

**H** **O** **B** **B** **Y**  
**W** **O** **R** **L** **D**



**BOARD GAMES  
CATALOG**

**2021**



# HOBBY WORLD

**LEADING** BOARD GAME COMPANY  
IN RUSSIA

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

## 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**

### Head of International Sales



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12+



30



1-5

# TOWNIES



## GAME OVERVIEW

**Townies** is a roll&write game, where each player will be developing a plan of a small and modern town. They will design its blocks and buildings, trying to adjust to the carousel of different color markers and the ever-changing dice rolls. The one whose city will be the most comfortable to live in will win.

## GAMEPLAY

The game is played over a series of rounds. Each round, two Project dice are rolled, and each player, **using the marker of their current color**, must do one of the following:

### Draw a Shape

Fill 4 spaces of their map with the rolled Shape (anywhere on the map, rotated or flipped, but not modified)

### Draw an Object and score 🏆 for it

Attach an Object to a Block of the correlating color, according either to:

the rolled Object

OR

their current marker

**Note:**  
All 5 markers are used for any player count.

When everyone is done drawing either the rolled Shape or one of the two Objects, the markers are passed around the table, and a new round begins.

3 🏆 for 3 adjacent green Blocks + 1 🏆 for the Windmill connected to the Bike Rental with green Blocks

2 🏆 for 2 adjacent blue Blocks + 1 🏆 since the Bank is not at the edge of the map

## GAME END

When anyone announces their 9th Object, the game is over. The players with the most VP wins.

## ADDITIONAL MODES

The players can choose to play with any combination of Individual Goals, Additional Goals, and/or Bonuses that add even more tactical and strategical depth to the game.

## KEY SELLING FEATURES

- ▶ Creative atmosphere of urban planning
- ▶ Unique game mechanics based on drawing with different color markers
- ▶ Easy-to-learn rules and deep gameplay
- ▶ Special solo mode to perfect your town construction skills

## PRACTICAL INFO

### CONTENTS

100 map sheets,  
10 Individual Goal cards,  
10 Additional Goal cards,  
4 Bonus cards, 5 Reference sheets,  
5 different color markers, 2 dice, rules of play

MOQ: 1000

MSRP: €19.90 / \$22.50

RELEASE: September 2021

BOX: 204×204×47 mm

RIGHTS except





8+



30+



3-5

# LAVA LAND



## GAME OVERVIEW

**Lava Land** is a juicy and fast-paced racing game where the players will be quickly picking up dice from the rolled pool in real time and resolving the effects of their hasty combinations.

**Each player's goal** is to escape the blazing lava and reach the rescue boat with enough food and as many relics as possible.

### ESCAPE THE LAVA

If it reaches your Character, you're out of the race, but you keep playing!

### PLUCK BANANAS

Get enough food for your journey back home

### COLLECT RELICS

If there are several survivors, the owner of the most relics wins!

### GET TO THE RESCUE BOAT

Head to safety with everything collected on the go!

## GAMEPLAY

### 1 Picking up dice — Simultaneously

All dice are rolled, and each player must take any three of them — one at a time, with one hand only — as fast as they can.

### 2 Resolving your combination — Taking turns

Each player resolves all effects of their combination:

- ◆ 2/3 symbols of a type — Advancing 2/3 spaces along the corresponding track or gaining an Action card
- ◆ 3 single-colored dice — You've activated a trap!
- ◆ 3 different dice — Lava advances!

## GAME END

If you have 7 bananas, you may enter the rescue boat.

When all players are either in the boat or out of the race, the survivor with the most relics wins.

## KEY SELLING POINTS

- ▶ An exciting racing game of reaction and hasty fun
- ▶ Easy-to-grasp rules and dynamic gameplay
- ▶ Juicy art style and high-quality wooden components



## PRACTICAL INFO

### CONTENTS

Game board, 28 Action cards, 15 dice (5 yellow, 5 red, 5 blue), 15 Character, Banana, Relic pieces (a set for each player), 1 Lava piece, 5 Reference sheets, 1 First player token, sticker sheet, rules of play

MOQ: 1000

MSRP: €35 / \$40

RELEASE: July 2021

### BOX

Size: 255×255×62 mm

RIGHTS except



# CUTTERLAND



## GAME OVERVIEW

**Cutterland** is an innovative tableau-building drafting game where you get to cut the cards — literally cut them into pieces and compete on creating your own fabulous lands. You will cut the cards into pieces, distribute them between the players, and score victory points for the creatures inhabiting your land. Whoever has the most attractive land at the end of the game, wins.

## GAMEPLAY

As an Active player you will get to cut a card. You may cut it whichever way you wish, but keep in mind that other players will draft pieces in clockwise order and **you will take the last piece.**

There are **3 types of landscape** (plains, moors, and wetlands) and **6 kinds of Monsters** (dragons, krakens, turtles, goblins, centaurs, and frogs).

