

GAMES

MASTERS OF CRIME



EXIT THE GAME



THE GANG



FAMILY STRATEGY GAMES

STORYTELLING GAMES

TWO-PLAYER GAMES



TARGI

LOST CITIES

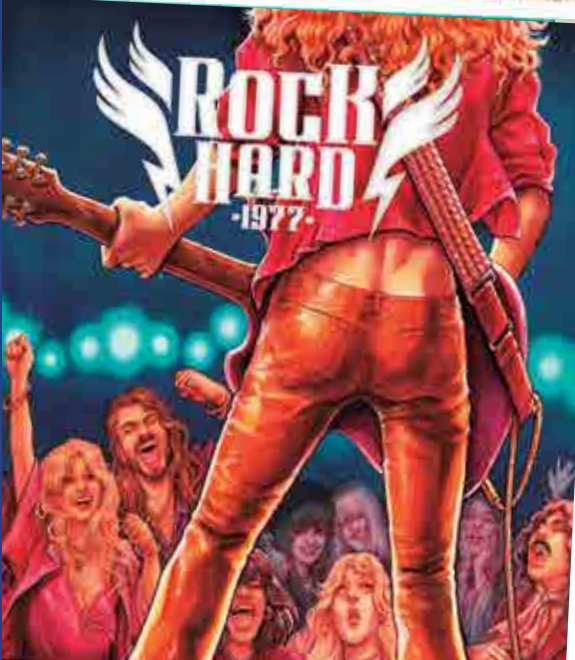


FAMILY & KIDS GAMES

INGENIOUS



KOSMOS



2024 PRODUCT CATALOGUE

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EXIT THE GAME

The EXIT: The Game series allows you to bring the excitement, intensity, and team spirit of an escape room experience to your living room! In each EXIT game, your team starts out locked in an imaginary room, trapped in a cryptic location, or tasked with a mystery or crime to solve. You must decipher a series of riddles and puzzles to unlock doors and objects and reveal new riddles. Each correct answer brings you to another riddle until you eventually find freedom or the solution to mystery you've been investigating

can enter the numbers of your choice and have the outcome read out to you

MASTERS OF CRIME

Immersive crime-solving gaming experiences. Each title in this new story-driven game series puts players in the shoes of the characters as they sift through evidence, unearth clues, and solve puzzles together to solve a crime

KOSMOS® GAMES

Enchanting and addictive German-engineered board games from world-renowned game designers help players develop a number of valuable skills and qualities

ADVENTURE GAMES

If you loved a choose your own adventure as a child, then you will enjoy our Adventure games series. These narrative games offer a multitude of different endings depending on the choices made by your team. Adventure games also have a comprehensive helper system available should you not wish to read the manual. You

DEVIR GAMES

Thames and Kosmos are excited to partner with Devir Games as their distributor in the UK. Devir are known for their amazing artwork, strategic gameplay, diversity and attention to detail. Devir encourage many up and coming designers such as Llama Dice



THAMES & KOSMOS

Thames & Kosmos brings you a curated selection of high-quality board games from prestigious publishers Kosmos and Devir.

Working with highly esteemed authors and designers results in games that are not only fun, enchanting and addictive, but also beneficial and wholesome in so many ways. These games build social skills, stimulate logical and strategic thinking, promote visual-spatial and maths skills, cultivate physical coordination and manual dexterity, encourage family time and inspire fair-mindedness, confidence and honourable attitudes. Expertly engineered and beautifully made, these games become enduring family favourites and games night classics. For all these reasons both Kosmos and Devir games have earned worldwide acclaim.

Helper App

Download the free bonus app

- + Atmospheric soundtrack
- + Digital timer

Check app store for details



Kosmos Helper App

Would you prefer to have the rules of a game explained to you instead of reading the rulebook? If so, please download the free Kosmos Helper App. In the app, you can find animated explanations of the instructions and other helpful features for a selection of Kosmos games. You can find the app by searching "Kosmos Helper App" in the iOS App Store or in Google Play.

EXIT THE GAME

MORE THAN
17 MILLION
GAMES SOLD
WORLDWIDE

Escape Room Games for the Home!

The EXIT: The Game series allows you to bring the excitement, intensity, and team spirit of an escape room experience to your living room! In each EXIT game, your team starts out locked in an imaginary room, trapped in a cryptic location, or tasked with a mystery or crime to solve. You must decipher a series of riddles and puzzles to unlock doors and objects and reveal new riddles. Each correct answer brings you to another riddle until you eventually find freedom or the solution to mystery you've been investigating.

**BEST
SELLER**
GAMES



EXIT: KIDS - RIDDLES IN MONSTERVILLE

692868 AGES 5+ RRP: £16.99 CASE: 6
AUTHORS: INKA & MARKUS BRAND
PLAYERS: 1-4 PLAY TIME: 20 MIN. LEVEL: 1 of 5



Watch out! The cookie monsters have stolen ten cookie jars from your neighborhood and are on the loose! Can you solve their monstrous riddles and earn the cookie jars back? Working together or by themselves, children ages five and up solve various riddles to open the cookie jars. The six different types of visual puzzles, which are shown on 36 illustrated, large-format cards, are combined in new ways each round. Use the simple decoder wheel to determine if your solution is correct. What are you waiting for? Get going to Monsterville!

- A playful introduction to the EXIT: The Game series specially designed for gamers ages 5 and up
- No reading required! Puzzles are completely image-based
- Replayable multiple times
- Unique gateway game for birthday gifts, family game nights, rainy day activities, and more!

NEW!



EXIT: THE MAGICAL ACADEMY

692883 AGES 10+ RRP: £16.99 CASE: 6
AUTHORS: INKA & MARKUS BRAND
PLAYERS: 1-4 PLAY TIME: 45-90 MIN. LEVEL: 2 of 5



Spells, elixirs, magical powers: you thought your studies at the academy couldn't get any more exciting! But when a gang of polterbolds — small, pointy-toothed creatures from the netherworld — shows up, chaos breaks out. Can you stop the creatures before they literally tear apart your school?

NEW!



EXIT: THE HUNT THROUGH AMSTERDAM

692882 AGES 12+ RRP: £16.99 CASE: 6
 AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 45-90 MIN. LEVEL: 3 of 5



A clue to a previously unknown masterpiece by Vincent van Gogh has been discovered in Amsterdam. You set about deciphering the riddles, but you soon realise that someone else is also looking for the missing work of art. An exciting hunt through the streets and canals of Amsterdam begins. Will you recover the painting before it falls into the wrong hands?



EXIT: PRISON BREAK

692884 AGES 12+ RRP: £16.99 CASE: 6
 AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 2-4 PLAY TIME: 1-2 HRS LEVEL: 4 of 5



New team format! For weeks you have all whiled away your existence in a dark cell, although you have committed no crime. One morning, you awake upon feeling something unusual in your mattresses. You find a letter from the infamous Jane Collins, who succeeded in fleeing from this prison one year ago. Is this your chance to escape to freedom, too?



EXIT: ADVENT CALENDAR - THE MISSING HOLLYWOOD STAR

683010 AGES 10+ RRP: £39.99 CASE: 6
 AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1+ PLAY TIME: 24 DAYS LEVEL: 2 of 5



Your part-time job as a pizza delivery driver was pretty boring — until today! You are about to deliver an order to one of the most famous film studios in the world, but when you arrive, something is very wrong. The new Christmas blockbuster should be in full swing, but instead, the set is dark and deserted. Where is the film crew? Where is the Hollywood star you were desperate to get an autograph from? All you find are spooky footprints in the fake snow that lead straight to a gaping hole in the wall. Do you have the courage to follow the trail and go deep behind the scenes of the studio?

This advent calendar is an EXIT game and an adventure story in one: Each day reveals an exciting new riddle that brings you closer to your goal of finding the missing star. Solve all 24 riddles to uncover the secret and save the film!





EXIT: KIDS - JUNGLE OF RIDDLES

692867 AGES 5+ RRP: £16.99 CASE: 6
 AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 20 MIN. LEVEL: 1 of 5



Deep in the jungle of an uncharted island, you find nine mysterious treasure chests, each guarded by an animal. You must solve their tricky puzzles before you can open the chests. What are you waiting for? Crack the riddles together and win the treasure!



EXIT: THE LORD OF THE RINGS - SHADOWS OVER MIDDLE-EARTH

692863 AGES 10+ RRP: £16.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 2 of 5



EXIT: THE CURSED LABYRINTH

692860 AGES 10+ RRP: £12.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 2 of 5



EXIT: THE ENCHANTED FOREST

692875 AGES 10+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 2 of 5



EXIT: THE STORMY FLIGHT

692874 AGES 10+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 2 of 5



EXIT: THE HOUSE OF RIDDLES

694043 AGES 10+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HOURS LEVEL: 2 of 5



EXIT: THE HAUNTED ROLLER COASTER

697907 AGES 10+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HOURS LEVEL: 2 of 5



EXIT: THE MYSTERIOUS MUSEUM

694227 AGES 10+ RRP: £12.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND,
 AND RALPH QUERFURTH
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 2 of 5



EXIT: THE SUNKEN TREASURE

694050 AGES 10+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 2 of 5



EXIT: THE ABANDONED CABIN

692681 AGES 12+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 2.5 OF 5



Helper App

Download the free bonus app

- + Atmospheric soundtrack
- + Digital timer

Check app store for details





EXIT: THE PROFESSOR'S LAST RIDDLE

692864 AGES 12+ RRP: £16.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS
 LEVEL: 3 of 5



Still reeling from the news of your favourite archaeology professor's passing, you have been enlisted in a rather peculiar assignment. It seems that instead of a will, he's left an envelope with some postcards and a series of clues. Grab your passports — you're about to embark on a global treasure hunt! Can you solve the riddles and uncover the mystery of the professor's legacy?

EXIT: THE DISAPPEARANCE OF SHERLOCK HOLMES

692866 AGES 12+ RRP: £16.99 CASE: 6
 AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 3 of 5



EXIT: THE RETURN TO THE ABANDONED CABIN

692682 AGES 12+ RRP: £16.99 CASE: 6
 GAME AUTHORS: INKA AND MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 3 of 5



EXIT: KIDNAPPED IN FORTUNE CITY

692861 AGES 12+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 3.5 of 5



EXIT: THE GATE BETWEEN WORLDS

692879 AGES 12+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND, RALPH QUERFURTH
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 3 of 5



EXIT: THEFT ON THE MISSISSIPPI

692873 AGES 12+ RRP: £12.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND, RALPH QUERFURTH
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 3 of 5



EXIT: THE CEMETERY OF THE KNIGHT

692876 AGES 12+ RRP: £12.99 CASE: 6
 GAME AUTHORS: INKA AND MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 3 of 5



EXIT: THE SINISTER MANSION

694036 AGES 12+ RRP: £12.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND, RALPH QUERFURTH
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 3 of 5



EXIT: THE FORGOTTEN ISLAND

692858 AGES 12+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 3 of 5



EXIT: THE SECRET LAB

692742 AGES 12+ RRP: £12.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 3.5 of 5



EXIT: THE POLAR STATION

692865 AGES 12+ RRP: £12.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 3 of 5



EXIT: DEAD MAN ON THE ORIENT EXPRESS

694029 AGES 12+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 4 of 5



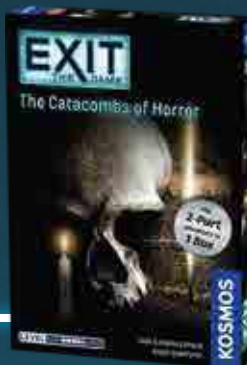
EXIT: THE PHARAOH'S TOMB

692698 AGES 12+ RRP: £12.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 4 of 5



EXIT: THE FORBIDDEN CASTLE

692872 AGES 12+ RRP: £12.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 1-2 HRS LEVEL: 4 of 5



EXIT: THE CATACOMBS OF HORROR

694289 AGES 16+ RRP: £19.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND, RALPH QUERFURTH
 PLAYERS: 1-4 PLAY TIME: 2 PARTS (1-2 HOURS EACH) LEVEL: 4.5 of 5



EXIT: ADVENT CALENDAR - THE SILENT STORM

683009 AGES 10+ RRP: £39.99 CASE: 6
 GAME AUTHORS: INKA & MARCUS BRAND
 PLAYERS: 1+ PLAY TIME: 24 DAYS LEVEL: 2 OF 5



24 days of riddles!



EXIT: ADVENT CALENDAR - THE HUNT FOR THE GOLDEN BOOK

681951 AGES 10+ RRP: £39.99 CASE: 6
 GAME AUTHORS: INKA & MARCUS BRAND
 PLAYERS: 1+ PLAY TIME: 24 DAYS LEVEL: 2 OF 5



EXIT: NIGHTFALL MANOR (WITH PUZZLE)

692880 AGES 10+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 2-3 HRS LEVEL: 2 OF 5



The old man was well-known for his eerie tales of the dark castle on the edge of the forest. Recently, he set out on his own to find the shadowy lord of the manor, but he hasn't returned. Fearing the worst, you embark on a quest to find him. You must solve a series of riddles and piece together four jigsaw puzzles to uncover the mystery of Nightfall Manor and save your missing friend.

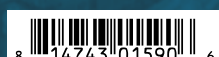
EXIT: THE DESERTED LIGHTHOUSE (WITH PUZZLE)

692878 AGES 12+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND
 PLAYERS: 1-4 PLAY TIME: 2-3 HRS LEVEL: 4 OF 5



EXIT: THE SACRED TEMPLE (WITH PUZZLE)

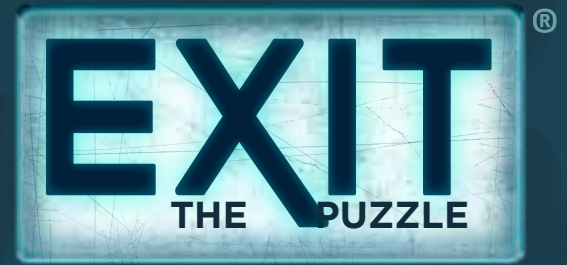
692877 AGES 10+ RRP: £14.99 CASE: 6
 GAME AUTHORS: INKA & MARKUS BRAND, JULIANE VOORGANG
 PLAYERS: 1-4 PLAY TIME: 2-3 HRS LEVEL: 3 OF 5



NEW RANGE: EXIT THE PUZZLE

KEY SELLING POINTS:

- Atmospheric 500 piece puzzle
- Work together or alone to solve the mystery.
- Great add-on: Atmospheric escape story that leads through the puzzles in the puzzle picture.
- 7 varied puzzles.
- Includes instructions with easy to understand hints and solutions
- Ideal for jigsaw puzzle fans
- aged 10+



EXIT PUZZLE: THE HIDDEN SANCTUARY

683979

AGES 10+

RRP: £17.99

CASE: 5

AUTHORS: EMELY, INKA & MARKUS BRAND

PLAYERS: 1+

PLAY TIME: 60 MINS+

NEW!



