

H O B B Y W O R L D



BOARD GAMES CATALOG

2019



Hobby World is an international board games publisher and developer well known for its focus on high-quality games featuring stunning graphics, engaging and well-balanced gameplay, and deeply-developed worlds. Established in 2001, Hobby World has published many award-winning board games, including the Spyfall series, Viceroy, Master of Orion, Bastion, Sunflower Valley, and more.

WHY HOBBY WORLD?

- Our **in-house development team** collaborates with the best Russian and international designers and artists
- **Self-owned production facilities** allow us to offer appealing prices
- We ensure **flexible approach** and provide international **marketing support**

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#HobbyWorldInt



12+ 90-180 3-6

DERANGED



GAME OVERVIEW

Deranged is a gothic semi-cooperative scenario-driven adventure game where 3 to 6 players must survive 3 days and nights in a town overrun with unrestrained horrors.

GAMEPLAY

On their turn, each player plays a card from their hand and resolves up to 2 actions **or** rests and restores their Sanity.

DURING THE DAY

The first action is free, another one costs 1 Sanity.

The players roam the town:

- Fighting Monsters
- Getting rid of their Curses
- Fulfilling their individual Objectives
- Collecting useful Items to craft stronger decks



DURING THE NIGHT

Each of the 2 actions costs 1 Sanity. On top of everything else, each player reveals their random **Night card**, and they either:

Get a **Night mission** which must be completed until the next dawn

or **Become Deranged!** From now on, they become more powerful, play by the upside-down side of the Action cards, and don't need to rest,

But the only way for them to turn back is to **kill a once fellow Human Hero!**

If there is a symbol in the card played, the **Time token** is advanced 1 space forward. **When it crosses the border**, not only the **Time of day changes**, it also triggers the next **Scenario Chapter**.

VICTORY AND DEFEAT

A player wins if at the end of the last Night all of the 3 conditions are met:

- They don't have a Deranged token,
- They have no Curse cards,
- Their Hero is on the Enchanted Gate space.

OTHERWISE, THEY LOSE.

INSTANT DEFEAT

If at any point during the Night all Heroes are turned into Deranged, all players instantly lose.

KEY SELLING POINTS

- Atmospheric semi-cooperative adventure with varying roles and hidden objectives
- Catchy gothic comics artwork
- High replayability: modular game board, 3 extensive scenarios, Open World mode
- 11 plastic figures

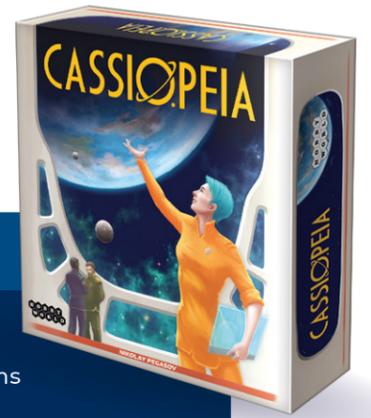
PRACTICAL INFO

CONTENTS
4 double-sided pieces of the game board (quarters of the town), 6 Hero sheets, 11 Hero figures, 6 bases, 6 Health and Sanity tracks, 2 Time tracks, 18 Scenario sheets, 6 Monster sheets, 2 additional pieces of the game board, 164 cards, 136 various tokens, Game Rules

MOQ: 1000
MSRP: TBD
RELEASE: Gen Con 2019
BOX: 298x298x71 mm
CARTON: 5
380x310x310 mm
RIGHTS: except

12+ 30-45 2-5

CASSIOPEIA



GAME OVERVIEW

Cassiopeia is a strategy euro game based on the use of double-sided cards and resource management.

While taking turns, players hire different specialists, process the effects of their actions, collect resources, and optimize their logistics to be the first who terraforms all 7 planets each player was assigned to colonize.

GAMEPLAY

COMMON AREA

Specialists

At the beginning of each round, each player assigns their player token to one Specialist of their choice. The players then proceed with their individual turns in the initiative order (from left to right).



For maximum replayability we have a total of 9 two-sided Specialist cards. The use of **Specialists I-IV** is mandatory, while the **Specialists V-IX** are optional. To start pick 6-8 Specialist cards and place them in a row for common use.

At the end of each round, all used Specialist cards are flipped, all unused Specialists are granted a coin.

Logistics base



To resolve various **bonus effects** of the Specialists, you need to **synchronize the number of the Earth/Mars symbols** on your planet cards with the current logistics base.

EACH PLAYER'S AREA

Planets

Each player gets a set of **7 planets**, and the goal of the game is to be the first to terraform, flip over, all of them.

