



Lifestyle Boardgames Ltd.

Catalog 2017

Lifestyle is one of the leading Russian boardgame publishers, distributors and retailers.

We published our first game in Russia in 2007 and since then we have licensed (from other publishers and authors) and put on the Russian-speaking market over 100 games. Through almost 10 years on the market our team has acquired exceptional expertise in boardgames which has recently helped us to successfully launch into international publishing with our original titles which we sell world-wide through the network of our distributors. Our games are sold in more than 20 countries all over the world and it's just the beginning!

Being a bit of perfectionists, we carefully select the most interesting concepts from both Russian and international authors and develop them into beautiful and entertaining high quality boardgames for families and friends. We put special emphasis on the packaging and the market potential of each game since, in our opinion, the best game has to sell itself!

If you wish to propose your game or become our distributor, please email us at mail@lifestyleltd.ru

Macroscopic

Size: 23.5x23.5x6.7 cm

Game designer: Martin Nedergaard Andersen

Illustrators: Irina Pechenkina, Maria Kaplieva,
Oksana Dmitrienko, Alena Naumova

Family game

Simple

Fast



You've never seen a device like this! Peek through this curious contraption's round holes at the image hidden inside. Can you tell a rhino from a pizza just from a few swirling lines? Take a look at the partially revealed image, guess what it could be and score points if you are right! The fewer holes you need to open in order to recognize the image, the more points you get. The most perceptive player wins the game!

- Innovative, but very easy to grasp game mechanics and simple rules.
- Very addictive gameplay for both children and adults.

Components:

- | | |
|----------------------------------|-----------------------------|
| • 200 double-sided picture cards | • 1 marker |
| • 12 tokens | • 2 dice |
| • 1 game round tracker | • 64 victory point crystals |
| | • Game rules |



- Great educational value: the game develops visual recognition and reconstruction skills, encourages children to use logic and critical thinking, to express their point of view and to challenge other opinions, builds self-confidence.
- Fantastic play value: 200 double-sided cards with 400 unique pictures in the box (one game requires only 10 pictures!).

You can choose between 2 sets of rules: play by the base rules if you are looking for an exciting and gripping game or pick the game variant if you are playing with kids or you are just in the mood for an easier, laid-back game.

Hundreds of amazing pictures guarantee you hours and hours of fun! Each round presents a mind-boggling mystery, encourages wild guesses and daring

challenges and, finally, delivers the highly anticipated reveal of the hidden image.

Macroscopic is a versatile game for all ages! You can play with your friends or your family, one-on-one or with a group of up to 6 people.

The Macroscopic is cleverly designed with attention to every little detail and is very easy to assemble (just follow the instructions). The beautiful artwork makes Macroscopic the perfect gift.

The strong guessing element and the bold and unusual design make this game truly unique.





Components:

- 41 double-sided tubyrinth boards
- 42 pipe tiles (6 sets of 7 pipe tiles)
- 1 score track and 6 player markers
- 1 hourglass
- Game rules

Tubyrinth

Size: 23.5x23.5x6.7 cm

Game designer: Martin Nedergaard Andersen

Illustrator: Oksana Dmitrienko

Pipe-building

Brain teaser

Fast

Whether you're building a pipeline in Ancient Egypt or in the far-off future, it's always fun! The aim of this game is to connect the starting and the finishing point by laying down a complex network of pipes. Watch out for ancient artifacts and other obstacles — and don't lose your way! You'll be astonished by this intricate maze!

- Popular computer games theme adopted in a boardgame.
- Customers instantly recognize the game concept because almost everyone has played a similar type of game on the computer or on the smartphone – game is self-sellable even in mass-market.



- Easy to grasp game mechanics, nice points system which rewards even non-winning players.
- Playable with up to 6 players — and solo as well.
- Great value for its money: 82 playing fields (41 double sided boards), each field can be solved at least 3 different ways: in total 243 solutions to find! (An average mind-teaser has around 50 tasks).

8+



20



1-6





Components:

- 30 wooden pieces (5 different shapes in each of 6 colors)
- 14 water drop tokens



Splash!

Size: 13x13x7,5 cm

Game designers:
Wilfried Fort and Marie Fort

Illustrator: Natalia Zelenina

Dexterity

Compact

Simple

Splash! – has someone plopped into the water? Wow! The tower has just collapsed, bringing one player a step closer to victory. But first you must build the tower – piece by piece, matching either shape or color. The aim is to outwit your opponents by choosing pieces that make them topple the tower!