Your ability to decipher secrets and solve complicated matters is well known. Now your journey has led you to this strange place, an abandoned villa. When the owner of the house disappeared years ago, strange plants and animals took possession of it.

As you explore, you discover a hidden sanctuary! Will you find the answers you're looking for here? Solve the puzzles and uncover the secrets it holds.



EXIT PUZZLE: THE KEY TO ATLANTIS

683962

AGES 10+

RRP: £17.99

CASE: 5

AUTHORS: EMELY, INKA & MARKUS BRAND

PLAYERS: 1+

PLAY TIME: 60 MINS+

NEW!



You can hardly believe it! After so many years of intensive searching you have actually found it: the legendary sunken city of Atlantis.

In the heart of the city lies the palace, where answers to questions about the culture of Atlantis and its downfall are waiting to be discovered.

The portal to the palace is locked. Only by solving the 7 riddles of Atlantis, can you find the hiding place of the magical key and open the portal.

ADVENTURE GAMES

A NEW GAMING EXPERIENCE

- Explore places, combine objects, experience stories
- Cooperative
- Simple rules
- Start playing right away
- Exciting to the end
- Replayable
- Playable in multiple chapters
- Beginner-friendly and innovative



THE GLOOM CITY FILE

695135 AGES 16+ RRP £11.99 CASE PACK QTY: 6
 GAME AUTHORS: PHIL WALKER-HARDING, MATTHEW DUNSTAN,
 HAUKE GERDES, KAYLEIGH ANDERSON
 PLAYERS: 1-4 PLAY TIME: 90 MIN. x 3



A message tears you away from your bleak, humdrum existence: three people have been kidnapped! Who is behind this and why is the perpetrator pulling you of all people, your team of four suspended cops, into the matter? Time is of the essence and so you go to the abandoned asylum to start the investigation together. Will you be able to free the hostages and catch the perp? How the thriller ends is entirely up to you!



- Similar to a PC adventure game, players explore locations, combine items, find clues, talk to people and make the right choices to win the game.
- Completely unplugged; does not require use of technology

THE DUNGEON

695088 AGES 12+ RRP: £11.99 CASE: 6
 GAME AUTHORS: PHIL WALKER-HARDING & MATTHEW DUNSTAN
 PLAYERS: 1-4 PLAY TIME: 90 MIN. X 3



You wake up in a dank dungeon. It seems impossible to find your way out, especially since none of you can remember what brought you there.



MONOCHROME INC.

695132 AGES 16+ RRP: £11.99 CASE: 6
 GAME AUTHORS: PHIL WALKER-HARDING & MATTHEW DUNSTAN
 PLAYERS: 1-4 PLAY TIME: 90 MIN. X 3



A thrilling adventure set in the headquarters of Monochrome Inc., a biotech company with some nasty secrets. You manage to get inside, and then it's up to you to figure out what to do.



THE VOLCANIC ISLAND

695133 AGES 12+ RRP: £11.99 CASE: 6
 GAME AUTHORS: PHIL WALKER-HARDING, MATTHEW DUNSTAN,
 CHIHIRO MORI
 PLAYERS: 1-4 PLAY TIME: 75 MIN. X 4



A group of students are travelling together on a remote and mysterious volcanic island where strange events have been happening— are these natural occurrences or are there other forces at play?



MASTERS OF CRIME

NEW SERIES!

Immersive crime-solving gaming experiences

Each title in this new story-driven game series puts players in the shoes of the characters as they sift through evidence, unearth clues, and solve puzzles together to solve a crime. Interactive gameplay seamlessly integrates real-world resources into your sleuthing, including Google maps, phone numbers, websites, and more. Each story has multiple outcomes; which path will your group choose?

- Mature content appropriate for 1 to 5 players, ages 16 and up
- A unique, modernised twist on traditional murder-mystery games
- Authentic-feeling evidence and detective work, ideal for fans of true crime
- Each game includes a large poster that serves as home base to organise clues, evidence, and theories
- Incorporation of external technology adds a layer of innovation that keeps the game fresh and exciting



MASTERS OF CRIME: VENDETTA

683825 AGES 16+ RRP: £18.99 CASE: 5
AUTHORS: LUKAS SETZKE, MARTIN STUDENT,
AND VERENA WIECHENS
PLAYERS: 1-5 PLAY TIME: 2-4 HRS



You make your way through the dark, rainy streets of New York City. The Godfather himself has summoned you to his office. He confides in you his terrible suspicion: there is a traitor in the ranks of the family! You must investigate the "loyal" family members, examine documents, and interview witnesses. Every decision affects how the story develops. Will you restore your family's code and identify the rogue mafia member?

NEW!



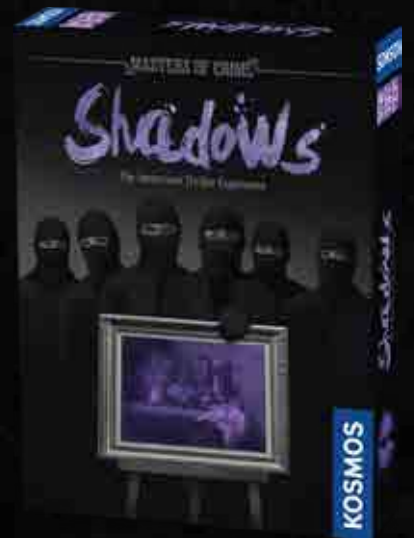
MASTERS OF CRIME: SHADOWS

683826 AGES 16+ RRP: £18.99 CASE: 5
AUTHORS: LUKAS SETZKE, MARTIN STUDENT,
AND VERENA WIECHENS
PLAYERS: 1-5 PLAY TIME: 2-4 HRS



NEW!

An assignment awaits you in Amsterdam. You must break into the famous Bachmann Gallery and steal a mysterious painting. Before you can do this, you must scour Amsterdam's underworld for a team capable of carrying out such an operation. You will also scout out the gallery, inspect building plans, hack security systems, and plan your theft. Every decision affects how the story develops. Can you pull off the million-dollar heist of the century?



MASTERS OF CRIME: RAPTURE

683827 AGES 16+ RRP: £18.99 CASE: 5
AUTHORS: LUKAS SETZKE, MARTIN STUDENT,
AND VERENA WIECHENS
PLAYERS: 1-5 PLAY TIME: 2-4 HRS



NEW!

White sandy beaches, the gentle sound of waves, and a thriving drug trade: this is what the Isla de Cubaidos is known for. Not to mention that it's the home of international superstar Dayana. But for you, the Caribbean paradise could soon become a total nightmare. The secret drug ring that you built on the island is threatened to be blown open by a very public scandal. While on the island, Dayana has disappeared without a trace. People and places must be investigated, evidence collected, and puzzles solved...every decision affects how the story develops. Can you find out what happened to her before the police arrive and start digging where they shouldn't?



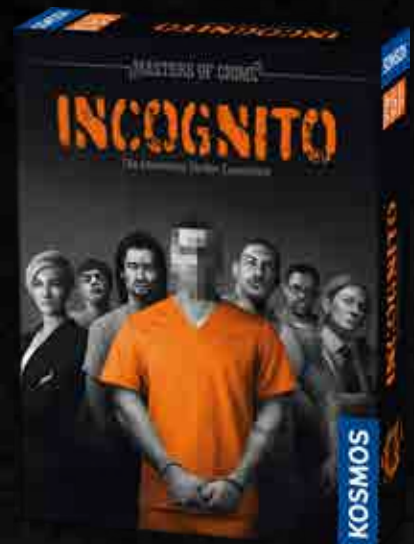
MASTERS OF CRIME: INCOGNITO

683828 AGES 16+ RRP: £18.99 CASE: 5
AUTHORS: LUKAS SETZKE, MARTIN STUDENT,
AND VERENA WIECHENS
PLAYERS: 1-5 PLAY TIME: 2-4 HRS



NEW!

As an experienced FBI agent, you are especially talented at performing undercover investigations. That's why you've been tapped for a particularly difficult mission: Disguised as a dangerous criminal, you must look into the murder of Liam O'Reilly, a notorious gang member and key FBI witness, in a maximum security prison. To do this, people and places must be investigated, evidence collected, and puzzles solved. Every decision you make affects how the story develops. Can you uncover the mystery of this murder?



OPEN AND PLAY SERIES

The Open and Play Range, with practical magnetic boxes



MY GOLD MINE

680770 AGES 7+
RRP: £14.99
CASE PACK QTY: 6
GAME AUTHOR: DR HANS JOACHIM HOH, MICHAEL LOTH,
CHRISTOF SCHILLING
PLAYERS: 2-6 PLAY TIME: 25 MIN.



Deep in the mine there is gold....lots of gold! But guarding it is the terrible Dragobert dragon. Don't get sizzled by his fiery breath! Collect the most Gold, keep an eye on Drago and get to the exit in time. With a healthy dose of luck and a pinch of daring you may escape the mine ahead of your players and with riches galore! This easy-to-learn card game comes in a fun magnetic closure box, making it a perfect gift for the game loving kids in your family.

**BEST
SELLER**
GAMES



3 MINUTE CRAZY CAFE

683788 AGES 7+ RRP: £14.99
CASE PACK QTY: 6
GAME AUTHOR: MARTIN NEDERGAARD ANDERSON
PLAYERS: 2-6 PLAY TIME: 9MIN.



Hurry, the next order is coming in 3 Minute Crazy Café! Players have only three minutes to serve the dishes and drinks together and bring the bill to the table. Under time pressure, they cleverly use dice and cards from their hands. Which card fits best where? Are all guests really full? You must agree quickly in order to fulfill the orders. The game includes increasing levels of difficulty to ensure a challenge for experienced café staff.

NEW!



DIRTY PIG

682675 AGES 7+
RRP: £14.99
CASE PACK QTY: 6
GAME AUTHOR: FRANK BEBENROTH
PLAYERS: 2-4 PLAY TIME: 10 MIN.

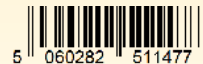


Into the mud — because pigs feel fabulous after a good wallow! Unless you'd rather send them to the beauty pageant? The first player to collect a drove of all dirty or all pretty pigs, wins!



MONSTER 12

680688 AGES 7+ RRP: £14.99
CASE PACK QTY: 6
GAME AUTHOR: PETER WICHMANN
PLAYERS: 2-5 PLAY TIME: 12 MIN.



From all around comes the sound of rustling and creaking. The monsters are on the loose! They run around creating all sorts of mischief. Grab your trusty dice and try to catch them. Whoever catches the most monsters at the end of the game wins! This easy to learn game comes in a fun magnetic closure box. Fun for all the family.



ALLIE GATOR

683023 AGES 8+
RRP: £14.99
CASE PACK QTY: 6
GAME AUTHOR: KLAUS KREOWSKI
PLAYERS: 2-5 PLAY TIME: 25MIN.



Allie Gator lies in wait. Quick, find some fun things to distract her. But beware, if one of you doesn't have anything suitable to hand, then "Snap!" Allie Gator will award you minus points. Whoever has the fewest minus points at the end of the game wins.



BELRATTI

683320 AGES 8+ RRP: £14.99 CASE: 5
GAME AUTHORS: MICHAEL LOTH
PLAYERS: 3-7 PLAY TIME: 25 MIN.



NEW!



Which paintings are real and which are fake? In this cooperative art-themed card game for three to seven players, there are two teams: painters and museum directors. At the start of the game, the museum directors present two picture cards that describe the visual theme that they have chosen for an upcoming museum exhibition. The painters then choose picture cards from their decks that best align with the theme and place them face down. Four additional cards are secretly added to the deck – these represent fraudulent pieces from the infamous art forger, Belratti! The museum directors must guess which picture cards the painters have submitted for the exhibition and which are forgeries. Will Belratti fool them all? 192 picture cards with many possible visual associations make it a fun challenge to catch the art forger in this family game.

- Combines visual interpretation, limited communication, and creative guessing into a compact, quick, and very replayable party game for gamers of all skill levels
- Award-winning card game with completely new and colourful illustration
- Jokers, “masterpieces,” and ever-changing roles add fun layers of complexity, variety, and luck
- Perfect for large groups or as a party game

**DRAW 2
THEME
CARDS**



**THE PLAYERS LAY
MATCHING PICTURES**



**BELRATTI MIXES
4 FAKES INTO IT!**



THE MUSEUM DIRECTORS TRY TO DISCERN THE REAL PICTURES FROM THE FAKES!

NOOBS IN SPACE

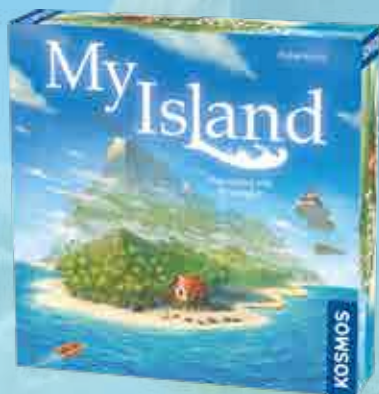
683771 AGES 10+ RRP: £14.99 CASE: 6
GAME AUTHORS: JOHANNES KRENNER AND MARKUS SLAWITSCHKE
PLAYERS: 2-5 PLAY TIME: 15 MINUTES PER LEVEL (8 LEVELS)



You are a team of newbie astronauts sent on an actual mission, in an actual spaceship, in actual outer space! Exciting, right? It would be, if any of you actually knew what you were doing!

In Noobs in Space, a team of three to five players must complete a series of tasks and challenges together, communicating the information that each of them have without showing their cards. Cooperative, easy-to-learn, and varied: the perfect card game for a fun and exciting game night!





