



Our story

Sit Down! is a Belgian boardgame publisher, creating original games.

We are located in a small village (Longchamps) close to Namur (capital of Wallonia, Belgium, Europe).

We started publishing in 2011 with **Wiraqocha** (designed by Henri Kermarrec). Then came **Karnag** (designed by Pascal Cadot) and **Rockwell** (designed by Bruno Crépeault). In 2014 we launched our first party game: **Sushi Dice** (designed by Henri Kermarrec) and from that moment we started aiming families. In 2017, **Magic Maze** (designed by Kasper Lapp) was nominated for the *Spiel des Jahres* award, what boosted our company.

This year, we present you some novelties: **Dive** (designed by Anthony Perone & Romain Caterdian), a game having a highly original aquatic gameplay, **Rush Out!** (designed by Thomas Dupont), a really exciting real-time dice/cards game, **Dexterity Jane** (designed by Olivier Mahy), in which you will have to prove your talent to become the best shooter in the West and **Pachamama** (designed by Olivier Grégoire), our new deduction and exploration game whose Gamefound crowdfunding campaign starts on October 19.

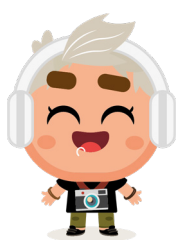


The team

Anthony
Graphic Designer



Sophie
Communication Manager



Marie
Art Director



Didier
Project & Production Manager



Michaël
Game Developer



Jerry

Let's have a chitchat!
sophie.troye@sitdown-games.com

700,000
Boardgames sold

5,642
Coffee pads used

20
Published games
(and a lot more to come!)

...and countless fun!

SIT DOWN! is a trademark owned by Megalopole SPRL Postal address: rue Sanson 4, 5310 Longchamps, Belgium
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JANUARY 2022



FLAVOUR TEXT

Dexterity Jane has arrived in town. She walks into the saloon and sits down at a game table. In search of fame, some brave cowboys dare to challenge her and join her.

The game begins and the hands are already flowing, the phalanges bend and unfold at a frantic pace. Cautious onlookers take a step back.

The less resilient crack and fall apart, while Dexterity Jane seems numb to pain. This time again, she will leave victorious, crowned with unparalleled fame.

OVERVIEW & GOAL OF THE GAME

At the start of each round, 1 to 10 Hand cards are revealed in the middle of the table.

From that moment on, all players **bend their fingers** according to what the Hand cards indicate, paying attention to the following:

- Clearly distinguish the left hand from the right
- An open hand drawing cancels out all the folded fingers on that hand
- Two identical cards cancel each other out

The player who is the fastest to complete the correct solution wins the round and its value in Fame Points.

In addition, heists can occur when bullets appear on Hand cards. A successful heist steals money.

The winner is the player with the most fame and money at the end of the ten rounds.



Designer	Olivier MAHY
Artist	Alexandre BONVALOT
Number of players	1 to 8
Duration	20 minutes
Suggested age to play	8 years and up
Mechanisms	Observation, dexterity, rapidity
Public	Family
First release date	January, 2022
Included rulebooks	



Olivier Mahy



Alexandre Bonvalot



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MARCH 2021



FLAVOUR TEXT

Beyond the last continent, on the remote island, Windbark, diving is an ancestral tradition. During a rite of passage celebrated at the summer solstice, divers compete to retrieve the sacred stone of the village. The elder throws it from the top of the cliff, and the stone leads the contenders for the title of "hero" down to the depths of the ocean, aided in their quest by friendly sea turtles and manta rays.

However, to retrieve the stone, they will need to avoid upsetting the sharks that inhabit the ocean.

OVERVIEW & GOAL OF THE GAME

The game plays simultaneously for all divers. They must secretly program their dives. By observing the stacked Ocean cards, they try to perceive at which depths they will find sea turtles and manta rays ready to help them, as well as sharks that they do not want to disturb. They each have Air tokens that they will use to program their actions. The diver who retrieves the sacred stone wins.

Dive explores the notion of perception, the ability of the divers to observe the ocean through a deck of transparent cards, and to benefit from it ("I need to avoid this shark, but is it on the third or fourth card?").

Designers	Anthony PERONE & Romain CATERDJIAN
Artist	Alexandre BONVALOT
Number of players	1 to 4
Duration	30 minutes
Suggested age to play	8 and up
Mechanisms	Observation, deduction, risk taking
Public	Family
First release date	March, 2021
Included rulebooks	

Romain Caterdjian
& Anthony Perone
 Alexandre Bonvalot



CONTENTS

- 36 transparent Ocean cards
- 48 cards
- 1 cardboard frame
- 5 boards
- 4 screens
- 25 wooden tokens
- 14 cardboard tokens



RULES

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SEPTEMBER 2021



FLAVOUR TEXT

Thirsty for adventure and fame, a few intrepid adventurers plunge into an underground maze.

Just as they get their hands on the treasure, a powerful sorcerer emerges from his torpor and begins to hunt them down.

The only chance the adventurers have for survival is to flee toward the exit while thwarting the terrible spells he casts upon them.