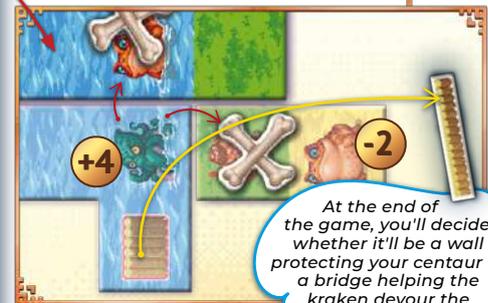
The players attach the drafted pieces to their lands keeping in mind that they'll score VPs at the end as follows:



The more **goblins** you have in an area, the more points you score.



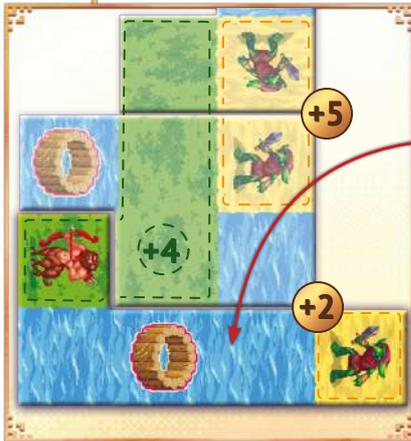
Nobody likes **frogs**! Each frog in your land is -2 VPs unless it's devoured by your predators!



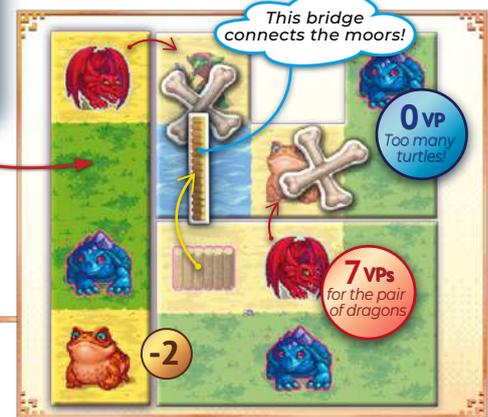
At the end of the game, you'll decide whether it'll be a wall protecting your centaur or a bridge helping the kraken devour the second frog.



**Krakens** don't mind eating frogs. They will eat everyone around them unless their target is in a tower or behind a wall.



**Centaur**s like space. They score VPs for the size of the area they are in.



This bridge connects the moors!

0 VP  
Too many turtles!

7 VPs  
for the pair of dragons

**Turtles** like to be the only one of a kind in the whole land. Two of them will score less VPs, three — nothing at all.

## END OF THE GAME

Each player gets to cut a card three times and after (3 × the number of players) rounds the game is over and the player with the most VPs wins.

**Dragons** score points only for being in a pair within an area. Dragons will also hunt in their area. One of the dragons will eat your goblin at the end unless you save him later!

## KEY SELLING POINTS

- ▶ A breakthrough concept of actually cutting the game components
- ▶ A tableau-building game full of tactically difficult choices deep enough for hardcore gamers
- ▶ Fantastic throwback pixel artwork for the classic gamer
- ▶ Two Recharge Packs



## PRACTICAL INFO

### CONTENTS

160 Landscape cards, 4 Reference sheets, 30 Bones tokens, 12 Tower pieces, 16 wall/bridge pieces, scorepad, rules of play

Language independent

MOQ: 1000

MSRP: €19.90 / \$22.50

RELEASE: available

BOX  
Size: 204×204×47 mm

RIGHTS  
except



# FURNACE



## GAME OVERVIEW

**Furnace** is an astounding engine-building euro game where the players take on the roles of the 19<sup>th</sup>-century industrialists. Throughout several auction rounds, they will be bidding on cards to either develop their production chains or gain instant bonuses, and then resolving their facilities to maximize their profits.

## GAMEPLAY

The game is played over 4 rounds. Each round consists of 2 phases: Auction and Production.

### AUCTION PHASE

Each player has 4 discs with values 1–4 to bid on the cards in **the common row**. The players take turns placing 1 of their discs on the cards until they don't have any discs left.

#### Placement Rules

1. **No discs of the same value** on one card
2. **No discs of the same color** on one card

Then, the cards are resolved one by one in order from left to right.



**The highest bid receives the card.** All other bids get **compensated**: the value of the disc multiplies the compensation.

### PRODUCTION PHASE

Now, the players **manage their own cards** in any order they wish. They may **gain resources, process them** into other resources or money, and **upgrade their cards** (🔧) for additional effects.

At the start of this phase, the yellow player has:



At the end of this phase, the yellow player has:



## GAME END

When the 4<sup>th</sup> round is over, the player with the most money tokens wins.

## GAME VARIANTS

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

## KEY SELLING POINTS

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



## PRACTICAL INFO

### CONTENTS

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

MOQ: 1000

MSRP: €35 / \$40

RELEASE: available

### BOX

Size: 277×194×67 mm

RIGHTS except





# 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**



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:

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

**OTHERWISE, THEY LOSE.**

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



### INSTANT DEFEAT

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

### 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:

**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!**

## 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: €50 / \$55

RELEASE: available

BOX : 298x298x71 mm

CARTON 5

380x310x310 mm

RIGHTS

except



# SPYFEST™



## GAME OVERVIEW

**Spyfest™** is a deduction game of associations played over a series of rounds where one player becomes the Spy and two teams try to guess the Spy's identity. The Spy will be trying to come up with a way of **describing a combination of their Character and the Keyword** so only their team can understand who the Spy is talking about.

