

**RED CAT GAMES
CATALOGUE
2025**

**RED
CAT**

The image features the words 'RED' and 'CAT' in large, white, 3D block letters. These letters are positioned within the white outline of a cat's head, which is facing left. The background is a solid, vibrant red. The lighting creates soft shadows on the red surface, giving the letters and the cat outline a three-dimensional appearance.

Red Cat Games is an Armenia-based game studio led by an international team of professionals and board game veterans who have developed a number of world-famous hits that won multiple prestigious awards, including Kinderspiel des Jahres. The studio has recieved a large and prosperous game heritage from its creators who are dedicated to presenting their new projects to the world!

At Red Cat Games, we strive to cherry-pick the best concepts and ideas to create the most engaging and unique games that help broaden the horizons and light up the spark of curiosity in gamers of all ages! Our unusual games are developed to gather families and friends around one table to share fun times together.



If you are a game designer and you'd like to show us your new project or if you would like to become our distributor, please feel free to email us at games@redcat.am

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Mousewarming Party

Author: Antoine Rabreau, Wilfried Fort, Marie Fort

Illustrator: Anna Zhilina

Box size: 24×24×7 cm

Cooperative Family

A mouse family has moved to a new town. The mice are still getting used to a new home, but they already invited all the neighbors to a housewarming party. What should they eat? Luckily, there is a pizzeria right above the mouse house, where tasty morsels fall off the tables every now and then. But be careful – a pet raccoon zipping around the pizzeria tends to drag all the food it can get its paws on into its pantry. So, keep your eyes open: explore the mouse house and stock enough treats so that no one leaves the mousewarming party hungry!



Components:

- 1 Pizzeria
- 1 game board
- 8 burrow tiles
- 6 mice figurines
- 2 double-sided food trays
- 1 dinner table tile
- 1 raccoon pantry tile
- 1 raccoon figurine
- 40 food tokens
- 1 food die



SRP \$22





Temple of Five

Game designer: Carlo A. Rossi

Illustrators: Daniela Ryabicheva,
Ludvik Skopalik

Size: 21×21×5 cm

Family

Strategy

You, the leaders of rival clans, are to carry out the most important task of the ruler who longs to revive the former glory and prosperity of the city. In the heart of the ancient land, you will build majestic pyramids decorated with symbols of divine power and wisdom. Each pyramid will become not only an architectural wonder, but also a sacred place where the prayers and hopes of your people will be embodied.

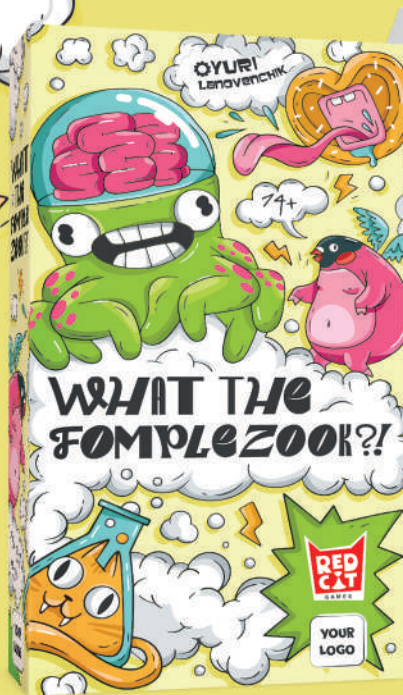


SRP \$22



Components:

- 4 player boards
- 68 tiles
- 50 blessing cards
- 40 priest pawns
- 52 bonus decorations
- 1 first player token
- 4 ultimate goal cards
- 4 reference cards



WHAT THE FOMPLEZOOK?!

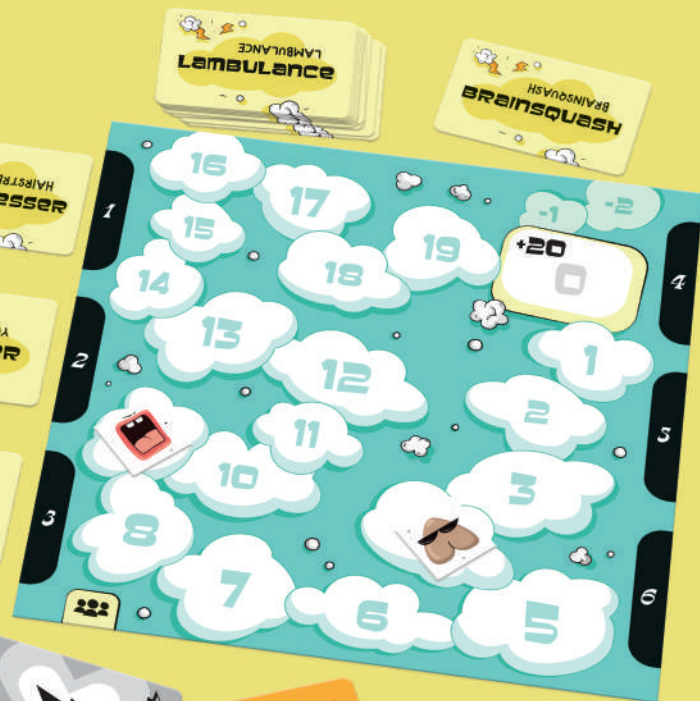
Game designer: Yuri Lanovenchik

Illustrators: Lula Dmitrieva

Box size: 19.7x10.5x4 cm

Party

What do you pack for a SLAYCATION?
What does a GRUMPLING taste like?
How do you imitate the call of a MIGHTINGALE?
And, most importantly, what the FOMPLEZOOK?!
«WHAT THE FOMPLEZOOK?!» is not a rhetorical question,
but a nonsensical party game of word association! Hilariously
explain absurd words, avoid obvious clues, confuse your
friends, and be surprised by their unexpected guesses.
By the end of the game, you might not understand each other
any better, but one thing's for sure: you won't be bored!



Components:

- 1 game board
- 1 answer frame
- 9 player tokens
- 104 word cards
- 58 guess cards





Defenders of the Moo-niverse

Author: Wojciech Frelich

Illustrator: Anna Zhilina

Size: 12.8x17.8x4 cm

Party

The Universe is under attack again, and superheroes from across the galaxy are moo-ing into action! It's up to you to gather the best team of brave bovine allies. Choose your moment wisely – charging in might not always land you the cream of the crop, but waiting too long could put you out to pasture. In the end, the player with the most valuable team will earn the honor to save the Universe!



