



Lifestyle Boardgames Ltd.
Catalog 2018

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

We published our first game in Russia in 2007 and since then we have licensed (from other publishers and authors) and put on the Russian-speaking market over 100 games. Through almost 11 years on the market our team has acquired exceptional expertise in boardgames which has recently helped us to successfully launch into international publishing with our original titles which we sell worldwide through the network of our distributors. Our games are sold in more than 20 countries all over the world and it's just the beginning!

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

If you wish to propose your game or become our distributor, please email us at

export@lifestyle-boardgames.com

mail@lifestyle-boardgames.com

Speed Colors

Game designer: Erwan Morin

Illustrator: Robin Rossigneux

Size: 26.5x26.5x5.5 cm

For children

Coloring

Memory

Take a look at the picture. Now turn it over and color in the black-and-white version! This bright-hued color-by-memory game will be a hit with both children and adults. Try to keep up the pace while each round gets more challenging than the previous... The faster and the more accurate you are — the more chances you have at winning the round and the game!

- The concept of coloring books turned into an original fast-paced memory game.



- A versatile game suitable for all ages. Can be adapted for younger players (focus either on the precision or on the memory aspect of the game).
- A child can beat their parent but both will certainly have fun!
- An unusual, eye-catching packaging.
- Nominated for *Game of the Year* Award in Netherlands (2017).
- First print sold-out in Germany in under 3 months.

Components:

- 55 image cards
- 5 scoring cards
- 6 markers with sponges
- 1 pouch



Speed Colors Booster Pack N°1

Game designer: Erwan Morin

Illustrator: Robin Rossigneux

For children

Coloring

Memory

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

- Spice up your *Speed Colors* games with 12 new image cards!
- Includes 6 colored replacement markers (yellow, green, blue, red, orange, purple).
- Not a stand-alone game! The base *Speed Colors* game is required to play.
- Fully compatible with *Speed Colors*: shuffle the cards from the *Booster Pack* with the cards from the base game and you're ready to go (just follow the base rules)!