OVERVIEW & GOAL OF THE GAME

Rush Out! is a game of speed, in which one player plays the sorcerer, trying to retrieve his treasure from the other players, the heroes.

The first team to empty their deck of cards wins the game.

There are no turns. All players roll their own dice as quickly as possible, as often as they like, without waiting for the other players, to complete the cards of which they need to discard in front of them. This is true for both the sorcerer and the heroes; everyone plays simultaneously!

Communication could be the key to success for the heroes.

Designer	Thomas DUPONT
Artist	Alexandre BONVALOT
Number of players	3 to 5
Duration	30 minutes
Suggested age to play	8 and up
Mechanisms	Rapidity, dice, alone against all
Public	Family+
First release date	September, 2021
Included rulebooks	   

 Thomas Dupont

 Alexandre Bonvalot



3-5



30'



8+



CONTENTS

- 17 dices
- 94 cards
- 1 gameboard
- 1 wooden Dragon pawn
- 31 cardboard components
- 1 rulebook



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STAND ALONE

OVERVIEW & GOAL OF THE GAME

Magic Maze on Mars is a real-time, cooperative game. You will be in charge of a specific action, and you might be the only person who can perform that action; however, you can use that action whenever you want. Your action might be to move along a green expressway, along a blue expressway, or along an orange expressway... or to explore a new zone from a platform of that color, or to let the space slug use an expressway of that color to find a meal....

Everyone wins the game if each Colonist pawn reaches a habitable dome within the time limit; however, first you must build the domes!


RULES

FLAVOUR TEXT

Brave Earthlings have set out to colonize Mars. Wisely stationed in orbit, these colonists wait while robots dispatched on the Martian soil complete construction of habitable domes. To do this, these machines tirelessly extract, fabricate, and move the necessary resources quickly along expressways. Fast and accurate work is essential, because high above, the colonists are rapidly depleting their oxygen reserves, and their survival depends entirely upon these robots, toiling away on the surface of Mars.

Designer	Kasper Lapp
Artist	Gyom
Number of players	1 to 6
Duration	15 minutes
Suggested age to play	7 and up
Mechanisms	Silent cooperation, rapidity, exclusive actions
Public	Family+
First release date	November, 2019
Included rulebooks	

Kasper Lapp
 Gyom

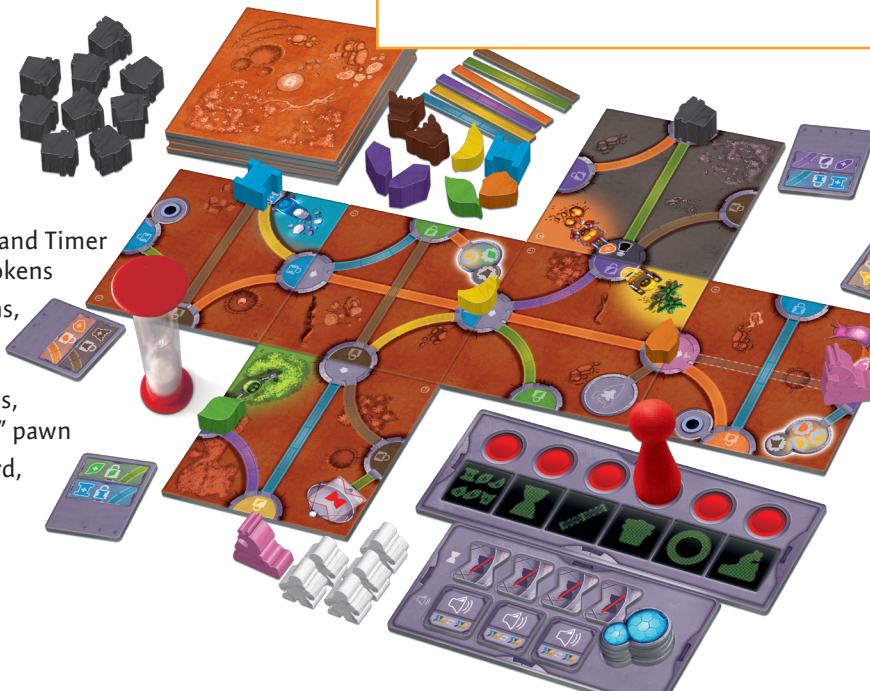

1-6

15'

8+

CONTENTS

- 21 Mars tiles
- 6 Bridge tokens, 3 Wild tokens, 4 Sand Timer tokens, 5 Dome tokens
- 2 Space Slug pawns, 10 Trash pawns, 5 Colonist pawns, 12 Resource pawns, 1 "Do Something!" pawn
- 1 Warehouse board, 1 Communication board
- 6 Action tiles
- 1 sand timer
- 1 rulebook



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OVERVIEW & GOAL OF THE GAME

Each timer represents a real estate property that periodically generates revenue, which you can invest in new decrepit properties that you can renovate, then resell to generate profit, which you can reinvest... Your goal: After working so much, you want to retire to relaxation under the coconut trees.

