



Lifestyle Boardgames Ltd.

Catalog

2021



BOARDGAMES

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

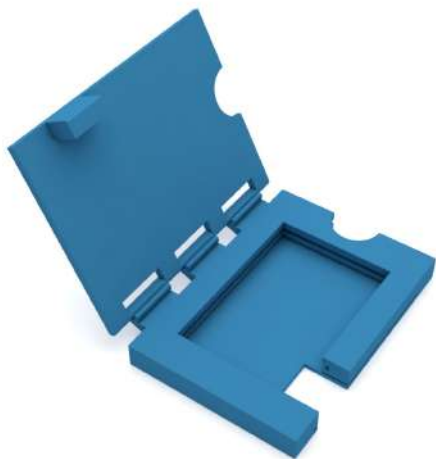
It all started in 2005 from a dream to create the games we would like to share with our friends and families. Today Lifestyle Boardgames is a team of more than 80 professionals who licensed and put on the Russian-speaking market over 500 games and successfully launched into international publishing with over 40 original titles. Our games are sold in more than 40 countries all over the world and it's just the beginning!

We earned a reputation for highly interactive mechanics, innovative components and careful selection of the most interesting concepts from both Russian and international authors. In 2020 our creative approach was highly regarded by one of the most prestigious awards Kinderspiel des Jahres for Hedgehog Roll.



We are constantly raising the bar to develop high quality board games to entertain friends and families all around the world.

If you wish to propose your game or become our distributor, please e-mail us at export@lifestyle-boardgames.com | mail@lifestyle-boardgames.com



Sly Wolf

Game designers: Alexander Peshkov,
Ekaterina Pluzhnikova

Illustrators: Ekaterina Izobova

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?

6+



20-30



2-4



Components:

- 16 sheep tiles
- 16 wolf cards
- 20 easy mystery cards
- 16 hard mystery cards
- 32 musical instrument tokens
- (16 instruments, 2 each)
- 36 vegetable tokens (27 ripe and 9 spoiled)
- 1 vegetable bag
- 1 Bubble translator
- 1 round track
- 1 wolf figurine



Time Capsules

Game designers: Yaroslav Kustov

Illustrators: Stijn Windig, Roman Kelip,
Maxim Suleimanov

Strategy



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 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 multiple types of components to build your strategy. All thanks to the capsules! Artifacts, bioobjects and computers all have different mechanics, and you will have to combine their powers to win the race for alien technologies.

Components:

- 16 time capsules
- 4 bags
- 120 tiles
- 39 cards
- 26 dice
- 160 tokens
- 40 crystals
- 4 pawns
- round marker
- VP track
- 4 player mats
- Game rules

12+

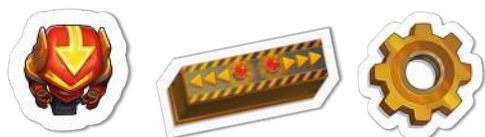


60-90



1-4





M.A.R.I.

Game designers: Johannes Krenner

Illustrators: Maxim Yurchenko

Puzzle



After a massive storm MARI (the Mobile Autonomous Robotic Intelligence unit) «wakes up» on a 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.

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

10+



5-30



1



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



Detecteam. A Pie Go Missing

Game designers: Alexander Peshkov,
Ekaterina Pluzhnikova

Illustrators: Eugenia Smolenceva

Family

Detective



The Hen baked a pie, but it disappeared under very suspicious circumstances...

This is a cooperative detective board game for the whole family. You will literally piece together the event (connect several cards to get the full picture) and attempt to get it right. After the game you are going to answer a few questions and find out what really happened. Play as a team, discuss the story, and get to the bottom of it!

7+



20



2-4



Components: • 44 cards



Detecteam. One Egg Too Many

Game designers: Alexander Peshkov,
Ekaterina Pluzhnikova

Illustrators: Inna Grigorieva

Family

Detective



A 24/7 egg care has opened in the rainforest! The forest inhabitants can hand their egg over to the care, and its carers - the parrot and the owl - will look after them. But one day a new egg appears in the care nest out of nowhere... This is a cooperative detective board game for the whole family. You will literally piece together the event (connect several cards to get the full picture) and attempt to get it right. After the game you are going to answer a few questions and find out what really happened. Play as a team, discuss the story, and get to the bottom of it!