5+

15-20

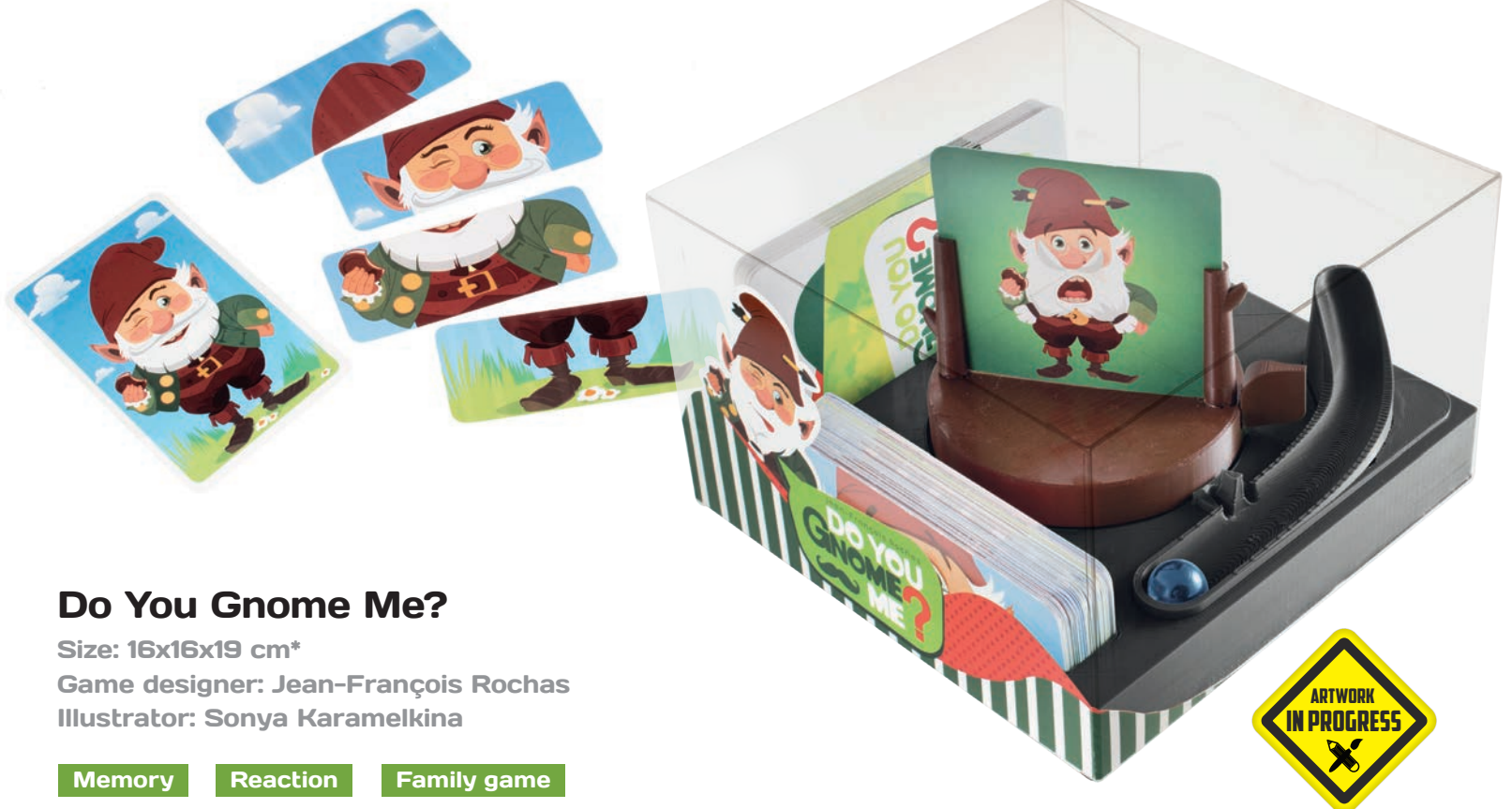
2-5



Components:

- 12 image cards
- 6 markers with sponges

*The size may be subject to change.



Do You Gnome Me?

Size: 16x16x19 cm*

Game designer: Jean-François Rochas

Illustrator: Sonya Karamelkina

Memory

Reaction

Family game

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

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

Components:

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

6+



25



2-4



Hedgehog Roll

Size: 27.5x19x6.5 cm

Game designer: Urtis Šulinskas

Illustrator: Irina Pechenkina

Dexterity

For children

Under the thick canopy of trees the hedgehog is hurrying back to its cozy home. Ugh-oh! Here comes the fox! It appears to be looking for its next meal. The road home will be a real adventure! Roll the fuzzy hedgehog across the forest floor to collect apples, leaves and mushrooms that allow you to move further along the path. Play either with the competitive mode to race against each other or with the cooperative mode to race against the sly fox!

- A family dexterity game with new, inventive mechanics.
- Incorporates tactics and skill.
- Velcro components: an unexpected use of everyday materials in a board game.
- Customizable game board: the players assemble the forest path from separate parts during setup, so no game is the same.
- Includes advanced rules that offer a challenge for the adult players.



4+

20

1-4



Components:

- 1 fuzzy ball (hedgehog)
- 4 hedgehog figurines
- 1 fox figurine
- 8 double-sided boards (1 starting board showing a hedgehog, 1 fox board, 1 board showing a house and 5 boards with paths)
- 18 velcro tokens (6 of each kind – apples, mushrooms and leaves)
- 1 velcro hedgehog face token



Narabi

Size: 12.3x9.6x2.1 cm

Game designer: Daniel Fehr

Illustrator: Konstantin Zheludev

Co-operative

Brain teaser

Card game

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

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

Components:

- 16 cards
- 15 card sleeves
- 1 marker

- Thanks to the clever use of card sleeves, the cards and their effects can be combined in countless different ways, so each game will be unique and will pose new challenges for the players.

8+



10-15



3-5



Finding Nessie

Size: 29.7x29.7x7 cm

Game designer: Jens-Peter Schliemann,
Bernhard Weber

Illustrator: Sergei Kardakov

Family game

Dexterity

Observation

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

- Introducing an innovative 3D game board.
- Suitable for a vast audience (both families and adults).

6+

20-30

2-4



Components:

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



Wallet

Game designers: Wilfried and Marie Fort

Illustrator: Oksana Dmitrienko

Size: 23x23x5 cm

Card game

Party game

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

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



Components:

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



Aqualiens

Game designer: Jean-François Rochas

Illustrator: Irina Pechenkina

Size: 12.8x17.8x4/14.5x14.5x4.5 cm

For children

Fast-paced

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

- Original transparent cards: be the first to find the winning combination!
- Requires attention, develops dexterity, observation skills and quick reflexes.
- A great game for both young and adult players.