Components:

- 105 character cards
- 6 invisibility cloak cards
- 2 double-sided reference cards
- 1 scorepad





The Witch, the Scoop, and the Magic Soup

Game designer: Carlo A. Rossi

Illustrator: Anna Zhilina

Size: 24×24×6 cm

Family



Game webpage



Game on BGG

Every once in a while, your friend, who is a witch, invites you and other witches to come together for a fun little potluck party. Everyone brings what they find the most delicious: crunchy spiders, spicy mandrake roots, freshly gathered toadstools – to throw all of it into one gigantic cauldron and brew the best soup ever!

There's a tiny problem, though: some of the food, now bubbling tantalizingly in the golden broth, just isn't there for you to enjoy. Really, be careful – or you'll get a big,

nasty wart on your nose in no time! And a single wart isn't half bad, but what if you get five? You'll have to leave the party early, that's for sure!

- Duels between all players during a round
- Hillarious wards effects make the competition both challenging and fun
- Magic magnetic scoops & ridiculous glasses in the box!

Components:

- 1 cauldron
- 2 magic scoops
- 28 salt tokens
- 20 wart tokens
- 4 witch boards
- 68 food cards
- 2 cardboard glasses





FateFlip: Washed Ashore

Game designer: Johannes Krenner

Illustrators: Anastasia Durova,
Alena Naumova

Size: 12.5×7.5×2.5 cm

Series: FateFlip

Solo+



Game webpage



Game on BGG

You come to your senses on a sandy beach. You remember a huge wave washing you overboard, and you quickly lost sight of the ship. You are lucky to stay alive. But where are you? Is this place inhabited and do ships sail here? And will you be able to even survive and get back home?

FateFlip is a story that develops differently depending on your decisions, the consequences to which you will learn



10+



1+



35×3



SRP \$13⁵⁰



either right away or later on. Play the game several times and find out all 13 endings to this adventure!

- Choices do matter - track your life parameters, collect special items, and see if you will be able to make it to the end of the story.
- Multiple endings for each chapter - replay to discover more items and the other possible outcomes.

Components:

- 68 large story cards
- instruction leaflet
- 3 clip markers



“Those called upon to play a decisive part in the history of nations are more often than not unaware of the destinies they embody.”

– Maurice Druon

FateFlip: By Royal Decree

Game designer: Johannes Krenner

Illustrators: Anastasia Durova,
Alena Naumova

Size: 12.5×7.5×2.5 cm

Series: FateFlip

Solo+



Game webpage



Game on BGG

You are the firstborn prince. Ever since your earliest years, you’ve had to watch your actions carefully, knowing that one day, they’ll shape the fate of many. What legacy do you wish to leave? Will your people look upon you with hope and adoration, or will they yearn for your downfall? Can you bring justice and prosperity to your kingdom?



Components:

- 73 large story cards
- instructions leaflet
- 3 clip markers



Sly Mole

Game designers: Alexander Peshkov,
Ekaterina Pluzhnikova

Illustrator: Natalya Efremova

Size: 16×16×6 cm



Family

Detective



Game webpage



Game on BGG

A whole family of moles has made the farm their home! The new neighbors prefer to live underground, so their eyesight is far from perfect. During their excursions topside they sometimes visit the garden patch and unwittingly snatch a vegetable... or two.

Finding the mole responsible is not an easy task! But luckily the hardworking bumblebee is always somewhere nearby collecting pollen. If anyone can help, it's him! However, even though he can tell you some of the details, it's up to you to solve the case!



Components:

- 64 suspect cards
- 16 clue tokens
- 1 dual-layer investigation board



6+



2-4



15-20



SRP \$16





Tear-a-Part

Game designer: Ralf zur Linde

Illustrator: Svetlana Kalyuzhnaya

Size: TBA

Family

Party



Game webpage

Creating can be fun even if you have no actual artistic skill – gather your friends for a TEAR-A-PARTy and you'll see!

Give free rein to your fantasy: rip, crumple, fold and twist a small piece of paper to make the other players guess your secret concept. Most probably you won't become a renowned artist in the process, but you surely will have tons of fun (and maybe even tears of joy) while creating your artworks. Get started and TEAR it up!



SRP \$20

Components:

- 68 concept cards
- 36 guessing cards
- 6 canvases
- 6 number markers
- 5 skill tokens
- Paper sheets
- 1 score pad



Grim Dance

Game designers: Anne-Louise Agnès
& Stéphane Villielm

Illustrator: Julia Paramonova

Size: 12.3×9.6×20 cm

Party

The Mexican Day of the Dead is the one time of the year that the veil between the world of the living and the world of the dead is the thinnest. At this carnival, all are welcome: take your neighbor's hand (skeletal as it might be) and join the dance!

In **Grim Dance** each turn the active player will be revealing a card in the center of the table, applying its

effect (if he wishes) and then taking it for himself. If the cards on either side of the chosen card are the same color, the player takes them as well – thus, a chain reaction can occur.

Collect white symbols on your cards, but don't be greedy: sometimes more is not better, as there are also black symbols on the cards that bring penalty points.



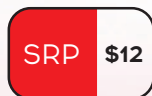
8+



2-6



10-30



SRP \$12

Components:

- 42 cards



Color Mill

Game designers: Alexander Peshkov
& Ekaterina Pluzhnikova

Illustrator: Natalya Efremova

Size: 24×24×7 cm

Family

Bring the colors to black-and-white worlds! Travel through six exciting and diverse locations filling them with colors! Visit the hilly village of small dwellers, feel the breathtaking freedom in the land of flying islands, ride along the railways of a technological city, open a treasure chest in the pirate land, stroll through medieval quarters, or find a lamp with a genie in the magical east!

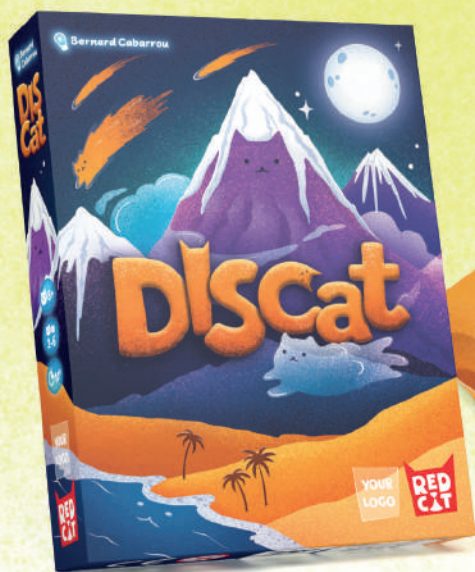
Each turn, you will guess which colored balls will roll out of the wonderful color mill. Use their colors to paint areas of your board. Try to make successful predictions,

effectively choose areas to paint and skillfully apply effects to collect more coins than your opponents and finish this colorful journey as a winner!