Components: • 44 cards

New



Hedgehog Roll & Friends

Game designers: Urtis Šulinskas

Illustrators: Elena Burova, Irina Pechenkina

Family



Hedgehog throws a party and invites his forest friends: owls, squirrel, moose, bear and boar. The tables are already served and everything is ready for the guests.

Oh, wait - the hedgehog has forgotten to decorate his famous cake! But how can the hedgehog leave the house unattended if the fox is making its way to steal the tasty treats? Help the hedgehog and his five forest friends to collect all the necessary goodies for the cake and do not let the fox ruin the party!

- Kinderspiel des Jahres Winner sequel.
- Meet hedgehog's friends and try out new mechanics!
- Base mode for beginners and advanced mode for experienced players.
- Customize hedgehog's track- add more boards, mix base and advanced ones for unique experience.

5+



20



1-4



Components:

- 1 fuzzy ball (hedgehog)
- 1 hedgehog face token
- 1 fox
- 1 hedgehog
- 7 double-sided boards (1 starting board with the hedgehog, 1 board with the house, 5 boards with paths)
- 1 board with the fox
- 18 velcro tokens (forest nuts, berries and wheat)
- 5 velcro forest friends tokens (owls, bear, moose, squirrel, boar)
- 2 punchboard owls
- 1 wooden bear-catapult
- 1 punchboard moose-slope
- 1 sliding board



Gorynich

Game designers: Arthur Vienot

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

Size: 16×23.5×4.5 cm

Strategy

Family



Welcome to the world of Russian fairytales! Impersonate a huge fire-breathing dragon – Zmei Gorynich – that protects a beautiful princess in a high terem.

Gorynich is an enthralling co-operative 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!

- A genuine theme: a chance to dive into a colourful world of Russian fairytales
- A co-operative game: try to predict choices and decisions of other players and act together as one well-knit team!

8+



15-20



3-7



SRP

€20

\$24

- Modular double-sided boards and various effects make each game different
- Easy-to-grasp game mechanics

Components:

- 1 central tile with a terem
- 4 double-sided playing boards with paths
- 1 first player token
- 10 knight tokens
- 1 Zmei Gorynich token
- 11 plastic stands for knights and Zmei Gorynich tokens
- 7 sets of action cards with different
- backs (6 cards in each)
- 12 movement cards (6 knight cards and 6 Zmei Gorynich cards)
- 9 double-sided maneuver tiles
- 2 special effects tokens
- 4 Speech potion tokens
- 1 30-second hourglass

New



Animeter

Game designers: Anthony Perone

Illustrators: Katerina Izobova

Size: 11x18.5x4.5 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.



5+



15-20



2-5



SRP

€16
\$19

Components:

- 3 double-sided tree-meters
- 2 apple and 2 predator clips
- 72 animal cards
- 15 red and 35 yellow apple crystals
- game rules



Make-a-Snake

Game designers: Katrin Abfalter

Illustrators: Irina Pechenkina

Size: 19.5x19.5x4.5 cm

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!

3+



15



2-4



SRP

€20

\$24

Components:

- 1 wooden die with 2 colors on each side
- 1 measuring ribbon
- 4 clips
- 4 sets of snake tiles in 4 different colors
Each set includes:
 - 1 snake head and 1 snake tail
 - 8 snake tiles in different shapes
 - 4 dragon body tiles
- 4 connectors (use any color you like for the Dragon Egg mode)
- 3 sticker sheets to customize your snake (see the leaflet «Using the Stickers»)
- 8 round tokens (use them for the co-operative modes)
- Game rules.

New



My Own Toy Shop

Game designers: Evgeny Nikitin

Illustrators: Eugenia Smolenceva

Size: 19.5×19.5×4.5 cm

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 tiles:
 - 64 toy tiles,
 - 4 starting tiles with a cash register.
- 60 money tokens worth 10 coins.
- 16 reward tokens.
 - 4 rewards for a variety of toys,
 - 4 rewards for the majority of identical toys,
 - 8 spare rewards.
- 7 player tokens.
- 7 plastic stands for tokens.
- 1 victory coins counter.
- Game rules.

6+



20-30



2-4



SRP

€18
\$22



Speed Colors TEAM

Game designers: Erwan Morin

Illustrators: Natalia Krivonosova

Size: 24×24×6 cm

Family



Speed Colors TEAM is a co-operative sequel to the well-known boardgame 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!