## GAMEPLAY

Players split up into 2 teams. At the start of the round, the team whose turn it is chooses one player to be their Spy. The Spy draws 2 cards: a Character and a Keyword.

**Only the Spy knows** who the Character is. Whichever team guesses it after the Spy's description, scores VPs.



**The Spy and the Spy's team know** the Keyword. During their description, the Spy should refer to the Keyword to increase their team's chances.

**Everyone knows** the full lists of Characters and Keywords for the whole game.

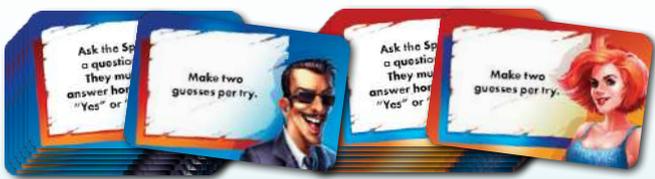


The Spy starts saying:  
*"The Character doesn't need this Keyword at all, but they definitely used something similar, of the same shape and function. What's more, they were famous for it."*

At any point during the game, any player may stop the game to try and guess the Character. **Regardless of who stopped the game, the intercepting team is always first to make their guess.** The sooner the Character is guessed, the more VPs are scored and the farther the team's standee is advanced.



Both teams apply additional effects from the Red Carpet Line cards they stop on.



They also have identical sets of single-use Action cards that provide a significant advantage.

## ROUND END

The teams have **3 shared attempts** (consisting of **1 guess for each team**) to reveal the Spy's identity.

## GAME END

Whichever team makes it to the end of the Red Carpet Line first, wins!

## KEY SELLING FEATURES

- ▶ A detective team-based party game unlike any other!
- ▶ A completely independent Spyfall spin-off: the same challenging atmosphere with totally different mechanics
- ▶ Hilarious artwork, 80+ unique illustrations

## PRACTICAL INFO

**CONTENTS**  
 112 cards (28 Non-Fictional Characters, 28 Fictional Characters, 2 blank Character cards, 24 Keywords, 14 Actions, 16 Red Carpet Line cards), 2 Spy standees, 2 standee bases, 2 dry-erase markers, 2 double-sided Character sheets, 2 double-sided Keyword sheets, rules of play

**MOQ:** 2000  
**MSRP:** €19.90 / \$22.50  
**RELEASE:** available  
**BOX**  
 Size: 204x204x47 mm  
**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

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

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

Gain VP for a Goods type, particular sets and certain Spices and Animals

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 (x<sup>2</sup>). The Gems are stored face down.

There are 4 types of **ANIMALS**:

unicorn phoenix giant spider sea serpent

All players score VPs for their animals according to one of the 5 different Reference cards backs.

There are 4 kinds of **WEAPONS**:

boomerang mambele shuriken katar

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

Language independent

**MOQ:** 1000

**MSRP:** €19.90 / \$22.50

**RELEASE:** available

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

**RIGHTS** except



8+



45-60



2-5

# 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.

## 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



## 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



# 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.

### 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: available

RIGHTS

except



# ARCHITECTURA



## GAME OVERVIEW

**Architectura** is a highly interactive city-building euro game.

The players take turns playing the cards to the city grid of blocks and streets. Each card has its own value, and it may change during the game because of other cards.

## GAMEPLAY

Each player takes a deck of 12 cards and 2 protection tokens of the chosen color. They shuffle their decks, place them face down, and take 3 topmost cards in hand.

### DURING YOUR TURN

- 1 Play a Card...** ...to start a new street (the 1st or the next one) **or** ...to the right of an occupied space **or** ...over a destroyed card

### 2 Compare the Values

If the value of the card to the left is...

**...higher**, its value **increases**.

*The customer service in the Store is way better than on the Market!*



### 3 Resolve the Effects

There are 3 types of effects: **immediate**, **postponed**, and **"At the end of the game"**

**...lower** (but not 2 times lower), its value **decreases**.

*The Park doesn't seem so spacious anymore with the Mansion next to it!*



### 4 Draw (a) Card(s) up to the hand limit

**...two or more times lower**, that card is **destroyed**. Flip it, but leave it on the same space.

*There is no place for a Barn near the Temple!*



### ADVANCED GAME

In the basic game, all players use identical sets of cards — the only difference is their color.

The Advanced Variant suggests 6 additional cards, different for each player. The players may customize their decks by replacing several or all 6 basic cards and perform more impressive combos during the game.

**...the same**, nothing happens.

*Good match!*



### END OF THE GAME

The game ends when 8 blocks and the number of streets equal to the number of players are filled with buildings. The players resolve all *At the end of the game* effects, sum up the current values of their cards in the city, and the player with the most VP wins.