Components:

- 1 Color Mill
- 20 colored balls
- 1 stand for balls
- 120 playing boards
- 25 choice cards
- 10 color pencils



Discat!

Game designer: Bernard Cabarrou

Illustrators: Isgerd Var, Marina Chulkova,
Alyona Rychagova

Size: 12.3×9.6×2.1 cm

Party



Game webpage



Game on BGG

Look, there are cats hidden on every single card in this clever little game! Play to discard as many cards as possible to your personal discard pile and try to hinder your opponents. The more cards you collect, the more points you get! Sounds easy and meowlogical, right?

In **Discat!** players have to discard as many cards as possible from their hand to win the game. Their personal discard pile will grant points at the end of the game and will also be used as a constraint to the other players.



8+



2-6



10



SRP \$12

Components:

- 90 cards numbered from 01 to 90



Balconia

Game designer: Paul Schulz
Illustrator: Natalya Efremova
Size: 24×24×6 cm

2 players

Family+



Game webpage



Game on BGG

Life in an apartment complex can be VERY hectic at times! Every resident has their own preferences: some dabble in gardening and would like nothing more than to be surrounded by flowers, some are obsessed with cats and are always happy to see one on the balcony next to theirs, and some just want to take a nice long nap. How do you keep everyone happy?

Build an apartment complex, block by block, by filling the 5x5 grid. Each turn one of the players will be choosing which two sides of the building block he might get and which two sides will be left to the opponent. However it's the other player who decides where to place the



10+



2



20

SRP \$24

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building block. Try your best to fulfill the conditions on the balconies facing you. Who will gain more points at the end of the game?

Balconia is a light tactical game for 2 players with unusual 3D components about creating harmony within the same building.

Components:

- 5×5 building grid (apartment complex)
- 22 building blocks with a balcony on each side
- 1 dual-layer selection disc
- 3 entrance blocks with a door on each side
- 22 tokens (with numbers from 1 to 22)
- 2 player aids
- 1 score pad



Half-and-Seek

Game designer: Kseniya Kuznetsova

Illustrator: Natalia Tarasova

Size: 19.5×19.5×4.5 cm

Family



Game
webpage



Game
on BGG

What wonders are hiding in these curious pictures? Is that a crouching lion? Or a shy rabbit? Or is it both? Find out who's waiting on the other side of the looking glass! Turn halves into a whole with the help of mirror cards: a curved line upon closer look turns out to be a ripe eggplant, and a funny squiggle is actually a giant palm tree. Play against each other or in teams and be the first to find 10 objects in order to win!

Half-and-Seek is a short and fun game that improves attention and also develops imagination and spatial thinking.



Components:

- 40 large cards with pictures containing halves of different objects
- 64 small cards with objects that can be found on the large cards
- 6 mirror cards



5+



2-6



10

SRP \$17



Fit the Fishes

Game designers: Alexander Peshkov,
Ekaterina Pluzhnikova

Illustrator: Olga Surina

Size: 19.5×19.5×4.5 cm

Family



Game webpage



Game on BGG

In Fit the Fishes the players will be populating their aquariums with fish by tracing cardboard stencils and completing various objectives, like feeding the fish and providing them shelter. In the end, each player is left with a drawing that can be brought to life with colored pencils!

The game develops visual perception, fine motor skills, as well as attentiveness, and presents a fun and stimulating activity for the children. How many fishes can YOU fit?



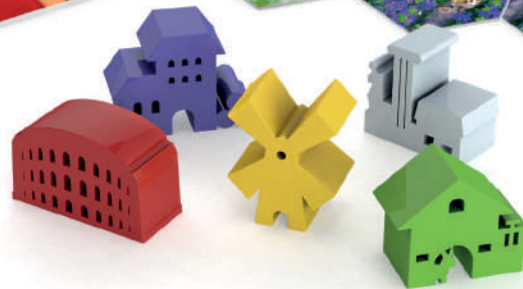
SRP \$22

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Components:

- 1 wooden die
- 15 cardboard stencils
- 12 tokens
- 2 regular pencils
- 4 colored pencils
- 32 double-sided player sheets
- 1 cardboard aquarium frame



Lotta Rome (Rome in a Day)

Game designer: Evgeny Petrov

Illustrators: Irina Pechenkina, Oleg Proshin

Size: 27.5×19.1×6.5 cm (large box) /
23.5×16×4.5 cm (standard box)

Strategy

Family



Game webpage



Game on BGG

Lotta Rome is a strategy game which combines the classic principle of folding territories from land tiles with buildings and active interaction between players.

The players try to build the most profitable domains dividing and exchanging territories with each other. Split the lands into 2 sets and offer them to your opponents. Try to predict their choices according to the territories they are collecting, and make the right choices yourselves! Will you be able to develop the most prosperous state?

Components:

Base game

- 100 plots of land (5 sets of 20 plots)
- 40 building chips (5 sets of 8 pieces)
- 20 crystals
- 10 choice cards
- 5 double-sided reminder cards
- 5 building cards
- 5 screens
- 1 booklet with score sheets

Expansion

- 25 double lands
- 5 additional lands
- 5 bonus lands
- 5 buildings
- 4 forts
- 25 elephants with tents
- 62 contract cards
- 4 gems
- 1 round setup reminder
- 1 booklet with contract cards description



Expansion Lotta Rome. The Merchants

Size: 24×24×6 cm (big box)
16×16×6 cm (expansion)



Game webpage



Game on BGG

As before, you'll be creating your domains from the pieces of the Roman Empire, sharing them with other players. However, a new type of buildings, additional plots of land and contracts that you can receive for placing elephants with tents on your land plots are added to the game.

Lotta Rome. The Merchants is an expansion for Lotta Rome that adds depth to the gameplay, increases the interaction between players, and opens up new strategies.



8+



2-5



15-60

SRP

Standard box (base) - \$28
Large box (base) - \$34
Expansion - \$19

Big box (base +
expansion) - \$38



Sly Wolf & the Missing Note

Game designers: Alexander Peshkov,
Ekaterina Pluzhnikova

Illustrator: Katerina Izobova

Size: 24×24×6 cm

Family

Detective



Game webpage



Game on BGG

Silver Note is a famous musical festival held every year in a peaceful valley. Talented sheep musicians gather in the hope of receiving the eponymous award from lupine critics. However, this year the prize went missing. A wolf and four sheep accomplices were the culprits – none of them attended the concert. Right now wolves are already on the train leaving the valley, yet you still have a chance to talk to the sheep. Can you identify the criminal in time to return the missing note?