FLAVOUR TEXT

Start buying, fixing up, and reselling real estate. It's a tough market, but your aptitude for quick decisions and your speed in getting the work done are real assets. Finance your purchases by collecting rent, and hopefully you can put all this hard work behind you, so you can retire to sunbathing... House Flippers: a lifetime of hard work condensed into just a few minutes.

Designers	Andrew Cedotal & Jonathan Bittner
Artist	Alexandre Bonvalot
Number of players	2 to 4
Duration	10 intense minutes
Suggested age to play	7 and up
Mechanisms	Rapidity, combinations, reflection
Public	Family+
First release date	November, 2019
Included rulebooks	

 Andrew Cedotal
& Jonathan Bittner

 Alexandre Bonvalot



2-4



10'



7+






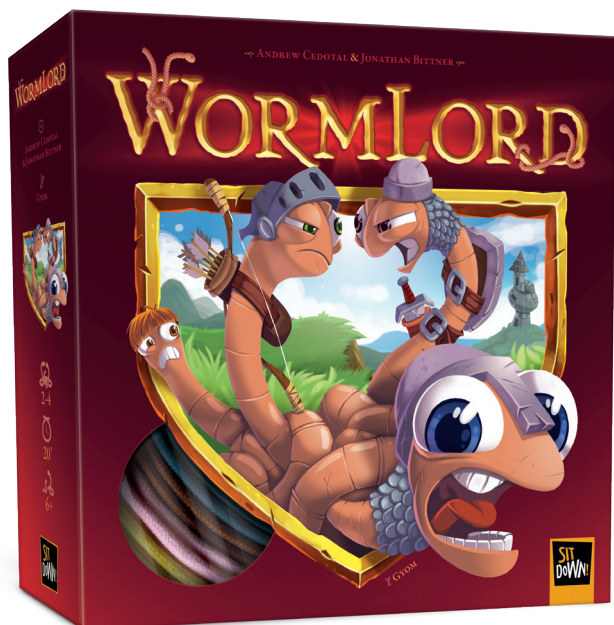
CONTENTS

- 1 gameboard
- 283 cards
- 110 Money cubes
- 12 Rent timers
- 1 rulebook

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FLAVOUR TEXT

It has long been believed that earthworms are slow creatures lacking ambition. Not so! They dream of conquering the world, but they suffer from internal conflicts that prevent them from realizing their grand schemes: The pinks are convinced that they must lead the troops. ...but so are the blues. ...and the browns. ...and the yellows. Of course, this has led to infighting. Wormlord tells their story.

Designers	Andrew Cedotal & Jonathan Bittner
Artist	Gyom
Number of players	2 to 4 (and 6 or 8 in played in teams)
Duration	20 minutes
Suggested age to play	6 and up
Mechanisms	Rapidity, dexterity, conquest
Public	Family
First release date	November, 2019
Included rulebooks	

OVERVIEW & GOAL OF THE GAME

Wormlord is a competitive game, which you play simultaneously, with no turns. You are trying to conquer spaces by placing knots. You can repel your opponents by unknotting their strings and thereby returning the strings to them. The victory condition varies from each board configuration to the next, but in general, you're trying to conquer a certain number of Objective spaces.

ANDREW CEDOTAL
JONATHAN BITTNER
 GYOM

2-4

20'

6+



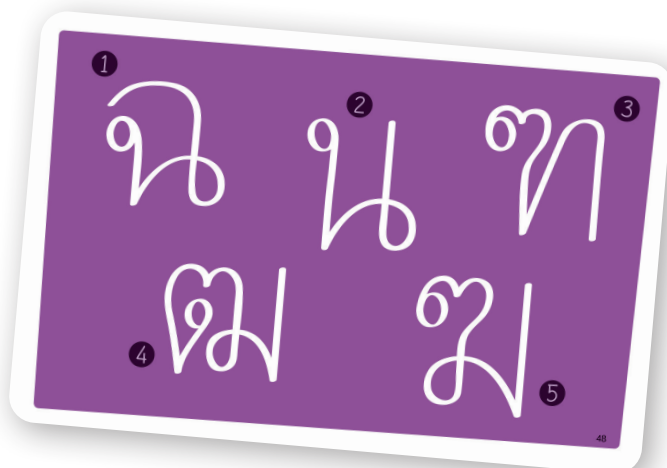
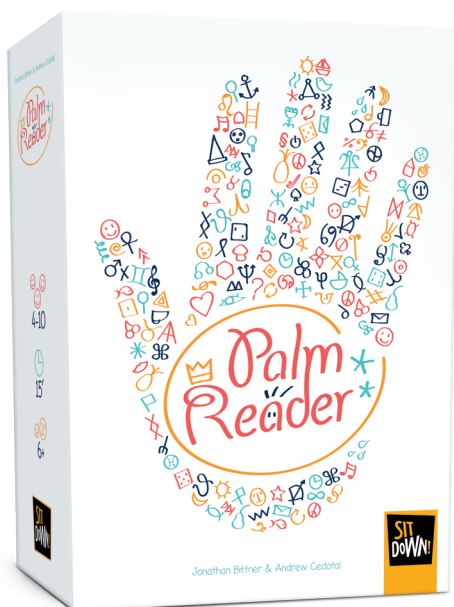
RULES

CONTENTS

- 60 strings
- 4 cubes
- 1 modular gameboard, composed from:
8 border pieces,
8 connectors,
52 double-sided tiles.
- 1 rulebook.

