme.
- Based around a pool-building mechanic with actual plastic spheres, which are used to create powerful combinations of different items.
- Exciting components: textured time capsules, futuristic alien artifacts, computers and bioobjects and so much more!





## Lotta Rome (Rome in a Day)

Game designer: Evgeny Petrov

Illustrator: Irina Pechenkina (2 graphics options)

Size: 27.5×19.1×6.5 cm (big box) /  
23.5×16×4.5 cm (small box)

Strategy

Family



The once thriving Roman Empire fell apart. Who can resist the temptation to claim some of the lands for themselves? Do you prefer vineyards or quarries? Or maybe you want a little bit of everything with some olive groves and an oil mill on top? All you need is to make a good trade: offer a beautiful antique theater in exchange or add a few precious diamonds... Divide and swap lands, outguess and bribe your opponents! Create a prosperous domain from the lots of Rome! Lotta Rome is a simple strategy



game based on the original "cut-and-choose" mechanic that will win the hearts of aspiring conquerors of all ages.

### Components:

- 100 plots of land (5 sets of 20 plots)
- 40 building chips (5 sets of 8 pieces)
- 20 crystals
- 10 choice cards
- 5 double-sided reminder cards
- 5 building cards
- 5 screens
- 1 booklet with scoring sheets



SRP

Big box - \$34  
Small box - \$28



## Gem Forge

Game designers: Valery Novikov, Alexei Safin

Illustrator: Oleg Proshin

Size: 27.5×19×6.5 cm

Strategy

Family

 Promo materials

In a distant corner of the world stands a mountain that is shrouded in myth and mystery. As legend has it, the mine that descends deep below the mountain has magical properties: no matter how many sacks of precious gemstones you procure from its tunnels, the mine will always be full to the brim with treasures. The best jewelers in the land decided to take advantage of this wondrous source to craft the most amazing jewelry pieces. They compete against each other to prove that they are worthy of the highest reward possible, the magic anvil. Gem Forge is a versatile family game with a unique 3D pop-up game board and magical illustrations.



SRP \$29<sup>90</sup>

### Components:

- 1 3D pop-up game board
- 4 player pawns
- 36 jewelry tiles
- 40 gemstones
- 34 special cards
- 4 minecarts
- 4 reminder cards





# M.A.R.I. and the Crazy Factory

Game designer: Johannes Krenner

Illustrator: Maxim Yurchenko

Size: 17.2×11.6×3 cm (soft box) /  
17.8×12.8×4 cm (hard box) /  
11.6×18.6×3 cm (spiral)

Series: M.A.R.I.



**Puzzle**    **Movement programming**

**Promo materials**

After a massive storm MARI (a Mobile Autonomous Robotic Intelligence unit) «wakes up» at the robot factory where she's been made. Lightning damaged the factory's Control Center, and only MARI can rise to the challenge of fixing it.

**Web page**

Complete 40 unique levels of increasing complexity in this solo adventure across a crazy robot factory. Play one command at a time to create a sequence that will help

MARI reach the exit to the next hall. Think ahead, clear obstacles, master new commands and tasks all the while moving forward. With your guidance MARI will get to the top floor of the factory and fix the CC!

## Components:

- 3 playing tokens
- 11 action tiles
- 20 double-sided level cards
- 4 hints and solutions cards
- 2 game rules cards



SRP

Hard box - \$15  
Tuck box - \$13  
Spiral edition - \$14



## M.A.R.I. on Mars

Game designer: Johannes Krenner

Illustrator: Dmitry Derzhavin

Size: 18.6×11.6×3 cm

Series: M.A.R.I.

Puzzle

Movement programming



MARI fixed her original factory, but it was just a test. Control Center decided she'd passed her exam and was now ready for her first mission – a flight to Mars. Her goal is to collect valuable crystals found only on the red planet. But soon MARI will learn that this task is not the only one she is facing and she is not the first to land on Mars. Who has been here before? And what are their intentions?