### KEY SELLING POINTS

- ▶ Highly interactive euro game
- ▶ Only 12 cards in the basic player deck, but endless profitable tactics and combinations
- ▶ Assymetrical though perfectly balanced advanced decks for even higher replayability
- ▶ Aesthetically pleasing artwork
- ▶ High-quality merchandise: neoprene playmat (460×670 mm)

### PRACTICAL INFO

#### CONTENTS

48 basic cards, 24 additional cards, 8 block cards, 8 protection tokens, rules of play

**MOQ:** 1000

**MSRP:** €15 / \$17

**RELEASE:** available

#### BOX

Size: 197×105×40 mm  
Weight: 0,205 kg

**CARTON** 35

#### RIGHTS

except



# ARTLINE

## HERMITAGE



### GAME OVERVIEW

**Artline** is a game of associations based on gorgeous paintings from world-famous art museums. The current edition includes 96 original masterpieces licensed from the State Hermitage museum in Saint-Petersburg.

During the game, the players develop a **common grid of cards** on the table and **define common features** for each row and column.

### GAMEPLAY

Each player **starts with 5 cards** in hand, and **the goal is to get rid of them.**

**One card is played per turn, and you may:**

**Extend** a row/column and **draw** a new card

or

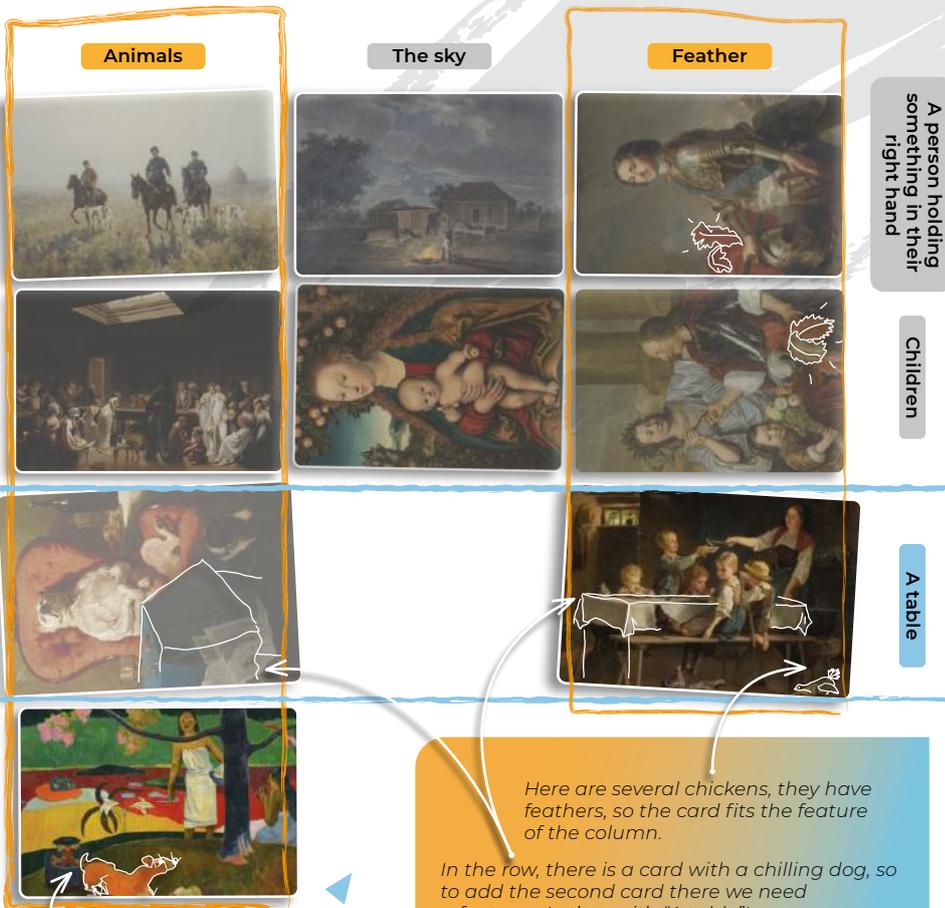
Play your card at the **intersection** and **don't draw** a new card

**The card you play has to fit:**

Just **one feature** of a row or a column. Think of one if there's none yet!

or

**Both features** of a row and a column. Come up with one or even both of them!



This painting contains a dog, so it can be added to the column "Animals".

It's the first card in the row, so you draw a new card at the end of the turn.

Here are several chickens, they have feathers, so the card fits the feature of the column.

In the row, there is a card with a chilling dog, so to add the second card there we need a feature... Let's say it's "A table"!

Congrats! You are one step closer to victory now since you don't draw a card!

### KEY SELLING POINTS

- ▶ Fun educational family and party game broadening your artistic horizons
- ▶ Incredibly easy to explain
- ▶ Limitless replayability
- ▶ Perfect gift and a solid gateway into the board game community via museum shops and book stores

### PRACTICAL INFO

Looking for publishers ready to expand the Artline series with the local world-known museums.