7+



2-4



20-30

SRP \$32

Components:

- 16 sheep tiles
- 16 wolf cards
- 40 case cards
- 32 musical instrument tokens
- 36 vegetable tokens
- 1 bag
- 1 Booble interpreter
- 1 wolf's track 1 wolf



Message in a Bottle

Game designer: Urtis Šulinskas

Illustrator: Natalya Efremova

Size: 14×8.2×5.4 cm

Party

Family



Game webpage



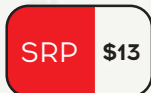
Game on BGG

A bottle with a letter inside was washed ashore by a giant wave. Challenge yourselves to decrypt its mysterious message!

Shake the bottle with the dice inside. Be the first player to name a word with all the letters shown on the dice.

Receive tokens for correct answers and win the game!

Message in a Bottle is a competitive fast-thinking word game in a very eye-catching packaging.



Components:

- 1 bottle
- 4 dice with letters
- 1 effect die
- 45 diamonds



Cruxy

Game designer: Charles Chevalier

Illustrator: Sonja Müller

Size: 19.5×19.5×4.5 cm

Strategy

Word game



Game webpage



Game on BGG

Meet Cruxy the Penguin and his polar friends! Their favorite game is to carve words on the ice floes. Come and join them!

In this game you will be filling the crossword puzzle with the words of a certain length that contain required letters. The more conditions you fulfill, the faster you win! To make the game even more exciting, use the powers of Cruxy and other animals – their special effects may influence other players and bring you closer to success at the same time.

4 different game modes, 50 double-sided playing sheets of increasing complexity, as well as a unique

combination of a lexical game and strategy make Cruxy a new word in the world of board games.

Components:

- 50 double-sided game boards
- 1 bag
- 26 letter tokens
- 4 pencils



SRP \$20





Arbolito

Game designer: Arno Steinwender

Illustrator: Nadezhda Mol Kentin

Size: 19.5×19.5×4.5 cm

Family

Party



Game webpage



Game on BGG

Compete with your friends in dexterity in the card-stacking game **Arbolito**! Together, create a colorful tree by hanging leaf cards on it. Try to get rid of your cards faster than your opponents by using special effects and creating combos! But be careful – the leaves can fall off at any moment!

• Quick and dynamic balancing game with great replayability.

- Boosts players' interaction due to the variety of special effects on the cards.
- Engages players of all ages – perfect for playing with kids, friends and at parties!
- Want to prove you are good at balancing? Play solo mode and hang the whole deck on the tree yourself!



SRP \$20

Components:

- 54 round leaf cards
- 2 cardboard trees
- 14 acorn tokens
- 6 effect tokens





Gem Forge

Game designers: Valery Novikov, Alexei Safin

Illustrator: Oleg Proshin

Size: 27.5×19×6.5 cm

Strategy

Family



Game webpage



Game on BGG

In a distant corner of the world stands a mountain that is shrouded in myth and mystery. As legend has it, the mine that descends deep below the mountain has magical properties: no matter how many sacks of precious gemstones you procure from its tunnels, the mine will always be full to the brim with treasures. The best jewelers in the land decided to take advantage of this wondrous source to craft the most amazing jewelry pieces. They compete against each other to prove that they are worthy of the highest reward possible, the magic anvil. **Gem Forge** is a versatile family game with a unique 3D pop-up game board and magical illustrations.



SRP

\$29⁹⁰

Components:

- 1 3D pop-up game board
- 40 gemstones
- 4 minecart tiles
- 4 player pawns
- 36 jewelry tiles
- 34 special cards



M.A.R.I.

Game designer: Johannes Krenner

Illustrator: Maxim Yurchenko,
Dmitry Derzhavin

Series: M.A.R.I.

Puzzle

Movement programming

Solo+



Game webpage

M.A.R.I. and the Crazy Factory

After a severe storm MARI (the Mobile Autonomous Robotic Intelligence unit) "wakes up" at the factory. Lightning damaged the factory Control Center, and only MARI can fix it. Complete 40 levels of increasing complexity. Create sequences of commands that help MARI reach the exit to the next hall. Guide MARI and bring the CC back to operation!

Components:

- 3 playing tokens
- 11 action tiles
- 20 double-sided level cards
- 4 hints and solutions cards
- 2 game rules cards



SRP

Tuck box - \$13
Hard box - \$15
Spiral edition - \$14



Game webpage

M.A.R.I. on Mars

MARI passed the CC's tests and gets a new mission – a flight to Mars. Her goal is to collect valuable crystals on the red planet. Soon MARI learns that she is not the only one to land on Mars. Who are they? What are their intentions?

In **MARI on Mars** you will find 40 new levels. Solve puzzles, test out your logic and combinatorics and pass these quests! Help MARI complete her mission and successfully return to Earth!

Components:

- 4 robot tokens
- 12 action tiles
- 20 double-sided level cards
- 4 hints and solutions cards
- 2 game rules cards



SRP

Tuck box - \$13
Hard box - \$15



TIME CAPSULES

Game designer: Yaroslav Kustov

Illustrators: Stijn Windig, Roman Kelip, Maxim Suleimanov

Size: 30.7×30.7×10.5 cm

Strategy



Game webpage



Game on BGG

In the distant future greed rules the world. Several mega-corporations fight each other for supremacy and wealth. And you are one of the participants in this race. Gain the lost artifacts and technologies from the past using the power of time capsules. But beware - greed may lead you to tear the very fabric of space-time, putting in danger yourself and, possibly, all humanity.



Time Capsules is a pool-building game where you can use different objects and resources to devise your strategy. Amass victory points for the knowledge you receive and the artifacts you bring to the present in order to win this amazing race!

Components:

- 16 time capsules
- 4 bags
- 120 tiles
- 37 cards
- 26 dice
- 182 tokens
- 40 crystals
- 4 pawns
- round marker
- VP track
- 4 player mats



12+



1-4



60-90

SRP \$76

Perfect Mismatch

Game designer: Alexander Peshkov

Illustrators: Anna Medvedeva,
Anastasia Durova

Size: 16×23.5×4.5 cm

Party



Game webpage



Game on BGG

Is there anything that is equally square and non-stop, a bit absurd and hugely creative, extremely entertaining, but not washable at all?

In **Perfect Mismatch**, players take turns explaining words to each other using pairs of mind-blowingly disparate attributes as hints. Great for a fun party or family gathering, this game will test your associative thinking and ability to understand each other. Share plenty of laughs while discussing hilarious attribute combinations and the associations they trigger!