**MARI on Mars** is a stand-alone sequel in the line of solo adventures of a resourceful robot. In this new



SRP

Hard box – \$15  
Tuck box – \$13



mission, you will find 40 new unique levels of increasing complexity. Play one command at a time to create a sequence that will help MARI get to the next level. Plan ahead MARI's every step, clear obstacles, master new commands and tasks as you progress. Help MARI complete her mission and successfully return to Earth!

### Components:

- 4 robot tokens
- 12 action files
- 20 double-sided level cards
- 4 hints and solutions cards
- 2 game rules cards





# DETECTTEAM

## Detecteam Kids

Game designers: Alexander Peshkov,  
Ekaterina Pluzhnikova

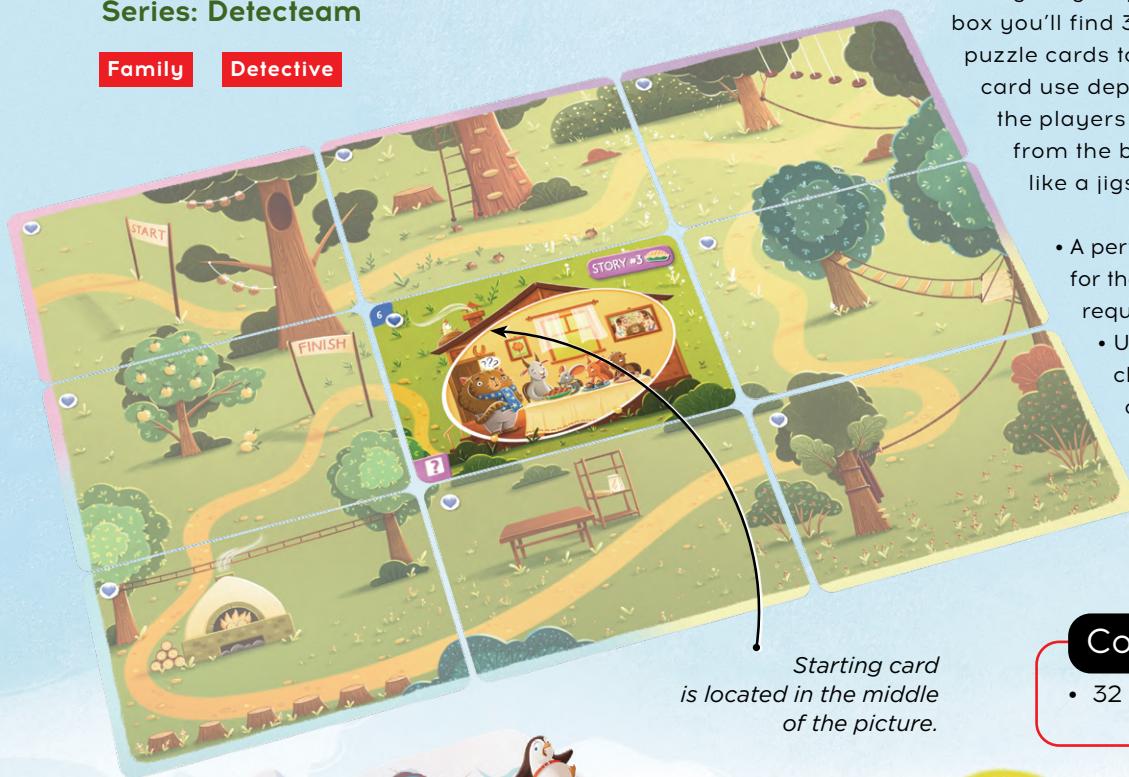
Illustrators: Olga Surina, Katerina Izobova

Size: 9.6×12.3×2.1 cm

Series: Detecteam

Family

Detective



Starting card  
is located in the middle  
of the picture.

Detecteam Kids is a new range of cooperative adventures in the Detecteam series specially designed for the youngest players and their parents! Inside each box you'll find 3 sets of story cards and a deck of 24 puzzle cards to solve the mystery cases. Each puzzle card use depicts multiple characters meaning the players use the same deck to solve all 3 cases from the box. Piece together the full picture, just like a jigsaw puzzle, and re-create the events!