Splash! is a fast-paced, nail-biting dexterity game for 2-6 players. With this game you'll find out that your fingers are nimbler than you thought!

- A quick dexterity tower-building game for a wide audience, easy to play and addictive.
- Small, compact, portable.
- Attractive price.
- Original mechanics: not only dexterity but also attention and planning required.





Giraffometer

Size: 14x21x6 cm

Game designer:

Martin Nedergaard Andersen

Illustrator: Irina Pechenkina

Trivia

Educational

Party game



Components:

- 300 double-sided fact cards (front – no number, back – with number)
- 1 numbered board for cards
- 48 voting tokens (8 sets of tokens numbered from 1 to 6)
- Approximately 60 crystals (victory points)
- "+" and "-" tokens
- Game board (-/+)
- Game rules

Have you ever tried to compare the speed of a raindrop with the weight of the world's largest pumpkin or the number of rooms in Buckingham Palace?

In this fast-paced trivia game you don't need to know the right answer! In the world of amazing, astonishing and just plain funny facts that awaits you, just try to correctly guess which facts have the highest and lowest numbers! And may your Giraffometer never fail you!

- Trivia game where you don't need to know exact answers – follows several successful games of this kind like *Timeline*, *Wits and Wagers*, but has its own unique gameplay.

- Two game modes: you can choose between the cooperative and the competitive variants!
- Huge amount of amusing and funny facts (300 double-sided cards!) with a lot of surprises during the game (the wow factor).
- Has both great entertaining and educational value – encourages logical reasoning and teaches interesting facts.

10+



30



1-8





Components:

- 48 tiles with 12 different pictures (fruit and berries) in 4 different shapes (plates) and 4 different colors (tablecloth)
- Game rules

6+



10-20



1-6



Fruit Mix

Size: 9.8x9.8x10.8 cm

Game designer:

Martin Nedergaard Andersen

Illustrator: Natalia Zelenina

Memory

Fast

Family



Do you find it hard to play memory games where you have to find two tiles or cards that match? Good news! Here you have to find two tiles that do not match to win the game.

- A creative and attractive packaging — with its bright appearance and a special elastic loop the box is useful AND stands out in the shops.
- Innovative “anti-memory” game mechanics which makes the memory game more structured and challenging, thus suitable to adults as well. It will appeal both to children and SET-style game lovers.
- High educational value – encourages structural memory development (mnemonics) and logical thinking.
- Several rules variants including a variant for small children.



Costa Ruana

Size: 21x28x6 cm

Game designer: Yuri Zhuravlev

Illustrator: Ariadna Sysoeva

Action planning

Bluffing

The natives of the Costa Ruana archipelago are extremely lucky! The local pirates have chosen their Islands as the most reliable place to hide their chests overflowing with gold and gemstones! Become a tribal chief, send your people to the Islands, obey the Shaman, outwit the other tribal chiefs and get your hands on as much treasure as you can!

Costa Ruana is a dynamic game with an active interaction between players. Your aim is to score the most points by having treasures in your hut and natives in your reserve at the end of the fifth round. Cards let you move treasures, place natives on islands, bring them home, or move them between islands. But you never know which cards



Components:

- 72 playing cards: Move treasures, Place natives, Return natives, Move natives
- 2 Condition cards: High tide/Low tide and Day/Night
- 10 Island cards (each card can accommodate up to 7 natives)
- 60 natives (10 meeples in each of 6 colors).
- 1 Shaman figurine
- 6 huts (screens for players' treasures).
- 50 gems (treasures)
- Game rules

will be played out during the current round... unless you are a Shaman!

Scheming, double-guessing, and bluffing: Welcome to Costa Ruana!

- A dynamic game with an active interaction between players.
- Original mechanics which allow rational planning, bluffing and double-guessing.
- An attractive box and price.