Components:

- 1 voting board
- 40 voting tokens
- 8 "Afterthought" tokens
- 110 task cards
- 150 attribute cards
- 1 explanation tablet
- 30 beads
- 90 victory point tokens

DETECTTEAM

Detectteam Kids

Game designers: Alexander Peshkov,
Ekaterina Pluzhnikova

Illustrators: Olga Surina, Katerina Izobova

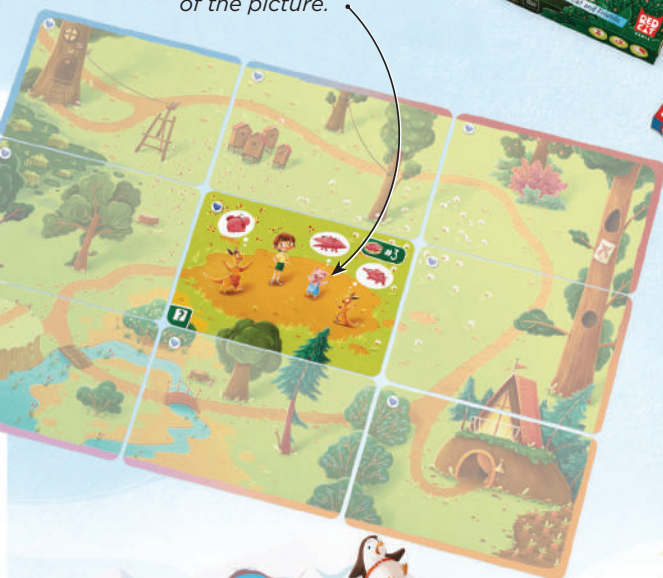
Size: 9.6×12.3×2.1 cm

Series: Detectteam

Family

Detective

Starting card
is located in the middle
of the picture.



Game webpage

Max the Cat and Friends

Meet Max the Cat, a talented sports coach from the woods! What will Max and his loyal friends come up with today? Set up an obstacle race, prepare a birthday surprise, or cook up some yummy treats? There, there are so many things that could go wrong... But that's what friends are for!



Game webpage

Once Upon an Island

On a tropical island every day is filled with exciting events! Whether you are here to go down a water slide, organize a tour or pick up trash to help the environment, there's something for everyone! However, a lot might always go wrong... But the islanders never back down from a challenge!



Game webpage

Detectteam Kids: Tales of the Plush Forest

Meet Christopher Robin and his plush toy friends! Should they throw a costume ball, have a tea party or even hunt for a mysterious beast, even the best plans can go awry... Help them to figure things out!

Components:

- 32 large cards



SRP

Tuck box - \$10⁹⁰
Hard box - \$12



Components:

- 3 stories x 44 cards

Detecteam Family

Game designers:
Alexander Peshkov,
Ekaterina Pluzhnikova

Illustrators: Katerina Izobova,
Eugenia Smolenceva, Inna Grigorieva

Size: 9.6x12.3x2.1 cm (tuck box) /
13.3x11.6x2.6 cm (hard box) /
27.5x19x6.5 cm (3 in 1 box)

Series: Detecteam

Family

Detective



Game webpage



Game on BGG

A collection of 3 Detecteam Family games
(**One Egg Too Many**, **A Pie Gone Missing**,
Cheating Champions) in one box!

Inside the box you will find 3 quirky mysteries for children and their parents featuring lovable animal characters. In each cooperative adventure, connect the cards with important information and piece the full picture just like a jigsaw puzzle. Get to the bottom of it using your deductive skills and solve all 3 cases!

- A cooperative investigation game designed for the family.
- Sort out the information useful to the investigation from the testimonies of different animals.



Starting cards are located in the middle of the picture.



- Learn the story from different angles as you play, and decide if the information is useful to the investigation.
- Unusual game mechanic – complete the picture of the event just like a puzzle.
- Get all 3 Detecteam Family games in one box.

SRP

Truck box - \$10⁹⁰
Hard box - \$12
3 in 1 box - \$29



Mind Match 1 & 2

Game designer: Alexander Peshkov

Illustrators: Agnieszka Mazur, Diana Shamsutdinova, Nadezhda Fomicheva

Size: 6.6×11×1.8 cm (tuck box) /
16.5×9.8×2.7 cm (2 in 1 hard box)

Party



Game webpage



Game on BGG

Are you having a party and looking for a fast, fun and clever cooperative game? Play **Mind Match** to test how well your mind matches with the minds of your friends! Within 5 minutes, solve the puzzles together using surprising and amusing means of communication. Test your communicative skills and intellectual bonds by playing three different mini-games, all the while having a great time!

Mind Match is a collection of dynamic cooperative games with many puzzles that you need to solve together before

the time runs out. Each puzzle consists of 2 types of cards. Each card stands for a part of the puzzle: a Question and an Answer. You have to find a player with the other half of your puzzle and solve it together! The more pairs of cards you match before time runs out, the more victory points you receive. Are you ready to make a mind match?

Components:

Mind Match-1:

- 48 cards
(16 Icons cards,
16 Emojis cards,
16 Pattern Lock cards)

Mind Match-2:

- 48 cards
(16 Labyrinth cards,
16 Polyomino cards,
16 Vehicle cards)



8+



2-6



5

SRP

Tuck box - \$10
2 in 1 hard box - \$16⁹⁰

UNFOLD



Game webpage



Game on BGG

Lollipop Inc. **Escape room** **Family**

The adventures of the superhero kids continue! Alex and Alice's parents got a new mission – to figure out what's going on in the super-popular amusement park "Lollipop". And the kids are certain to catch the opportunity of conducting their own investigation.

Complete the mission by solving original puzzles, sometimes by completely unconventional means. Find the villain, uncover his evil plans, and discover what secrets this park keeps!



8+



1-4



60

SRP \$18



Components

- 1 mystery envelope, which contains multiple locations and everything you need for the game.

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Game designers: Alexander Peshkov,
Ekaterina Pluzhnikova,
Martin Nedergaard Andersen

Illustrators: A. Fomin, A. Razvadovskaya,
N. Mikhailova, V. Likhodeeva,
A. Nenasheva, E. Chirkova,
V. Volina-Lukian, A. Zhilina,
L. Skopalik, K. Eserkepova,
D. Derzhavin

Size: to be specified

Series: Unfold



Game webpage



Game on BGG

Mission "Cookies" **Escape room** **Family**

Are you ready to embark on an undercover mission? To prove that you are old enough for it, you are going to find the most secret room in your superhero house. With the help of your robot friend, you will solve challenging puzzles to get the best cookies in the world! Perhaps you'll find that you have superpowers yourself?