- A perfect introduction to the detective genre for the young players – no reading skills required to play!
- Unusual game mechanics – choose cards with useful information, connect them like a jigsaw puzzle.
- Cute and illustrative graphics: the deduction element is based solely on the artwork.
- Each box contains 3 cases to solve.

### Components:

- 32 large cards
- Game rules





### Max the Cat and Friends

Meet Max the Cat, a talented sports coach from the woods! Every day he and his friends have so much fun! What will they come up with today? Set up an obstacle race, prepare a birthday surprise, or cook up some yummy treats? However, there are so many things that could go wrong... But that's what friends are for!



### Once upon an Island

On a tropical island every day is filled with exciting events! Whether you are here to go down a water slide, organize a tour or pick up trash to help the environment, there's something for everyone! However, a lot might always go wrong... But the islanders never back down from a challenge!



### Detecteam Kids: The Tales of the Plush Forest

Meet Christopher Robin and his toy plush friends! They are going to arrange a costume ball, a tea party and go hunt for a bizarre beast, but even the best plans can go awry... Help them to figure things out!

**SRP** Hard box - \$12  
Soft box - \$10.9



## Components:

- 3 stories x 44 cards



Starting cards are located in the middle of the picture.

## Detecteam Family

Game designers:  
Alexander Peshkov,  
Ekaterina Pluzhnikova

Illustrators: Katerina Izobova,  
Eugenia Smolenceva,  
Inna Grigorieva

Size: 9.6 x 12.3 x 2.1 cm (small box) /  
27.5x19x6.5 cm (3 in 1 box)

Series: Detecteam

Family

Detective



A collection of 3 Detecteam Family games (**One Egg Too Many**, **A Pie Gone Missing**, **Cheating Champions**) in one box!

Inside the box you will find 3 quirky mysteries for children and their parents featuring lovable animal characters. In each cooperative adventure, connect the cards with important information and piece the full picture just like a jigsaw puzzle. Get to the bottom of it using your deductive skills and solve all 3 cases!

- A cooperative investigation game designed for the family.
- Sort out the information useful to the investigation from the testimonies of the different animals.



- Learn the story from different angles as you play, and decide if the information is useful to the investigation.
- Unusual game mechanic - complete the picture of the event just like a puzzle.
- Get all 3 Detecteam Family board games in one box.

SRP

Small soft box - \$10,9  
Small hard box - \$12  
3 in 1 box - \$29

# Storytailors

Game designers: Marie Fort, Wilfried Fort

Illustrators: Eugenia Smolenceva,  
Irina Pechenkina

Size: 24×24×6 cm

Family

Promo materials

"Once upon a time, when adults were small children and loved adventure stories, Wilfried and Marie found a magic story book. The kids could visit its different stories and soon befriended its funny animal characters..."

Read the stories along with Wilfried and Marie! On every page a new character awaits you: it could be a brave knight or a lonely musician, an inquisitive witch or a clumsy ninja... Choose an animal you think fits the description and vote for your favorite! The animal with the most votes will end up on the pages of the book. Use your wit and imagination to tailor the stories to your taste!



## Components:

- 1 book with transparent pockets
- 38 double-sided story cards
- 86 character cards
- 1 voting and scoring board
- 6 player tokens
- 36 voting chips



SRP \$33



## Expansion

### Storytailors: New Adventures Await!

Game designers: Marie Fort, Wilfried Fort

Illustrator: Eugenia Smolenceva

Size: 11×11×4.5 cm



SRP \$14

Promo materials



# UNIFOLD

Game designers: Alexander Peshkov,  
Ekaterina Pluzhnikova, Martin Nedergaard Andersen

Illustrators: A. Fomin, A. Razvadovskaya,  
N. Mikhailova, V. Likhodeeva, A. Nenasheva,  
E. Chirkova, V. Volina-Lukian, A. Zhilina, L. Skopalik,  
K. Eserkepova, D. Derzhavin

Size: to be specified

Series: Unfold

Unfold is a series of escape room games that fit in a small fold-out envelope. Each of the games of this range is a stand-alone adventure, that literally unfolds right in front of you. Open new locations, solve unique puzzles and complete your mission, relying on your smarts and senses.

