

# CATALOGUE

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# SEA SALT & PAPER

Collection – Push your luck

A few delicately folded papers and a whole marine universe comes to life. Create your own ocean. Assemble your hand, place cards for their effect and decide if you want to end the round. But you have to choose: stop the round immediately or give the others an extra turn to try to widen the gap. Is it worth taking the risk?

8+ 2-4 30



**Game designers:** B. Cathala & T. Rivière.  
**Origamists:** P.-Y. Gallard & L. Derainne.  
**Contents:** 58 cards, 6 game aids.

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# LOOK AT THE STARS

Flip & write – Reflexion – Placement

Tonight the sky is full of stars. How about drawing the constellations before daybreak? Reveal a night card, and then simultaneously all draw the shape on your card. At the end of the game, score points for the constellations of different sizes that you have created, as well as planets, shooting stars and other bonuses...

8+ 2-8 20



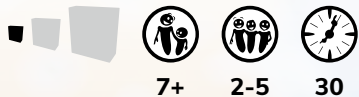
**Game designers:** Romain Caterdjian.  
**Artwork:** Adrien Le Coz.  
**Contents:** 85 cards, 22 tokens.

5



# NOAH

Trick-taking - Black Jack - Card playing

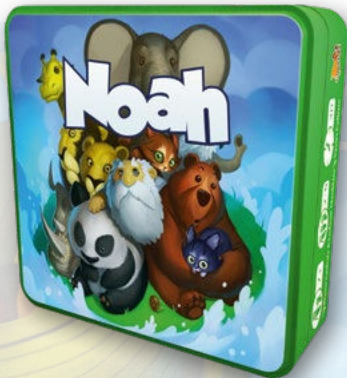


7+

2-5

30

The flood has started. It's time to get the animals on board the arks. But they can only hold so much weight before capsizing, and the gender of the animals needs to be taken into account. The goal is to save as many animals as possible.



**Game designers:** B. Cathala & L. Maublanc.

**Artwork:** Xavier Collette.

**Contents:** 56 cards, 6 tokens, 1 board.

6

# CONSPIRACY

ABYSS UNIVERSE

Set collection - Combinations - Optimization



8+

2-4

30

Recruite Lords to compose your Senatorial Chamber and establish power over the Assembly. Will you favor the most influential Lords? Those who will help you take control of Locations? Or will you choose those who offer you precious Pearls? Either way, place these Lords wisely, because their position in the hemicycle will have consequences...

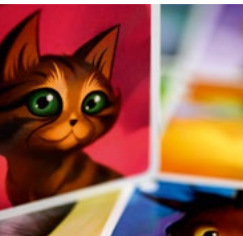


**Game designers:** B. Cathala & C. Chevallier.

**Artwork:** Pascal Quidault.

**Contents:** 85 cards, 22 tokens.

7



## CAPTAIN CARCASS

Push your luck - Set collection - Combinations

You've now been thrown 20 000 leagues under the sea, seeking wonderful loot! But beware of depth intoxication, or you'll come back empty handed...

A player who takes no risks ends up with nothing, but whoever risks too much... loses everything!



**Game designers:** D. Paxton, L. Li & C. Bray.

**Artwork:** Felideus Bubastis.

**Contents:** 84 cards.

8

## CODEX NATURALIS

Points race - Placement - Development

Assemble the pages of the Codex Naturalis, the secret manuscript which lists the species of the four kingdoms. Play and place your cards to use resources, fulfill the objectives to create the most elaborate manuscript. When a player reaches 20 points or more, the end of the game is triggered.

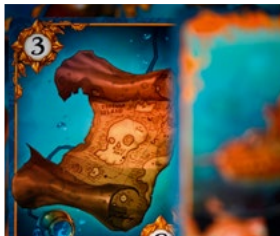
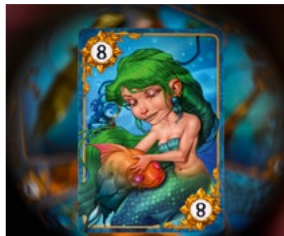


**Game designer:** Thomas Dupont.

**Artwork:** Maxime Morin.

**Contents:** 102 cards, 9 wooden tokens, 1 score track.

9



# GLOW

Card drafting - Dice rolling - Combinations

8+ 2-4 45

Adventurers, build your company by recruiting a new traveling companion at each turn and best combine their powers. Roll and reroll the dice to activate the advantages that your companions bring you... or their disadvantages. Gather as many bursts of light to dispel the darkness and restore color to the world.