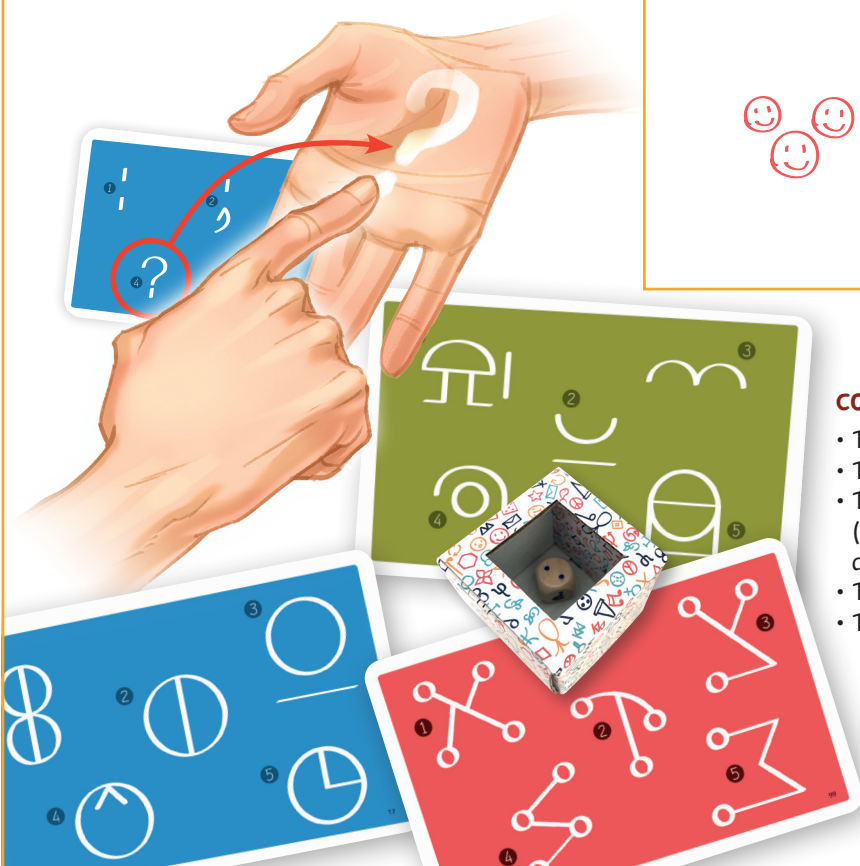
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OVERVIEW & GOAL OF THE GAME

Palm Reader is a cooperative game in which one player, who knows a symbol, must get everyone else to guess it. By using your index finger, you draw this symbol in your left neighbor's palm, who draws it in their neighbor's palm, and so on... but no one ever sees what is drawn. Each of them must divine the symbol entirely by what they felt in their hand. Together, everyone tries to achieve the highest score possible.



Designer Jonathan Bittner & Andrew Cedotal

Artist Gyom

Number of players 4 to 10

Duration 15 minutes

Suggested age to play 6 and up

Mechanism Tactile recognition, party game, cooperation

Public Family

First release date November, 2019

Included rulebooks

Jonathan Bittner
& Andrew Cedotal

4-10 15' 6+

CONTENTS

- 108 double-sided cards
- 1 die
- 1 Rollbox
(box to fold, to keep die results secret)
- 1 scorepad
- 1 rulebook



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FLAVOUR TEXT

Adventurers, eager to make a discovery, have decided to leave Earth behind and fly into the unknown, in search of a viable new planet, where they could start anew. But time is running out, because their supplies are limited.

Designer	Stéphane Brachet
Artist	Gyom
Number of players	2 to 8
Duration	30 minutes
Suggested age to play	8 and up
Mechanisms	Pattern recognition, rapidity, observation
Public	Family+
First release date	November, 2019
Included rulebooks	

OVERVIEW & GOAL OF THE GAME

Space Bowl is a competitive game, which you play simultaneously, without taking turns.

As quickly as possible, you each must identify a habitable constellation somewhere in the galaxy using a diagram that is based on the positions of nearby planets, transmitted to you by the ship computer. If you succeed, you earn victory points. If you have the most victory points at the end of the game, you win!

CONTENTS

- 1 Ship Computer box
- 1 cardboard grid
- 6 Planet marbles
- 1 Destination disc
- 1 Black Hole disc
- 1 Wild token
- 1 Captain token
- 24 Crew tokens
- 56 Constellation cards
- 1 scoretrack
- 1 rulebook



 Stéphane Brachet
 Gyom

2-8 players
30 minutes
8 and up



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FLAVOUR TEXT

Play with gravity!

At the edge of known space, the most famous adventurers converge on a strange little planet, uniquely capable of attracting precious stardust with its befuddling gravity. They are there to collect as much of this rare resource as they can, while their rivals constantly try to steal it.