- A story-driven tabletop adventure: watch the story unfold as you play!
- Cooperative gameplay: play solo or as a team!
- Various puzzles and original items - use your logic, ingenuity and sometimes even your senses, such as touch, sight and smell, to solve the tasks.
- Check the answers with the tab-based system or use hints and solutions if stuck.

There is also a mini-game, Unfold: Trough the Wall, which has its own plot and is specially designed to be used as a Promo material in shops.

**Lollipop** **Escape room** **Family** **NEW**



The adventures of the superhero kids continue! Alex and Alice's parents got a new mission - to figure out what's going on in the super-popular amusement park - Lollipop Inc. And the kids are certain to catch the opportunity of conducting their own investigation.

Complete the mission by solving original puzzles, sometimes by completely unconventional means. Find the villain, uncover his evil plans, and discover what secrets Lollipop Inc. keeps!



SRP \$18



**Components**

- 1 mystery envelope, which contains multiple locations and everything you need for the game.

**Mission Cookies** **Escape room** **Family**



Are you ready to embark on an undercover mission? To prove that you are old enough for it, you are going to find the most secret room in your superhero house. With the help of your friend Elp robot, you will solve challenging puzzles to get the best cookies in the world! Perhaps you'll find that you have superpowers yourself?



SRP \$25



**Components:**

- 2 mystery envelope, which contains multiple locations and everything you need for the game





## Dark Story Escape room

**Promo materials**

Dr. Dark, the former head of the mental clinic, finds himself detained in the police department after some of his patients escaped. Help him get out of the prison cell by solving different puzzles. Or they lock you up for no good. Can you make a daring escape? A thrilling cooperative sequel to Escape from the Asylum.



## Components

- 1 mystery envelope, which contains multiple locations and everything you need for the game.



**Promo materials**



Turn the envelope over to the back side to get yourselves familiar with the game.

## Thought the Wall Escape room Promo

A special mini-game that supposed to be used as a promotional tool, and is a perfect example what makes the series unique.

A young man accidentally went through a portal into a magic world. And now players have to open the hidden powers of the main character, save the magic world, and help him get back home.



- 1 mystery envelope, which contains multiple locations and everything you need for the game.

## Components



## Victim of the Pyramid **Escape room** **NEW**

 **Promo materials**

For many nights you have been praying at the temple of the great Aztec god Camaxtli, asking for his help: «I beg you to save my beloved Oxiteca from Itzli's sacrificial knife!». You have nobody to turn to but the gods: you are nothing but an orphan with no way to stop the sacrificial ceremony... Camaxtli decides to answer your prayers and offers you guidance, however it's only up to you to save Oxiteca from the grasp of death! You must venture into the pyramid and take your destiny in your own hands.

Victim of the Pyramid is a new game in the Unfold series. It is a thrilling cooperative that fits in a

small envelope. Explore new locations and solve original puzzles relying only on your wits!



**SRP \$17**

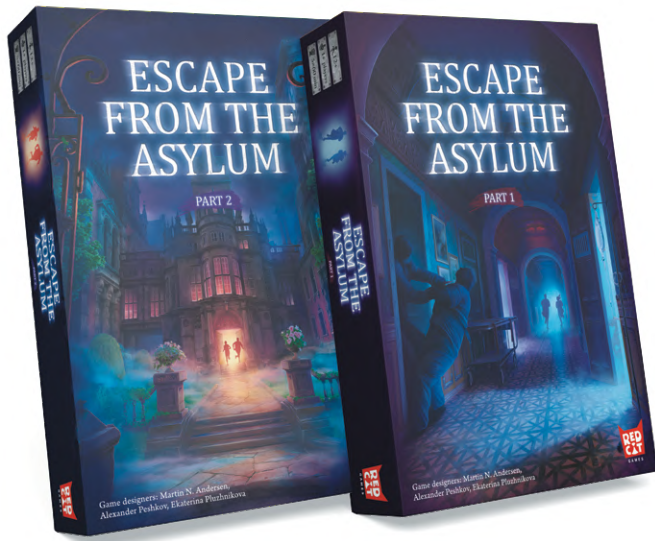


### Components

- 1 mystery envelope, which contains multiple locations and everything you need for the game.