**Game designer:** Cédric Chaboussit.  
**Artwork:** B. Basso & V. Dutrait.  
**Contents:** 53 cards, 102 tokens, 30 dice, 37 wooden tokens, 2 boards.

10

# CATCH THE MOON

Balance - Dexterity

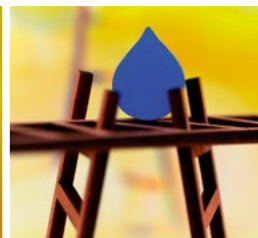
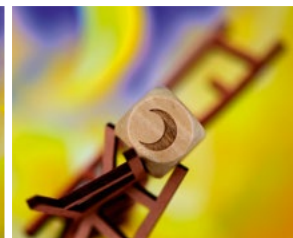
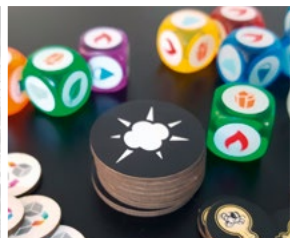
6+ 2-6 15

Catch the Moon... what a wonderful dream! All it takes is some skillfully placed ladders and a good sense of balance. The Moon is eager for you to reach her, but she will shed a tear at the slightest misstep in your climb. With the right mix of risk-taking and caution, you will become the most agile of dreamers.



**Game designers:** F. Riffaud & J. Rodriguez.  
**Artwork:** Emmanuel Malin.  
**Contents:** 30 ladders, 7 wooden tokens, 1 plastic base, 1 die.

11



# TAKENOKO

Secret objectives - Management - Development

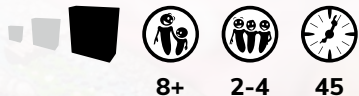
The Emperor of China has offered the Emperor of Japan a Giant Panda. You will have to farm plots of land, irrigate them and grow bamboo. The player who grows the most bamboo by managing their plots the best while satisfying the appetite of the panda will win the game.

Co-published with Matagot.

**Game designer:** Antoine Bauza.

**Artwork:** Pickxel, Yuio & N. Fructus.

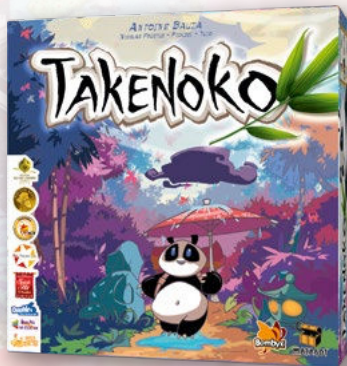
**Contents:** 78 bamboos, 28 tiles, 37 tokens, 46 cards, 4 player boards, 1 die, 2 models.



8+

2-4

45



# TAKENOKO

## CHIBIS

Secret objectives - Management - Development

The Emperor of China has entrusted you with a second animal's care! You will need to try twice as hard to take care of the new couple... and their babies! The new resident of the bamboo plantation gives you access to new objectives and actions. Brighten up your garden with new plots!

Co-published with Matagot.

**Game designers:** A. Bauza & C. Lebrat.

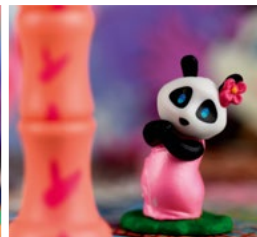
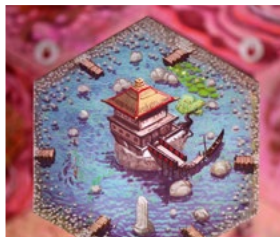
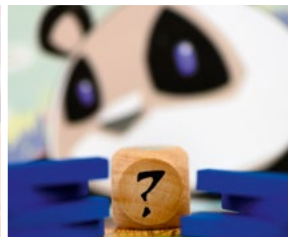
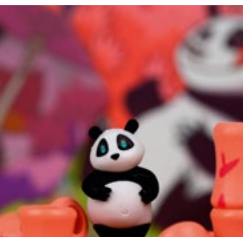
**Artwork:** Pickxel, Yuio & N. Fructus.