8+

20-60

2-6



Components:

- 20 Action cards
- 88 Building cards
- 6 Resource boards
- 100 Resource tokens
- 1 Score board
- 6 Player markers
- 1 First Player marker
- 1 Turn marker
- 8 Stickers
- Game rules

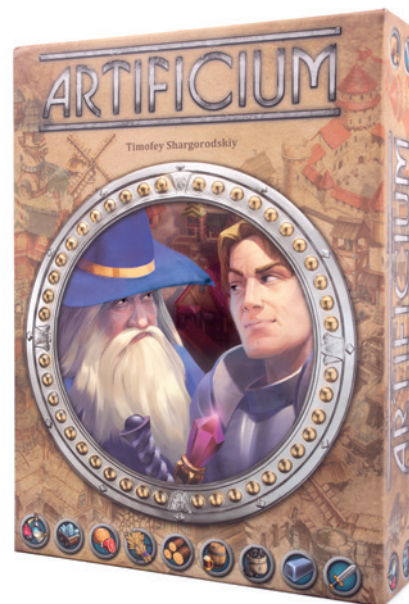


Artificium

Size: 21x28x6 cm

Game designer: Timofey Shargorodskiy

Illustrators: Timofey Shargorodskiy and Serhiy Banytiyk



Building

Medieval

Economic

As a wise medieval ruler, you know that crafts are the key to a thriving city. The more your craftsmen work, the richer you become. Your task is to ensure that this process never stops, because all types of goods are interconnected. Wheat has to be delivered to the mill so that foundry workers can enjoy freshly baked bread and cast the metal needed for the smith, who can then forge swords for the knights...

The aim is to build efficient production chains and, if possible, hinder your opponents.

- A card-driven resource-conversion game with strategic choices and careful planning of the card chains.
- Intuitive and streamlined rules, fast and addictive game-play.
- Scales well from 2 to 6 players with small downtime.
- Very good price/value ratio.





Game designer:

Martin Nedergaard Andersen

**Illustrators: Natalia Zelenina
and Irina Pechenkina**

Card

Memory

Portable

Lost something? No worries! In this game you have to be quick and careful: memorize the images, flip the card and name the item that has just appeared before your opponent does it. Thanks to the various difficulty levels, parents and kids will both find Lost'n'Found engaging.

- Lightweight mix of very successful existing concepts (visual memory / speed and observation) at a very competitive price: feels a bit like *Schau Mal* or *Dobble*, but is still different and costs less.
- Portable, playable with 2-6 players, aged 5+.

5+



10-15



2-6



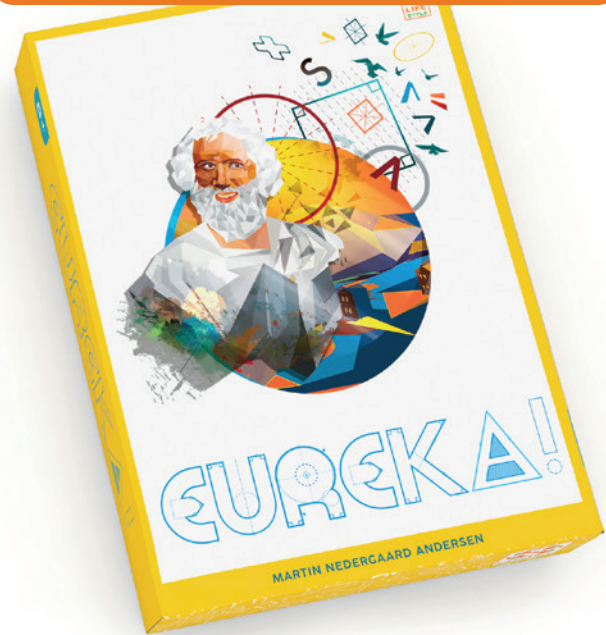
Components:

- 54 cards (9 cards of each color/value: red, yellow, green, blue, purple, black)
- Game rules



Components:

- 74 Shape Cards: 44 Simple Shapes (green cards) and 30 Complex Shapes (red cards)
- 38 Task Cards (double-sided)
- Game rules



Eureka!

Size: 12,8x17,8x4 cm

Game designer:

Martin Nedergaard Andersen

Illustrator: Irina Chetvertukhina

Educational

Geometry

Reaction

No POINT in geometry, you say? You just have to look at it from a different ANGLE!

Eureka is a unique board game that puts a different PERSPECTIVE on geometry — learning has never been so much fun!

Geometric figures? Go FIGURE! In Eureka, race to find shapes that fit the description on the card in the center of the table. But watch out! Your opponents can steal cards from under your nose!