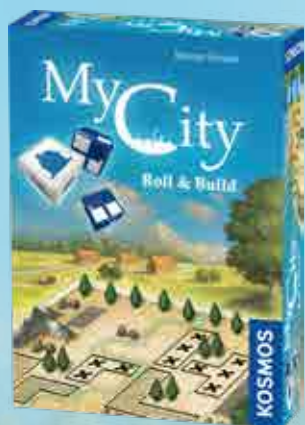
**BEST
SELLER**
GAMES

MY ISLAND

691487 AGES 10+
RRP: £34.99
CASE: 6
GAME AUTHOR: REINER KNIZIA
PLAYERS: 2-4
PLAY TIME: 30 MIN.



My Island is a family-friendly, competitive legacy game, which means the game changes and evolves over time as you play it. After arriving on a mysterious island, you build the first houses, create fields and paths through the rainforest, and advance further and further inland. Each player is in charge of their own island community, striving to create the best island possible. Over the course of 24 fascinating episodes, players simultaneously place hexagonal tiles on their personal gameboard in order to develop their own unique island and discover its secrets. Three episodes together form a chapter, and for each chapter there is a sealed envelope containing new rules and various materials with which you can change your gameboard again and again.



MY CITY ROLL & BUILD

682385 AGES 10+
RRP: £14.99
CASE: 6
GAME AUTHOR: REINER KNIZIA
PLAYERS: 1-6 PLAY TIME: 30 MIN.



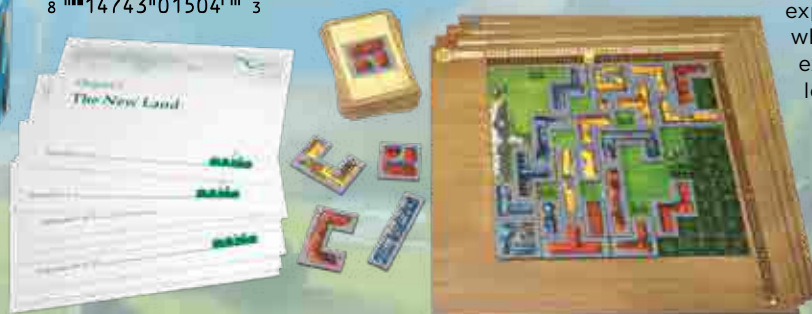
Create your unique city with dice and a pencil. The roll of the dice shows everyone which building to draw on their game pad. From episode to episode you have to face new challenges. First the land is developed and later gold is found. This brings bandits into your city who must be surrounded and taken into custody. Experience the progress and development of your city through 12 varied episodes. You can play through the campaign or pick your favourite individual episodes or chapters to play over and over again.



**BEST
SELLER**
GAMES

MY CITY

691486 AGES 10+
RRP: £34.99
CASE: 4
GAME AUTHOR: REINER KNIZIA
PLAYERS: 2-4
PLAY TIME: 45 MIN.



My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialisation. During each game, players customise their experience by adding elements to their own boards. Players' choices and actions made during one session of gameplay carry over into the next session, creating a personalised gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play.

NUNATAK: TEMPLE OF ICE

683801 AGES 10+

RRP: £34.99

CASE: 5

GAME AUTHOR: KANE KLENKO

PLAYERS: 1-4

PLAY TIME: 45 MIN.



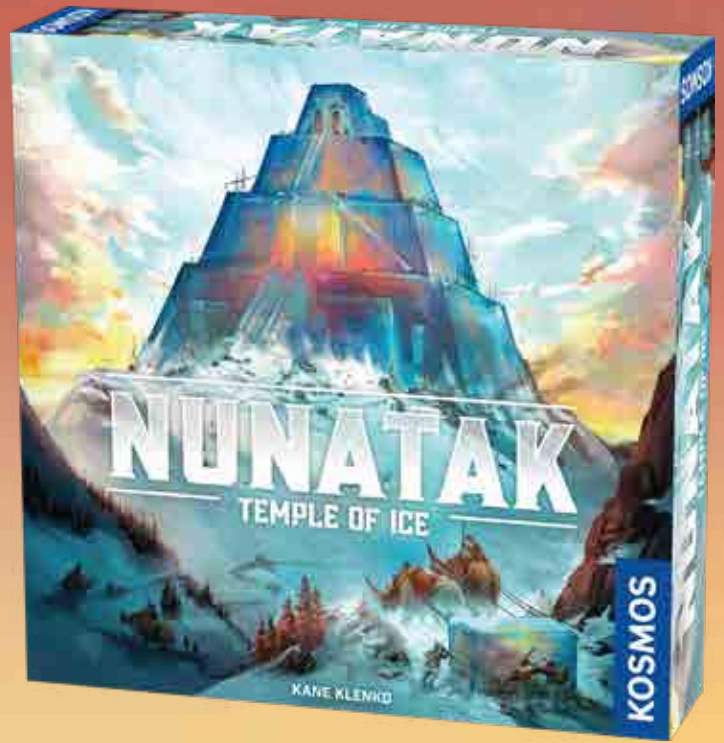
NEW!

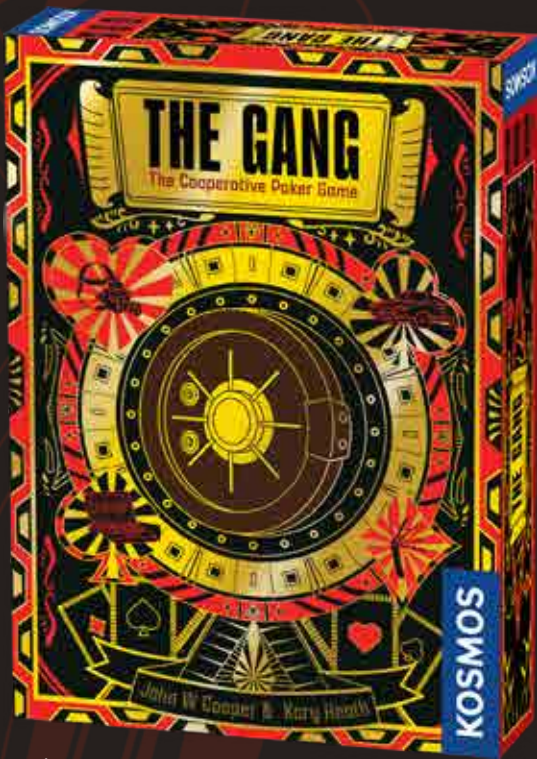
In the windswept and desolate snowy landscapes of Antarctica, peaks called nunataks protrude from the icy surface. They are believed to be the tops of mountains buried deep in snow. In reality, these nunataks are the remains of giant ice temples built by a long-forgotten civilisation.

As members of this ancient civilisation, you brave the harsh conditions to build the largest temple that humanity has ever seen. Sharpen your tools, bridle draft animals, and build the vast ice temple. Whoever places their ice blocks in the most strategic — and lucky — positions wins this exciting and complex three-dimensional construction game.

Gameplay: 1. Choose a card. 2. Place 1 ice block. 3. If you can, add a layer to the temple.

- **Cooperative and competitive: Build the pyramid together, but compete for the most points**
- **Beautiful, tactile design combines vibrant colours and quality components**
- **Relatively simple rules with interesting and engaging player interactions**
- **Highly replayable and a unique choice for family game nights and gaming groups**





WITH DELUXE
GOLD-FOIL BOX!

THE GANG

683887 AGES 10+

RRP: £14.99

CASE: 6

GAME AUTHOR: JOHN W COOPER & KORY HEATH

PLAYERS: 3-6

PLAY TIME: 20 MIN.



NEW!

Texas Hold'em with a twist!

Round up your gang and get ready to pull off a series of bank heists using the power of poker! In this innovative, cooperative version of a poker game, players bet on how good they think their hand of cards will be relative to the other players, and then try to make their predictions a reality.

Early in a round, without talking to each other, each player chooses a chip indicating how good they think their hand is. Then they begin dealing cards in the middle of the table and have a chance to reassess their hands as more cards are revealed. At the end of the round, players see if they correctly evaluated their hand. If all players did, you get to open one of the bank vaults! If not, you trip the alarm! If you manage to open three vaults before you trip the alarm three times, your gang wins!

- A classic game of poker with a cooperative twist
- Fast rounds and high-stakes, gameplay is based on the poker variant, Texas Hold'em
- Previous poker experience not required!
- Perfect for fans of The Crew and other cooperative card games!
- Quick play time and minimal game materials make for a great game to take on the go



THE CREW: THE QUEST FOR PLANET NINE

691868 AGES 10+ RRP: £14.99 CASE: 6
 GAME AUTHOR: THOMAS SING
 PLAYERS: 3-5
 PLAY TIME: 20 MIN.



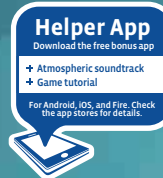
Astronauts wanted! In this cooperative trick-taking card game, you need to complete 50 different missions to discover the mysterious ninth planet at the edge of our solar system. Communication is essential—but in space, things can be more challenging than expected!

“This game is like wow.”
 - Tom Vasel The Dice Tower



THE CREW: MISSION DEEP SEA

691869 AGES 10+ RRP: £14.99 CASE: 6
 GAME AUTHOR: THOMAS SING
 PLAYERS: 3-5
 PLAY TIME: 20 MIN.



In this highly-anticipated follow-up to the original cooperative card game — winner of the 2020 Kennerspiel des Jahres — players work together to search for the lost continent of Mu. This new adventure takes your crew deep down into the abyss on a search for the fabled sunken land. How far you get depends entirely on how well you work together as a team. Card by card, trick by trick, your search party will discover the challenges that lie ahead and forge a path to Mu. This new version of The Crew has the same innovative cooperative trick-taking mechanic as the highly lauded original game — but with some exciting new surprises!



INSIDE JOB

682484 AGES 10+ RRP: £14.99 CASE: 6
 GAME AUTHOR: TANNER SIMMONS
 PLAYERS: 3 TO 5 (WITH 2-PLAYER VARIANT)
 PLAY TIME: 20 MIN.



You are a group of secret agents and must work together to complete your missions. But beware! An insider is hiding amongst you, sabotaging you at every turn and collecting secret information along the way. In this (mostly) cooperative trick-taking card game, you slip into undercover roles. Who is acting suspiciously? Who can you trust? Complete a mission with each trick and find out who is the insider.





THE ADVENTURES OF ROBIN HOOD

680565 AGES 10+ RRP: £29.99 CASE: 6
GAME AUTHOR: MICHAEL MENZEL
PLAYERS: 2-4
PLAY TIME: 60 MIN.



The year is 1193, and the county of Nottingham, England is suffering under the oppressive rule of the corrupt Prince John and his henchmen. Designed and illustrated by Michael Menzel, the award-winning creator of the Legends of Andor game series, this cooperative family board game features a gorgeous, faux-leather-bound, 216-page hardcover storybook that narrates the story and advances the gameplay.

An innovative game mechanic allows you to move your character figures freely around the gameboard; you do not need to follow one set route. The gameboard has interactive panels that are flipped to reveal hidden characters and new gameplay elements during play. As your quest progresses, you open these panels and speak to various characters who alter your course. Grab your bow and arrow and join the fight for justice and equality!



THE ADVENTURES OF ROBIN HOOD: FRIAR TUCK IN DANGER

683146 AGES 10+ RRP: £19.99 CASE: 6
GAME AUTHOR: MICHAEL MENZEL
PLAYERS: 2-4
PLAY TIME: 60 MIN.



New adventures await Robin Hood and his companions following King Richard's return. Friar Tuck arrives to aid their tasks with his special skills. But suddenly the west of Nottinghamshire is attacked by strange warriors ... and old adversaries will once again be bitter enemies. Can Robin Hood and his friends save King Richard one more time? This expansion contains four new adventures over an even larger gameboard, upon which there is much to be discovered.



Only playable with the base game
"The Adventures of Robin Hood"



THE LORD OF THE RINGS: ADVENTURE TO MOUNT DOOM

682804 AGES 10+ RRP: £29.99 CASE: 6
GAME AUTHOR: MICHAEL RIENECK
PLAYERS: 1-4 PLAY TIME: 50 MIN.



In this cooperative story-based game set in the iconic fictional world created by J.R.R. Tolkien, players follow the story of Frodo's perilous journey to destroy the One Ring in the fires of Mount Doom. The players control the fortunes of this company together by moving the individual figures across the gameboard on a journey through many well-known places from the beloved Lord of the Rings novels. Beware the Nazgul and make sure that Frodo does not lose his confidence and freeze in despair. When Frodo reaches Mount Doom, the players have all won together.



LEGENDS OF

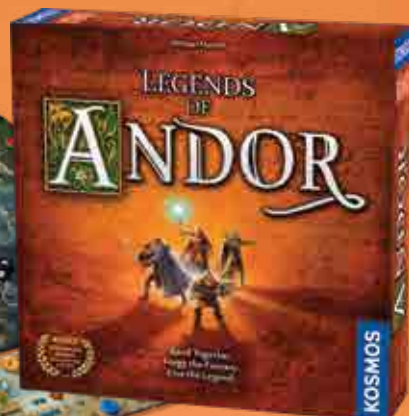
ANDOR

LEGENDS OF ANDOR: BASE GAME

691745 AGES 10+ RRP: £39.99 CASE: 4
GAME AUTHOR: MICHAEL MENZEL
PLAYERS: 2-4
PLAY TIME: 60-90 MIN.



The Land of Andor is in danger. In this cooperative board game, bands of heroes embark on dangerous quests to secure Andor's borders, fighting against invading creatures and forces of dark magic while experiencing fantastic adventures in which they learn about the history of the land they are eager to protect.



MORE THAN
1 MILLION
GAMES SOLD
WORLDWIDE

WINNER
2013
**KENNERSPIEL
DES JAHRES**
(CONNOISSEUR'S GAME
OF THE YEAR)

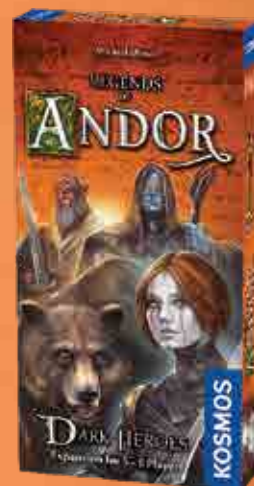
**Quick-start guide teaches
you the rules as you play
the first Legend**

LEGENDS OF ANDOR: DARK HEROES (EXPANSION PACK)

692841 AGES 10+ RRP £14.99 CASE PACK QTY: 6
GAME AUTHOR: MICHAEL MENZEL
PLAYERS: 2-6
PLAY TIME: 60-90 MIN.



Expansion for 5 and 6 Players. Four unconventional heroes are called upon to help the Andori. With this expansion, the Legends of Andor base game and the epic finale to the Andor trilogy, The Last Hope, can be played with up to six players. These dark heroes can also bring completely new gameplay possibilities to games of two to four players. The expansion includes four new hero boards, dice, cards, and figures.