**Contents:** 17 bamboos, 6 tiles, 9 tokens, 18 cards, 1 model.



12

13



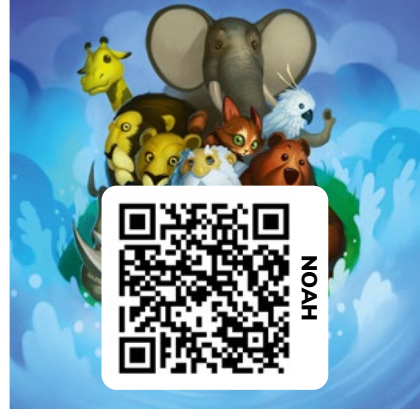
PLAY ONLINE



BOARD  
GAME  
ARENA



GARDEN NATION



NOAH



LOOK AT  
THE STARS



SEA SALT  
& PAPER



GLOW

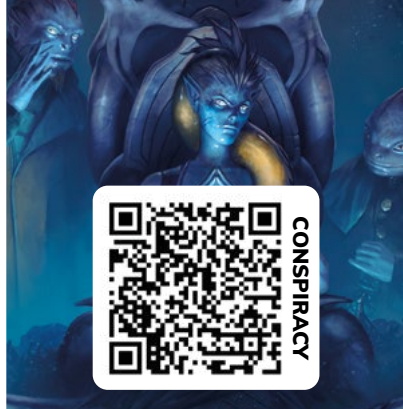


NICODEMUS





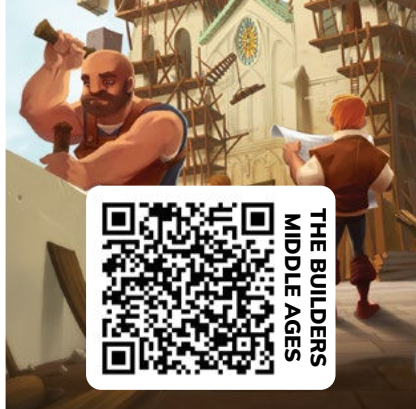
**ABYSS**



**CONSPIRACY**



**CODEX  
NATURALIS**



**THE BUILDERS  
MIDDLE AGES**



**THE BUILDERS  
ANTIQUITY**



**TAKENOKO**

**PLAY ONLINE**



**BOARD  
GAME  
ARENA**

# THE BUILDERS

MIDDLE AGES

Management - Optimization - Worker placement



Becoming the First Builder of the Kingdom is the dream of any foreman. To realize it, you'll have to combine good recruitment with wise choice of your construction sites, as the buildings you construct will earn you renown, but also the money needed to hire more competent workers.



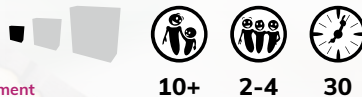
**Game designer:** Frédéric Henry.  
**Artwork:** Sabrina Miramon.  
**Contents:** 84 cards, 40 plastic coins.

18

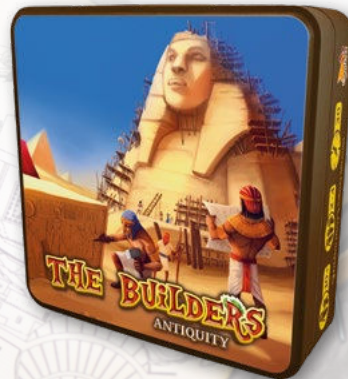
# THE BUILDERS

ANTIQUITY

Management - Optimization - Worker placement

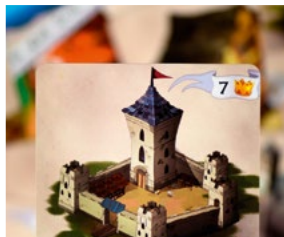


With The Builders Antiquity, experienced players have even more choice to become the greatest builder the age has ever known: train workers, purchase prisoners or tools, take out loans.



**Game designer:** Frédéric Henry.  
**Artwork:** Sabrina Miramon.  
**Contents:** 70 cards, 40 plastic coins.

19



# ABYSS

Collecting - Combinations - Development

Soon, the throne will be vacant... What if it's the time for you to claim it? Affiliate allied races, recruit lords and control important locations in the kingdom in order to increase your influence and appear as the one and only candidate.

**Game designers:** B. Cathala & C. Chevallier.

**Artwork:** Xavier Collette.

**Contents:** 106 cards, 31 tokens, 20 tiles, 50 pearls, 2 boards, 5 plastic cups.



# ABYSS

## KRAKEN & LEVIATHAN

Collecting - Combinations - Development

**KRAKEN:** The Smugglers begun trading in the Nebulis. These precious black pearls can cement your power, but they may also cause your doom.