Components:

- 4 alien cards
- 52 goal cards
- 17 crystals
- 48 transparent cards

5+

20

2-4



Components:

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



Enchanted Paths

Game designer: Martin Nedergaard Andersen

Illustrator: Irina Pechenkina

Size: 19.5x19.5x4.5 cm

Unique design

Brain teaser

Fast-paced

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

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

8+



20-30



1-4





Gnome's Lunch

Size: 12.8x17.8x4 cm

Game designers: Timur Baskakov, Katerina Chirkova

Illustrators: Timur Baskakov, Katerina Chirkova

Tactics

For children

Simple

What's for lunch? Pizza!

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

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

Components:

- 57 tiles (14 of each color + 1 royal pizza tile)

8+

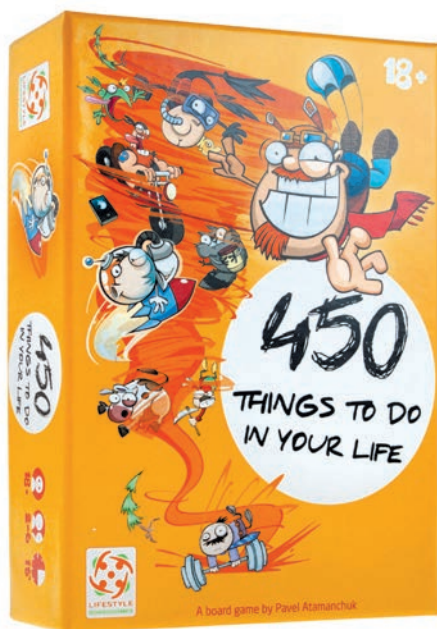


15



2-4





450 Things to Do in Your Life

Size: 12.8x17.8x4 cm

Game designer: Pavel Atamanchuk

Illustrator: Timur Baskakov

Party game

Wacky

What is on your ultimate bucket list? To run a marathon? To hug a koala? To quit your job and to live as a hermit somewhere far, far away? Sounds like a good plan! But do your friends agree? Try to guess which activities your opponents would like to try and vote accordingly. Find out how well you know each other in this quirky party game!

- Great play value: find out 450 things to do in your life! Fantastic value for money!
- Intriguing, exciting and provoking. A whole range of emotions!
- Clean and easy-to-grasp rules, intuitive gameplay.
- A perfect game to get to know each other better and get the party started.

Components:

- 75 double-sided playing cards
- 1 score track
- 6 voting cards
- 24 number cards (4 of each color)
- 12 markers (2 of each color)

18+



15



2-6





Dawn Under

Size: 29.5x29.5x7 cm

Designer: Norbert Proena

Illustrator: Irina Pechenkina

Family game

Memory

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

6+



20-30



2-6



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

Components:

- 1 game board with 60 hollow graves
- 66 grave lids
- 60 vampires
- 18 garlic bundles in 6 colors
- 13 stakes



Loser

Size: 12.3x9.6x2.1 cm

Game designers: Bruno Cathala, Vincent Dutrait

Mean

Party game

Card game

Components:

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

Think twice before you mess with magic or you might spend the rest of your life as a frog! In this mean and clever card game there are no winners: you are either safe or the loser. In turn, each player plays a card either face up or face down. Try to keep track of whether you've got the card with the highest value and vote accordingly (thumbs up or thumbs down) at the end of each round. Your opponents will try their best to throw you off and ruin your plans so watch out and don't lose your cool: if you lose twice, no potion will save you!

- From renowned author Bruno Cathala.

- A wicked game of bluff, tactics and cunning that keeps you on your toes!
- Every move counts so watch carefully the choices your opponents make.
- Unexpected twists guaranteed! Includes 23 special cards with crazy effects that may tip the balance at any point of the game.