8+



1-4



45

SRP \$25

Components:

- 2 mystery envelope, which contains multiple locations and everything you need for the game





Game webpage



Game on BGG

Dark Story Escape room

Dr. Dark, the former head of the mental clinic, finds himself detained in the police department after some of his patients escaped. Help him get out of the prison cell by solving different puzzles. Can you make a daring escape? A thrilling cooperative sequel to **Escape from the Asylum**.



SRP \$17



- 1 mystery envelope, which contains multiple locations and everything you need for the game

Components

Components

- 1 mystery envelope, which contains multiple locations and everything you need for the game



Through the Wall Escape room Promo

A special mini-game that supposed to be used as a promotional tool, and is a perfect example of what makes the series unique.

A young man accidentally went through a portal into a magic world. And now players have to unlock the hidden powers of the main character, save the magic world, and help him get back home.



SRP NOT FOR SALE





Game webpage



Game on BGG

Victim of the Pyramid Escape room

For many nights you have been praying at the temple of the great Aztec god Camaxtli, asking for his help: «I beg you to save my beloved Oxiteca from Itzli's sacrificial knife!». You have nobody to turn to but the gods: you are nothing but an orphan with no way to stop the sacrificial ceremony... Camaxtli decides to answer your prayers and offers you guidance, however it's only up to you to save Oxiteca from the grasp of death! You must venture into the pyramid and take your destiny into your own hands.

Victim of the Pyramid is a game in the **Unfold** series. It is a thrilling cooperative adventure that fits in a small

envelope. Explore new locations and solve original puzzles relying only on your wits!



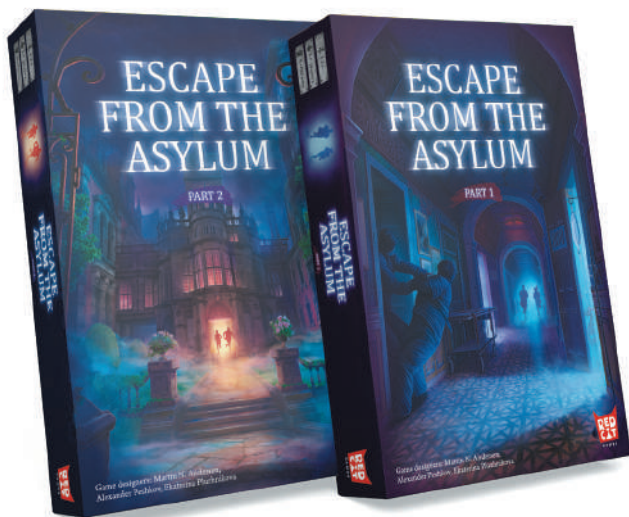
SRP \$17



Components

- 1 mystery envelope, which contains multiple locations and everything you need for the game





Escape from the Asylum

Game designers: Martin Nedergaard Andersen, Alexander Peshkov, Ekaterina Pluzhnikova

Illustrators: Pavel Korobkov, Nadezhda Mikhailova, Victoria Kochkina, Victoria Volina-Lukian, Dmitry Krasnov, Maxim Suleimanov, Anastasia Stupak, Anastasia Durova

Size: 23.5×16×4.5 cm*

Escape room



Game webpage



Game on BGG

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 and then find your way out. Escaping the asylum in time, however, won't be easy...

• Strong story element: uncover the plot as you play along.



- A thrilling escape room experience: move through the rooms of the asylum and discover its secrets!
- Multiple possible endings.
- Cooperative gameplay.

*The size of one box.
The game includes 2 boxes in a box sleeve.

Components:

- 314 story cards
- 29 mystery envelopes
- 2 floor plans
- 6 Hint and Solution booklets
- 6 time sheets
- 2 component lists



12+



1+



10x60



SRP \$52



Gorynich

Game designer: Arthur Vienneot

Illustrators: Sebastien Leboeuf,
Sergey Kardakov, Victoria Volina-Lukian

Size: 16×23.5×4.5 cm

Strategy

Family



Game webpage



Game on BGG

Welcome to the world of Slavic fairytales! Impersonate a huge fire-breathing dragon – Zmei Gorynich – that protects a beautiful princess in a high terem. Gorynich is an enthralling cooperative game in which the players all together need to help Zmei Gorynich to protect the princess and the hidden riches from the invaders. Secretly choose an action card from your hand and send Gorynich to stop the knights before they reach the terem. However, it is not as easy as it seems - you can not discuss your actions!

- Dive into the colorful world of Slavic folk tales!
- Cooperative gameplay: try to predict other players' choices and act together as one well-knit team!
- Modular double-sided playing boards that make each game unique.
- Easy-to-grasp game mechanics.



8+



3-7



15-20



SRP \$24



Components:

- 1 central tile with a terem
- 4 double-sided playing boards with paths
- 1 first player token
- 10 knight and 1 Zmei Gorynich tokens with plastic stands
- 7 sets of action cards
- 12 movement cards
- 9 double-sided maneuver tiles
- 2 special effects tokens
- 4 speech tokens
- 1 30-second hourglass



Pirate Legends

Game designer: Annick Lobet

Illustrators: Alexander Nepogoda, Alexey Grishin, Daniil Protsenko, Douglas Giarletti

Size: 24×24×6 cm

Strategy

Evolving

Family



Game webpage



Game on BGG

All aboard! The Seven Seas are brimming with lost treasures waiting to be discovered. You and your fellow pirates are about to embark on an exciting adventure in search of fame and fortune. Scour the sea for precious treasure chests, protect your booty from rivals, so you can bury it in a secure location, away from prying eyes. Only the wealthiest captain will become the terror of the Seas!

- A legacy game for the whole family.
- The game changes and evolves each time new game elements are introduced.

- Explore the map! Scratch off a new location on the map after each game and open a corresponding envelope to unlock new game components and rules.
- Provides an endless stream of adventures that pose a new challenge each time and can be tailored to your preferences.

Components:

- 4 ship decks
- 4 ship markers
- 4 plastic stands for the ship markers
- 65 tiles
- 1 game board
- 4 island cards
- 4 reference cards
- 1 treasure map
- 14 envelopes (with additional components)



8+



2-4



30

SRP \$34



Make-a-snake

Game designer: Katrin Abfalter

Illustrator: Irina Pechenkina

Size: 19.5×19.5×4.5 cm (standard box) /

26.7×26.7×6 cm (large box)

Family



Game webpage



Game on BGG

The snakes need the sun to hunt and play. As they crawl from their hiding spaces early in the morning, they try to coil themselves so that their tail and their head are as close as possible. This way they are all snugly and warm until they can soak up the sunshine.

Roll the die and add new parts to your snake! Bend it, coil it, extend it! At the end of the game, measure the distance between the snake's head and its tail. The player with the shortest distance takes the prize!