**LEVIATHAN:** The Leviathans converge towards the border. Exploring is dangerous: fighting is not easy and fleeing can be even more risky. Leviathan allows you to play from 2 to 5 players.

**Game designers:** B. Cathala & C. Chevallier.

**Artwork:** X. Collette & M. Nikolic.

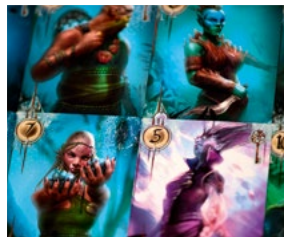
**Kraken Contents:** 50 cards, 3 tokens, 6 tiles, 25 black pearls, 1 model, 1 plastic cup.

**Leviathan Contents:** 1 board, 2 dice, 54 cards, 56 tokens, 1 model, 1 plastic cup.



20

21



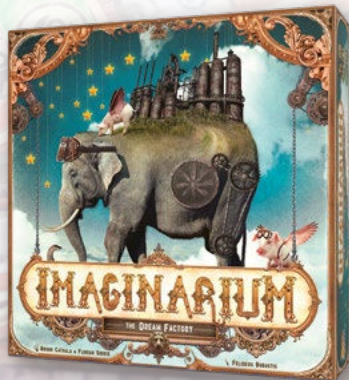
# IMAGINARIUM

## THE DREAM FACTORY

Management - Development - Points race



You will repair, combine, use and dismantle amazing machines to receive resources that will allow you to repair even more powerful machines. Manage these resources, combine actions and use your workspace wisely in order to complete projects and earn victory points.



**Game designers:** B. Cathala & F. Sirieix.

**Artwork:** Felideus Bubastis.

**Contents:** 1 board, 5 folding screens, 5 player boards, 5 models, 74 cards, 14 tiles, 95 tokens, 130 cubes, 70 gems.

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# IMAGINARIUM

## CHIMERA

Management - Development - Points race

Handymen collect fragments of dreams to build their own dream, using new elements: actions, machines, assistants, projects. **Team play mode possible for up to 6 players, sharing resources and dreams. Good communication allows combinations of actions.**

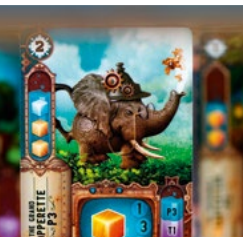


**Game designers:** B. Cathala & F. Sirieix.

**Artwork:** Felideus Bubastis.

**Contents:** 1 board, 1 player board, 1 folding screen, 1 model, 6 wooden tokens, 21 cards, 4 tiles, 48 tokens.

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## NICODEMUS

OR 352 YEARS OF GOOD AND LOYAL SERVICE AT THE DREAM FACTORY

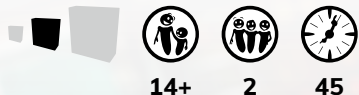
2 players – Management – Points race

Nicodemus Gideon is retiring! Assistants interested in his position will face each other in DUEL. Each turn offers two possibilities: either playing a machine to earn money, resources or benefit from its effect, or take a machine and repair it to earn points and validate objectives. The assistants will have to anticipate and block their opponent's efforts.

**Game designers:** B. Cathala & F. Sirieix.

**Artwork:** Felideus Bubastis.

**Contents:** 1 plateau, 56 cartes, 24 cubes, 12 gemmes, 17 tuiles, 5 pions.



14+

2

45



## GARDEN NATION

Construction – Majority – Objectives

Four clans want to build a city on the seven territories of the garden. However, each of them is looking to seize control. Players construct buildings by refashioning old coffee pots or bird feeders, carrying out common projects and secret missions. They will also have to take control of territories and invade their opponents' buildings.

**Game designers:** Nathalie & Rémi Saunier.

**Artwork:** Maxime Morin.

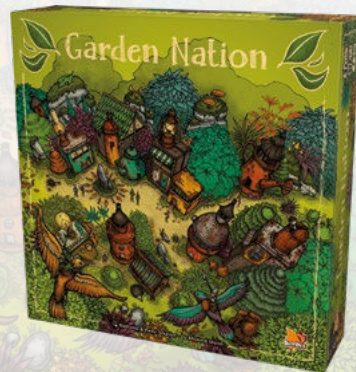
**Contents:** 12 tiles, 1 board, 45 cards, 80 building floors, 19 roofs and 1 torticrane model, 4 player boards, 33 cardboard tokens, 16 wooden tokens.



10+

2-4

60



24

25



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