- 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 sand timer



5+



5-10



2-6



SRP €20
\$24



Pirate Legends

Game designers: **Annick Lobet**

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

Size: 24×24×6 cm

Strategy **Family** **Evolving**



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.

- 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.





€27⁹⁰
\$32⁹⁹

Components:

- 1 game board
- 4 ship decks
- 4 ship tiles
- 4 plastic stands for the ship tiles
- 65 tiles
- 4 island cards
- 1 treasure map
- 13 mystery envelopes
- Game rules



Sock Monsters

Game designers: Liesbeth Bos, Anja Dreier-Brückner

Illustrators: Irina Pechenkina

Size: 24x24x6 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!

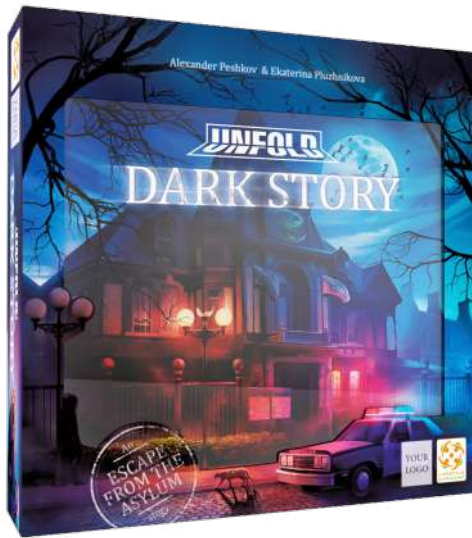
- Play the game and mark your progress right in the game box.
- An ingenious new game mechanic that allows to magically roll the die as you move around the game board.

Components:

- 1 game box with the house map and hidden compartments
- 1 3D game base
- 4 plastic monster figures
- 4 player pawns
- 4 player sheets
- 36 tiles
- 16 tokens
- 40 socks
- 5 dice
- 1 bag
- Game rules.



New



Unfold: Dark Story

Game designers: *Alexander Peshkov, Ekaterina Pluzhnikova*

Illustrators: *Alexander Fomin, Anna Razvadovskaya, Nadezhda Mikhailova, Victoria Likhodeeva*

Size: 17×17×4 cm

Quest

Escape-room



Only a couple of days ago you were the head psychiatrist at a mental health clinic but everything changed overnight when one of your experiments went south and several patients escaped your clinic placing your experiments in jeopardy. You had to take flight, but you didn't make it far: you were detained by the police and delivered to the police station. Now you need to find a way out before they lock you up for good.

Dark Story is a sequel to **Escape from the Asylum** and a thrilling co-operative adventure that fits into a small envelope. You can delve into the mysterious atmosphere of this tabletop quest regardless of whether or not you are familiar with the story of Dr. Dark's clinic. The players must help Dr. Dark get out of his prison cell at a police station by solving different puzzles. Can you make a daring escape?





Unfold Kids: Mission Cookies

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

Illustrators: *Anna Nenasheva, Ekaterina Chirkova, Nadezhda Mikhailova, Victoria Volina-Lukian*

Size: 20.9×20.5×4.5 cm

Quest

Family

Escape-room



This is a tabletop quest in the form of two fold-out envelopes. The players are not allowed to unfold them immediately. Read the story page by page until you come across a puzzle. Use logic, good reasoning and sometimes your senses to solve each puzzle. If you are stuck, you can always look up a hint or solution with a short explanation of the puzzle. Do not open new pages unless you are instructed to do so. Usually, you'll need to solve a puzzle in order to turn over a page. As soon as you reach the page stating «To be continued...» or «The End», you have successfully finished the game!

- An escape room game designed specifically for children: discover all the secrets in a superheros' house.
- Story-driven: uncover the plot as you play.
- Co-operative gameplay.
- Unusual components: the game incorporates multiple senses such as touch, sight and smell



8+



45-60



1-4



SRP

€19⁹⁰

\$23⁹⁹

Components:

- 2 mysterious envelopes, which contain multiple locations and everything you need for the game
- Game rules included



Storytailors. New adventures await!

Game designers: Marie Fort, Wilfried Fort

Illustrators: Eugenia Smolenceva

Size: 11x11x4.5 cm

Family



“Storytailors. New adventures await!” is an expansion to the “Storytailors” board game where Wilfried and Marie invite you to once again immerse yourselves into the fairytale atmosphere of the everchanging stories and even take part in their creation!