- Unique tactile components.
- Multiple game modes.
- Low age threshold.



Components:

- 1 wooden die with 2 colors on each side
- 1 measuring ribbon
- 4 sets of snake tiles in 4 different colors
- 4 clips (+4 extra clips)
- 3 sticker sheets to customize your snake
- 4 dragon body tiles with 4 connectors
- 8 round tokens



SRP

Large box - \$27
Standard box - \$23



Sock Monsters

Game designers: Liesbeth Bos, Anja Dreier-Brückner

Illustrator: Irina Pechenkina

Size: 24×24×6 cm

Family

Evolving



Game webpage



Game on BGG

While the house is empty, brave and industrious elves set out to tidy up. But the sock monsters are always lurking in the dark! Search chests and lockers, find socks and be the first to collect three pairs. Monsters are eager to steal lone socks. Watch out or, better yet, unleash them on your opponents. Explore new rooms, find useful items in the hidden compartments of the game box and watch the game evolve as you play.

- Includes a 3D game base and monster figurines.
- A legacy game for children: a new set of rules and unlockables for every room!

- Play the game and mark your progress right in the game box.
- An ingenious new game mechanic that allows to magically roll the die as you move around the game board.

Components:

- a 3D game base
- 36 board tiles
- 16 player tokens
- 4 character placards
- 40 socks
- 1 bag
- 4 player pawns and 4 bases
- 4 monster figures
- 4 monster dice
- 1 color die
- 1 sticker sheet
- «Changing the game» rules
- a map of the house with 4 closed rooms (with new rules and components)



6+



2-4



15-20



SRP \$34



Alice's Garden

Game designer: Ikhwan Kwon

Illustrator: Eugenia Smolenceva

Size: 16×23.5×4.5 cm

Strategy

Family



Game webpage



Game on BGG

Wandering through the winding paths of a magic forest Alice stumbles upon a royal garden. Poor gardeners have been rushed off their feet trying to arrange it according to the Queen's wishes. The trees must be as far apart as possible, the rose bushes must be the most sumptuous in the whole Wonderland, and the chess pieces must have a neat path to walk on... Is it possible to achieve all that and be spared the Queen's wrath? Arrange the garden plants in the most advantageous

way and help Alice and the gardeners appease the Queen and grow the best garden in Wonderland.

- Instantly recognizable game concept.
- Easy-to-grasp game mechanics and rules.
- The rules include a competitive mode, as well as a solo mode.
- Develops spatial ability and tactical skills.

Components:

- 4 player boards
- 6 bags
- 95 game tiles
- score sheets
- 1st player token





Kauchuk (Rule the Realm)

Game designers: Oren Shainin, Yaniv Kahana

Illustrators: Alexander Rommel (aeroscape),
Maxim Suleymanov

Size: 27.2×37×5.5 cm

Strategy

Family



Game webpage



Game on BGG

You found a strange device working on the energy of a rare elastic substance known as KAUCHUKIUM. The device bends time and space and allows you to travel to foregone and yet undiscovered worlds in search of amazing treasures. But you are not the only one lurking among ancient ruins or looking for jungle temples. So don't drag your feet, choose the best tactics and be the first to BAND THE WORLD! Travel to 8 fascinating locations using a unique 3D game board and components. Rules of the game change from one location to another, providing the players with a variety of experiences.

- Unique 3D game base and components.
- 24 interchangeable game boards.
- A different set of rules for every location.

Components:

- 1 3D game base
- 12 interchangeable two-sided game boards
- 50 cards in 5 different colors
- 100 rubber bands in 4 different colors
- 50 energy tokens
- 4 markers in the colors of the rubber bands
- 1 round marker
- 1 scoring track



Red Outpost

Game designer: Raman Hryhoryk

Illustrators: Irina Pechenkina,
Maxim Suleimanov

Size: 29.8×22.3×5 cm

Strategy



Game webpage



Game on BGG

A top secret Soviet space mission set out to colonize a planet in a remote galaxy, far away from home. The settlers built there a small communist heaven which exists to this day.

As one of the leaders, your goal is to guide the settlers on this new, yet strangely familiar terrain. The players get to control all of the settlers, each time a different one. You must expertly manage the resources and choose the jobs carefully so as not to upset the settlers: keeping up the morale is of utmost importance if you want to become the most prolific leader!

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

“ This is a **VERY** clever worker-placement game. This game **definitely delivers**. We have to pay very, very close attention to the emotional needs of our workers. It is very sharp, really really unique and **a LOT of fun!** ”

-Richard Ham, Rahdo Runs Through



Components:

STANDARD:

- 1 game board
- 6 worker meeples
- 24 resource cubes
- 6 mood markers
- 1 phase marker
- 44 influence disks
- 24 crystals
- 1 first player token
- 6 lake cards
- 12 spaceship cards
- 18 special cards
- 6 blocking tokens

DELUXE:

- + UV coating on box and game board
- + Custom resource tokens
- + Screen printed hammer & sickle on all 44 influence disks
- + Special cards upgraded to full size cards (63.5x88 mm)

SRP

Standard - \$31
Deluxe - \$39



Hedgehog Roll

Game designer: Urtis Šulinskas

Illustrator: Irina Pechenkina

Size: 27.5×19×6.5 cm

Series: Hedgehog Roll

Family



Game webpage



Game on BGG

Under the thick canopy of trees the hedgehog is hurrying back to its cozy home. Uh-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.
- Customizable game board: the players assemble the forest path from separate parts during setup, so no game is the same.

- Velcro components: an unexpected use of everyday materials in a board game.
- Includes advanced rules that offer a challenge for the adult players.

Components:

- 1 fuzzy ball (hedgehog)
- 1 hedgehog face token
- 4 hedgehog figurines
- 1 fox figurine
- 7 double-sided boards
- 18 velcro tokens (6 of each kind: apples, mushrooms and leaves)



4+



1-4



20



SRP \$31



Hedgehog Roll & Friends

Game designer: Urtis Šulinskas

Illustrators: Elena Burova, Irina Pechenkina

Size: 24×24×6 cm

Series: Hedgehog Roll

Family



Game webpage



Game on BGG

Hedgehog throws a party and invites his forest friends: owls, squirrel, moose, bear and boar. The tables are already served and everything is ready for the guests. Oh, wait – the hedgehog has forgotten to decorate his famous cake! But how can the hedgehog leave the house unattended if the fox is making its way to steal the tasty treats? Help the hedgehog and his five forest friends to collect all the necessary goodies for the cake and do not let the fox ruin the party!