LEGENDS OF ANDOR: ETERNAL FROST

683351 AGES 10+ RRP: £39.99 CASE: 6
GAME AUTHOR: MICHAEL MENZEL
PLAYERS: 2-4 PLAY TIME: 60-90 MIN.



An unnatural cold is spreading across the land of Andor. Pick your hero and work together in search of the source of this dark magic. Your path leads you to a snowy land far away in the East. Your adventures draw you closer and closer to the secret of the "Eternal Frost" until finally, you face an incredibly strong adversary! Only by working together will you be brave enough to face this dark menace.



LEGENDS OF ANDOR: THE LAST HOPE

692803 AGES 10+ RRP £29.99 CASE PACK QTY: 4

GAME AUTHOR: MICHAEL MENZEL

PLAYERS: 2-4

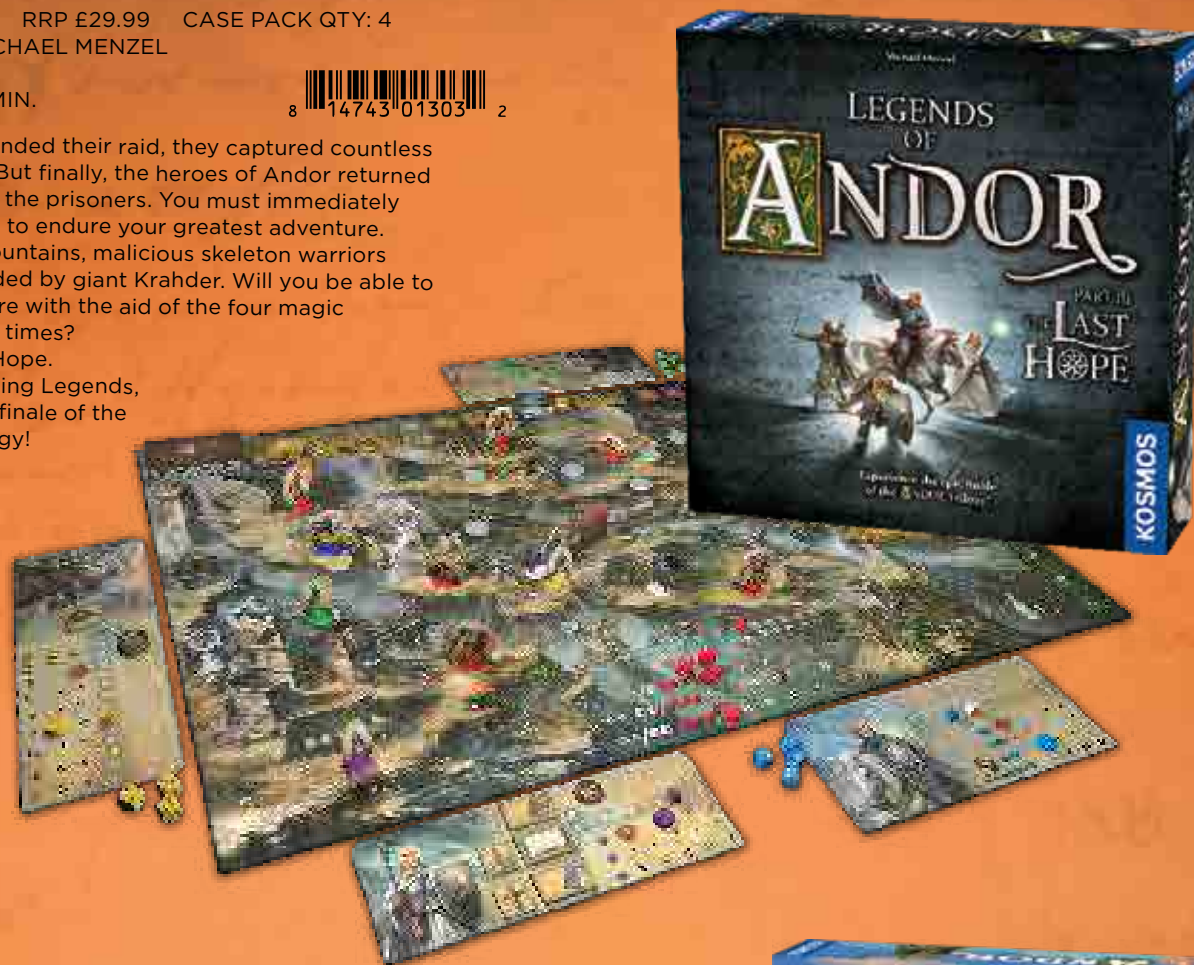
PLAY TIME: 60-90 MIN.



When the Krahder ended their raid, they captured countless residents of Andor. But finally, the heroes of Andor returned and resolved to free the prisoners. You must immediately venture to the south to endure your greatest adventure. Beyond the Gray Mountains, malicious skeleton warriors await you, commanded by giant Krahder. Will you be able to survive this adventure with the aid of the four magic shields from ancient times?

You are ... The Last Hope.

In seven captivating Legends, experience the epic finale of the fantastic Andor trilogy!



ANDOR: THE FAMILY FANTASY GAME

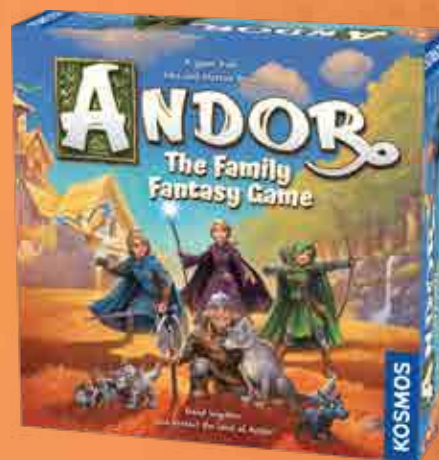
691747 AGES 7+ RRP: £29.99 CASE: 6

GAME AUTHORS: MICHAEL MENZEL, INKA AND MARKUS BRAND

PLAYERS: 2-4 PLAY TIME: 30-45 MIN.



Venture into a land of fantasy and legend! In this cooperative family role-playing game, each player chooses one of four powerful heroes: the magician, the warrior, the archer, or the dwarf. Your heroic journey begins with a mission to rescue some wolf cubs that are lost in a dangerous mine. However, danger still lurks on the horizon, as a dragon encroaches on the castle Rietburg just as you approach the mine. Should he arrive at the castle before your heroes rescue the wolf cubs, your party will lose the mission — and the game. If your party rescues the cubs first, you win! Andor: The Family Fantasy Game features gameplay that is similar to the popular Legends of Andor, but more approachable to younger players, making it a great introduction to the entire Legends of Andor series of games.



ANDOR: THE FAMILY FANTASY GAME: THE DANGER IN THE SHADOWS (EXPANSION)

683085 AGES 7+

RRP: £19.99

CASE PACK QTY: 6

GAME AUTHORS: MICHAEL MENZEL, INKA AND MARKUS BRAND

PLAYERS: 2-4

PLAY TIME: 30-45 MIN.

A dangerous beast, the Shadow Wardrak, is up to mischief in the lands of Andor. Without hesitation you set off on a quest to rid him from the lands once and for all! But before you start this huge task there is still a lot to do. Throw yourselves into the fight against the Gors, help the residents of Andor and then defeat the evil Shadow Wardrak to save the land of Andor! In this expansion to the cooperative game Andor - The Family Fantasy Game, many new challenges await you. But you also get assistance from a new source: a new hero with powerful abilities joins the group. This game requires the base game.





DRAGONKEEPERS

683757 AGES 8+ RRP: £19.99 CASE: 6

GAME AUTHOR: MICHAEL MENZEL

PLAYERS: 2-4 PLAY TIME: 20 MIN.



NEW!

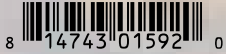
All great things start small ... even dragons! Before they can fly and breathe fire, they need to be well guarded by experienced dragonkeepers like you. Two stacks of cards form the open pages of the “magic book,” which show you what kind of dragon and how many you can take under your protection. Use your cards and your cleverness to manipulate the book in your favour and collect the most of these fantastic creatures. May the best dragonkeeper win!

- Novel card mechanism uses two stacks of cards to create the “magic book,” which is constantly changing
- Includes over 120 beautifully illustrated, large-format cards with adorable baby dragon illustrations
- Easy to learn, quick to teach, and fun to play!
- Balance of strategy and luck, high replayability, and small footprint make it an ideal choice for families and gaming groups on the go



ANNO 1800

680428 AGES 12+ RRP £39.99
CASE PACK QTY: 6 GAME AUTHOR: MARTIN WALLACE
PLAYERS: 2-4
PLAY TIME: 120 MIN.



Anno 1800 is an epic city-building strategy board game based on Ubisoft's popular PC game of the same name. Players strive to build up their industrial might as they develop an island society at the dawn of the industrial age. Players must plan their development strategies and supply chains carefully while keeping an eye on the distribution of specialised roles within their territories.

The objective of the game is to plan for an even distribution of farmers, workers, craftsmen, engineers, and investors. But beware, because the competition never sleeps. Players may steal new achievements out from under each other's noses at any time! Whose island will prosper and whose will fall?

SWITCH & SIGNAL

694265 AGES 10+ RRP £34.99
CASE PACK QTY: 6
GAME AUTHOR: DAVID THOMPSON
PLAYERS: 2-4
PLAY TIME: 45 MIN.



You begin this cooperative, family-friendly train game controlling just a few trains on the tracks. At first, it's easy to make them travel where you like. As more trains arrive, you have to plan and coordinate your train schedules.

Is the signal green? Where is this train going? Oh no, the switch wasn't set! If your train heads off in the wrong direction, your goods won't arrive on time! Only by working together to schedule and move your trains efficiently, will you and your team of conductors be able to win the game. The two different gameboards, Central Europe and North America, each bring fun challenges to overcome.

TWO PLAYER GAMES

PACIFICA

683665
AGES 10+
RRP: £19.99
CASE: 6
PLAYERS: 2
PLAY TIME: 30 MIN.

NEW!



Let the sunken underwater city of PACIFICA shine in all its glory! Each player takes over responsibility for rebuilding half of the city.

Build, strategise and outperform each other. You will compare your success in 8 categories: treasure, population, resources, architecture, knowledge, machines, city festival and diversity. Which will you focus on?

If you win a category, the people of PACIFICA will reward you with an "Idol". An idol is a valuable symbol in the underwater world, recording your achievement for all eternity ... or at least until your opponent surpasses you!



- Exiting and strategic
- Part of a strong 2-player range
- Easy to learn and intuitive

SET COLLECTION
OPEN DRAFTING
HAND MANAGEMENT
MULTI USE CARDS
'TAKE THAT' ELEMENT



AQUALIN

691554 AGES 10+ RRP: £19.99
CASE PACK QTY: 6
GAME AUTHOR: MARCELLO BERTOCCHI
PLAYERS: 2 PLAY TIME: 20 MIN.

A strategy game for two players. One player attempts to group together as many tiles of the same colour as possible, while the other player works to create groups of the same type of sea creature. The bigger the group is, the more points it's worth. The player with the most points at the end wins!



KAHUNA

691806 AGES 10+ RRP: £14.99
CASE PACK QTY: 6
GAME AUTHOR: GÜNTER CORNETT
PLAYERS: 2
PLAY TIME: 30 MIN.



Who will rule the South Seas?
Two Kahuna — ancient sorcerers of the Pacific — compete for dominance on an archipelago consisting of twelve small islands. Using their magic and wisdom, they struggle for control of the islands. They anxiously await the cards handed to them by fate. But when the time is right, they move to capture one, two, or even more islands, trying to gain the upper hand. At the mercy of the magical powers of the South Seas, they quickly realise that even the best magic is no good without strategy.





LOST CITIES CARD GAME

691821 AGES 10+ RRP: £19.99 CASE: 6
GAME AUTHOR: REINER KNIZIA
PLAYERS: 2 PLAY TIME: 30 MIN.



Two explorers embark on research journeys to remote corners of the world. As the cards are played, the expedition routes take shape and the explorers earn points. The most daring adventurers make bets on the success of their expeditions. The explorer with the highest score after three rounds of expeditions wins!



IMHOTEP: THE DUEL

694272 AGES 10+ RRP: £19.99 CASE: 6
GAME AUTHOR: PHIL WALKER-HARDING
PLAYERS: 2
PLAY TIME: 30 MIN.



The competition of the builders continues in Imhotep: The Duel! In this game, players take on the roles of Nefertiti and Akhenaten, one of Egypt's most famous royal couples. Game pieces must be cleverly placed so that players can unload the most valuable tiles from the six boats. While this is happening, each player builds their own four monuments in order to gain as many fame points as possible.

TARGI

691479 AGES 12+ RRP: £19.99 CASE: 6
GAME AUTHOR: ANDREAS STEIGER
PLAYERS: 2
PLAY TIME: 60 MIN.



As a Targi tribe leader, you trade dates, salt, and pepper to obtain coveted gold coins and advantages.

TARGI THE EXPANSION

692643 AGES 12+ RRP: £14.99 CASE: 6
GAME AUTHOR: ANDREAS STEIGER
PLAYERS: 2
PLAY TIME: 60 MIN.



In this expansion to the hit game Targi, the original gameplay is both expanded and improved with new tribe cards, new border cards, water tokens, and a special Targia pawn.



DODO

697945 AGES 6+ RRP: £29.99 CASE: 6
GAME AUTHOR: FRANK BEBENROTH, MARCO TEUBNER
PLAYERS: 2-4 PLAY TIME: 10 MIN.



Oh, you silly bird! The Dodo has laid an egg, but ... oh no! She accidentally pushed it out of her nest and it is tumbling toward the edge of the cliff. Can you save the egg before it falls into the sea? Work together to roll the die, collect materials, and build new bridges to help guide the Dodo's wibbly-wobbly egg safely into the boat at the foot of the mountain. The innovative egg design allows it to advance down the slope at an unpredictable rate — you never know exactly how much time you'll have! Will you save the egg and win the game?

- Race against gravity in this family-friendly cooperative game
- Combines thrilling tension, memory skills, dexterity, and lots of squeals and giggles!



INGENIOUS

683856 AGES 8+

RRP: £19.99

CASE: 6

GAME AUTHOR: REINER KNIZIA

PLAYERS: 1-4 PLAY TIME: 45 MIN.