In the expansion you will find 30 new character cards and 6 new stories including 2 exciting tricky stories. And to make the game even more thrilling we added 7 empty double-sided story cards into the box for your

very own unique stories — let your imagination go wild and take flight!

- Expansion of the top-selling game;
- Adds 6 unique stories and 30 original characters to the base game;
- Includes new story writing mode;
- No additional game board needed: players use the base game storybook.



Components:

- 24 double-sided story cards
- 30 character cards
- 7 empty story cards
- Rules of the game



Storytailors

Game designers: **Wilfried and Marie Fort**

Illustrators: **Eugene Smolenceva, Irina Pechenkina**

Size: **24x24x6 cm**

Family



“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!

5+



20



2-6



SRP

€25

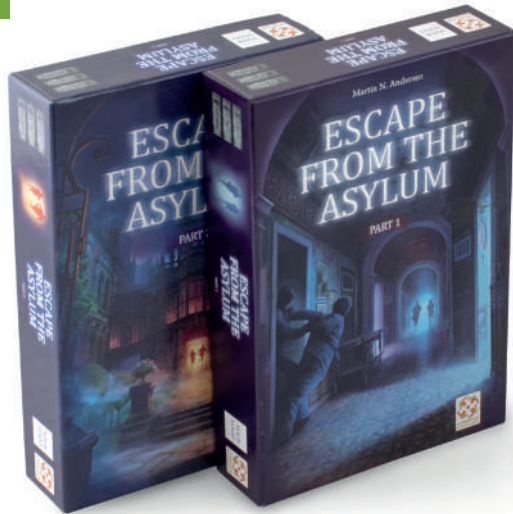
\$30



- A game in form of an interactive book: fit out the stories with the most suitable characters and decide how the plot is going to unravel.
- A reinvention of bed-time stories and bonding time with your kids.
- An infinitely replayable game with stories that can surprise you even after multiple readings.

Components:

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



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

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: 23.5x16x4.5 cm*

Quest

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...



- A thrilling escape room experience: move through the rooms of the asylum and discover its secrets!
- Strong story element: uncover the plot as you play along.
- Multiple possible endings.
- Co-operative gameplay.

Sequel to the mysterious quest: **Dark Story**.



Components:

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

Speed Colors

Game designer: Erwan Morin

Illustrator: Robin Rossigneux

Size: W/ pouch 26.5×26.5×5.5/

W/o pouch 19.5×19.5×4.5 cm

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.

With pouch



Components:

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



W/ pouch
€20 \$24
 W/o pouch
€15 \$18



Speed Colors Booster Pack N°1

Game designer: Erwan Morin

Illustrator: Robin Rossigneux

Size: 15x19x2.5 cm

Family



Can't get enough of Speed Colors? Are you tempted to color everything around you? There's a fix for you! Introducing Speed Colors Booster Pack, a Speed Colors extension containing 12 never-before-seen image cards and 6 rainbow-colored markers for even more colorful entertainment.

- Spice up your Speed Colors games with 12 new image cards!

5+



15-20



2-5



SRP

€10
\$12



- Includes 6 colored replacement markers (yellow, green, blue, red, orange, purple).
- Not a stand-alone game! The base Speed Colors game is required to play.
- Fully compatible with Speed Colors: shuffle the cards from the Booster Pack with the cards from the base game and you're ready to go (just follow the base rules)!

Components:

- 12 image cards
- 6 markers with sponges



Kauchuk

Game designers: Oren Shainin, Yaniv Kahana

Illustrators: Alexander Rommel (aerroscape), 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.

- 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

8+



20-40



2-4



SRP

€30

\$36



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*

Components:

STANDARD:

- 1 game board
- 6 workers
- 24 resource cubes (6 of each kind)
- 6 mood markers
- 1 phase marker
- 44 influence disks (11 in each color)
- 24 crystals
- 1 first player token
- 36 cards 62x43 mm
- 6 location blocking tokens

DELUXE:

- + varnished elements on box and game board
- + 24 resource figurines
- + 44 stylized influence disks with hammer and sickle
- + 36 cards 63x89 mm

10+



30-60



2-4



SRP

Standard:

€25 \$30

Deluxe:

€30 \$36



Alice's Garden

Game designers: Ikhwan Kwon

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.