#### CONTENTS

- 96 large Painting cards
- Rules of play

🗨️ Language independent

MOQ: 1000

MSRP: €19.90 / \$22.50

RELEASE: available

#### BOX

Size: 204×204×47 mm  
Weight: 0,42 kg

CARTON 12

RIGHTS except

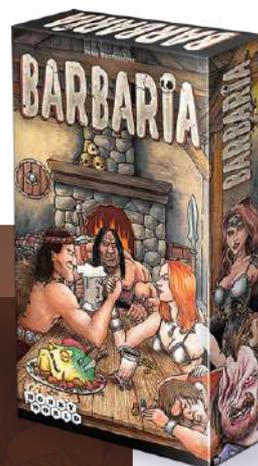


# BARBARIA

## 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

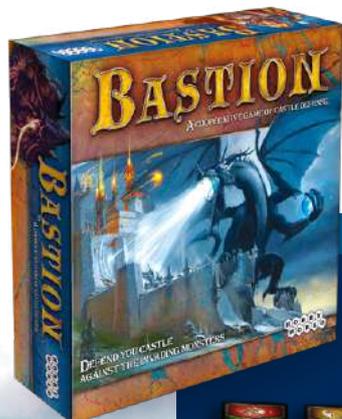
**RELEASE:** available

### 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:**





# 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!



Laser!



## 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



## 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!



Starts with an H

Horse



Honey because of horse!

Honey



## 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

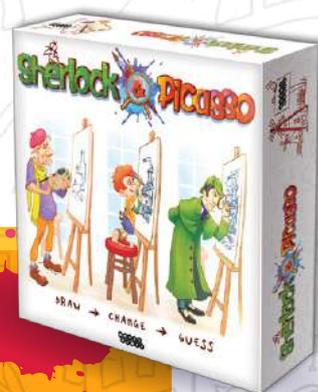
Size: 197×105×40 mm  
Weight: 0,275 kg

### RIGHTS

except



# SHERLOCK & PICASSO



## GAME OVERVIEW

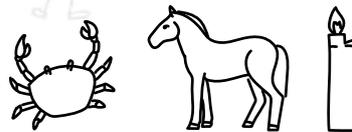
**Sherlock & Picasso** is a fun family and party game based on a super-easy concept:

# SKETCH → SPOIL → GUESS

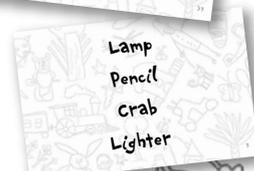
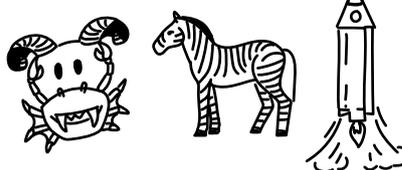
## GAMEPLAY



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



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



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



# 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.



# MAFIA VENDETTA

## GAME OVERVIEW

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



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?



## 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

## 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



13+



15+



3-8

# SPYFALL



## GAME OVERVIEW

**Spyfall** is an award-winning card game of bluffing, probing questions, clever answers, and suspicion.

At the start of each round, players receive a secret card letting them know the location they are all in — except that one player receives the Spy card instead of the location. The Spy doesn't know where they are, but wins the round if they can figure it out before they blow their cover!

## GAMEPLAY

The players pick one of the 30 facedown location sets randomly.

Each player receives a card and looks at it without showing anyone else.



### You ARE the Spy!

You have no idea where you are!

### You are NOT the Spy!

You know the location all players are in!

### You want to:

Last the whole 8-min round of probing questions and answers

OR

Guess the location before your cover blows up

Detect the Spy and unanimously accuse them

OR

Not give the location away

### The round begins!

The Active player chooses any one player to answer their question, then that player asks someone, too, and so on, until either the time is up or someone is accused of being the Spy:

Non-Spy 1: "Hey, what's the noise?"  
Non-Spy 2: "It's quite soothing."

Non-Spy 2: "What brings you here?"  
The Spy: "My adventurous spirit!"

The Spy: ...

*They are asking about the noise...  
In which of these locations the noise  
is soothing?..*

*Uh-oh, I'm being asked! How to answer?!  
Oh, this should do!*

*Now, I should come up with  
a question, and quickly...*



## KEY SELLING POINTS

- ▶ An evergreen classics of the social deduction genre
- ▶ Over 1 000 000 copies sold in 26 languages!
- ▶ Three standalone expansions to support the line

## PRACTICAL INFO

**CONTENTS**  
240 cards, 30 resealable bags,  
Rules of play

**MOQ:** 1000

**MSRP:** €17.90 / \$19.90

### BOX

Size: 204×204×47 mm  
Weight: 0,58 kg

**RIGHTS** except





# SPYFALL 2



## GAME OVERVIEW

The same world-renowned game concept — with new locations and 2 Spies now!



### KEY SELLING POINTS

- ▶ A standalone expansion, fully compatible with the other games of Spyfall
- ▶ Up to 12 players and 2 Spies among them
- ▶ 20 new locations

### 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



# SPYFALL TIME TRAVEL

## GAME OVERVIEW

A long-awaited threequel to the award-winning international bestseller.



### KEY SELLING POINTS

- ▶ A standalone expansion, fully compatible with the other games of Spyfall
- ▶ 30 new locations from the past and the future
- ▶ 2-player and team variant

### PRACTICAL INFO

#### CONTENTS

- 240 cards
- 30 resealable bags
- Rules of play

MOQ: 1000

MSRP: €17.90 / \$19.90

#### BOX

Size: 204×204×47 mm

#### RIGHTS



# DC SPYFALL

## GAME OVERVIEW

The same fun of bluffing, suspicion, probing questions, and clever answers in the DC universe!