NEW!

**RELAUNCH!
NEW PACKAGING!**



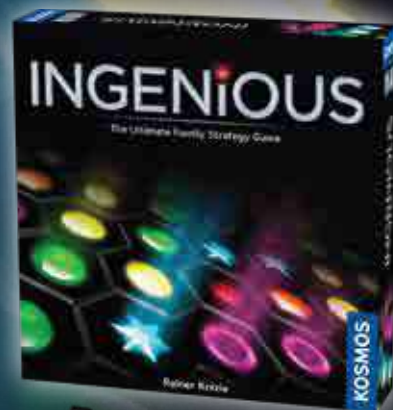
Ingenious has captured the hearts and minds of families and gamers around the world. This international bestseller is one of those rare games that appeals to serious gamers and casual "non-gamers" alike.

In Ingenious, one to four players take turns placing tiles with coloured symbols on the gameboard, earning points for the number of matching coloured symbols that extend outward in straight lines from the placed tile.

Each tile is shaped like two hexagons stuck together along one edge, each hexagon with a coloured symbol on it. Thus, it's possible to earn points by extending lines of matching symbols in five directions per hexagon, and ten per tile.

The trick is that the winner is not necessarily the player who has the highest scores in a few colours. Rather, the player with the highest score in their lowest-scoring colour wins!

It's Ingenious ... and it's hugely entertaining, time and time again. The fun simply radiates in all directions!



DIMENSION: THE BRAIN GAME TO GO

692208 AGES 8+

RRP: £14.99

CASE: 6

GAME AUTHOR: LAUGE LUCHAU

PLAYERS: 1 PLAY TIME: 5 MIN.



In this brain-bending puzzle game, your goal is to place the stacking pieces on the board following a set of placement rules. For example, the rules may specify how many pieces of each colour you must use and where a colour must be placed relative to another colour. With over 200 challenges in four difficulty levels and a compact case, this game provides hours of puzzle-solving fun, virtually anywhere. Play solo, or pass the game around to challenge your family and friends. Put your logical thinking skills to the test!



DIMENSION

692209 AGES 8+

RRP: £34.99

CASE: 4

GAME AUTHOR: LAUGE LUCHAU

PLAYERS: 1-4

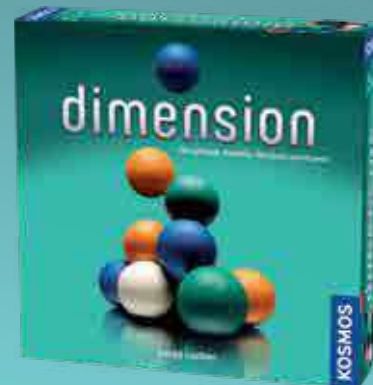
PLAY TIME: 30 MIN.



Dimension is a fast-paced, innovative puzzle game that takes place in three dimensions with 60 c+++olourful spheres. All of the players play at the same time. Everybody tries to position the spheres on their trays to earn as many points as possible before the timer runs out. The task cards indicate how the spheres must be placed to earn points: for example, exactly two orange spheres must be on the tray, and black and blue must touch each other.

Complete these tasks while racing against the timer.

You get a point for each sphere you use and a bonus token for using all five colours, but you lose two points for each task card you don't follow correctly. Prove to your opponents that you are the master of multi-dimensional thinking!





DROP IT

692834 AGES 8+ RRP: £29.99 CASE: 4
GAME AUTHORS: BERNHARD LACH AND UWE RAPP
PLAYERS: 2-4 PLAY TIME: 30 MIN



In this colourful, inventive family game, players drop shapes into the vertical game board. They earn points for the highest level that their shape reaches when it lands and extra points for touching bonus circles. But be careful: don't break a landing rule! The shape you dropped is not allowed to touch matching shapes or colours after it lands. The winner is the player or team with the most points at the end.



HIGH SCORE

680572 AGES 8+ RRP: £9.99
CASE: 6
GAME AUTHOR: REINER KNIZIA
PLAYERS: 2-5 PLAY TIME: 30 MIN.



2L
EDITION!



High Score is a competitive dice game that marries the luck of the dice with strategic gameplay and ever-changing rules. Each round players are presented with a new challenge card that dictates different dice-rolling rules for that round. Players take turns rolling dice, deciding if they want to re-roll dice, and trying to get the most points possible as determined by the current challenge card. Do only the odd dice count? What value is the vortex die in this round? Which dice count towards your final score? The player with the most points by the end of seven rounds wins!

High Score takes the basic concepts of Yahtzee or Farkle and adds a layer of strategy that makes the game way more replayable. It's great for game nights or to teach kids basic maths concepts like quadratic equations in a simple and fun way.



KARAK

682286 AGES 7+ RRP: £24.99 CASE: 6
GAME AUTHOR: PETR MIKŠA & ROMAN HLADÍK
PLAYERS: 2-5 PLAY TIME: 45 MIN.



2L
EDITION!

Choose your hero and travel down into the dungeon! Explore the dark labyrinth, arm yourself with powerful weapons and spells and defeat dangerous monsters in epic dice battles. But only those who collect the most treasures will become the true master of Karak.



2L
EDITION!

BEST
SELLER
GAMES

CATCH THE MOON

682606 AGES 8+ RRP: £29.99 CASE: 6
GAME AUTHORS: FABIAN RIFFAUD & JUAN RODRIGUEZ
PLAYERS: 1-6 PLAY TIME: 20 MIN.



Climb through the clouds and reach for the moon! All it takes is a few cleverly placed ladders, a steady hand, and a bit of imagination. If you venture too high, you may lose the ladders under your feet. With the right mix of suspense and risk taking, you will ascend to success.



Ubongo!



UBONGO (ORIGINAL GAME)

696184 AGES 8+ RRP: £29.99 CASE: 5
 GAME AUTHOR: GRZEGORZ REJCHTMAN
 PLAYERS: 1-4
 PLAY TIME: 25 MIN.



Players race against the timer and against each other to solve a puzzle of interlocking shapes in this fast-paced, addictive, and easy-to-learn geometric puzzle game. The faster you solve the puzzle, the more gems you get. The player with the most valuable gem collection after nine rounds of solving puzzles wins!



UBONGO: THE BRAIN GAME TO GO

696187 AGES 8+ RRP: £14.99 CASE: 6
 GAME AUTHOR: GRZEGORZ REJCHTMAN
 PLAYERS: 1
 PLAY TIME: 5 MIN.



In this fast-paced, addictive, and easy-to-learn puzzle game, you race the clock to fit a set of interlocking tiles perfectly into a specific area. Based on the original hit board game Ubongo, this compact version features 15 colourful plastic tiles, 20 puzzle cards with over 200 puzzles, and a plastic game board that doubles as a durable travel case. Slide in a puzzle card and give your brain a workout!



UBONGO 3D

694258 AGES 8+ RRP: £34.99 CASE: 5
 GAME AUTHOR: GRZEGORZ REJCHTMAN
 PLAYERS: 1-4
 PLAY TIME: 25 MIN.



Stretch your mental muscles into the third dimension! In this version of Ubongo, the hit puzzle game, players race to place three-dimensional blocks so they fit perfectly in a specific area on a puzzle card and completely fill a designated three-dimensional space. Each time you win, you collect colourful plastic gems; the player with the most valuable collection of gems wins. A total of four difficulty levels makes this the perfect game for beginners and experts alike, allowing the whole family to play together. With four sets of eight durable three-dimensional pieces and 72 puzzle boards featuring a total of 671 puzzles, the game can be played with up to four players — or challenge yourself in solo games. Take your puzzling to the next level with Ubongo 3D.



UBONGO JUNIOR

697396 AGES 5+ RRP: £14.99 CASE: 6
 GAME AUTHOR: GRZEGORZ REJCHTMAN
 PLAYERS: 1-4 PLAY TIME: 20 MIN.



Ubongo Junior brings the fun and lively tile-placing play from the original hit puzzle game Ubongo to players ages five and up. Each player starts the game with seven puzzle boards and nine tiles of different shapes and colours, each displaying a different cartoon animal. The players race to place their animal tiles to perfectly fill their puzzle boards and earn gems. The player with the most valuable gem collection wins.





- EXCITING AND STRATEGIC FAMILY GAME
- GREAT EASY AND EXPERT VARIANTS
- SMALL BOX SIZE - GREAT FOR TRAVEL

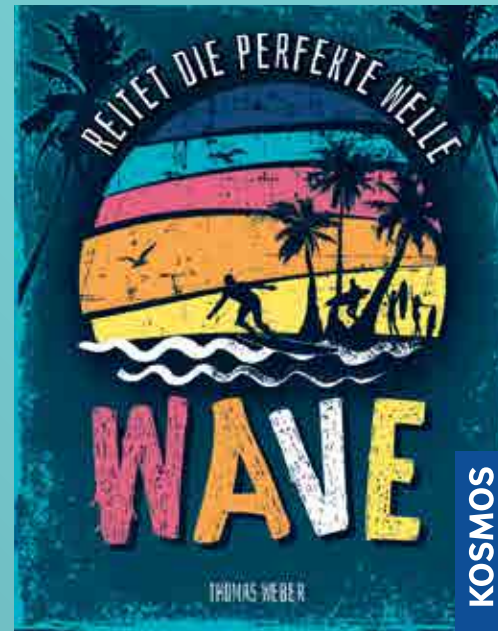
WAVE

741785
 AGES 10+
 RRP: £9.99
 CASE: 6
 GAME AUTHOR: THOMAS WEBER
 PLAYERS: 2-4
 PLAY TIME: 25 MIN.

NEW!



Wave after glistening wave rolls up and breaks energetically onto the fine sandy beach. What are you waiting for? Grab your board and hit the surf!
 Wave is a shared experience! Together you try to discard all of the cards.
 It would be an easy walk on the beach, except that each player holds some of their cards in such a way that only the rest of the team sees the front side. So, you need to coordinate carefully!
 You will only ride the perfect wave if you play well together.



OPEN DRAFTING
 SET COLLECTION
 HIDDEN CARDS

HEROES FOR SALE

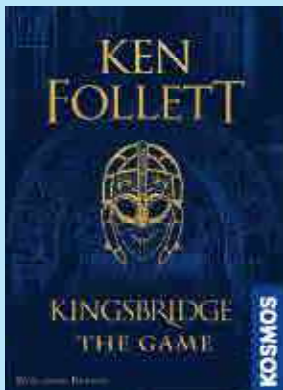
741839
 AGES: 10+
 RRP: £9.99
 CASE: 6
 GAME AUTHOR: CHRISTIAN KUDAHL
 PLAYERS: 2
 PLAY TIME: 20 MIN.

NEW!

AUCTION/BIDDING
 BETTING & BLUFFING
 HAND MANAGEMENT
 TAKE THAT



In 2077, the world is dominated by huge corporations. All they care about is money, more precisely: credit.
 In Heroes for Sale, you enter a dynamic card duel and send superheroes into the game round after round. Whoever bids the most gets the heroes and tries to take over the opponent's bases.
 During the game, players will hire heroes and use these to destroy the bases of the opponent. However, the heroes have no morals, and if the opponent is willing to pay more, they will not hesitate to turn their back on you.
 Each turn involves you attacking with all your heroes followed by playing out a new hero. Your opponent gets to make an offer for recruiting that hero, and you may either let them have it or overbid to get the hero yourself.

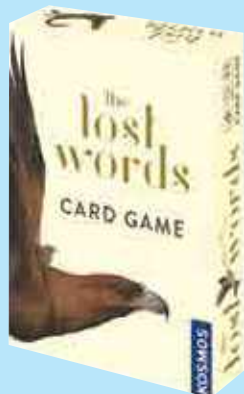


KINGSBRIDGE

682095 AGES 10+ RRP: £9.99
CASE PACK QTY: 6
GAME AUTHOR: WOLFGANG
KRAMER
PLAYERS: 1-4
PLAY TIME: 20 MIN.



Learn the history of the city of Kingsbridge by gradually laying out your hand cards into columns. These columns must be continuous and ascending — just like the events in the novel. Whoever manages to lay down all of their own cards first, wins! Simple rules with an exciting Solo variant.

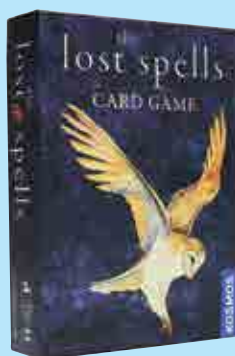


LOST WORDS

696118 AGES 10+ RRP: £14.99
CASE PACK QTY: 6
GAME AUTHORS:
ROBERT HYDE OF
SOPHISTICATED GAMES
PLAYERS: 2-4
PLAY TIME: 20 MIN.



The Lost Words is a card game based on the stunning book by best-selling author Robert Macfarlane, and acclaimed illustrator of over 40 beloved classics, Jackie Morris. The book, which highlights nature that has been lost to a new generation, has won numerous awards including the Kate Greenaway in 2019. Simple enough to play for ages 8+ but strategic enough to keep adults engaged, The Lost Words is a wonderful addition to any games collection or coffee table.



LOST SPELLS

696119 AGES 8+ RRP: £14.99
CASE PACK QTY: 6
GAME AUTHOR: ROBERT HYDE
PLAYERS: 2-4
PLAY TIME: 30 MIN.



As with its predecessor, The Lost Words Card Game, this game is won by placing your Spell cards over your beautifully illustrated nature cards before your opponent. However, the Spells in this game are only revealed when you collect the correct amount of key cards! This easy to learn and fun to play family game will be a hit with lovers of the books as well as anyone who enjoys nature and beautiful poetry and is a wonderful addition to any games collection or coffee table.



LOST SPELLS JIGSAW

696120 AGES 8+ RRP: £17.99
CASE PACK QTY: 10
GAME AUTHOR: PAOLO MORI
PLAY TIME: 30 MIN.



Revel in the flora, fauna and poetry of The Lost Spells with this beautiful, new 1,000 piece puzzle with art by Jackie Morris and words by Robert Macfarlane. A perfect accompaniment to The Lost Words and Lost Spells card games and the best-selling books of the same name, this stunning puzzle will enchant and beguile both puzzle and nature lovers alike.