Individual Turn Overview

KEY SELLING POINTS

- Double-sided cards with both sides playable and affecting the current game situation
- No hidden cards or decks: all information is available
- Unique retro art style
- Great variability

PRACTICAL INFO

CONTENTS
56 large cards, 98 cardboard resource markers, 5 wooden player tokens, rules of play
MOQ: 1000
MSRP: €19.90 / \$22.50
RELEASE: available

BOX
Size: 204x204x47 mm
Weight: 0,375 kg
CARTON: 12
RIGHTS: except



SUNFLOWER VALLEY



GAME OVERVIEW

Sunflower Valley is a family roll-and-write (or, in fact, a draft-and-draw) game based on dice drafting and area management.

During the game, each player gradually fills their valley with the symbols from the drafted dice and tries to do that in the most optimal way.

The goal of the game is to gain the most VP.

GAMEPLAY

EACH ROUND STARTS...

with the current starting player rolling all 6 dice — it's a common pool for the round.

ON YOUR TURN

- 1 Take a die from the pool!
- 2 Choose any available color to associate it with
- 3 Draw the symbol from the die in that colored area on your sheet!

THE ROUND ENDS...

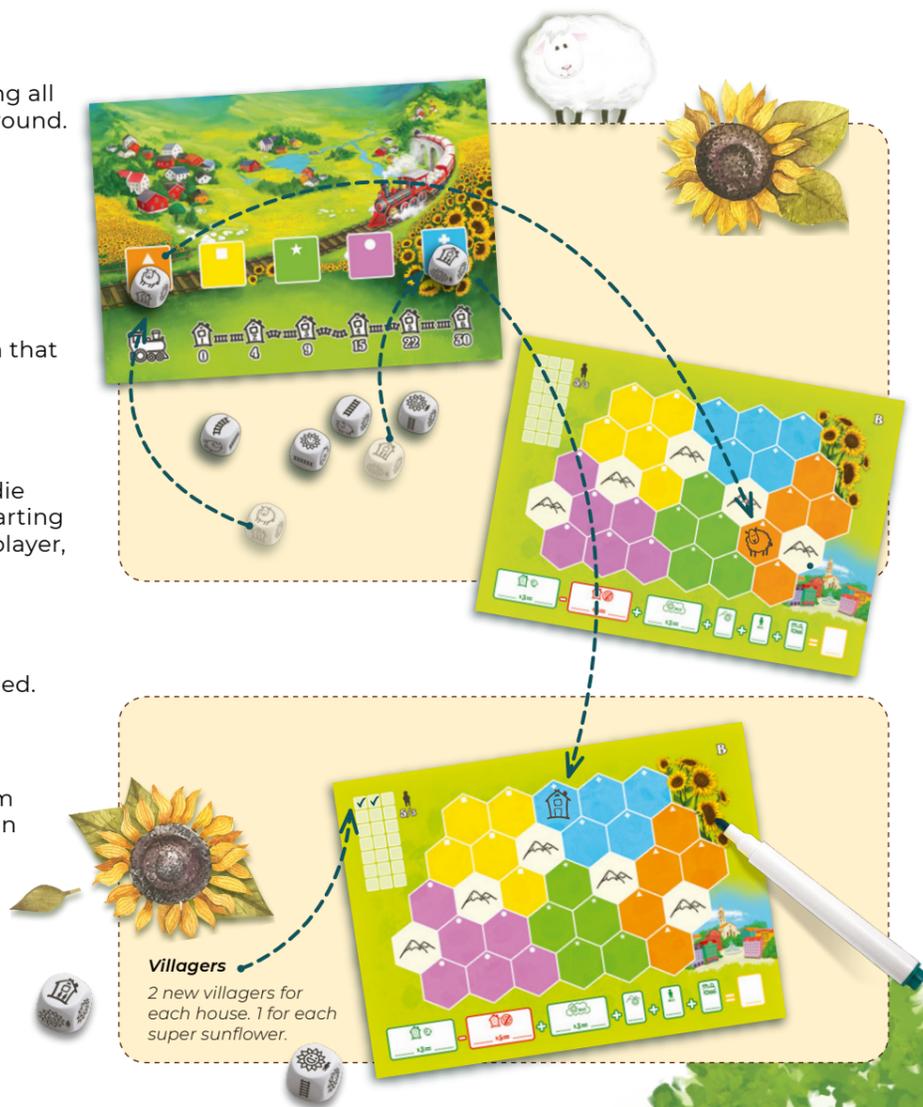
when all five colored spaces on the die board are taken. The dice and the starting player token are passed to the next player, and the process repeats.

THE GAME ENDS...

when all spaces on the sheets are filled.

SCORING

The scoring chart is along the bottom of the sheets. There are 5 ways to gain points and one way to lose them.



Villagers
2 new villagers for each house. 1 for each super sunflower.