## Escape from the Asylum

Game designers: Martin Nedergaard Andersen, Alexander Peshkov, Ekaterina Pluzhnikova

Illustrators: Pavel Korobkov, Nadezhda Mikhailova, Victoria Kochkina, Victoria Volina-Lukian, Dmitry Krasnov, Maxim Suleimanov, Anastasia Stupak, Anastasia Durova

Size: 23.5×16×4.5 cm\*

### Escape room



You open your eyes and find yourself in a cold padded cell. Unfortunately, this is not a dream: your own brother committed you to this hellhole of a psychiatric hospital. The betrayal stings, but there is no time for a breakdown. You need to get out, and you must do it fast.

The plan seems simple enough: retrieve your personal file and then find your way out. Escaping the asylum in time, however, won't be easy...

- Strong story element: uncover the plot as you play along.



- A thrilling escape room experience: move through the rooms of the asylum and discover its secrets!
- Multiple possible endings.
- Cooperative gameplay.

\*The size of one box.  
The game includes 2 boxes in a box sleeve.

### Components:

- 314 story cards
- 29 mystery envelopes
- 2 floor plans
- 6 Hint and Solution booklets
- 6 time sheets
- 2 component lists



## Gorynich

Game designer: Arthur Viennot

Illustrators: Sebastien Leboeuf,  
Sergey Kardakov, Victoria Volina-Lukian

Size: 16×23.5×4.5 cm

Strategy

Family



Welcome to the world of Slavic fairytales! Impersonate a huge fire-breathing dragon – Zmei Gorynich – that protects a beautiful princess in a high terem. Gorynich is an enthralling cooperative game in which the players all together need to help Zmei Gorynich to protect the princess and the hidden riches from the invaders. Secretly choose an action card from your hand and send Gorynich to stop the knights before they reach the terem. However, it is not as easy as it seems - you can not discuss your actions!

- Dive into the colorful world of Slavic folk tales!
- Cooperative gameplay: try to predict other players' choices and act together as one well-knit team!
- Modular double-sided playing boards that make each game unique.
- Easy-to-grasp game mechanics.



8+



3-7



15-20



SRP \$24

### Components:

- 1 central tile with a terem
- 4 double-sided playing boards with paths
- 1 first player token
- 10 knights and 1 Zmei Gorynich tokens with plastic stands
- 7 sets of action cards
- 11 plastic stands for knights and Zmei Gorynich
- 12 movement cards
- 9 double-sided maneuver tiles
- 2 special effects tokens
- 4 speech tokens
- 1 30-second hourglass



## Animeter

Game designer: Anthony Perone

Illustrator: Katerina Izobova

Size: 11×18.5×4.5 cm

Family



Hares, hedgehogs and mice are in a hurry to store some apples for the long winter ahead. They climb up into animal towers to reach the heaviest branches. But they must beware of the predators lurking in the foliage! Test your eye-measuring skills and take advantage of each animal's abilities to secure the biggest harvest!

- Develops eye-measuring and communicative skills.
- Teaches to work effectively in a team.



- Includes competitive and cooperative versions for both younger and more advanced players.
- Contains unique components.

### Components:

- 3 double-sided fabric tree-meters
- 72 animal cards
- 15 red and 35 yellow apple crystals



## Make-a-snake

Game designer: Katrin Abfalter

Illustrator: Irina Pechenkina

Size: 19.5×19.5×4.5 cm (standard box) /

26.7×26.7×6 cm (big box)

### Family



The snakes need the sun to hunt and play. As they crawl from their hiding spaces early in the morning, they try to coil themselves so that their tail and their head are as close as possible. This way they are all snuggly and warm until they can soak up the sunshine.

Roll the die and add new parts to your snake! Bend it, coil it, extend it! At the end of the game, measure the distance between the snake's head and its tail. The player with the shortest distance takes the prize!

- Unique tactile components.
- Multiple game modes.
- Low age threshold.
- Additional stickers.