JIGSAWS



LORD OF THE RINGS: GANDALF AND THE BARROW OWL

696207 AGES 7+ RRP: £17.99
CASE PACK QTY: 6



Antonio De Luca is an artist who has worked as an illustrator, comic book and storyboard artist as well as production designer with several Italian and international companies. He has worked on The One Ring and The Lord of the Rings roleplaying games as well as The War of The Ring cardgame. The illustration on this beautiful new addition to the Lord of the Rings jigsaw series features the wizard Gandalf, and is the cover for the Lord of the Rings Role Playing Game 5e edition, released in 2023.



LORD OF THE RINGS: RHOSGOBEL

696201 AGES 7+ RRP: £17.99
CASE PACK QTY: 6

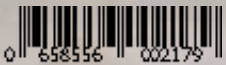
Ted Nasmith is a Canadian artist, illustrator and architectural renderer. He is best known as an illustrator of works by J.R.R Tolkien - The Hobbit, The Lord of the Rings and The Silmarillion. This 1000 piece jigsaw is based on Ted Nasmith's 2020 illustration 'Rhosgobel' showing the woodland home of the wizard Radagast the Brown. This colourful puzzle is challenging but enjoyable and will make a wonderful gift for any Tolkien fan!



LORD OF THE RINGS: TROLLSHAWS

696202 AGES 7+ RRP: £17.99
CASE PACK QTY: 6

This 1000 piece jigsaw is pretty challenging! Depicting Ted Nasmith's 2002 work 'A Song in the Trollshaws', the twisted branches and dappled forest glade will keep puzzlers entertained for hours.



LORD OF THE RINGS: GANDALF

696204 AGES 7+ RRP: £17.99
CASE PACK QTY: 6

The Lord of the Rings 'Gandalf' jigsaw is illustrated by John Howe, an artist widely recognised for his paintings and adaptations of Tolkien's works, and the art advisor for the recent Lord of the Rings and Hobbit films. You may also recognise this artwork from the board game published by Sophisticated Games. This 1000 piece puzzle will provide hours of fun for Tolkien and puzzle fans alike.



THE HOBBIT

696203 AGES 7+ RRP: £17.99
CASE PACK QTY: 6

This 1000 piece jigsaw is based on Ted Nasmith's 2016 illustration for the box top design of The Hobbit - The defeat of Smaug board game. The jigsaw is challenging, but satisfying and depicts Bilbo and party escaping the goblins on giant eagles above the Misty mountains.



LORD OF THE RINGS: THEODEN'S BANE

696205 AGES 7+ RRP: £17.99
CASE PACK QTY: 8

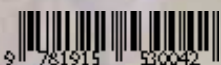
This 1000 piece jigsaw uses an image by renown illustrator John Howe, and was commissioned for use on the War of the Ring board game but was never used. It is entitled 'Theoden's Bane' and expresses all the drama of Tolkien's world.



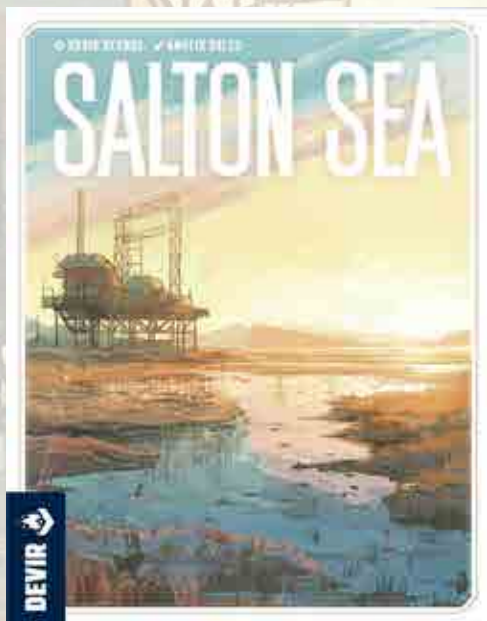
THE ONE RING: MAP OF ERIADOR

696206 AGES 7+ RRP: £17.99
CASE PACK QTY: 8

This stunning 1000 piece jigsaw is based on The One Ring - a role-playing game based on The Lord of the Rings books and published by Sophisticated Games. Francesco Mattioli is a highly rated map artist who has created a large body of Middle-earth work.



NEW!



SALTON SEA

BGSALML
 AGES 14+
 RRP: £32.99
 CASE: 6
 GAME AUTHOR: DAVID BERNAL
 PLAYERS: 1-4
 PLAY TIME: 120 MIN.



Salton Sea is a unique place located in California, very close to the border with Mexico. The characteristics of this salty lake make it a unique location to generate geothermal energy, which takes advantage of the heat from the planet. In this area of intense geothermal activity, you will drill the ground and extract the steam and hot water to obtain lithium and sell it as part of a modern industry, far from fossil fuels, that will allow you to lead the energy transition towards a completely renewable future.

Designed by David Bernal and illustrated by Amelia Sales, Salton Sea can be enjoyed alone or in groups of up to four players in sessions lasting about 120 minutes. During the game, players must manage their geothermal lithium extraction companies to obtain the greatest number of points. The extraction of this material and its subsequent processing will be the driving force of your companies.

On your turn, place one of your four engineers on one of the available spaces to take an action. There are three different groups of actions: industrial actions (which allow you to obtain an exploration license, drill, extract, process or repair machinery), commercial actions (sell, acquire contract and execute contract), and management actions (research, buy shares, develop the business project or finance itself). It is up to you to manage the engineers at each point of the game to get the most out of your company.

However, there is no single path to success. The game will reward you for exhausted land, executed contracts, short-term objectives, company development, or research advances. Will you master the power of the Salton Sea to create the most efficient geothermal company?

ESPAÑA 1936

BGESPML
 AGES 14+
 RRP: £49.99
 CASE: 6
 GAME AUTHOR: ANTONIO CATALÁN
 PLAYERS: 2
 PLAY TIME: 180 MIN.

NEW!



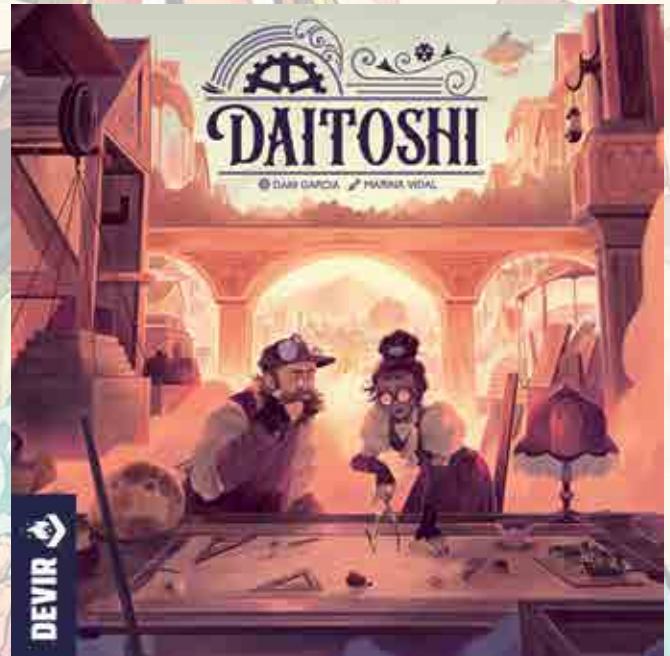
Lovers of strategy and historical simulation are in luck. 16 years after the initial publication, España 1936 returns to stores with completely revamped artwork and with the Armada expansion included. España 1936 is one of the top 300 wargames ever, according to boardgamegeek rankings and was nominated for several awards. Armada takes place in 1938 and includes 8 optional cards that add uncertainty to the events. Are you ready to be immersed in history?



NEW: THE KEMUSHI SAGA

DAITOSHI

AGES 14+
RRP: £59.99
CASE: 6
GAME AUTHOR: DANI GARCIA
PLAYERS: 1-4
PLAY TIME: 120 MIN.



We have finally perfected the power of steam, and we can now use it to our advantage! We live in an unprecedented era of progress, and new steam-powered inventions are developed faster than ever. Cities are growing, trade is flourishing, and we are developing our most ambitious machine ever: a giant contraption that will bring even more progress to the city. Yes, some trees are being cut down, and the river doesn't flow as plentifully as before, but there's still an abundance of trees and water, and we can use the extra space to expand our city — and it's not like the old creatures on those forests can do anything about it. Old legends suggest the forests and rivers are guarded by Yōkai, but progress can't be stopped because of some old fairy tales. Just in case, though, it could be wise to participate on some reforestation projects and hide your participation in the abuse of the natural resources...



SAND

BGSANDML
AGES 14+
RRP: £44.99
CASE: 6
GAME AUTHOR: ARIEL DI COSTANZO, JAVIER PELIZZARI
PLAYERS: 1-4
PLAY TIME: 120 MIN.



People refer to this vast place only as the desert since no one remembers what was here before. The golden age of human beings has long passed. Now there is only sand, and the only hope is in the humidity. Sand is a game with a main mechanism of pick-up-and-deliver, players put themselves in the shoes of intrepid desert travelers who travel the paths of the board and visit the different towns. They collect goods to take them to other places and thus earn gold for the transport service. They cross the dunes on the backs of their faithful caterpillars, which, cared for, will grow and help players complete their tasks more effectively. Along the way they will be joined by helpful companions and be entrusted with missions that, if completed, will bring good benefits at the end of the journey. Help the plants take root again, and perhaps there is still some hope for this desolate place...

YOKAI SKETCH

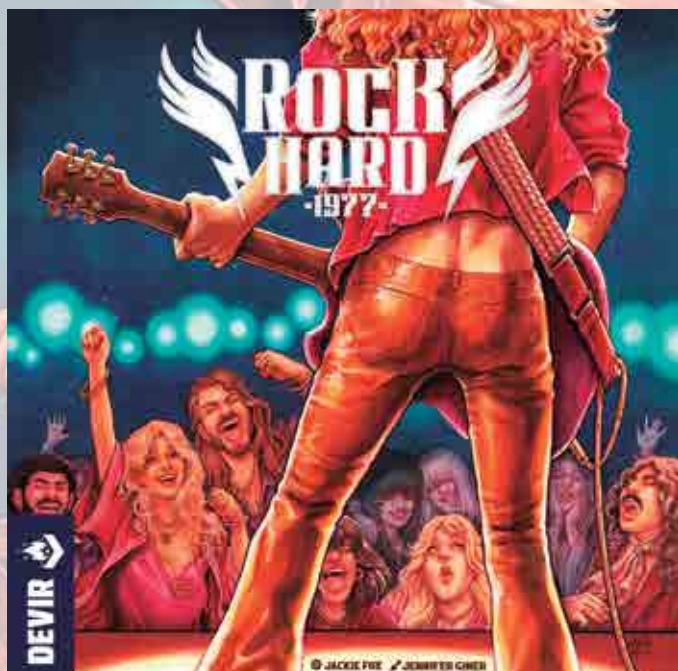
BGYOKAI
AGES 12+
RRP: £9.99
CASE: 6
GAME AUTHOR: IGNASI FERRÉ
PLAYERS: 2
PLAY TIME: 15-25 MIN.



Children who go into the forest may come across some yokai, that is, supernatural creatures and phenomena. Moved by boundless curiosity, the little ones draw these spirits in their notebooks to understand their nature and learn from them. With a set-collection core mechanism, the goal of Yokai Sketch is to score more yokai points than the other player by completing sketches of the elusive forest spirits. The game consists of two decks of cards: in one are four types of yokai, each associated with an element (water, fire, earth, and wind) and a numerical value that corresponds to victory points, and in the other, sketches made by humans, two of the four elements, and possibly a special ability.

ROCK HARD: 1977

NEW!



AGES 14+
 RRP: £59.99
 CASE: 6
 GAME AUTHOR: JACKIE FOX
 PLAYERS: 2-5
 PLAY TIME: 45-90 MIN.



It's 1977. You're an up-and-coming musician, dreaming of making it big with your band. Over the next few months you'll rehearse, play gigs, write songs, and promote your band. With careful planning and a little luck, you'll earn the most fame and become the best new artist of the year.

Designed by Jackie Fox (member of the 1970's rock band "The Runaways", four-time Jeopardy! champion, and designer of the narrative adventure trilogy The Adventures of the Chubby Slugz) and illustrated by Jennifer Giner, Rock Hard: 1977 allows games for groups of between 2 and 5 players, from 14 years old, in games lasting about 45-90 minutes.

Rock Hard: 1977 is played over a maximum of nine rounds, each representing a typical day of one month in 1977, from April to December. You win the game by accruing the most fame. How? Increasing reputation, chops and songs; achieving production, performance, and publicity bonuses; getting record deals and earning royalties; playing concerts; and hanging out at the hottest after-hours spot. Ready to live like a rock star?

CITIES

NEW!

AGES 10+
 RRP: £34.99
 CASE: 6
 GAME AUTHOR: STEVE FINN, PHIL WALKER-HARDING
 PLAYERS: 2-4
 PLAY TIME: 30-40 MIN.

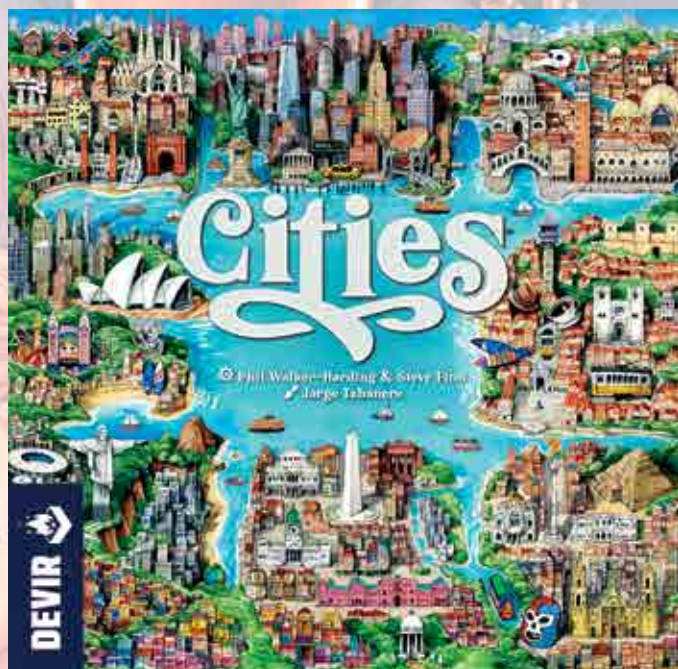


You've been tasked by the city council to put together a plan to transform a whole neighbourhood in the city. You have the opportunity to build new housing, office buildings, parks, and leisure areas near the waterfront. It is in your hands to make the city a better place.