€21⁹⁰
\$25⁹⁹

Components:

- 4 player boards
- 95 game tiles
- 6 bags
- Score sheets



Top Secret

Game designers: Arno Steinwender, Markus Slawitscheck

Illustrators: Olesya Yatsko, Elena Vasilkovskaya

Size: 12.8×17.8×4 cm

Party



Do you consider one of the players attractive for dating?

Have you ever left a restaurant without paying?

Have you read and seen all Harry Potter books/movies?

Are you ready to reveal these and other secrets to the other players? Or at least three? Answering various questions and learning the answers of other players

12+



15



3-10



SRP

€12
\$14



you are to guess your teammate – a person who responds to the same questions as you do.

- Great play value: 100 two-sided cards with questions.
- Explicit and provoking questions. Find out the unexpected facts about your friends.
- Easy-to-grasp mechanics, light party game.

Components:

- 100 two-sided question cards
- 10 team cards
- 40 tokens (4 of each color)

Components:

- 27 double-sided challenge cards
- 4 sets of 3 discs with different patterns
- Game rules.



Magic Mandala

Game designer: Manu Palau

Illustrator: Anastasia Voropina

Size: 11.1×11.1×4.3 cm

Family



This fascinatingly beautiful game gives you a chance to create different mandalas using only a set of 3 double-sided colored disks. Flip, stack and rotate the disks to copy the mandala on the card. Be careful and take your time — but not too much or you might lose to your opponents! Who will be the first to complete the challenge?

[Game on website](#)

[Promo video](#)

- 54 colorful challenges!
- One-minute rules.
- Develops logic and reaction time.
- Bright and trendy packaging: stands out on the shelves.
- Travel-sized box: take the game with you on the road!
- Includes a game variant for one player: try to beat your own record!

6+



15



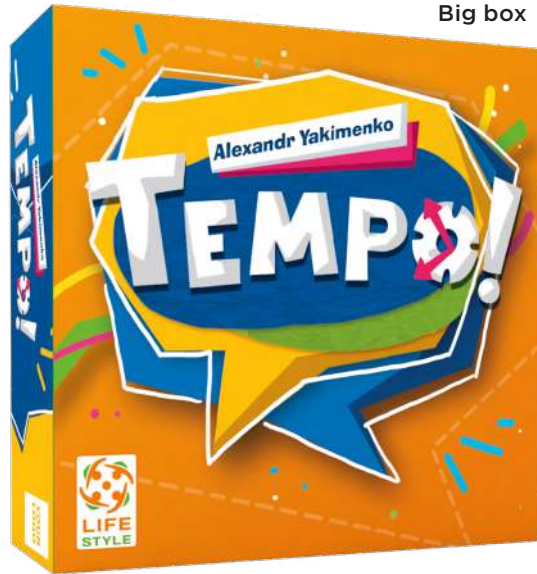
1-4



SRP

Hard box: €12 \$14
Soft box: €10 \$12





Big box



Small box



Tempo!

Game designers: Aleksander Yakimenko

Size: big - 7.9x7.9x3 / small - 5.5x5.5x3 cm

Party



You are challenged to find a witty answer to a question while trying to satisfy various conditions. Sure, it's easy enough to come up with an answer to a question such as «How do you survive on a desert island?». But what if you have only 1 minute and can use three words only, as many "O's" as possible and at least one name of a food?

- Simple, fun, yet clever party game.
- Questions from various fields will keep you on your toes!
- Very small and portable.



Small box: €8 \$10
Big box: €18 \$22

Components:

- 28 double-sided condition cards
- 25 double-sided question cards
- 2 Reference cards



Finding Nessie

Game designer: Jens-Peter Schliemann, Bernhard Weber

Illustrator: Sergei Kardakov

Size: 29.7×29.7×7 cm

Family



The lake of Loch Ness is shrouded with mystery: every self-respecting monster connoisseur must attempt to capture the image of the famous Loch Ness Monster. But Nessie, turns out, is a bit camera-shy, so getting a picture is not just a matter of pushing a button on your camera. In this game, each player takes on a role of a diver exploring the lake. During their turn, they get a chance at peeking through the muddy waters. But things aren't always what they seem: was that a tail or just a trick of the eye? Or might it be the rare lucky fish? Be the first to piece the photograph together and make the discovery of the century!