### Components:

- 1 wooden die with 2 colors on each side
- 1 measuring ribbon
- 4 sets of snake tiles in 4 different colors
- 4 clips (+4 extra clips)
- 3 sticker sheets to customize your snake
- 4 dragon body tiles with 4 connectors
- 8 round tokens



SRP

Big box - \$27  
Standard box - \$23



## Pirate Legends

Game designer: Annick Lobet

Illustrators: Alexander Nepogoda, Alexey Grishin, Daniil Protsenko, Douglas Giarletti

Size: 24×24×6 cm

Strategy

Evolving

Family



All aboard! The Seven Seas are brimming with lost treasures waiting to be discovered. You and your fellow pirates are about to embark on an exciting adventure in search of fame and fortune. Scour the sea for precious treasure chests, protect your booty from rivals, so you can bury it in a secure location, away from prying eyes. Only the wealthiest captain will become the terror of the Seas!

- A legacy game for the whole family.
- The game changes and evolves each time new game elements are introduced.



8+



2-4



30

SRP \$34



- Explore the map! Scratch off a new location on the map after each game and open a corresponding envelope to unlock new game components and rules.
- Provides an endless stream of adventures that pose a new challenge each time and can be tailored to your preferences.

### Components:

- 4 ship decks
- 4 ship markers
- 4 plastic stands for the ship markers
- 65 tiles
- 1 game board
- 4 island cards
- 4 reference cards
- 1 treasure map
- 14 envelopes (with additional components)



## Sock Monsters

Game designers: Liesbeth Bos, Anja Dreier-Brückner

Illustrator: Irina Pechenkina

Size: 24×24×6 cm

Family

Evolving



While the house is empty, brave and industrious elves set out to tidy up. But the sock monsters are always lurking in the dark! Search chests and lockers, find socks and be the first to collect three pairs. Monsters are eager to steal lone socks. Watch out or, better yet, unleash them on your opponents. Explore new rooms, find useful items in the hidden compartments of the game box and watch the game evolve as you play.

- Includes a 3D game base and monster figurines.
- A legacy game for children: a new set of rules and unlockables for every room!

- Play the game and mark your progress right in the game box.
- An ingenious new game mechanic that allows to magically roll the die as you move around the game board.

### Components:

- A 3D game base
- 36 board tiles
- 16 player tokens
- 4 character placards
- 52 socks
- 1 bag
- 4 player pawns and 4 bases
- 4 monster figures
- 4 monster dice
- 1 color die
- 1 sticker sheet
- «Changing the game» rules
- A map of the house with 4 closed rooms (with new rules and components)



6+



2-4



15-25



SRP \$34



# My Own Toy Shop

Game designer: Evgeny Nikitin

Illustrator: Eugenia Smolenceva

Size: 19×19×4,5 cm (standard box) /  
24×24×6 cm (big box)

Strategy

Family



Imagine that you have become the owner of an entire toy shop! There are toys for all tastes: plush magic unicorns, adorable dolls, funny flamingo pool floats, and space rockets...

Your task is to place toys wisely in the shop and get more coins. Collect a wide variety of toy sets or only toys of the same type and get rewards and bonuses for it.

**My Own Toy Shop** is an easy strategy game with simple rules that will appeal to the whole family!

- Gateway for children to the genre of strategy games.
- Easy-to-grasp game mechanics and rules.
- Fast & smooth gameplay.
- Develops spatial ability and tactical skills.

## Components:

- 68 cards with toys and cash register
- 45 money tokens
- 16 reward tokens
- 7 character tokens with plastic stands
- 1 score counter



6+



2-4



20-30

SRP

Standard box - \$23  
Big box - \$25



## Alice's Garden

Game designer: Ikhwan Kwon

Illustrator: Eugenia Smolenceva

Size: 16×23.5×4.5 cm

Strategy

Family



Wandering through the winding paths of a magic forest Alice stumbles upon a royal garden. Poor gardeners have been rushed off their feet trying to arrange it according to the Queen's wishes. The trees must be as far apart as possible, the rose bushes must be the most sumptuous in the whole Wonderland, and the chess pieces must have a neat path to walk on... Is it possible to achieve all that and be spared the Queen's wrath? Arrange the garden plants in the most advantageous

way and help Alice and the gardeners appease the Queen and grow the best garden in Wonderland.