Cities is a city-building game in which you draft the best projects and arrange them in your own playing area. Designed by Steve Finn and Phil Walker Harding and illustrated by Jorge Tabanera, it allows games for groups of 2 to 4 players. With action and resource draft mechanisms, it will give you the opportunity to visit the cities of Sydney, London, New York, Barcelona, Rio de Janeiro, Lisbon, Mexico City, and Buenos Aires. Can you design the most magnificent neighbourhood?

The game is played over eight rounds (or four rounds in a two-player game). Each round, players use their workers to collect 1 scoring card, 1 city tile, 1-2 feature tiles, and 2-4 building pieces. City tiles are made up of park spaces, water spaces, and building spaces.

Building pieces are placed on building spaces of the same colour to form buildings, which can be 1-4 stories high. Whenever a player fulfills an achievement, they place one of their discs on the achievement board. At the end of the game, players add up the points they have gained from all of their scoring cards and achievements.





THE WHITE CASTLE

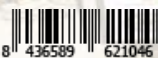
BGWHCAS
 AGES: 12+
 RRP: £34.99
 CASE PACK QTY: 6
 DESIGNERS: ISRAEL CENDRERO, SHEILA SANTOS
 PLAYERS 1 - 4
 PLAYTIME: 80 MINUTES



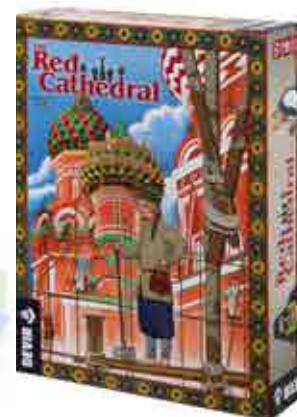
The heron flies over the Himeji sky while the Daimio, from the top of the castle, watches his servants move. Gardeners tend the pond, where the koi carp live, warriors stand guard on the walls, and courtiers crowd the gates, pining for an audience that brings them closer to the innermost circles of the court. When night falls, the lanterns are lit and the workers return to their clan. The White Castle is a Euro type game with mechanics of resource management, worker placement and dice placement to carry out actions. During the game, over three rounds, players will send members of their clan to tend the gardens, defend the castle or progress up the social ladder of the nobility. At the end of the game, these will award players victory points in a variety of ways.

THE RED CATHEDRAL

BGRECML AGES: 10+
 RRP: £29.99
 CASE PACK QTY: 6
 AUTHOR: ISRAEL CENDRERO, SHEILA SANTOS
 PLAYERS 1 - 4
 PLAYTIME: 30 - 120 MINUTES



The Red Cathedral is a strategic, "Euro" board game in which the players take the roles of construction teams. Their job is to work together to build St. Basil's cathedral in Moscow, as ordered by Ivan the Terrible. However, only one of them will be able to gain the favour of the Tsar. During the game, the players can carry out one of three actions: assign a section of the cathedral, send resources to that section to build it, or go to the game board to achieve more resources. Each of these actions has its own mechanism and requires that the players pay close attention to what the other players are doing. The game board shows us the iconic rondel of The Red Cathedral. It is where the players obtain all the resource types needed to complete their work on the cathedral, as well as to get favours from the guilds and professionals to make the most of their trip to the market.



THE RED CATHEDRAL CONTRACTORS (EXPANSION)

BGRECCTML
 AGES: 10+
 RRP: £29.99
 CASE PACK QTY: 6
 AUTHOR: ISRAEL CENDRERO, SHEILA SANTOS
 PLAYERS 1 - 4
 PLAYTIME: 60 - 90 MINUTES



Contractors increases the depth of the original Red Cathedral base game by opening up a map to the outskirts of Moscow, where we will have to send our contractors to recruit new professionals to help us in the construction of the Red Cathedral. Contractors includes 10 new guilds that will add lots of variability to your games as well as stunning new decorations for your cathedrals. Requires base game.





LACRIMOSA

BGLACML AGES: 14+
RRP: £59.99
CASE PACK QTY: 6
AUTHORS: GERARD ASCENSI, FERRAN RENALIAS
PLAYERS 1 - 4
PLAYTIME: 90 MINUTES



The controversial death of Mozart in 1791, at the age of 35, left not only a void in the world of music but also left his Requiem unfinished. The first eight bars of the Lacrimosa movement gave clues as to where it was headed and a commission was granted to finish the piece to honour Mozart in 1792, on the anniversary of his death. Lacrimosa recreates the events following Mozart's death, where players are patrons who collect parts of the unfinished work, travel throughout Europe seeking memories of Mozart, and ultimately assist in the completion of the Requiem. Lacrimosa is a game like none other, highly strategic, and mechanically innovative, with a lovely presentation.



IERUSALEM

BGIERUML AGES: 12+
RRP: £59.99
CASE PACK QTY: 3
DESIGNERS: CARMEN G. JIMENEZ
PLAYERS 1 - 4
PLAYTIME: 90 MINUTES



Travel 2000 years back in time to re-live one of the most influential episodes in Western history: The Last Supper. Players control one of the different clans that inhabit the city, collecting stones, bread, fish and dinars while trying to become the most influential group by sitting their followers closest to Jesus and the apostles. The immersive game and interesting decisions will appeal to a broad audience and become a must-have for the most enthusiastic gamers.



3 RING CIRCUS

BC3RCML AGES: 12+
RRP: £34.99
CASE PACK QTY: 6
DESIGNERS: REMO CONZADORI, FABIO LOPIANO
PLAYERS 1 - 4
PLAYTIME: 45-75 MINUTES



The circus has come to town! Under the big top, jugglers, clowns, magicians, strongmen and wild beasts capture the curiosity of a dedicated audience that applauds non-stop. After each performance, your little troupe accumulates fame and may one day pique the interest of P.T. Barnum, the greatest circus mogul of all time. In 3 Ring Circus, players take on the role of a circus director who tours the United States at the end of the 19th century. Your objective is to hire artists and offer performances in various towns and cities with the intention of gaining fame. In towns, features are easy to set up and give you starting resources to upgrade your cast; small cities are somewhat more demanding, but they allow you to come into contact with better artists; audiences in big cities are even more demanding and want to see very specific numbers, but performing there brings you much more fame! While your little circus tries to survive, the great and splendid Barnum Circus travels across the country, and when it arrives in a big city, a score is held in that region, and the circuses that have given the most performances there will gain even more fame.



BITOKU

BGBITOKU
AGES 12+
RRP: £44.99
CASE PACK QTY: 6
GAME AUTHOR:
GERMAN P. MILLAN
PLAYERS: 1-4
PLAYTIME: 120 MIN.



8 436589 624832

In Bitoku, the players take on the roles of Bitoku spirits of the forest in their path towards transcendence, with the goal of elevating themselves and becoming the next great spirit of the forest. To do so, they will have the help of the y kai, the kodamas and the different pilgrims that accompany them on their path. This is a hand-management, engine-building game with multiple paths to victory.



THE KEMUSHI SAGA

BITOKU: RESUTORAN



BGBITEX
AGES 12+
RRP: £19.99
CASE PACK QTY: 6
GAME AUTHOR: GERMAN P. MILLAN
PLAYERS: 1-4

Enjoy a new taste of Bitoku with Bitoku: Resutoran, a three-module expansion. Modules include new Iwakura rocks, new Yokai cards, and three new types of Kodama Lake. Also, Resutoran includes a new deck of cards that will allow players to activate certain effects during the game, such as modifying dice results (whether their own and opponents') or gaining a lot of points.



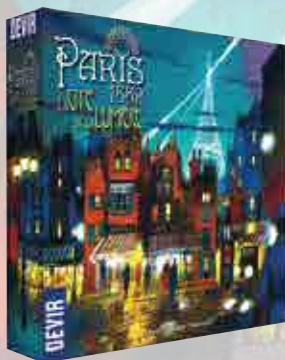
BAMBOO

BGBAMBML
AGES: 10+
RRP: £39.99
CASE PACK QTY: 6
DESIGNER:
GERMÁN P. MILLÁN
PLAYERS 2 - 4
PLAYTIME: 2 HOURS



8 436589 626805

Eat, pray, love...and cultivate bamboo! In Bamboo the players take the role of clans that use the fruits of their labour to care for their families and earn happiness points. It's a game of action management and tile optimisation, and it's both deep and accessible. By placing incense offerings in the temple, the players earn the favour of the forest spirits, while at the same time decorating their houses and searching for the perfect balance to bring maximum happiness. Don't miss this masterpiece inspired by the universe of Bitoku!



PARIS - CITY OF LIGHT

BGPAREN AGES 8+
RRP: £24.99
CASE PACK QTY: 6
GAME AUTHOR:
JOSÉ ANTONIO
ABASCAL
PLAYERS: 2
PLAYTIME: 30 MIN.

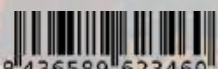


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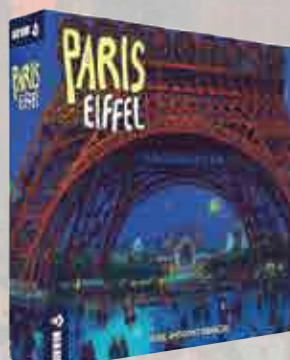
Paris, 1889: The Exposition Universelle was the perfect opportunity to amaze the world with the power of electricity. While Paris had already been known as the "city of lights" since the beginning of the 1800s thanks to its network of gas streetlights, the implementation of electric public lighting left the entire globe awestruck. In the role of one of the most important characters of the city, you are keen on ensuring that your buildings are bathed in as much light as possible. Inspire artists and surprise Parisians and visitors alike with the beauty and wonder of the city's lights! Paris 1889—La cité de la lumière is a game for two players that lasts about 30 minutes, in which each player works to build up and light the city of Paris.

PARIS: EIFFEL

BGPAREIF
AGES 8+ RRP: £14.99
CASE PACK QTY: 6
GAME AUTHOR:
JOSE ANTONIO ABASCAL
ACEBO
PLAYERS: 2
PLAYTIME: 30 MIN.



8 436589 623460



If you liked the original, Paris: Eiffel is a must-have addition that brings many more hours of fun to your Parisian nights. In this expansion we visit Parisian marvels such as the Arc de Triomphe, the Luxor obelisk, the Louvre Museum, and obviously the Eiffel Tower. 8 new postcards that upgrade the replayability of Paris: La Cité de la Lumière, with new art by Oriol Hernandez. New monuments that add a 3D level to your game experience. Complete your experience with this must-have expansion to the two-player game that everyone is talking about.

GO CUCKOO!

BGCUCU
 AGES: 4+
 RRP: £19.99
 CASE PACK QTY: 6
 DESIGNERS: JOSEP M. ALLUÉ, VÍKTOR BAUTISTA I ROCAAPARICIO



Help Kiki the cuckoo build her nest! In this fun dexterity game, you must place sticks into the nest so that they support the eggs. But do it carefully, because with one false move, the whole structure could come crashing down.

New edition of Go Cuckoo!, a best selling game that won the As d'Or "Best Children's Game" at Cannes Game Festival 2017.

Created by Viktor Batista and Josep M. Allue (The Colour Monster), Go Cuckoo! is a party game for kids as young as 4 years old but that rowdy adults will love as well.

A lovely game with the gorgeous components and shelf presence we have come to expect from Devir, at a very attractive price point.



MAZESCAPE

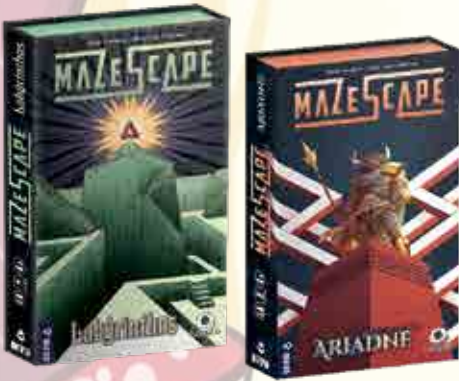
AGES 8+ RRP: £11.99
 CASE PACK QTY: 6
 PLAYERS: 1 AGES: 8+
 PLAYTIME: 15 MIN.
 BGMAZEA
 (ARIADNE VERSION)



BGMAZEL
 (LABYRINTHOS VERSION)



In Mazescape, players will have to find the way out of the maze by moving a wooden marker on a map that they then have to fold and unfold in sections. A range of mazes are already available in this fun and collectible game series. Each Mazescape pack contains 7 mazes for you to escape from, with special missions to complete along the way.



SAVERNAKE FOREST

BGSFML
 AGES: 10+
 RRP: £19.99
 CASE PACK QTY: 6
 DESIGNERS:
 RODRIGO REGO AND NURIA APARICIO
 PLAYERS 2 - 4
 PLAYTIME: 30 MINUTES



Help the animals collect and store their food for the winter! Savernake Forest is a game in which 2 to 4 players build their own section of the forest where food and animals appear. To get the maximum amount of points, players must ensure that the animals get their favourite foods. With dreamy artwork, the game offers the perfect balance between fun and strategy that fits perfectly into anyone's game library. Wander through Savernake Forest and the fauna will sweep you away!



PRODUCT DATA

Item data is subject to change. For the most current item data, please refer to the Item Master Data Spreadsheet available on the Thames & Kosmos dealer site.