- Sequel to the Kinderspiel des Jahres winning game.
- Meet hedgehog's friends and try out new mechanics!
- Featuring two game modes: a base mode for beginners and an advance mode for experienced players.
- Customizable game board: mix and match the modular double-sided boards for a unique experience!



Components:

- 1 fuzzy ball (hedgehog)
- 1 hedgehog face token
- 1 hedgehog figurine
- 1 fox figurine
- 7 double-sided boards with paths
- 1 double-sided board with the fox
- 1 bear-catapult
- 5 velcro forest friends tokens (owls, bear, moose, squirrel, boar)
- 18 velcro tokens (forest nuts, berries and wheat)
- 2 owls
- 1 moose-slope
- 1 sliding boar



Speed Colors

Game designer: Erwan Morin

Illustrator: Robin Rossigneux,
Natalia Krivosova

Series: Speed Colors

Family

W/ pouch

W/o pouch

Booster pack



Game webpage



Game on BGG

Speed Colors

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: 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!

Components:

- 55 image cards
- 6 markers with sponges
- 5 scoring cards
- 1 pouch (not included in the small box)



SRP

W/o pouch - \$24
W/ pouch - \$27
Booster pack - \$13



Game webpage



Game on BGG

Speed Colors TEAM

A cooperative sequel to Speed Colors! Color the drawings on the image cards simultaneously while performing funny team tasks. Help each other to find the necessary markers and manage to color as many cards as possible within 5 minutes! There are two game modes: cooperative and team vs. team mode.

Components:

- 55 double-sided image cards
- 6 double-sided starting cards
- 5-minute hourglass
- 7 erasable markers with sponges
- 3 wild markers (without color)



Storytailors

Game designers: Marie Fort, Wilfried Fort

Illustrators: Eugenia Smolenceva,
Irina Pechenkina

Size: 24×24×6 cm

Family



Game webpage



Game on BGG

"Once upon a time, when adults were small children and loved adventure stories, Wilfried and Marie found a magic story book. The kids could visit its different stories and soon befriended its funny animal characters..."

Read the stories along with Wilfried and Marie! On every page a new character awaits you: it could be a brave knight or a lonely musician, an inquisitive witch or a clumsy ninja... Choose an animal you think fits the description and vote for your favorite! The animal with the most votes will end up on the pages of the book. Use your wit and imagination to tailor the stories to your taste!



Expansion

Storytailors: New Adventures Await!

Game designers: Marie Fort, Wilfried Fort
Illustrator: Eugenia Smolenceva

Size: 11×11×4.5 cm



SRP \$14



Game
webpage



Game on BGG

Components:

- 1 book with transparent pockets
- 38 double-sided story cards
- 86 character cards
- 1 voting and scoring board
- 6 player tokens
- 36 voting chips



SRP \$33





Top Secret

Game designers: Arno Steinwender,
Markus Slawitscheck

Illustrators (2 graphics options):
Elena Vasilkovskaya, Olesya Yatsko /
Anna Medvedeva

Size: 12.8×17.8×4 cm



Magic Mandala

Game designer: Manu Palau

Illustrator: Anastasia Voropina

Size: 11.7×11.7×2.7 (tuck box) /
11.1×11.1×4.3 cm (hard box)



450 Things to Do in Your Life

Game designer: Pavel Atamanchuk

Illustrator (2 graphics options):
Timur Baskakov / Anna Medvedeva

Size: 12.8×17.8×4 cm

Party

What is on your ultimate bucket list? To run a marathon?
To hug a koala? 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!

- Intriguing, exciting and provoking. A whole range of emotions!
- A perfect game to get to know each other better and get the party started.

Components:

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





Aqualiens

Game designer: Jean-François Rochas

Illustrator: Irina Pechenkina

Size: 12.8×17.8×4 cm (rectangular box) /
14.5×14.5×4.5 cm (square box)



Do You Gnome Me?

Game designer: Jean-François Rochas

Illustrator: Sonya Karamelkina

Size: 17.3×17.3×8.3 cm



Animeter

Game designer: Anthony Perone

Illustrator: Katerina Izobova

Size: 11×18.5×4.5 cm



My Own Toy Shop

Game designer: Evgeny Nikitin

Illustrator: Eugenia Smolenceva

Size: 19×19×4.5 cm (standard box) /
24×24×6 cm (large box)



GAME



Alice's Garden		x	x		x			x		x	x	x		x	x	x	x	x
Arbolito									x	x						x		
Balconia	x	x	x		x			x		x		x		x	x	x		
Color Mill <u>RECENT</u>					x													
Cruxy																		
Defenders of the Moo-niverse NEW																		
Detecteam Family					x			x	x	x		x				x		
Detecteam Kids					x				x									
Disca! <u>RECENT</u>		x			x							x				x		x
Escape from Asylum	x		x		x			x	x	x	x			x	x	x	x	
FateFlip: By Royal Decree <u>RECENT</u>	x	x	x		x			x		x			x	x	x	x	x	
FateFlip: Washed Ashore	x	x	x		x			x		x			x	x	x	x	x	
Fit the Fishes <u>RECENT</u>																	x	
Half-and-Seek <u>RECENT</u>			x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Hedgehog Roll	x		x	x	x	x	x	x	x	x	x	x		x	x	x	x	x
Hedgehog Roll-2				x	x			x		x				x				
Gem Forge				x	x					x								x
Gorynich					x											x	x	
Grim Dance <u>RECENT</u>								x	x									
Kauchuk									x	x				x		x		
Lotta Rome	x	x	x		x			x						x		x	x	
Lotta Rome: Merchants <u>RECENT</u>	x	x	x		x			x						x		x	x	
Make-a-snake								x	x				x		x	x		
MARI					x		x	x		x						x		x
MARI-2																x		
Message in the Bottle	x		x		x				x					x	x		x	
Mind Match (1&2)										x								
Mousewarming party NEW																		
Perfect Mismatch <u>RECENT</u>	x		x							x				x				
Pirate Legends					x					x						x		x
Red Outpost		x		x	x					x		x		x				
Sly Mole <u>RECENT</u>				x	x		x		x	x							x	
Sly Wolf				x	x					x					x	x	x	
Sock Monsters					x	x		x	x	x	x	x	x			x	x	
Speed Colors	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	
Speed Colors Team	x		x		x									x		x		
Storytailors		x		x	x			x	x	x	x		x	x		x	x	x
Tear-a-Part <u>RECENT</u>					x				x									x
Temple of Five NEW																		
The Witch, the Scoup... <u>RECENT</u>																		
Time Capsules					x											x		x
What the Fomplezook NEW																		

If you didn't find the needed game or your country on the list, please, just send an email to games@redcat.am and we will provide more information!