- Instantly recognizable game concept.
- Easy-to-grasp game mechanics and rules.
- The rules include a competitive mode, as well as a solo mode.
- Develops spatial ability and tactical skills.



### Components:

- 4 player boards
- 6 bags
- 95 game tiles
- Score sheets
- 1st player token





## Kauchuk (Rule the Realm)

Game designers: Oren Shainin, Yaniv Kahana

Illustrators: Alexander Rommel (aeroscape),  
Maxim Suleymanov

Size: 27.2×37×5.5 cm

Strategy

Family



You found a strange device working on the energy of a rare elastic substance known as KAUCHUKIUM. The device bends time and space and allows you to travel to foregone and yet undiscovered worlds in search of amazing treasures. But you are not the only one lurking among ancient ruins or looking for jungle temples. So don't drag your feet, choose the best tactics and be the first to BAND THE WORLD! Travel to 8 fascinating locations using a unique 3D game board and components. Rules of the game change from one location to another, providing the players with a variety of experiences.



8+



2-4



20-40

SRP \$43



- Unique 3D game base and components.
- 24 interchangeable game boards.
- A different set of rules for every location.

### Components:

- 1 3D game base
- 12 interchangeable two-sided game boards
- 50 cards in 5 different colors
- 100 rubber bands in 4 different colors
- 50 energy tokens
- 4 markers in the colors of the rubber bands
- 1 round marker
- 1 scoring track



## Red Outpost

Game designer: Raman Hryhoryk

Illustrators: Irina Pechenkina,  
Maxim Suleimanov

Size: 29.8×22.3×5 cm

### Strategy



A top secret Soviet space mission set out to colonize a planet in a remote galaxy, far away from home. The settlers built there a small communist heaven which exists to this day. As one of the leaders, your goal is to guide the settlers on this new, yet strangely familiar terrain. The players get to control all of the settlers, each time a different one. You must expertly manage the resources and choose the jobs carefully so as not to upset the settlers: keeping up the morale is of utmost importance if you want to become the most prolific leader!

- A new take on the familiar worker placement mechanics.
- A seamless combination of theme and mechanics.
- Suits both families and dedicated gamers.

“ This is a **VERY** clever worker-placement game. This game **definitely delivers**. We have to pay very, very close attention to the emotional needs of our workers. It is very sharp, really really unique and **a LOT of fun!** ”

-Richard Ham, Rahdo Runs Through



10+



2-4



30-60

### Components:

#### STANDARD:

- 1 game board
- 6 workers
- 24 resource cubes
- 6 mood markers
- 1 phase marker
- 44 influence disks
- 24 crystals
- 1 first player token
- 6 lake cards
- 12 spaceship cards
- 18 special cards
- 6 location blocking tokens

#### DELUXE:

- + UV coating on box and game board
- + Custom resource tokens
- + Screen printed hammer & sickle on all 44 influence disks
- + Special cards upgraded to full size cards (63.5x88 mm)

SRP

Standard - \$31  
Deluxe - \$39



## Hedgehog Roll

Game designer: Urtis Šulinskas

Illustrator: Irina Pechenkina

Size: 27.5×19×6.5 cm

Series: Hedgehog Roll

Family



Under the thick canopy of trees the hedgehog is hurrying back to its cozy home. Uh-oh! Here comes the fox! It appears to be looking for its next meal. The road home will be a real adventure! Roll the fuzzy hedgehog across the forest floor to collect apples, leaves and mushrooms that allow you to move further along the path. Play either with the competitive mode to race against each other or with the cooperative mode to race against the sly fox!

- A family dexterity game with new, inventive mechanics.
- Incorporates tactics and skill.
- Customizable game board: the players assemble the forest path from separate parts during setup, so no game is the same.

- Velcro components: an unexpected use of everyday materials in a board game.
- Includes advanced rules that offer a challenge for the adult players.