KEY SELLING POINTS

- ▶ A very accessible roll-and-write entry
- ▶ A nice family game offering deep strategic choices
- ▶ Dry erase boards and markers
- ▶ High replayability: 8 different sheet sets, multiple winning strategies
- ▶ Bright colors and cute theme give it a lot of visual charm

PRACTICAL INFO

CONTENTS
20 double-sided sheets, 6 custom dice, 5 erasable markers, 1 wooden token, 1 die board, rules of play

Language independent

MOQ: 1000

MSRP: €27/\$30

RELEASE: available

BOX
Size: 255×255×62 mm
Weight: 0,76 kg

CARTON 6

RIGHTS
except



SUNFLOWER VALLEY

THE CARD GAME



GAME OVERVIEW

Sunflower Valley: The Card Game is a fast-paced drafting tableau building game where 2 to 6 players will be settling their own mountain valleys.

They will have a choice among high mountains, lively towns, sunflower fields, calm lakes or sheep pastures — and their choice won't be easy!

GAMEPLAY

The game is played over **3 rounds** where 7 cards from each player's deck are drawn and drafted in clockwise order. By the end of the game **each valley will contain 19 cards** and **the player with the most VPs will be declared the winner.**

GOAL CARDS

Every game is unique because of the Goal Cards which demand versatile tactics and strategy. There are **competitive** and **accumulative** goals.



1 VP for each Field card within your largest field area



2 VPs for each sheep within a flock



6 VPs to the player with the longest Valley Express route

COMBINATIONS

Towns, Farmers and Mountains require certain combinations of orthogonally adjacent cards.

THE VALLEY EXPRESS

Each new town in a consecutive chain of connected towns and railroads scores 3 VPs.



You should probably extend your Valley Express to score additional points for the goal!

Wow, 4 points for the 1st goal so far (farmers are considered fields as well!)

KEY SELLING POINTS

- ▶ The rules are explained in 5 minutes
- ▶ Family-friendly product, great match for both new and experienced players
- ▶ High variability due to the various Goal cards, versatile winning strategies
- ▶ Awesome artwork with cute sheep

PRACTICAL INFO

CONTENTS
135 cards, 6 wooden Valley express tokens, scorepad, rules of play

Language independent

MOQ: 1000

MSRP: €19.90/\$22.50

BOX: 235×157×47 mm

CARTON 15

RELEASE: SPIEL 2019

RIGHTS except

BEARS & BEES

7+ 20-30 2-5

GAME OVERVIEW

In **Bears & Bees**, each player's aim is to gain 5 swarm tokens by playing 1 card each round and trying to predict the other players' actions and benefit from them.



GAMEPLAY

Each round the players simultaneously play cards in front of themselves and then resolve their effects in ascending order. Depending on the card type, they may gain **honey tokens**, **more cards** or a **swarm token**.

COLLECTING HONEY

Main effect — Gain honey!



8+ honey tokens? Discard them and gain 1 exp token instead.

Draw cards from any deck, but the hand limit is 9 cards.

ATTRACTING BEES



Conditional effects
Gain 3 additional honey if the player to your left has played a swarm or a research card!

UNDERTAKING RESEARCH

Main effect — Gain cards!



Conditional effects
Guessed what the players to your right and left were going to play? Draw 1 card for each correct guess. In addition, make them take 1 honey token according to the effect below.

max (Honey + Swarm) → Swarm

The swarm card played? Whoever has the most honey (including exp) at the end of the round, gets 1 swarm token.

5 Swarm = victory

KEY SELLING POINTS

- ▶ Easy to learn, fun and fast-paced mind party game
- ▶ Perfect balance of strategy and luck
- ▶ Catchy reference to the Breaking Bad series
- ▶ Family-oriented alternate cover teasing cute card artwork

PRACTICAL INFO

CONTENTS
104 large cards, 35 wooden honey markers, 25 swarm tokens, 26 experience tokens, rules of play

Language independent

MOQ: 1000

MSRP: €19.90 / \$22.50

RELEASE: available

BOX
Size: 235×157×47 mm
Weight: 0,495 kg

CARTON 15

RIGHTS except

7+ 10+ 2-10

THINK IT UP!

GAME OVERVIEW

Think It Up! is a fast-paced party game where each round a pair of Theme and Letter cards is revealed, and the first player to recall the right word wins the round. No need to be the most knowledgeable — all you need is to be smart enough to answer faster than anybody else!



KEY SELLING POINTS

- ▶ The game for family evenings and fun parties. A lot of enjoyable moments are guaranteed.
- ▶ Have fun and improve your skills. Train your memory and logic. How many words starting with F do you know?
- ▶ Compact format allows to play wherever you want. Home? Trip? Plane? Easy!

PRACTICAL INFO

CONTENTS
• 60 Theme cards
• 52 Letter cards
• Rules of play

MOQ: 1000

MSRP: €11.90 / \$13

RELEASE: available

BOX
Size: 197×105×40 mm
Weight: 0,245 kg

RIGHTS except

THINK IT UP!