OVERVIEW & GOAL OF THE GAME

What is really original about Gravity Superstar is the manner in which the players' pawns move: Each turn, they move one or two spaces, then they are affected by gravity, which makes them fall until they are stopped by a platform. This effect is made possible by the fact that the pawns are used lying down on the board. Thus, they move up (above their head), down (below their feet), left, or right.

During its movement, a pawn can collect stars (to score points at the end of the game) or replay tokens (to take a second consecutive turn), and eject opponents' pawns from the board.

CONTENTS

- 30 Action cards
- 6 Character cards
- 1 First player card
- 6 Superstar pawns
- 1 Open door pawn
- 6 double-sided Planet tiles
- 78 plastic stars
- 1 bag
- 18 Replay tokens
- 1 rulebook



RULES



Designer	Julian Allain
Artist	Gyom
Number of players	2 to 6
Duration	30 minutes
Suggested age to play	7 and up
Mechanisms	Hand management, grid movements
Public	Family
First release date	December, 2018
Included rulebooks	

Julian Allain
 Gyom

2-6

25'

7+

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PENNY PAPERS ADVENTURES TRILOGY

FLAVOUR TEXT

Experience the fabulous adventures of the famous explorers, Penny Papers & Dakota Smith!

Our two adventurers, finally managed to gain entrance to the legendary temple of Apikhabou, determined to explore it so they can discover the secrets and secret passages it contains.

OVERVIEW & GOAL OF THE GAME

Armed with a pencil and an Adventure sheet, all players use the same result from a die roll to explore a location more thoroughly than their opponents, by writing the numbers in their grids in an optimal way, and by wisely using special powers to score more points. The number of players is unlimited, and everyone plays at the same time!



RULES

Designer	Henri Kermarrec
Artist	Géraud Soulié
Number of players	1 to 100
Duration	15 minutes
Suggested age to play	7 and up
Mechanisms	Roll & write, reflection
Public	Family
First release date	April, 2018
Included rulebooks	

Henri Kermarrec Geraud Soulié



CONTENTS

- 3 dice
- 100 two-sided Adventure sheets
- 1 rulebook

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PENNY PAPERS

ADVENTURES

TRILOGY

FLAVOUR TEXT

Experience the fabulous adventures of the famous explorers, Penny Papers & Dakota Smith!

Their extensive research has led our two adventurers to Skull Island.

It appears to contain many treasures... now they just need to find them!

OVERVIEW & GOAL OF THE GAME

Armed with a pencil and an Adventure sheet, all players use the same result from a die roll to explore a location more thoroughly than their opponents, by writing the numbers in their grids in an optimal way, and by wisely using special powers to score more points. The number of players is unlimited, and everyone plays at the same time!



RULES

Designer	Henri Kermarrec
Artist	Géraud Soulié
Number of players	1 to 100
Duration	15 minutes
Suggested age to play	7 and up
Mechanisms	Roll & write, reflection
Public	Family+
First release date	April, 2018
Included rulebooks	

Henri Kermarrec Geraud Soulié



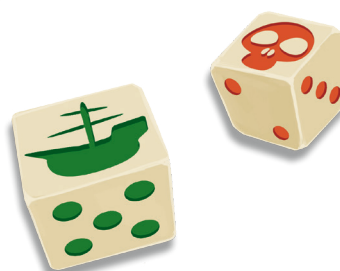
1-100



20'



8+



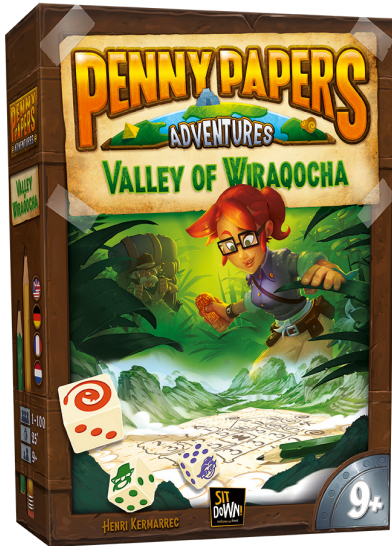
CONTENTS

- 3 dice
- 100 two-sided Adventure sheets
- 1 rulebook

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PENNY PAPERS

ADVENTURES

TRILOGY

FLAVOUR TEXT

Experience the fabulous adventures of the famous explorers, Penny Papers & Dakota Smith!

Our two adventurers discovered a still unknown location, the lost valley of Wiraqocha.

Their objective is to map the site and to identify the vestiges of ancient civilizations hidden within it.

OVERVIEW & GOAL OF THE GAME

Armed with a pencil and an Adventure sheet, all players use the same result from a die roll to explore a location more thoroughly than their opponents, by writing the numbers in their grids in an optimal way, and by wisely using special powers to score more points. The number of players is unlimited, and everyone plays at the same time!