### Components:

- 1 fuzzy ball (hedgehog)
- 1 hedgehog face token
- 4 hedgehog figurines
- 1 fox figurine
- 7 double-sided boards
- 18 velcro tokens (6 of each kind: apples, mushrooms and leaves)







## Speed Colors TEAM

Game designer: Erwan Morin  
 Illustrator: Natalia Krivosova  
 Size: 24×24×6 cm  
 Series: Speed Colors

### Family



**Speed Colors TEAM** is a cooperative sequel to the well-known board game **Speed Colors!** Color the drawings on the image cards simultaneously while performing funny team tasks. Help each other to find the necessary markers and manage to color as many cards as possible within 5 minutes! Sure that your team is the best? Invite your friends and play team vs. team!



5+



2-6



5-10



SRP \$25

- Cooperative version of the popular game **Speed Colors**.
- More fun as there are 5 team tasks you have to perform.
- Suitable for all ages (can be adapted for younger players).
- Two game modes: cooperative and team vs. team mode.

### Components:

- 55 double-sided image cards
- 6 starting cards (with numbers from 1 to 6)
- 7 erasable markers with sponges
- 3 wild markers (without color)
- 5-minute hourglass

# Speed Colors

Game designer: Erwan Morin

Illustrator: Robin Rossigneux

Size: 26.5×26.5×5.5 cm (w/ pouch) /  
19.5×19.5×4.5 cm (w/o pouch)

Series: Speed Colors

Family



Take a look at the picture. Now turn it over and color in the black-and-white version!

This bright-hued color-by-memory game will be a hit with both children and adults. Try to keep up the pace while each round gets more challenging than the previous... The faster and the more accurate you are – the more chances you have at winning the round and the game!

- The concept of coloring books turned into an original fast-paced memory game.



- A versatile game suitable for all ages. Can be adapted for younger players (focus either on the precision or on the memory aspect of the game).
- A child can beat their parent but both will certainly have fun!
- An unusual, eye-catching packaging.
- Nominated for Game of the Year Award in Netherlands (2017).
- First print sold-out in Germany in under 3 months.

W/ pouch

W/o pouch



## Components:

- 55 image cards
- 6 markers with sponges
- 5 scoring cards
- 1 pouch (not included in the small box)

SRP

W/ pouch - \$27  
W/o pouch - \$24  
Booster pack - \$13



## Top Secret

Game designers: Arno Steinwender,  
Markus Slawitscheck

Illustrators (2 graphics options):  
Elena Vasilkovskaya, Olesya Yatsko /  
Anna Medvedeva

Size: 12.8×17.8×4 cm



## Magic Mandala

Game designer: Manu Palau

Illustrator: Anastasia Voropina

Size: 11.1×11.1×4.3 cm



## 450 Things to Do in Your Life

Game designer: Pavel Atamanchuk

Illustrator (2 graphics options):

Timur Baskakov / Anna Medvedeva

Size: 12.8×17.8×4 cm

Party



What is on your ultimate bucket list? To run a marathon? To hug a koala? Sounds like a good plan! But do your friends agree? Try to guess which activities your opponents would like to try and vote accordingly. Find out how well you know each other in this quirky party game!

- Intriguing, exciting and provoking. A whole range of emotions!
- A perfect game to get to know each other better and get the party started.

### Components:

- 75 double-sided challenge cards
- 1 score track
- 6 voting cards
- 24 number cards (4 of each color)
- 12 crystals (2 of each color)





## Dawn Under

Game designer: Norbert Proena

Illustrators: Irina Pechenkina

Size: 29.5×29.5×7.5 cm



## Aqualiens

Game designer: Jean-François Rochas

Illustrator: Irina Pechenkina

Size: 12.8×17.8×4 cm (rectangular box) /  
14.5×14.5×4.5 cm (square box)



## Finding Nessie

Game designers: Jens-Peter Schliemann, Bernhard Weber

Illustrator: Sergei Kardakov

Size: 29.7×29.7×7 cm



## Do You Gnome Me?

Game designer: Jean-François Rochas

Illustrator: Sonya Karamelkina

Size: 17.3×17.3×8.3 cm







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