Components:

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



Magic Mandala

Game designer: Manu Palau

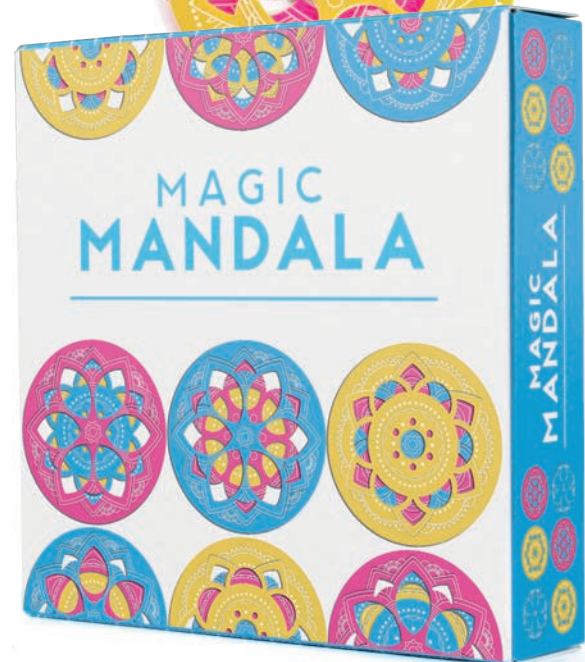
Size: 11.7x11.7x2.7 cm

Dexterity

Fast-paced

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

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



6+

15

1-4





Escape from the Asylum

Game designer: Martin Nedergaard Andersen

Size: 23.5x16x4.5 cm

Escape room

Brain teaser

Co-operative

You open your eyes and find yourself in a cold, padded cell. Unfortunately, this is not a dream: your own brother committed you to this hellhole of a psychiatric hospital. The betrayal stings, but there is no time for a breakdown. You need to get out, and you must do it fast.

The plan seems simple enough: retrieve your personal file, find a place to hide before the night guard makes his rounds, and then find a way out. Escaping the asylum in time, however, won't be easy...

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



Components:

- 23 mystery envelopes
- 69 hint & solution cards
- 189 number cards
- 5 meeples
- Scoring sheets

Mood Kingdom

Game designer: Roman Grigorik

Medieval

Resources

Strategy

The king of a small, but mighty kingdom has retired and left not one, but four heirs to the throne. They could not for the life of them choose who should become the new ruler, so they decided to share the responsibility. But their loyal subjects are a moody bunch and it's in the best interest of the newly-crowned monarchs to keep them happy. Everybody thinks they know what's best for the kingdom, but ruling isn't as easy as it seems!

In Mood Kingdom, instead of each playing for one character the players control all villagers, each time a different one. The players must carefully choose the jobs for the villagers so as not to upset them and expertly manage the resources in order to score more points and become the most popular ruler!

- A new take on the familiar worker placement mechanics.
- A seamless combination of theme and gameplay.
- Suits both families and dedicated gamers.

10+



45-90



2-4



Components:

- 1 game board
- 6 villagers
- 24 resource cubes (6 of each kind)
- 6 mood trackers
- 1 phase tracker
- 40 player tokens (10 in each color)
- 24 coins
- 1 first player token
- 1 die

Ice Dice

Size: 34x23.5x4.5 cm

Game designer: Martin Nedergaard Andersen

Illustrator: Oleg Erin

For children

Educational

Math

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

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



Components:

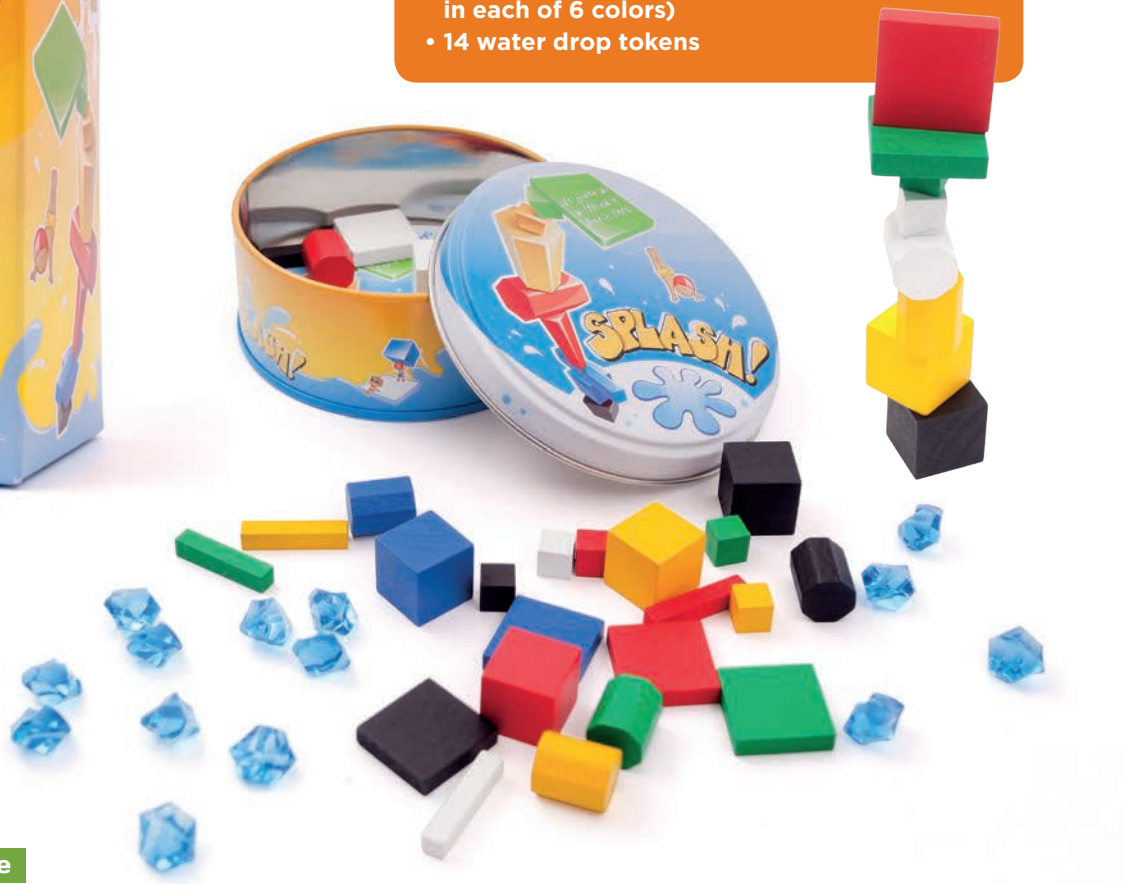
- 1 big double-sided game board
- 1 medium double-sided board
- 6 player's boards
- 3 dice
- 1 hourglass
- 36 numbered tokens (6 tokens of each of 6 different colors)





Components:

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



Splash!

Size: 13x13x7.5 cm

Game designers:

Wilfried Fort and Marie Fort

Illustrator: Natalia Zelenina

Dexterity

Compact

Simple

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

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

- A quick dexterity tower-building game for a wide audience, easy to play and addictive.

- Small, compact, portable.
- Attractive price.
- Original mechanics: not only dexterity but also attention and planning required.





Lost'n'Found

Size: 12,8x17,8x4 cm

Game designer:

Martin Nedergaard Andersen

Illustrators: Natalia Zelenina,

Irina Pechenkina

Card

Memory

Portable

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

- Lightweight mix of very successful existing concepts (visual memory / speed and observation) at a very competitive price: feels a bit like *Schau Mal* or *Dobble*, but is still different and costs less.
- Compact packaging: play anywhere!

5+



10-15



2-6



Components:

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

Macroscopic

Size: 23.5x23.5x6.7 cm

Game designer: Martin Nedergaard Andersen

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

Party game

Simple

Fast

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



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

Components:

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





Nitro

Size: 16x23.5x4,5 cm

Game designer: Timur Baskakov

Illustrator: Timur Baskakov

Card game

Races

Fun

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

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

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



Components:

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



Tubyrinth

Size: 23.5x23.5x6.7 cm

Game designer:

Martin Nedergaard Andersen

Illustrator: Oksana Dmitrienko

Pipe-building

Brain teaser

Fast-paced

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

- Popular computer games theme adopted in a boardgame.
- Customers instantly recognize the game concept because almost everyone has played a similar type of game on the computer or on the smartphone — game is self-sellable even in mass-market.
- Easy-to-grasp game mechanics, a friendly point system that rewards even non-winning players.
- Playable with up to 6 players — and solo as well.
- Great value for its money: 82 playing fields (41 double-

sided boards), each field can be solved at least 3 different ways: in total 243 solutions to find! (An average brain teaser has around 50 tasks).