Designer	Henri Kermarrec
Artist	Géraud Soulié
Number of players	1 to 100
Duration	15 minutes
Suggested age to play	9 and up
Mechanisms	Roll & write, reflection
Public	Family+
First release date	April, 2018
Included rulebooks	

Henri Kermarrec Geraud Soulié



CONTENTS

- 3 dice
- 100 two-sided Adventure sheets
- 1 rulebook

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FLAVOUR TEXT

Peaceful realms, charming neighbors, and restful cemeteries. An idyllic world, but a world of the past.

Skeletons emerge from the cemeteries. They traverse the forests to invade your realm. They are just scouts; teeming hordes are coming. You build walls, release the dragon, use magic, and even yield the treasure of the realm.

Your best asset is, without doubt, your hero, ready to throw himself into the heart of battle to slay these stupid piles of bones that defile your lands.

OVERVIEW & GOAL OF THE GAME

Bad Bones is a game in which you must survive an invasion of ever more numerous and dangerous skeletons. The invasion cannot be defeated, so you must outlast your opponents to win the day. At your disposal are a range of weapons that defeat, slow, or even deflect the skeletons towards the other players.

Each phase happens simultaneously for all players on their own player board.

The game ends when one player's tower or village is wiped out.

Designer	David Flies
Artists	Alexander Brick, Oliver & Aoulad
Number of players	1 to 6
Duration	30 minutes
Suggested age to play	8 and up
Mechanisms	Tower defense, strategy
Public	Family+
First release date	February, 2018
Included rulebooks	



David Flies



Alexander Brick,
Aoulad, Oliver Mootoo



1-6



30'



8+

CONTENTS

- 6 gameboards
- 6 Hero pawns
- 24 tower elements
- 60 skeletons
- 8 weapons
- 95 cardboard components
- 1 bag
- 1 rulebook



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FLAVOUR TEXT

After being stripped of all their possessions, a mage, a barbarian, an elf, and a dwarf are forced to go rob the local Magic Maze shopping mall for all the necessary equipment they need for their next adventure.

They agree to pull off their heists simultaneously, then dash to the exits in order to evade the guards who eyed their arrival suspiciously.

OVERVIEW & GOAL OF THE GAME

Magic Maze is a real-time, co-operative game. You can control any of the 4 Hero pawns whenever you wants in order to make that hero perform your very specific action, to which other players do not have access: move north, explore a new area, ride an escalator...

All of this requires rigorous co-operation between the players in order to succeed at moving the heroes wisely, and complete your mission before the sand timer runs out.

Moreover, you will only be allowed to communicate for short periods during the game. The rest of the time, you must play without giving any visual or audio cues to each other.



RULES

Designer	Kasper Lapp
Artist	Gyom
Number of players	1 to 8
Duration	15 minutes
Suggested age to play	7 and up
Mechanisms	Silent cooperation, simultaneous, real-time
Public	Family
First release date	February, 2017
Included rulebooks	

Kasper Lapp
 Gyom

1-8 15' 8+



CONTENTS

- 24 Mall tiles
- 4 Hero pawns
- 12 Out of order tokens
- 9 Action tiles
- 1 sand timer
- 1 "Do Something!" pawn
- 1 scoresheet
- 1 Theft tile
- 1 sheet of stickers to stick on the Hero pawns
- 1 rulebook

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1ST EXPANSION

OVERVIEW & GOAL OF THE GAME

The Maximum Security expansion not only brings the mall guards of Magic Maze to life, but provides a number of other modules to allow you to customize your experience.

There are two different types of modules: helpers and challenges, which decrease or increase the difficulty.

You will be guided step by step through all of the modules, and each of them comes with a tutorial that will help you practise the new rules before adding it to your "real" games of Magic Maze.



RULES

CONTENTS

- 4 Guard pawns
- 13 Mall tiles
- 1 beholder on a plastic stand
- various tokens
- 1 rulebook

FLAVOUR TEXT

For some time now, the Magic Maze has been regularly robbed by unscrupulous adventurers, who incessantly steal from the same four shops. How strange!

Due to this alarming observation, Management has installed new security systems to dissuade any further dishonest deeds.

Designer	Kasper Lapp
Artist	Gyom
Number of players	1 to 8
Duration	15 minutes
Suggested age to play	7 and up
Mechanisms	Silent cooperation, simultaneous, real-time
Public	Family
First release date	December, 2018
Included rulebooks	

Kasper Lapp
 Gyom

1-8 15' 8+



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2ND EXPANSION

Designer	Kasper Lapp
Artist	Gyom
Number of players	3 to 8
Duration	15 minutes
Suggested age to play	8 and up
Mechanisms	Silent cooperation, exclusive action, secret roles
Public	Family+
First release date	June, 2019
Included rulebook	🇺🇸 or 🇫🇷 or 🇧🇪

 Kasper Lapp
 Gyom

3-8  15'  8+ 

OVERVIEW

This expansion is designed to increase interaction in Magic Maze and make it a semi-cooperative game. Each player receives a secret role, possibly becoming a traitor, or getting a secret mission, or following their own special rules.

Like Magic Maze, this expansion is divided into five difficulty levels so you can learn the game gradually.