### KEY SELLING POINTS

- ▶ 20 iconic locations from the DC universe
- ▶ The game works great both for 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

#### BOX

Size: 204×204×47 mm

#### RIGHTS





12+



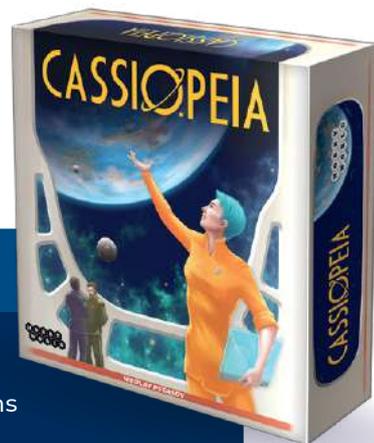
30-45



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.

**Terraforming costs are always indicated on the planet to the left.** The Storage Complex has been terraformed by paying these resources:

**The effect of the planet is now active!** The Storage Complex allows you to protect 2 resources from being stolen! Store them in the circles below.

**Terraforming of your Trade Complex will now cost more!**

**Each time you terraform a planet, you become more vulnerable** to other player's aggressive Specialists.

**The logistics base is still Earth, but you have more Mars symbols now (4-3), so all of the Logistics effects aren't available for you!** Use the Martian/Earthman to help you switch the logistics base OR terraform one of your Mars planets to restore the balance!

**Individual Turn Overview**

**Turn Phases**

- 1 Take all from the chosen Specialist
- 2 Purchase 1 resource: 2x, 3x, 4x OR Resolve the Specialist's effect
- 3 Terraform 1 planet after paying its cost
- 4 Take your token from the Specialist card and place it on the table beside that card

## 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: 204×204×47 mm  
Weight: 0,375 kg

CARTON 12

RIGHTS

except



# VICEROY

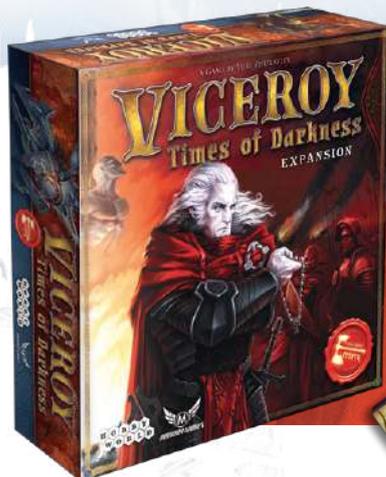
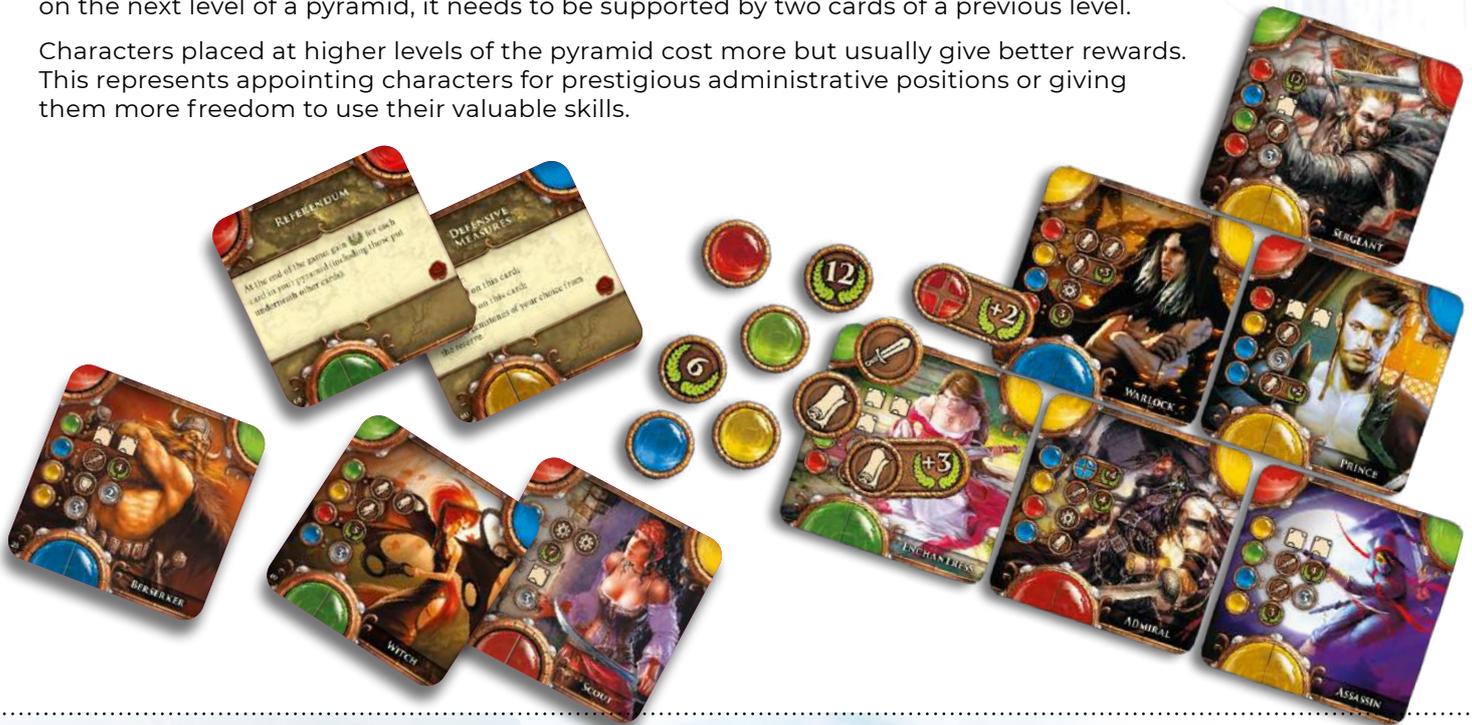