Now you're all set! So think outside the box... or outside the CUBE, if you prefer! Your CIRCLE of friends is sure to love this game!

- Very strong educational aspect: teaches main geometry concepts and their application in a fun and easy way.
- Geometry turned into an entertaining game with an innovative idea! A fast reaction game where you have to find visual matches to geometry questions — feels not like an educational tool, but as an addictive filler game.
- Targets both parents of middle schoolers and casual players (especially those with a technical mindset).

8+



10-15



2-4





Lexit

Size: 12,8x17,8x4 cm

Game designer: Daria Prokhorova

Illustrator: Taisia Zavyalova

One-of-a-kind

Word game

Compact

Do YOU think you have a way with words? Then this is YOUR chance to show off your vocabulary!

Lexit is a word game with a twist! Don't bother looking for words on the cards — you won't find any! Instead, turn the top card of the deck over and take a close look at the picture: everything that you see can be put into words. Easy, right? Now it's time to change them up!

Write these words down and turn them into other words using one, two or all three modifications available in this round. During the game, you'll come across four modifications: add one letter, remove one letter, replace one letter and shuffle the letters. And remember: the longer the words are, the more points you get!

Choose your words wisely... In Lexit, words lead you to victory!

- Expands the vocabulary, develops verbal skills.
- Can be used as a learning tool.
- Language-independent: play Lexit in multiple languages!
- Very easy rules.

10+



30



2-6



Components:

- 54 playing cards
- Game rules

Components:

- 55 cards
- 6 markers with sponges
- 1 pouch with a scoring track
- 5 pins (player's markers)



Speed Colors

Game designer: Erwan Morin

Illustrator: Robin Rossigneux

For children

Coloring

Memory

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.





Wallet

Game designer: Wilfried and Marie Fort

Card game

Party game



Components:

- 82 playing cards
- 6 extra ID cards
- 16 Special cards
- 6 Hourglass cards
- 37 Victory Points tokens of different value (1, 2, and 3)
- 7 coins

In a hurry the leader of the mafia clan dropped his wallet. The players are rummaging through the contents of the wallet trying to find the right ID and get their hands on some cash and jewelry. Nobody wants to get caught with the wrong set of cards on their hands when the police come!

- Includes a real wallet that is part of the game: the players draw the cards from the wallet!.
- Compact and portable: all game components can be stored and transported in the wallet.
- A fun, light-hearted party game with familiar characters.

8+



30



2-7





Nitro

Size: 16x23.5x4,5 cm

Game designer: Timur Baskakov

Illustrator: Timur Baskakov

Card game

Races

Fun

In the post-apocalyptic wasteland every man rides for himself! Nitro is a crazy dieselpunk mash-up of kick-ass cars, awesome weapons and unexpected events. Sabotage is your best friend: cross your enemies, double-cross them — triple-cross them, if you like. Anything goes as long as it makes you win the race!

- A genuine dieselpunk atmosphere that fans of such franchises as Mad Max will particularly enjoy.
- A crazy mix of races, events, cunning, strategy and chance: perfect for Munchkin-style game lovers.

12+



30-50



2-6



- Filled with exciting twists and turns: planning is important but unexpected events can always change the outcome of the game.
- A fun and dynamic gameplay that keeps you on your toes!
- Unique humorous illustrations.



Components:

- 10 double-sided game boards
- 105 Wasteland cards
- 55 Nitro cards
- 6 player's markers
- 1 die

Ice Dice

Size: 34x23.5x4 cm

Game designer: Martin Nedergaard Andersen

For children

Educational

Math

Did you really think that there is only one Santa? He would've never managed to get all this work done all alone! Many tiny Santas worked their warm knitted socks off trying to make enough Christmas baubles just in time for the Holidays. But there's no time for a break! In the summer they are busy cooling off the ice-cream for the children... Join these little fellows and have some fun while practicing the basic arithmetic operations.

- Basic math turned into a game! Practice addition, subtraction, multiplication and division while playing.
- A bright and colorful design that will attract children of all ages and adults.
- Double-sided game boards: choose between the «summer» and the «winter» side — or play the crazy «mixed» game mode!

6+



20



2-6



Components:

- 1 big double-sided game board
- 1 medium double-sided board
- 6 player's boards
- 3 dice
- 1 hourglass
- 36 numbered tokens (6 tokens of each of 6 different colors)

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