We suggest that you start by adding this expansion to a level of the base game at which you are able to succeed (but it must be at least Scenario 3). Later, you can include this expansion with the other levels and expansions.

CONTENTS

- 53 Role cards
- 1 "I've got my eye on you" card
- 2 warning cards
- 1 rulebook



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OVERVIEW & GOAL OF THE GAME

Magic Maze Kids is a cooperative game in which you work together in order to achieve a common goal.

You all win or lose together.

In this game, you don't control a specific character; instead, any player can move any pawn at any time, but you can only move them in a direction depicted on an Action tile in front of you.

That means you all need to cooperate in order to move the pawns where they need to go!

You are allowed to talk and communicate with each other as much as you like, but you cannot perform an action that is not yours.

FLAVOUR TEXT

The King did some experiments trying to make gold, but he accidentally turned himself into a frog.

Now the Prince and the Princess, with the help of the Knight and the Wizard, are cooperating to brew a potion that can turn him back into his lion form.

Designer	Kasper Lapp
Artist	Gyom
Number of players	2 to 4
Duration	15 minutes
Suggested age to play	5 and up
Mechanisms	Silent cooperation, simultaneous, real-time
Public	Kids
First release date	April, 2018
Included rulebooks	  

 Kasper Lapp
 Gyom

2-4  15'  5+ 






CONTENTS

- 10 wooden pawns
- 28 cards
- 4 gameboards
- 1 sand timer
- 1 Cauldron standee
- 53 tokens
- 4 Action tiles
- 1 rulebook

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OVERVIEW & GOAL OF THE GAME

With this giant game board, Magic Maze Kids is perfect for both children and adults. The game provides great challenges, torturous paths, and numerous pitfalls.

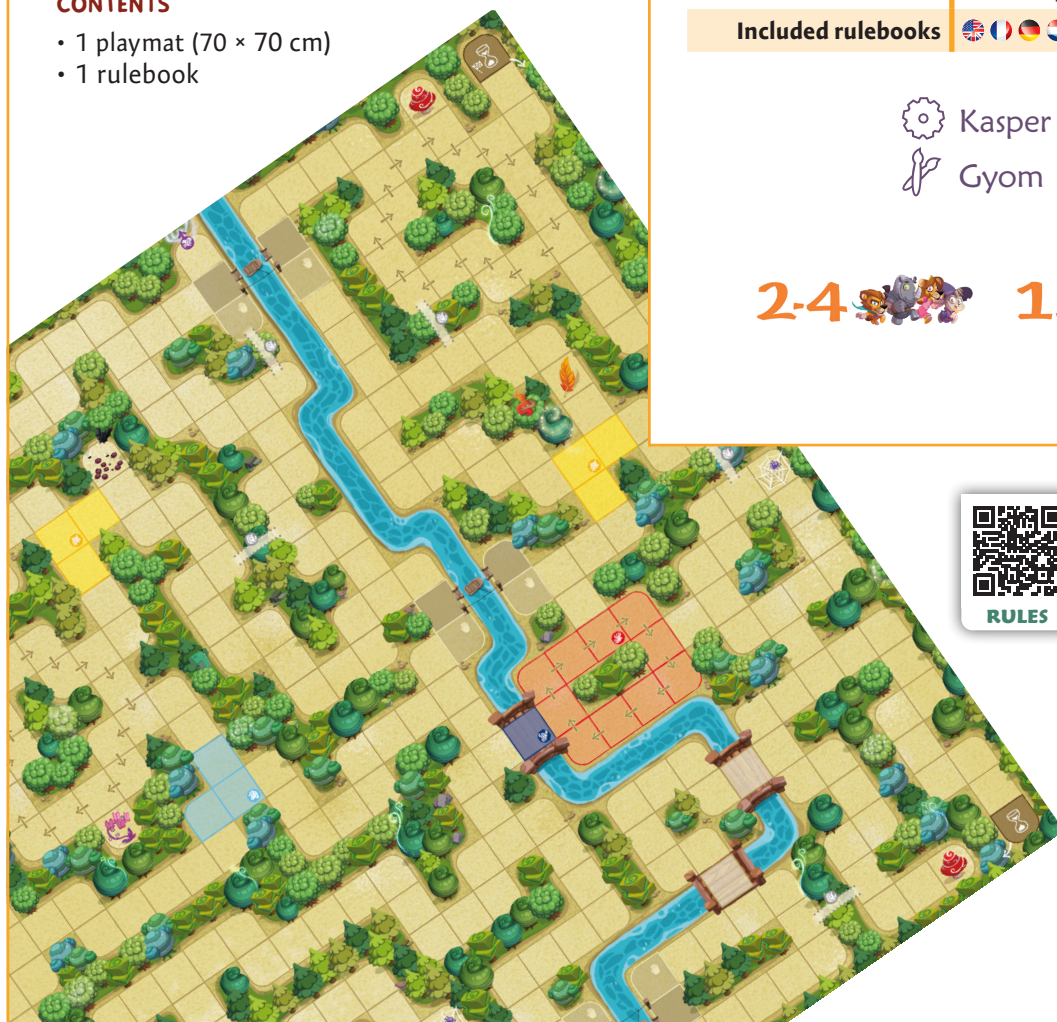
CONTENTS

- 1 playmat (70 × 70 cm)
- 1 rulebook

Designer	Kasper Lapp
Artist	Gyom
Number of players	2 to 4
Duration	20 minutes
Suggested age to play	7 and up
Mechanisms	Silent cooperation, simultaneous, real-time
Public	Kids
First release date	October, 2018
Included rulebooks	