## GAME OVERVIEW

**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: 248×248×60 mm  
Weight: 0,810 kg

### RIGHTS





# SPOT 'EM FAST



## GAME OVERVIEW

**Spot 'em Fast** is a fast-paced game of reaction and visual recognition where players roll the dice and try to be the first to find the matching meemeec and copy its pose. Whoever scores 5 victory points, wins the game.



## KEY SELLING POINTS

- ▶ Takes 15 sec to explain the rules
- ▶ Develops reaction and emotion recognition skills
- ▶ Contents wooden pieces
- ▶ Two difficulty modes: an easier side of the board with 2 dice to roll and 2 traits to recognize for younger kids and a more challenging mode for fun family gatherings

## PRACTICAL INFO

### CONTENTS

1 double-sided game board,  
3 wooden dice, 30 cardboard  
tokens, rules of play

🗨 Language independent

MOQ: 1000

MSRP: €17 / \$19

### BOX

Size: 250×250×70 mm  
Weight: 0,8 kg

RIGHTS 🌐 except 🇷🇺 🇮🇹

CARTON 📦 6

RELEASE: available



# WHO'S THERE?



## GAME OVERVIEW

**Who's There?** is a cute memory game for little kids. Wooden animal figurines are covered with different cardboard houses. An animal card is revealed, and the players try to guess where that animal is hidden. After a few rounds, the children should remember 3-5 places where certain animals are currently hiding which is pretty impressive for a three years old.

## KEY SELLING POINTS

- ▶ Takes 15 sec to explain the rules
- ▶ High-quality components, wooden pieces
- ▶ Develops memory and visual recognition
- ▶ Kind and cute characters

## PRACTICAL INFO

### CONTENTS

6 wooden animal figurines,  
6 cardboard houses, 6 cards,  
rules of play

🗨 Language independent

MOQ: 1000

MSRP: €17 / \$19

### BOX

Size: 250×250×70 mm  
Weight: 0,8 kg

RIGHTS 🌐 except 🇷🇺 🇮🇹

CARTON 📦 6

RELEASE: available



# ZDVENTURE



## GAME OVERVIEW

**Zdventure** is a cooperative area-movement exploration game packed with zombies, weapons, unpredictable dice rolls, and the fun of survival.

Here is the story:

Your car died. There is another one, but you need to find its keys and a gas can to start it. Oh, and there are zombies. Your goal is to survive and flee before they devour you.

## GAMEPLAY

### EXPLORE THE CABIN

and its surroundings to find 2 items and then get to the escape car.

*The dice will determine your movement and the type of your attack.*



### FIGHT ZOMBIES

Shoot, stab, stun, trick or even run over the most dangerous kinds of zombies with a nearby mower!



## GAME END

If all human Characters are in the escape car with both items to start it, the players win!

### GATHER OBJECTS

to heal or protect yourselves as there are zombies lurking around every corner!



*You arrived here.*

### SURVIVE AND FLEE!

Even if you won't succeed, you can turn into the Zombie Master and rule the zombie apocalypse!

## KEY SELLING POINTS

- ▶ An exciting and dynamic survival adventure
- ▶ Eye-catching 3D-cabin and cool minis
- ▶ Easy-to-grasp game concept
- ▶ Trendy artwork

## PRACTICAL INFO

### CONTENTS

6 Character plastic figures and sheets, 30 Zombie standees, 24 plastic bases, 4 Yard pieces, 3 Wall pieces, 2 custom dice, 88 various tiles, 4 cardboard figures, 6 Danger cards, rules of play

MOQ: 1000

MSRP: €40 / \$45

RELEASE: September 2021

BOX: 298x298x71 mm

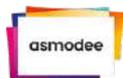
RIGHTS except



# OUR BEST INTERNATIONAL GAMES

<b>new!</b> TOWNIES												
<b>new!</b> LAVA LAND												
<b>new!</b> DUBIOUS												
<b>new!</b> FURNACE	✓	✓	✓	✓	✓	✓	✓	✓	✓			
SPYFEST™	✓	✓										
CUTTERLAND	✓	✓					✓		✓			
DERANGED	✓	✓					✓					
SUNFLOWER VALLEY: TCG	✓	✓										
ARTLINE: Hermitage					✓				✓			
SUNFLOWER VALLEY		✓	✓	✓	✗	✓						
CASSIOPEIA							✓					
ARCHITECTURA	✓	✓		✓	✓	✓	✓		✓	✓		
THINK IT UP							✓	✓				
SPYFALL: Time Travel	✓	✓				✓						
DC SPYFALL	✓	✓	✓			✓			✓			
SPYFALL	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
SPYFALL 2	✓	✓	✓	✓	✓	✓	✓	✓		✓		
VICEROY		✓	✓			✓	✓	✓	✓			
BASTION	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
WORLD OF TANKS: Rush		✓				✓	✓	✓				