Components:

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





Giraffometer

Size: 14x21x6 cm

Game designer:

Martin Nedergaard Andersen

Illustrator: **Irina Pechenkina**

Trivia

Educational

Party game

Components:

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



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

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

- Trivia game where you don't need to know exact answers — follows several successful games of this kind like *Timeline*, *Wits and Wagers*, but has its own unique gameplay.
- Two game modes: you can choose between the cooperative and the competitive variants!
- Huge amount of amusing and funny facts (300 double-

sided cards!) with a lot of surprises during the game (the wow factor).

- Has both great entertaining and educational value — encourages logical reasoning and teaches interesting facts.
- Dice Tower Seal of Excellence.
- Included into a list of 10 games better than Trivial Pursuit by Tom Vassel (Dice Tower).
- #6 Top Family Games by Tom Vassel (Dice Tower).
- #6 Surprises of 2015 by Zee Garcia (Dice Tower).





Lexit

Size: 12.8x17.8x4 cm

Game designer: Daria Prokhorova

Illustrator: Taisia Zavyalova

One-of-a-kind

Word game

Compact

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

Lexit is a word game with a twist! Don't bother looking for words on the cards — you won't find any! Instead, turn the top card of the deck over and take a close look at the picture: everything that you see can be put into words. Easy, right? Now it's time to change them up! Write these words down and turn them into other words using one, two or all three modifications available in this round. During the game, you'll come across four modifications: add one letter, remove one letter, replace one letter and shuffle the letters. And remember: the longer the words are, the more points you get!

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

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

10+



30



2-6



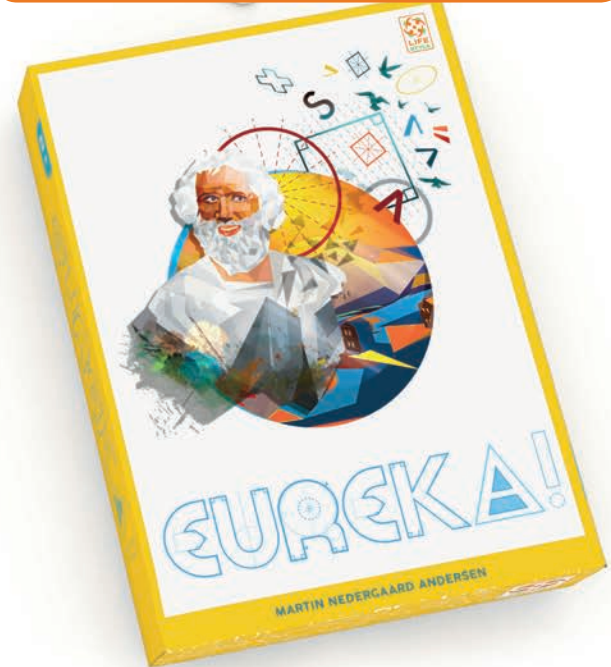
Components:

- 54 playing cards



Components:

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



Eureka!

Size: 12.8x17.8x4 cm

Game designer:

Martin Nedergaard Andersen

Illustrator: Irina Chetvertukhina

Educational

Geometry

Reaction

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

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

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

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

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

8+



10-15



2-4





Costa Ruana

Size: 21x28x6 cm

Game designer: Yury Zhuravlev

Illustrator: Ariadna Sysoeva

Action planning

Bluffing

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

Costa Ruana is a dynamic game with an active interaction between players. Your aim is to score the most points by having treasures in your hut and natives in your reserve at the end of the fifth round. Cards allow you to move treasures, place natives on islands, bring them home, or move them between islands. But you

Components:

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

never know which cards will be played out during the current round... unless you are a Shaman!

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

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



Components:

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



Artificium

Size: 21x28x6 cm

Game designer: Timofey Shargorodskiy

Illustrators: Timofey Shargorodskiy,
Serhiy Banytiyk

Building

Medieval

Economic



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

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

- A card-driven resource-conversion game with strategic choices and careful planning of the card chains.

- Intuitive and streamlined rules, fast and addictive gameplay.
- Scales well from 2 to 6 players with small downtime.
- Very good price/value ratio.
- Dice Tower Seal of Approval.



www.Lifestyle-Boardgames.com
export@lifestyleltd.ru
+7 (495) 510-05-39