Kasper Lapp
 Gyom

2-4 15' 5+

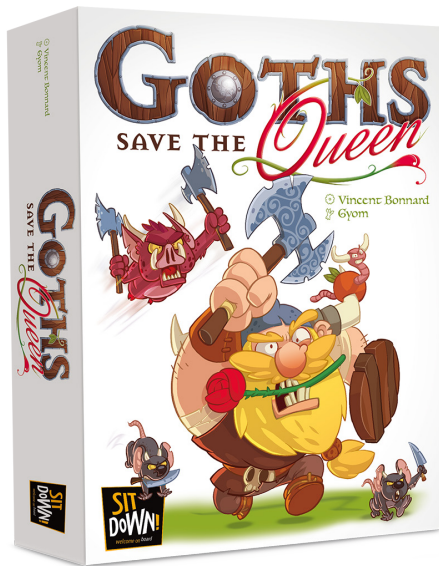


RULES

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FLAVOUR TEXT

Ostrogoths & Visigoths had kept their rivalries relatively peaceful by marrying the daughter of one clan's king to the king of the other clan. And everything was fine.

Until one day, vile brigands captured the young queen. Forgetting their alliance, the two sovereigns blamed each other for her disappearance, and went to war again.

As a result, the conflict quickly became a bit... chaotic.

OVERVIEW & GOAL OF THE GAME

In *Goths Save The Queen*, two two-player clans fight to save the Queen hidden in the middle of the table. Each clan is composed of one player giving orders (the King) and another one trying to understand which order has been given (the Warchief).

To give an order, the King chooses a card and flips it onto the table to reveal two orders on its back, with no clue as to which is the right one. The Warchief checks the battlefield, then tries to choose the right order with a card in hand. When both clans have chosen their cards, all of them are revealed, and if both cards match on a clan, then the order is carried out.

There are two different ways to claim victory: successfully liberate the queen or eliminate the enemy army.

CONTENTS

- 6 Terrain cards
- 3 Objective cards
- 16 King cards
- 18 Warchief cards
- 2 Catapult cards
- 2 Player aid cards
- 6 Goth figurines
- 4 Fog of war tokens
- 1 Initiative token
- 1 rulebook



RULES






Designer	Vincent Bonnard
Artist	Gyom
Number of players	2 to 4
Duration	20 minutes
Suggested age to play	10 and up
Mechanisms	Double guessing, deduction, 2v2
Public	Family+
First release date	2016
Included rulebooks	

 Vincent Bonnard
Gyom



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FLAVOUR TEXT

There once was a powerful Emperor, the respected Ekö, who reigned over a vast and prosperous realm. The Gods honored the Emperor by giving him four children, who governed his provinces.

You are one of these four cursed generals. Only one of you, at the end of this story, will become the one and only Emperor of the desert of Ekö... until it all starts anew, without end, forever.

OVERVIEW & GOAL OF THE GAME

The first player with a palace to amass 12 victory points (VP) in constructed buildings and captive Emperors in Ekö wins the game.

Play goes clockwise. On your turn, you must execute both phases in order: the Action phase, then the Reinforcements phase.

Allowed actions are: Move (simple move, move to regroup, attack) or Construct (on an empty space, upgrade one of your buildings, replace an enemy building).

Reinforcement phase: Reintroduce at least one disc, never on an empty space, not adjacent to an opponent's building, and always on a single space.



RULES

CONTENTS

- 64 discs
- 36 buildings
- 13 large hexagonal tiles
- 4 Player boards
- 1 rulebook



Henri Karmarrec
Luky



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FLAVOUR TEXT

Only the quickest and most meticulous chef will join the prestigious sushi chefs indoors. Because of this, you must prepare sushi platters faster than your opponents, and – moreover – point out even their slightest mistake.

OVERVIEW & GOAL OF THE GAME

Sushi Dice is a quick-playing dice game in which players compete head-to-head to complete a sushi dish first, with the sides of the dice representing food used in the composition of sushi.

Each turn, three cards are revealed in the center of the table, and two players compete with six dice each, rolling the dice simultaneously and continually to try to match one of the dishes first.

CONTENTS

- 12 special dice (2 sets of 6 dice)
- 19 Sushi platter cards
- 1 Bell
- 1 rulebook



RULES



Designer	Henri Kermarrec
Artist	Aoulad
Number of players	2 to 4
Duration	15 minutes
Suggested age to play	6 and up
Mechanisms	Rapidity, agility, dice
Public	Family
First release date	October, 2014
Included rulebooks	

HENRI
KERMARREC



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