6+



20-30



2-4



SRP

€30

\$36



More

- Captivating theme: search for mysterious and charming Loch Ness Monster.
- Fun and fidgety multilevel game board.
- Additional rules for experienced players.
- Interactive playing process: look through peekholes, push tokens, shake the box.

Components:

- 1 lake bed
- 1 lake surface with 17 windows
- 17 lake lids with diver peekholes
- 68 round double-sided tokens
- 4 players' boards
- 24 square double-sided tokens (6 of each color)
- 4 divers of different colors
- Game rules

More

Aqualiens

Game designer: Jean-François Rochas

Illustrator: Irina Pechenkina

Size: rectangle box - 12.8×17.8×4/

sqare box - 14.5×14.5×4.5 cm

Family



Meet these adorable creatures that live on the bottom of a deep blue ocean. They really like seashells and, as everyone knows, you can never have too many seashells. So they have learned to grow new arms and tentacles so they can always grab just one more seashell. Layer the transparent cards to complete the task. The quickest player wins the points.

- Original transparent cards: be the first to find the winning combination!
- Requires attention, develops dexterity, observation skills and quick reflexes.
- Has challenging advanced mode for expert players.

Components:

- 4 creature cards
- 48 transparent cards
- 50 goal cards
- 17 crystals

5+



20-25



1-4



SRP

€15
\$18





Do You Gnome Me?

Game designer: Jean-François Rochas

Illustrator: Sonya Karamelkina

Size: 17.3x17.3x8.3 cm

Family



Have you seen this gnome? Gnomes are a mischievous lot. They love playing tricks on people by hiding misplaced objects. And the only way to get back your belongings is to catch the culprit. Too bad the gnomes are so sneaky! The clever rotating device only allows you to see the card with the gnome for a split second: this should be enough to compile a portrait of the troublemaker. What did the beard look like? And what about the shoes? And the hat? Identify the most elements in order to win the card — and the points!

- Includes a unique rotating device that spices up the game!
- Improves memory, reflexes and concentration.
- A hit with the kids!

Components:

- 24 portrait cards
- 4 identification sets (including 4 cap cards, 4 face cards, 4 beard cards and 4 leg cards each)
- 1 rotating device
- 1 marble
- 1 screen card
- rules



More



Narabi

Game designer: Daniel Fehr

Illustrator: Konstantin Zheludev

Size: 12.3×9.6×2.1 cm

Strategy



In this card game inspired by the mysterious Land of the Rising Sun you must work together to use the effects of the cards to your advantage. But there's always a catch, isn't there? Unfortunately, you cannot simply reveal the effects of the cards in front of you to the other players. You may only answer simple yes-no questions, so it will take a lot of teamwork, tactics, memory and precision for you to succeed.

- An elegant co-operative game: get to the shared goal in as few moves as possible!

Components:

- 31 cards
- 15 card sleeves
- 1 token
- Rules



Components:

- 4 enchanted game boards (each game board can be folded in 24 unique ways)
- 90 challenge cards (30 easy challenges and 60 difficult challenges)



Enchanted Paths

Game designer: **Martin Nedergaard Andersen**

Illustrator: **Irina Pechenkina**

Size: **19.5x19.5x4.5 cm**

Family



In a far away land magical beings roam the Enchanted Paths — a fire-breathing dragon and a pure unicorn, a wise wizard and a brave knight, a cackling witch and a beautiful princess... Help the fairytale characters find their way to each other: fold the game board to connect creatures and items. In order to win, you have to be the first to complete the task, so hurry up!

- A unique construction: an everfolding board (you can keep folding it and it will never end!).
- Develops agility, quick reflexes and visual recognition skills.
- Charming artwork featuring characters from beloved fairytales.

8+



20-25



1-4



SRP

€15
\$18





Dawn Under

Game designers: Norbert Proena

Illustrators: Irina Pechenkina, Victor Boden

Size: 29.5x29.5x7.5 cm

Family



The crack of dawn is the busiest hour at the local cemetery: every vampire in town is scurrying about looking for a nice empty grave to hide in. Dawn Under is a frighteningly fun and deadly delightful memory game for the whole family! Be the first to find a resting place for all your vampires but make sure to stay away from nasty rats and smelly garlic!