PICTURES

8+ 10+ 2-10

GAME OVERVIEW



Think It Up! Pictures is a fun party game offering an additional twist to the initial **Think It Up** concept: instead of a letter, ready and served, the players reveal a picture, come up with a word for it, and then use its first letter to recall the right word for the revealed Theme. In this game, all your answers are correct and victorious as long as you are fast enough!



KEY SELLING POINTS

- ▶ Take an additional step while recalling the right word: decide how to name the pictured object first!
- ▶ Even more fun and brain-racking at the table!
- ▶ It's a stand-alone game compatible with Think it Up!

PRACTICAL INFO

CONTENTS
• 58 Theme cards
• 54 Picture cards
• Rules of play

MOQ: 1000

MSRP: €11.90 / \$13

RELEASE: available

BOX
Size: 197×105×40 mm
Weight: 0,275 kg

RIGHTS except

SHERLOCK & PICASSO

10+ 20-30 3-6



GAME OVERVIEW

Sherlock & Picasso is a fun family and party game based on a super-easy concept:

SKETCH → SPOIL → GUESS

GAMEPLAY

1 The **Artist** draws 2 cards and has **40 seconds** to **sketch all 8 Concepts** behind their screen.
One Concept — one sheet.



2 The **Artist** passes the sketches, one by one, to the **Rascal** who tries to **spoil the picture**:

3 The **Rascal** has 40 more seconds to finish spoiling and then **shows the sketches**, one by one, to the **Detectives**. Each **Detective** may **take a single guess** about each sketch:

If the **Concept** is named correctly, the **Detective** and the **Artist** gain **1 VP** each.

If **nobody guesses** what the initial sketch was about, the **Rascal** gains **1 VP**.

END OF THE GAME

When all players have been the Artist and the Rascal once the game ends, and **the player with the most victory points wins!**



KEY SELLING POINTS

- ▶ Great mass market product: easy to grasp the essence of the game right from the cover
- ▶ The rules are incredibly easy to learn and explain
- ▶ Fast-paced and dynamic fun
- ▶ Perfect for parties and family gatherings

PRACTICAL INFO

CONTENTS
84 cards, 20 cardboard tokens, 2 screens, 2 pencils, 1 sheet pad, rules of play

MOQ: 1000

MSRP: €19.90 / \$22.50

RELEASE: available

BOX
Size: 255×255×62 mm
Weight: 0,525 kg

CARTON 5

RIGHTS except

6+ 30+ 7-16

MAFIA JUNIOR

GAME OVERVIEW

Something went wrong in the magical forest: the Predators are trying to exile Peaceful Animals! But now it's time for them to unite and bring the rascals down!



KEY SELLING POINTS

- ▶ Easy to learn and amusing to play social deduction game
- ▶ World-known concept — kid-friendly now!
- ▶ Cute artwork



PRACTICAL INFO

CONTENTS
20 Role cards, 11 Moderator cards, Reference card, rules of play

MOQ: 1000

MSRP: €11.90 / \$13

RELEASE: available

BOX
Size: 132×132×42 mm
Weight: 0,140 kg

RIGHTS except

MAFIA VAMPIRE



GAME OVERVIEW

Unique setting, where vampires are good guys who are ready to spill the blood of the vampire hunters, who are the forces of evil.

14+ 30+ 6-16

PRACTICAL INFO

CONTENTS
39 Role cards, 5 Moderator cards, Special Roles leaflet, notebook, rules of play

MOQ: 1000

MSRP: €11.90 / \$13

RELEASE: available

BOX
Size: 197×105×40 mm
Weight: 0,345 kg

RIGHTS except

MAFIA VENDETTA



GAME OVERVIEW

In **Mafia**, city dwellers try to determine and neutralize the criminals, while gangsters shoot simple townfolk one by one. Engage in the uncompromising struggle for the city and lead your side to victory!

14+ 30+ 7-16

PRACTICAL INFO

CONTENTS
30 Role cards, 20 Facilitator cards, 1 Night Sequence card, 1 Setup Reference sheet, rules of play

MOQ: 1000

MSRP: €11.90 / \$13

RELEASE: available

BOX
Size: 132×132×42 mm
Weight: 0,150 kg

RIGHTS except

Are you thinking that your friends are well known by you? Are you sure they can't be lying or bluffing? Are you ready to check it?



SPYFALL

TIME TRAVEL



GAME OVERVIEW

It's a threequel of the award-winning deduction party game from the future (well, and from the past too).

Get ready for an outstanding time travel across the brightest eras and countries! Expose a spy in a neanderthal cave or in a lunar base, hide out in a WWI Airship or in the Leonardo's studio, and do your best not to spill all the secrets of the Japanese ninja or of a Spanish entity you surely didn't expect here!