## OUR PARTNERS



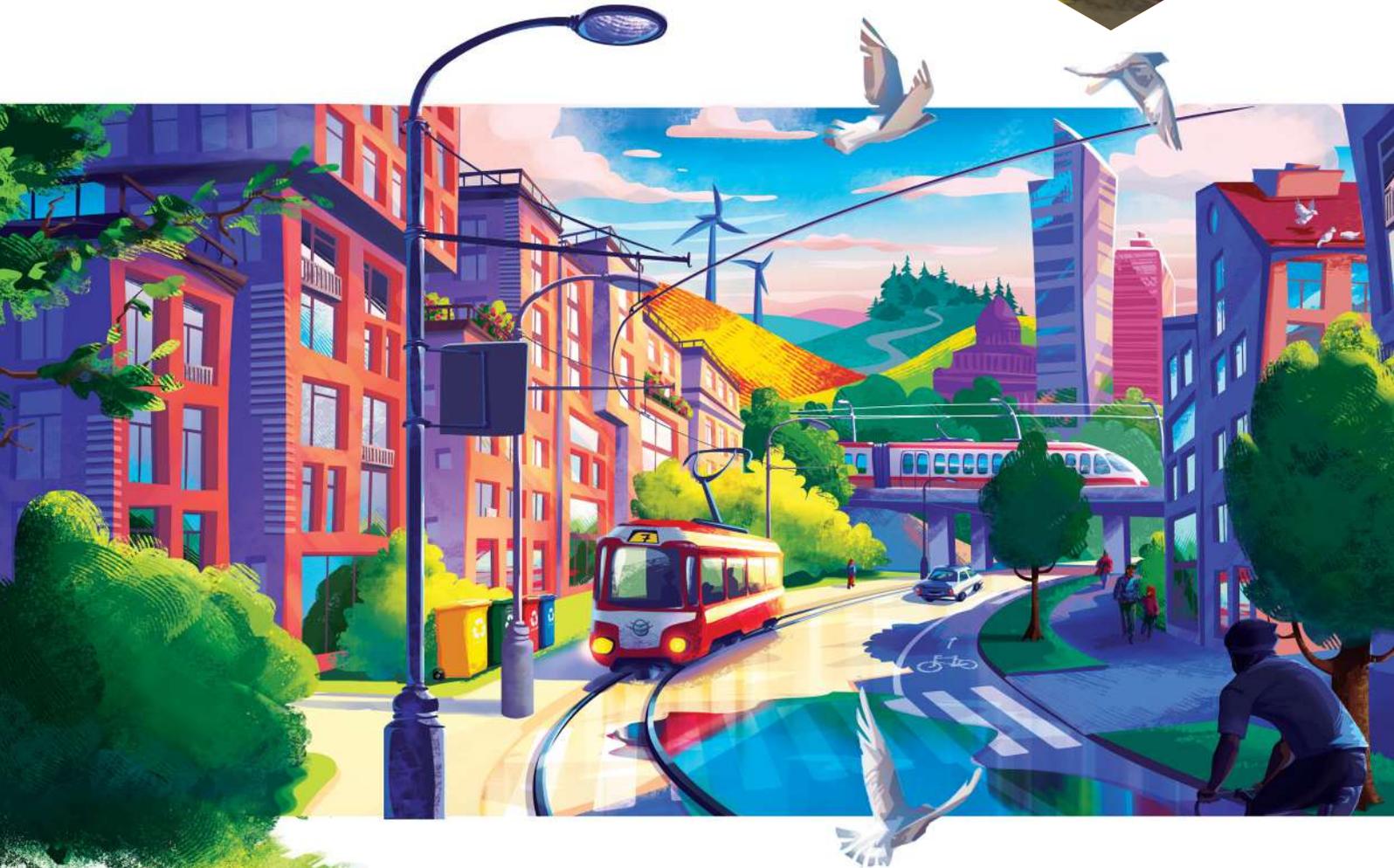


												
												TOWNIES <b>new!</b>
												LAVA LAND <b>new!</b>
												DUBIOUS <b>new!</b>
									✓			FURNACE <b>new!</b>
												SPYFEST™
												CUTTERLAND
												DERANGED
												SUNFLOWER VALLEY: TCG
												ARTLINE: Hermitage
			✓									SUNFLOWER VALLEY
			✓									CASSIOPEIA
			✓									ARCHITECTURA
✓			✓						✓			THINK IT UP
												SPYFALL: Time Travel
												DC SPYFALL
✓	✓	✓	✓		✓		✓	✓	✓	✓	✓	SPYFALL
					✓				✓			SPYFALL 2
✓		✓										VICEROY
	✓	✓		✓		✓	✓	✓	✓			BASTION
✓	✓	✓		✓								WORLD OF TANKS: Rush



OUR PARTNERS





# H O B B Y W O R L D

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HobbyWorldInt