- Requires planning and attention, develops visual memory.
- A beautiful game board and many other high-quality components.

Components:

- 1 game plan with 60 hollow graves
- 66 grave lids
- 60 Vampires in 6 colors
- 13 Wooden Stakes



€30
\$36



Tubyrinth

Game designer:

Martin Nedergaard Andersen

Illustrator: Oksana Dmitrienko

Size: 23.5x23.5x6.7 cm

Family



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 video game concept adapted into a board game.



- Easy-to-grasp game mechanics, nice points system which rewards even non-winning players.
- Great value for its money: 84 playing fields (42 double-sided boards), each can be solved in 3 different ways - in total 240 solutions to find!

Components:

- 42 double-sided tubyrinth boards.
- 42 pipe tiles (6 sets of 7 pipe tiles).
- 6 water meters.

Macroscope

Game designer: Martin Nedergaard Andersen

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

Size: 23.5x23.5x6.7 cm

Family



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 easy-to-grasp game mechanics and simple rules.
- Fantastic play value: 200 double-sided cards with 400 unique pictures.
- Great educational value: develops visual recognition and reconstruction skills, encourages the use of logic and critical thinking, builds self-confidence.
- Dice Tower Seal of Approval.
- Game Boy Geek Sax Serenade Keeper.
- Imagination Gaming Family Gold Award 2017.

Components:

- 200 double-sided cards with images.
- 12 tokens.
- 1 round counter.
- 1 marker.
- 2 dice.
- 140 victory point crystals.





450 Things to Do in Your Life

Game designer: Pavel Atamanchuk

Illustrator (2 graphics options):

Timur Baskakov / Anna Medvedeva

Size: 12.8x17.8x4 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.

18+



30-35



3-6



SRP

€13
\$16



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)



Splash!

Game designers: Wilfried Fort and Marie Fort

Illustrator: Natalia Zelenina

Size: 13×13×7.5 cm

Family



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!

Components:

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

6+



10-20



2-8



SRP

€13
\$16



Lost'n'Found

Game designer:

Martin Nedergaard Andersen

Illustrators: Natalia Zelenina, Irina Pechenkina

Size: M - 12,8×17,8×4 cm/ A13 - 9.5×12.2×1.7 cm

Family



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

- Develops visual memory, speed and observation
- With one kit fitting in a compact box you can play several various games.

Components:

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

6+



10-20



2-6



SRP

M: €13 \$16
A13: €9 \$11



Loser

Game designers: Bruno Cathala, Vincent Dutrait

Illustrator: Alexandra Petruk

Size: 12.3×9.6×3.2 cm

Party



Think twice before you mess with magic or you might spend the rest of your life as a frog! In this mean and clever card game there are no winners: you are either safe or the loser. Your opponents will try their best to throw you off and ruin your plans so watch out and don't lose your cool: if you lose twice, no potion will save you!

- A wicked game of bluff, tactics and cunning that keeps you on your toes!
- Unexpected twists guaranteed! Includes 23 special cards with crazy effects that may tip the balance at any point of the game.

Components:

- 2 double-sided action cards (with 4 different actions)
- 23 special cards
- 19 playing cards (with values from 1 to 19)
- 6 "characters" (sets of 2 cards)



Wallet

Game designers: Wilfried and Marie Fort

Illustrator: Oksana Dmitrienko

Size: 23×23×5 cm

Party



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.

Components:

- 80 playing cards
- 5 extra ID cards
- 15 Special cards
- 6 Hourglass cards
- 37 Victory points tokens of different value (1, 2 and 3)
- 7 coins





Ice Dice

Game designer: **Martin Nedergaard Andersen**

Illustrator: **Oleg Erin**

Size: 34×23.5×4.5 cm

Family



Did you really think there is only one Santa? Many tiny Santas work hard 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 ice-cream... Join these little fellows and have some fun while practicing the basic arithmetic operations. The bright and colorful design is sure to appeal to children of all ages.

Components:

- 1 big double-sided game board
- 1 medium double-sided board
- 6 player's boards
- 3 dice
- 1 hourglass
- 36 numbered tokens

6+



20



2-6



SRP

€20

\$24



Giraffometer

Game designer:

Martin Nedergaard Andersen

Illustrator: **Irina Pechenkina**

Size: 14×21×6 cm

Family



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 Giraffometer, you don't need to know the right answer! This fast-paced trivia game includes 300 double-sided cards with amazing, astonishing and just plain funny facts. Try to correctly guess which facts have the highest and the lowest numbers!