KEY SELLING POINTS

- ▶ A long-awaited standalone threequel of the international bestseller
- ▶ 30 new locations from the past and the future, 100% compatible with other games of Spyfall
- ▶ 2-player and team variant

PRACTICAL INFO

CONTENTS

- 240 cards
- 30 resealable bags
- Rules of play

MOQ: 1000

MSRP: €17.90 / \$19.90

RELEASE: available

BOX

Size: 204×204×47 mm
Weight: 0,58 kg

RIGHTS

except

SPYFALL



GAME OVERVIEW

Spyfall is a really simple and exciting party game unlike any other.

At the beginning of the game, at least one player receives the "Spy" card, while all the others receive cards with a location on them. Players then start asking each other questions: spies do not know which location they are at, so they have to listen and ask carefully; and other players try to guess who's a spy among them based on answers. Whoever discovers the necessary information first scores victory points!



KEY SELLING POINTS

- ▶ Great social party game!
- ▶ Easy to learn and game set-up takes just a few seconds
- ▶ Amusing original art

PRACTICAL INFO

CONTENTS

- 240 cards
- 30 resealable bags
- Rules of play

MOQ: 1000

MSRP: €17.90 / \$19.90

RELEASE: available

BOX

Size: 204×204×47 mm
Weight: 0,58 kg

RIGHTS

except

DC SPYFALL



GAME OVERVIEW

Based on the social party game Spyfall, DC Spyfall is an easy-to-learn party game that features bluffing, suspicion, probing questions, and clever answers.

At the start of each round, players receive a secret card informing them of the group's location — one of twenty unique DC locations, including Arkham Asylum, the Daily Planet, the Hall of Justice, and S.T.A.R. Labs — except for one player who receives the Joker card instead. The Joker doesn't know where he is, but if he can figure out his location before his cover is blown, he wins the round!



KEY SELLING POINTS

- ▶ 20 new locations from the DC universe
- ▶ The game works great for both fans and non-fans of DC
- ▶ Several twists on the Spyfall formula: Multiverse Module, All-Joker Module, Harley Quinn Helper Module, Ability Cards

PRACTICAL INFO

CONTENTS

- 196 cards
- 24 resealable bags
- Rules of play

MOQ: 1000

MSRP: €17.90 / \$19.90

RELEASE: available

BOX

Size: 204×204×47 mm
Weight: 0,58 kg

RIGHTS

except

SPYFALL 2



GAME OVERVIEW

Enjoy the same concept — with more locations and 2 spies now!



KEY SELLING POINTS

- ▶ 20 Locations makes for great replayability
- ▶ Expands the original game or play as a standalone
- ▶ Now with up to 12 players!

PRACTICAL INFO

CONTENTS

- 240 cards
- 20 resealable bags
- Rules of play

MOQ: 1000

MSRP: €17.90 / \$19.90

RELEASE: available

BOX

Size: 204×204×47 mm
Weight: 0,58 kg

RIGHTS

except



FURY OF DRACULA



GAME OVERVIEW

In **Fury of Dracula**, one player assumes the role of the Count secretly moving across Europe, siring vampires, and laying traps for his pursuers. Dracula's opponents are the Hunters who must discover the fiend's location and destroy him before his Un-Dead thralls claim dominion over the night.

It is 1898. Eight years ago, the most evil Count Dracula traveled to London to spread his vampiric curse. In this he was stopped by a small band of God-fearing people who managed to thwart his plans and destroy him within the very shadow of Castle Dracula. Or so they thought...



KEY SELLING POINTS

- ▶ One of the best one-against-all games prospering for more than 3 decades
- ▶ Highly detailed unpainted miniatures from the second edition
- ▶ The rights from Hobby World are available for: **Poland, Italy, Germany, Czech Republic**

PRACTICAL INFO

CONTENTS
1 Game Board, 5 Character Sheets, 5 Plastic Figures, 245 Cards, 82 Tokens, 1 Influence Marker, 1 Time Marker, 1 Reference Map, 1 Learn to Play, 1 Rules Reference

MOQ: 1000

MSRP: €49.90 / \$55

RELEASE: available

BOX
Size: 298x298x71 mm
Weight: 1,790 kg

PUBLISHED IN:



VICEROY

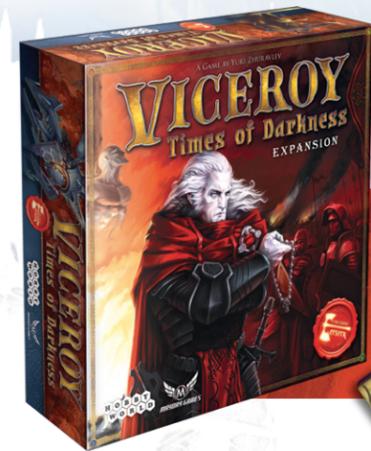
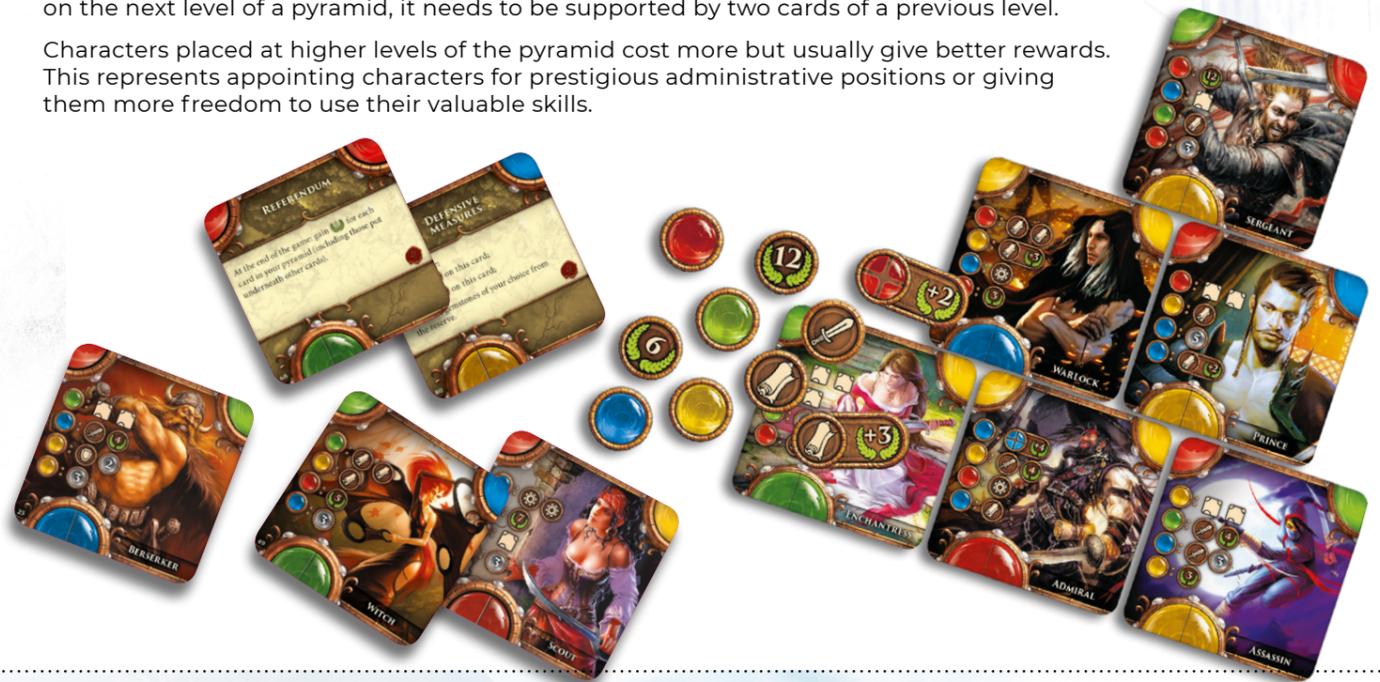


GAME OVERVIEW

Viceroy is a deep strategy game for 1 to 4 players that can be played in less than an hour!

By building their own pyramid of power, players will manage the various aspects of the fantasy empire: from science and magic to laws and military. Characters placed at lower levels of your pyramid do ordinary tasks and bring modest benefits. These characters are the people who form the base of your empire. To place a card on the next level of a pyramid, it needs to be supported by two cards of a previous level.

Characters placed at higher levels of the pyramid cost more but usually give better rewards. This represents appointing characters for prestigious administrative positions or giving them more freedom to use their valuable skills.



VICEROY TIMES OF DARKNESS



GAME OVERVIEW

The expansion comes with three modules: Aristocrats, Invasion, and Underworld, which make the gameplay even more diverse!

KEY SELLING POINTS

- ▶ If you have never relayed on luck, then Viceroy is your choice
- ▶ Each law and character card in Viceroy is unique, and their application depends on the level they are placed
- ▶ Gorgeous artwork from the Berserk universe

PRACTICAL INFO

CONTENTS
Base: 84 cards, 204 various tokens, 4 screens, rules of play
Exp: 66 cards, 87 tokens, rules of play

MOQ: 1000

MSRP: €31 / \$35 (base)
€26 / \$30 (exp)

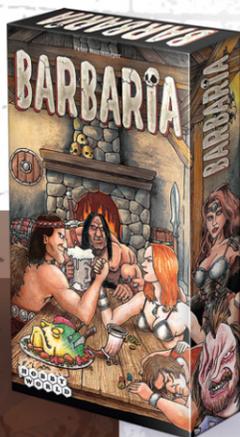
RELEASE: available

BOX
Size: 248x248x60 mm
Weight: 0,810 kg

RIGHTS
except



BARBARIA



GAME OVERVIEW

Barbaria is a dice-based cave-crawling fun, where you become mighty barbarians and set out for great adventures.