PAGE NUMBER	ITEM NUMBER	PRODUCT DESCRIPTION	MINIMUM AGE (YEARS)	SINGLE UNIT DIMS (CM)	CASE DIMS (CM)	SINGLE UNIT WEIGHT (KG)	CASE WEIGHT (KG)	UNITS/CASE	COUNTRY OF ORIGIN	BARCODE
3	692868	EXIT: Riddles in Monsterville (KIDS)	6+	18 x 13 x 4	28 x 21 x 16	0.5	3.6	6	Germany	5060282511736
3	692883	EXIT: The Magical Academy	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743018884
4	692882	EXIT: The Hunt through Amsterdam	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743018877
4	692884	EXIT: Prison Break	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743018907
4	683010	EXIT: Advent Calendar - The Missing Hollywood Star	10+	45 x 33 x 5.5	35 x 46 x 36	0.8	5	6	Germany	5060282511743
5	692867	EXIT: Jungle of Riddles (KIDS)	6+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743018136
5	692863	EXIT: LOTR - Shadows over Middle-earth	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743017078
5	692860	EXIT: The Cursed Labyrinth	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743015951
5	692875	EXIT: The Enchanted Forest	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743015050
5	692874	EXIT: The Stormy Flight	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743015029
5	694043	EXIT: The House of Riddles	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743014251
5	697907	EXIT: The Haunted Roller Coaster	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743014244
5	694227	EXIT: The Mysterious Museum	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743013629
5	694050	EXIT: The Sunken Treasure	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743013599
5	692681	EXIT: The Abandoned Cabin	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743012646
6	692864	EXIT: The Professor's Last Riddle	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743018082
6	592866	EXIT: The Disappearance of Sherlock Holmes	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743018129
6	692682	EXIT: The Return to the Abandoned Cabin	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743017085
6	692861	EXIT: Kidnapped in Fortune City	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743016002
6	692879	EXIT: The Gate between Worlds	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743015944
6	692873	EXIT: The Theft on the Mississippi	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743015012
6	692876	EXIT: The Cemetery of the Knight	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743015067
6	694036	EXIT: The Sinister Mansion	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743013636
6	692858	EXIT: The Forgotten Island	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743013131
6	692742	EXIT: The Secret Lab	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743012660
6	692865	EXIT: The Polar Station	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743013155
7	694029	EXIT: The Dead Man on the Orient Express	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743013582
7	692698	EXIT: The Pharaoh's Tomb	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743012653
7	692872	EXIT: The Forbidden Castle	12+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743013148
7	694289	EXIT: The Catacombs of Horror	16+	28 x 19 x 4	30 x 26 x 23	0.4	2.4	6	Germany	814743014237
7	683009	EXIT: Advent Calendar - The Silent Storm	10+	45 x 33 x 5.5	35 x 46 x 36	0.8	5	6	Germany	5060282511552
7	681951	EXIT: Advent Calendar - The Hunt for the Golden Book	10+	45 x 33 x 5.5	35 x 46 x 36	0.8	5	6	Germany	5060282511408
7	692880	EXIT Puzzle: Nightfall Manor	10+	26 x 18 x 6	35 x 28 x 20	0.5	3.6	4	Germany	814743016620
7	692878	EXIT Puzzle: The Deserted Lighthouse	12+	26 x 18 x 6	35 x 28 x 20	0.5	3.6	6	Germany	814743015913
7	692877	EXIT Puzzle: The Sacred Temple	10+	26 x 18 x 6	35 x 28 x 20	0.5	3.6	6	Germany	814743015906
8	683979	EXIT Puzzle: The Hidden Sanctuary	10+	22 x 22 x 7	24 x 24 x 37	0.9	4.5	5	Germany	5060282511835
8	683962	EXIT Puzzle: The Key to Atlantis	10+	22 x 22 x 7	24 x 24 x 37	0.8	4.2	5	Germany	5060282511828
9	695135	Adventure Games: The Gloom City File	16+	18 x 13 x 4	28 x 21 x 16	0.5	3.2	6	Germany	814743016637
9	695088	Adventure Games: The Dungeon	12+	18 x 13 x 4	28 x 21 x 16	0.5	3.2	6	Germany	814743014473
9	695132	Adventure Games: Monochrome Inc.	16+	18 x 13 x 4	28 x 21 x 16	0.5	3.2	6	Germany	814743014466
10	683825	Masters of Crime: Vendetta	16+	17 x 23 x 5	19 x 24 x 27	0.5	2.5	5	China	814743018938
11	683826	Masters of Crime: Shadows	16+	17 x 23 x 5	19 x 24 x 27	0.5	2.5	5	China	814743018945
11	683827	Masters of Crime: Rapture	16+	17 x 23 x 5	19 x 24 x 27	0.5	2.5	5	China	814743018952
11	683828	Masters of Crime: Incognito	16+	17 x 23 x 5	19 x 24 x 27	0.5	2.5	5	China	814743018969
12	680770	My Gold Mine	7+	15 x 10 x 5	16 x 11 x 32	0.4	2.4	6	China	5060282511484
12	683788	3 Minute Crazy Café	7+	15 x 10 x 5	16 x 11 x 31	0.3	1.8	6	China	5060282511927

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12	682675	Dirty Pigs	7+	15 x 10 x 5	16 x 11 x 31	0.4	2.4	6	China	5060282511644
12	683023	Allie Gator	8+	15 x 10 x 5	16 x 11 x 31	0.3	1.8	6	China	5060282511637
13	683320	Belratti	8+	18 x 13 x 4	28 x 21 x 16	0.45	3	6	China	5060282511750
13	683771	Noobs in Space	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	814743018365
14	691487	My Island	10+	30 x 30 x 7	46 x 33 x 33	1.0	6.2	6	China	814743018167
14	682385	My City Roll and Build	10+	18 x 13 x 4	28 x 21 x 16	0.5	3.2	6	Germany	5060282511446
15	683801	Nunatak	10+	30 x 30 x 7	33 x 33 x 30	1	6	6	China	5060282511729
16	683887	The Gang	10+	18 x 13 x 4	28 x 21 x 16	0.4	2	6	Germany	814743018983
17	691868	The Crew: Quest for Planet 9	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Poland	814743015005
17	691869	The Crew: Mission Deep Sea	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	China	814743015975
17	682484	Inside Job	10+	18 x 13 x 4	28 x 21 x 16	0.4	2.5	6	Germany	814743018174
18	680565	The Adventures of Robin Hood	10+	30 x 30 x 7	33 x 33 x 30	2.5	10	4	China	814743015937
18	683146	Robin Hood: Friar Tuck in Danger (expansion)	10+	30 x 30 x 4.5	33 x 33 x 30	1	6	6	China	5060282511514
18	682804	Lord of the Rings: Adventure to Mount Doom	10+	30 x 30 x 7	46 x 33 x 33	1.2	7.5	6	China	814743018150
19	691745	Legends of Andor: Base Game	10+	30 x 30 x 7	33 x 33 x 30	2	12.5	6	Germany	814743011700
19	683351	Legends of Andor: Eternal Frost	10+	30 x 30 x 7	33 x 33 x 30	2.2	13.5	6	China	5060282511569
20	692803	Legends of Andor: The Last Hope	10+	30 x 30 x 7	33 x 33 x 30	2.3	10	4	Germany	814743013032
20	692841	Legends of Andor: Dark Heroes	10+	30 x 15 x 4	31 x 28 x 18	0.6	3.2	6	Germany	814743013568
21	691747	Andor: The Family Fantasy Game	7+	30 x 30 x 7	33 x 33 x 30	1.2	5	6	China	814743015968
21	683085	Andor: Family Fantasy - Danger in the Shadows (exp)	7+	15 x 30 x 4	31 x 28 x 18	0.6	4	6	China	5060282511507
22	683757	Dragonkeepers	8+	28 x 19 x 4	30 x 21 x 22	0.7	4.2	6	Germany	5060282511705
23	680428	Anno 1800	12+	30 x 30 x 7	33 x 33 x 30	1.2	5.5	6	Germany	814743015920
23	694265	Switch & Signal	10+	30 x 30 x 7	46 x 33 x 33	1.0	7	6	Germany	5060282511361
24	683665	Pacifica	10+	20 x 20 x 4	31 x 23 x 23	0.5	3	6	Germany	5060282511804
25	691821	Lost Cities: The Card Game	10+	20 x 20 x 4	31 x 23 x 23	0.5	3.6	6	Germany	814743013896
25	691479	Targi	12+	20 x 20 x 4	31 x 23 x 23	0.5	3.2	6	Germany	814743013605
25	692643	Targi Expansion	12+	20 x 20 x 4	31 x 23 x 23	0.5	3.2	6	Germany	814743013612
26	691554	Aqualin	10+	20 x 20 x 4	31 x 23 x 23	0.5	3.2	6	Germany	814743015272
26	691806	Kahuna	10+	20 x 20 x 4	31 x 23 x 23	0.4	2.7	6	Germany	814743011649
26	694272	Imhotep The Duel	10+	20 x 20 x 4	31 x 23 x 23	0.4	3	6	Germany	814743014411
27	697945	Dodo	6+	30 x 30 x 7	31 x 31 x 43	1.4	8.4	6	Germany	5060282511460
28	682958	Ingenious	8+	26 x 26 x 5	28 x 28 x 32	1	6	6	China	5060282511750
28	692209	Dimension	8+	30 x 30 x 7	33 x 33 x 30	1.8	8.2	4	China	814743011625
28	692208	Dimension: Brain Game to Go	8+	10 x 17 x 4	12 x 19 x 28	0.2	1.5	6	China	814743017115
29	692834	Drop It	8+	30 x 30 x 7	33 x 33 x 30	1.5	6.8	4	China	814743013681
29	680572	High Score	8+	18 x 13 x 4	28 x 21 x 16	0.3	1.5	5	Germany	4002051680572
29	682286	Karak	7+	30 x 30 x 7	46 x 33 x 33	0.8	5.4	6	China	4002051682286
29	682606	Catch the Moon	8+	24 x 24 x 6	36 x 25 x 25	0.5	3	6	China	4002051682606
30	696184	Ubongo	8+	30 x 30 x 7	33 x 33 x 30	1.4	5.9	4	Germany	814743011595
30	696187	Ubongo: Brain Game to Go	8+	10 x 17 x 4	12 x 19 x 28	0.2	1.8	6	China	814743015999
30	694258	Ubongo: 3D Family	8+	30 x 30 x 7	33 x 33 x 30	1	4.5	5	Germany	5060282511316
30	697396	Ubongo: Junior	5+	27 x 27 x 6	28 x 28 x 25	0.7	3	6	China	5060282511309
31	741785	Wave	10+	12 x 10 x 2	14 x 12 x 14	0.1	0.6	6	Germany	5060282511774
31	741839	Heroes for Sale	10+	12 x 10 x 2	14 x 12 x 14	0.12	0.72	6	Germany	5060282511934
32	682095	Kingsbridge	10+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	5060282511415
32	696118	The Lost Words	8+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	634158993817
32	696119	The Lost Spells	8+	18 x 13 x 4	28 x 21 x 16	0.3	1.8	6	Germany	5060282511354
32	696120	The Lost Spells Jigsaw	8+	40 x 26 x 6	41 x 27 x 61	0.7	7	10	Turkey	5060282511385

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33	696207	Lord of the Rings Gandalf and the Barrow Owl Jigsaw	7+	34 x 23 x 5	34 x 29 x 24	0.4	3	6	Turkey	5060282511941
33	696201	Lord of the Rings Rhosgobel Jigsaw	7+	34 x 23 x 5	34 x 29 x 24	0.4	3	6	Turkey	658556002186
33	696202	Lord of the Rings Trollshaws Jigsaw	7+	34 x 23 x 5	34 x 29 x 24	0.4	3	6	Turkey	658556002179
33	696204	Lord of the Rings Gandalf Jigsaw	7+	34 x 23 x 5	34 x 29 x 24	0.4	3	6	Turkey	700461682974
34	696203	The Hobbit Jigsaw	7+	34 x 23 x 5	34 x 29 x 24	0.4	3	6	Turkey	6341589056298
34	696205	Theoden's Bane Jigsaw	7+	34 x 23 x 5	34 x 29 x 24	0.4	3	8	Turkey	9781915530028
34	696206	Eriador Map Jigsaw	7+	34 x 23 x 5	34 x 29 x 24	0.4	3	8	Turkey	9781915530042
35	BGSALML	Salton Sea	14+	18 x 23 x 6.5	20 x 25 x 39	1.5	9	6	China	8436607942610
35	BGESPML	Espana 1936	14+	22 x 30 x 10	24 x 32 x 62	TBC	TBC	6	China	8436589626690
36	BGDAIML	Daitoshi	14+	30 x 30 x 7	31 x 31 x 45	3	18	6	China	8436607943990
36	BGSANDML	Sand	14+	30 x 30 x 7	31 x 31 x 45	TBC	TBC	6	China	8436607942894
36	BGYOKAI	Yokai Sketch	12+	12 x 10 x 2	44 x 37 x 17	0.1	0.6	8	China	8436607940326
37	BGRH77ML	Rock Hard 1977	14+	30 x 30 x 7	31 x 31 x 45	TBC	TBC	6	China	8436607943679
37	BGCITML	Cities	10+	30 x 30 x 7	31 x 31 x 45	TBC	TBC	6	China	8436607943945
38	BGWHCAS	The White Castle	12+	23 x 18 x 7	25 x 20 x 42	1.3	7.8	6	China	8436607940593
38	BGRECML	Red Cathedral	10+	23 x 18 x 5	34 x 25 x 20	1	6.4	6	China	8436589621046
38	BGRECCTML	Red Cathedral Contractors (expansion)	10+	23 x 18 x 5	34 x 25 x 20	0.8	5.2	6	China	8436589626751
39	BGLACML	Lacrimosa	14+	30 x 30 x 7	49 x 32 x 32	3	18	6	China	8436589626829
39	BGIERUML	Ierusalem	12+	30 x 30 x 7	32 x 32 x 24	3	9.7	3	China	8436589629981
39	BC3RCML	3 Ring Circus	12+	23 x 23 x 7	25 x 25 x 44	1.7	10.2	6	China	8436607940616
40	BGBITOKU	Bitoku	12+	30 x 30 x 7	31 x 31 x 45	3	18	6	China	8436589624832
40	BGBITEX	Bitoku Expansion	14+	13 x 18 x 4	15 x 20 x 26	0.8	4.8	6	China	8436607941279
40	BGBAMBML	Bamboo	10+	23 x 18 x 5	34 x 25 x 20	1.2	8	6	China	8436589626805
40	BGPAREN	Paris: City of Light	8+	20 x 20 x 4	30 x 22 x 22	0.5	3.2	6	China	8436017228397
40	BGPAREIF	Paris: Eiffel (expansion)	8+	20 x 20 x 3	25 x 22 x 22	0.4	2	6	China	8436589623460
41	BGCOCU	Go Cuckoo	8+	10 x 27 x 10	12 x 29 x 62	0.5	3.6	6	China	8436607940241
41	BGMAZEA	Mazescape Ariadne	8+	17 x 11 x 3	20 x 13 x 38	0.2	2.6	6	China	8436589622920
41	BGMAZEL	Mazescape Labyrinthos	8+	17 x 11 x 3	20 x 13 x 38	0.2	2.6	6	China	8436589622906
41	BGSFML	Savernake Forest	10+	18 x 13 x 4	28 x 21 x 16	0.4	2.4	6	China	8436589628106

GECKO RUN

MARBLE RUN



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CATALOGUE FOR THE AMAZING
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