Components:

- 300 double-sided fact cards
- 1 numbered board for cards
- "+" and "-" tokens
- 48 voting tokens
- Approximately 60 crystals
- Game board (-/+)

10+



30



1-8



SRP

€20

\$24



Lexit

Game designer: Daria Prokhorova

Illustrator: Taisia Zavyalova

Size: 12.8×17.8×4 cm

Family



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 card over and take a close look at the picture: everything that you see can be put into words. Now write these words down and turn them into other words using different modifications like adding, removing, replacing or even shuffling letters. Choose your words wisely!

Components:

• 54 playing cards

10+



30



2-6



SRP

€13
\$16



Eureka!

Game designer: Martin Nedergaard Andersen

Illustrator: Irina Chetvertukhina

Size: 12.8×17.8×4 cm

Family



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. Race to find shapes that fit the description on the task card and become the first player to get rid of your personal card stack. Eureka introduces basic geometry concepts in a fun and easy way. Your CIRCLE of friends will love this game!

Components:

• 38 Task Cards (double-sided)

• 74 Shape Cards: 44 Simple Shapes and 30 Complex Shapes

8+



10-15



2-4



SRP

€13
\$16



Nitro

Game designer: Timur Baskakov
Illustrator: Timur Baskakov
Size: 16×23.5×4,5 cm

Strategy



In the post-apocalyptic wasteland every man rides for himself! Nitro is a crazy dieselpunk mash-up of kickass cars, awesome weapons and unexpected events. Sabotage is your best friend—anything goes as long as it makes you win the race! The game is accompanied by humorous illustrations and is filled with exciting twists and turns. The fun and dynamic gameplay will keep you on your toes!

Components:

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

12+



30-50



2-6



SRP

€20
\$24



Gnome's Lunch

Game designers: Timur Baskakov, Katerina Chirkova
Illustrators: Timur Baskakov, Katerina Chirkova
Size: 12.8×17.8×4 cm

Family



What's for lunch? Pizza!

These gnomes have an unusually big appetite for their size! Connect as many gnome tiles to the pizza tiles as you can to collect the most points. Beware of the dragons — they scare away the gnomes... unless the gnomes team up against the dragons. Surrounded, the dragons will have no other option but to flee!

- 1-minute rules!
- A minimalistic game with a very rich gameplay: tactics, bluff, player interaction and lots of fun!
- A quirky theme with a bright and cheerful design.

Components:

- 57 tiles

8+



15



2-4



SRP

€12
\$14



Fruit Mix

Game designer: Martin Nedergaard Andersen

Illustrator: Natalia Zelenina

Size: 10.8×9.8×9.8 cm

Family



Tired of usual memory games where you have to find matching elements? Give a try to anti-memory one! Challenge yourself, develop structural memory and logical thinking in fun and yummy game!

Components:

- 48 tiles with 12 different pictures in 4 different shapes and 4 different colors

6+



10-20



1-6



SRP €13
\$16



Artificium

Game designer: Timofey Shargorodskiy

Illustrators: Timofey Shargorodskiy,
Serhiy Banytiyk

Size: 21×28×6 cm

Strategy



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 inter-connected. 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, which can then forge swords for the knights... The aim is to build efficient production chains and, if possible, hinder your opponents.

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

8+



20-50



2-6



SRP €25
\$30



Hedgehog Roll

Game designer: Urtis Šulinkas

Illustrator: Irina Pechenkina

Size: 27.5×19×6.5 cm

Family



Under the thick canopy of trees the hedgehog is hurrying back to its cozy home. Ugh-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.
- Velcro components: an unexpected use of everyday materials in a board game.

4+



20-25



1-4



SRP

€25
\$30

- Customizable game board: the players assemble the forest path from separate parts during setup, so no game is the same.
- Includes advanced rules that offer a challenge for the adult players.

Components:

- 1 nice hairy hedgehog (a fuzzy ball)
- 1 hedgehog face token
- 4 hedgehog figurines
- 1 fox figurine
- 7 double-sided boards (1 starting board showing a hedgehog, 1 fox board, 1 board showing a house and 4 boards with paths)
- 18 velcro tokens (6 of each kind – apples, mushrooms and leaves)