Wrestle monsters and warlocks, hunt for treasures, and collect ancient runes, which will lead you to victory. Roll the colored dice, modify the numbers with your trophies, and ask for help to get the needed numbers. That didn't work? Well, you're in trouble — but scars are ornaments for every warrior, right?

KEY SELLING POINTS

- ▶ Fun cave-crawler with extremely simple rules, accessible for everyone
- ▶ Perfect balance between luck and strategy
- ▶ Original watercolor illustrations from the game designer

PRACTICAL INFO

CONTENTS
14 Barbarian cards, 96 Quest cards, 6 custom wooden dice, rules of play

MOQ: 1000

MSRP: €15 / \$16.50

RELEASE: available

BOX
Size: 197×105×40 mm
Weight: 0,280 kg

RIGHTS
except



BASTION



GAME OVERVIEW

Bastion is a cooperative castle defense game, where players protect the bastion from a great variety of invading enemies: dangerous beasts, ferocious warriors, terrible monsters, giants, mages, and even mighty dragons.

Castle defenders travel around the realm, gathering specific mana that is required to defeat each of the invaders.

Victories allow castle defenders to gain new abilities, build powerful artifacts, and perform magic rituals. The bastion will withstand the onslaught only if all players defend it together.

KEY SELLING POINTS

- ▶ Atmospheric experience: manage the castle's forces and lead the attack
- ▶ Each battle won will give you valuable abilities that can be used in the next fight. What monster must be slaughtered now for getting its trophy? It's up to you
- ▶ High customization and replayability: there are several scenarios and difficulty settings in the rules, along with the solo mode

PRACTICAL INFO

CONTENTS
6 District tiles, 1 Citadel tile, 4 Hero Figures, 90 mana discs, 1 Castle Gate with plastic stand, 1 Enemy Camp, 50 Reminder tokens, 4 Reference sheets, 112 cards, rules of play

MOQ: 1000

MSRP: €49.90 / \$55

RELEASE: available

BOX
Size: 298×298×71 mm
Weight: 1,075 kg

AVAILABLE FOR:

METRO 2033



GAME OVERVIEW

After the nuclear war, thousands of survivors have found refuge in the Moscow underground (a.k.a., the Metro).

Each player is a leader of one of the factions of post-nuclear metro. In order to win, a faction has to achieve ten victory points. These points are gained by conquering stations and completing quests. This is a game of adventure, diplomacy and war.

KEY SELLING POINTS

- ▶ The game is based on the popular Metro 2033 universe created by the Russian novelist Dmitry Glukhovsky. The universe is supported by video game series of the same name for Xbox and PC
- ▶ The competition between factions demands using all available methods. The strongest will survive
- ▶ Metro 2033 isn't bearing rush. Think carefully and dominate in the underground

PRACTICAL INFO

CONTENTS
Game board, 6 hero figures, 98 cards, 186 tokens, rules of play

MOQ: 1000

MSRP: €39.90 / \$45

RELEASE: available

BOX
Size: 298×298×71 mm
Weight: 1,075 kg

RIGHTS
except

METRO 2033 BREAKTHROUGH



GAME OVERVIEW

In **Metro 2033: Breakthrough**, the players will complete trade and war quests, repel the mutants' attacks, trade at markets and join the metro stations under their banners. The player whose faction gains the most influence wins the game!

KEY SELLING POINTS

- ▶ Fight for the survival in Moscow underground where trains were transporting people every day before the nuclear war
- ▶ Well-balanced and atmospheric survival card game

PRACTICAL INFO

CONTENTS
133 cards, 50 Faction tokens, rules of play

MOQ: 1000

MSRP: €19.90 / \$22.50

RELEASE: available

BOX
Size: 204×204×47 mm
Weight: 0,455 kg

RIGHTS
except



THE GOLDEN SAILS



GAME OVERVIEW

The Golden Sails is a bright set collection game with a tide draft mechanic where the card that you choose to play on might not be available for you. It's played over 12 rounds, and as soon as all players have their 12 cards, they proceed to scoring. The player with the most VPs () wins.

GAMEPLAY

Each player has a set of 5 Experts: a Cook (), a Hunter (), a Sorcerer (), an Armorer (), and a Jeweler ().



Each round each player assigns their Expert to 1 of the revealed Goods cards and thus determines its side. Each Goods card contains 5 sides:

There are 6 kinds of **SPICES**: anise, mint, pepper, juniper, lotus, cloves

There are 4 types of **ANIMALS**: unicorn, phoenix, giant spider, sea serpent

There are 4 kinds of **WEAPONS**: boomerang, mambele, shuriken, katar

There are various ways to score VPs and modify your results with **SPELLS**.

Each set of different spices scores a progressing number of VPs.

Turn any one of your Goods cards with any side up at the end of the game.

Get gem modifiers, weapon enhancers, and more!

You should also go for continuous sequences of **Gems**. The longer it is (x), the more VPs you score (x²). The Gems are stored face down.

These values stand for the amounts of VPs stolen from the players to the right and left.

However, if you get 2 of a kind, they become useless!

Starting with the last player and going in the **opposite direction**, the players then **draft the Goods cards** and **discard the Experts** assigned to them. After the 4th and 8th rounds all Experts are returned to the players.

KEY SELLING POINTS

- ▶ Small box — incredibly deep gameplay
- ▶ No universal winning strategy, numerous scoring options
- ▶ Gorgeous artwork, bright bold colors
- ▶ Alternate cover artwork for your consideration



PRACTICAL INFO

CONTENTS
48 Goods cards, 20 Expert cards, 5 double-sided Reference cards, 1 first player card, 1 score pad, rules of play

RELEASE: available

BOX
Size: 150×105×37 mm
Weight: 0,215 kg

RIGHTS except (Czech Republic, USA)

MOQ: 1000

MSRP: €19.90 / \$22.50

LANGUAGE: independent



WORLD OF TANKS

RUSH



GAME OVERVIEW

World of Tanks, a popular online game, comes alive on your table. In **World of Tanks: Rush** each player assumes the role of a tank squad commander. The main idea of the game is to strategically select cards from the dozens of available cards to form a strong squad. Players will lead their tanks into battle, defend their own Bases, call for reinforcements and receive Medals.



KEY SELLING POINTS

- ▶ The famous online game on your table! Lead the tanks against enemies and collect the trophies
- ▶ Variety of armored beasts: Russian, German, French, American. What's your favorite?
- ▶ The strategy is everything! Think carefully and put your plan into the practice

PRACTICAL INFO

CONTENTS
· 212 cards
· Rules of play

MOQ: 1000

MSRP: €19.90 / \$22.50

RELEASE: available

BOX
Size: 235×157×44 mm
Weight: 0,585 kg

RIGHTS except (USA, France, Germany, Italy, Poland, Russia)



WORLD OF TANKS

SECOND FRONT



WORLD OF TANKS

LAST STAND



Expansions bring new rules, tanks, and missions into the game and make *World of Tanks* even more various and deep.

PRACTICAL INFO

CONTENTS
· 98 cards
· Rules of play

MOQ: 1000

MSRP: €19.90 / \$22.50

RELEASE: available

BOX
Size: 197×105×37 mm
Weight: 0,275 kg

RIGHTS except (Czech Republic, Poland)

PRACTICAL INFO

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OUR BEST INTERNATIONAL GAMES



new! DERANGED																									DERANGED new!
new! SUNFLOWER VALLEY: TCG																									SUNFLOWER VALLEY: TCG new!
new! CASSIOPEIA								✓		✓															CASSIOPEIA new!
new! ARTLINE: Hermitage						✓				✓															ARTLINE: Hermitage new!
SUNFLOWER VALLEY			✓	✓	✓	✗	✓										✓								SUNFLOWER VALLEY
ARCHITECTURA	✓		✓		✓	✓	✓	✓		✓	✓						✓								ARCHITECTURA
BEARS&BEES								✓									✓								BEARS&BEES
THINK IT UP			✓					✓	✓								✓						✓		THINK IT UP
new! SPYFALL: Time Travel	✓		✓				✓																		SPYFALL: Time Travel new!
DC SPYFALL	✓		✓	✓			✓			✓															DC SPYFALL
SPYFALL	✓		✓	✓	✓	✓		✓	✓	✓	✓	✓	✓	✓	✓			✓			✓	✓	✓	✓	SPYFALL
SPYFALL 2	✓		✓	✓	✓	✓	✓	✓	✓		✓								✓					✓	SPYFALL 2
FURY OF DRACULA	✗		✗				✓			✓														✓	FURY OF DRACULA
MAFIA VENDETTA			✓																		✓				MAFIA VENDETTA
VAMPIRE MAFIA				✓					✓																VAMPIRE MAFIA
VICEROY			✓	✓			✓	✓	✓	✓					✓										VICEROY
BASTION	✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			✓		✓	✓	✓	✓	✓	BASTION
WORLD OF TANKS: Rush			✓				✓	✓	✓									✓							WORLD OF TANKS: Rush

OUR PARTNERS





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