

# GAMES CATALOGUE 2021





# OUR PARTNERS



Randomskill Games



Jeffrey D. ALLERS



Michał GOŁĘBIEWSKI



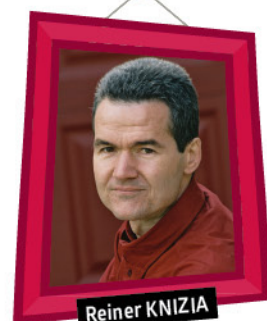
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Nao SHIMAMURA



David SHORT



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Jog KUNG



Wouter VAN STRIEN



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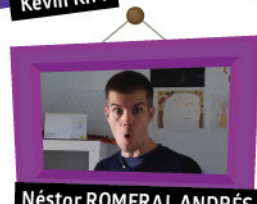
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Néstor ROMERAL ANDRÉS



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# ABOUT US

Dear friends,

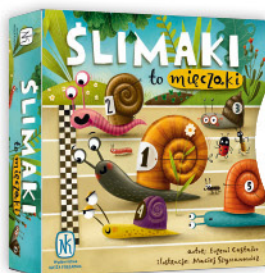
We present to you our latest catalog. We are glad you will be accompanying us during a great event that is going to take place soon. In 2021 Nasza Księgarnia is celebrating its 100th founding anniversary!



During these 100 years we managed to become the biggest and the oldest publishing house for children literature in Poland. We helped raise many generations of readers who managed to experience the magical worlds created by A.A. Milne (*Winnie-the-Pooh* – with us since 1950), A. Lindgren (e.g. *Pippi Longstocking* – with us since 1961 and *The Six Bullerby Children* – with us since 1957) or T. Jansson (*Finn Family Moomintroll* – with us since 1964).

*Covers of old editions of Finn Family Moomintroll, Winnie-the-Pooh, Pippi Longstocking.*

In 2020 we made a very big step which involved building the new headquarters. Although our new home is now much bigger and modern, the family atmosphere is still present. We sincerely hope one day you will have the chance to visit us and see this place!



In 2021 the board game department will celebrate a small anniversary as well. For the last 5 years we have been developing board games which were widely appreciated by players and jurors in many contests. In 2019 we won *The Best Children Game of 2019* prize for *Ślimaki to mięczaki* (Polish edition of Cargolino Valentino).

At the beginning of 2020 we created a team responsible for selling international board game licenses. Despite many difficulties related to the pandemic, the first local editions of our board games begin to win the hearts of many players across the world.

*First three different editions of Kociaki łobuziaki: French, Korean and Chinese*



As you see, we have a lot of reasons to celebrate in 2021.

Cheers!



# Pizzeria

JEDZ I GRAJ

## Pizzeria Eat & Play



### SELLING POINTS:

- Very easy to learn
- Quick and dynamic gameplay
- Visually appealing
- Attractive topic for different ages and groups
- Solo mode

AVAILABLE TERRITORIES:



without:



### GAME DESCRIPTION:

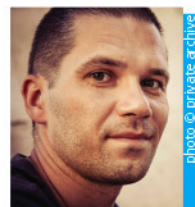
In **Pizzeria** you go with your friends to a pizzeria for lunch. Each round you order a new pizza and a different player slices it into portions. Pizzas consist of different kinds of slices and you have to split them in the best possible way. Some people like pepperoni, others want vegetarian or supreme... How should you cut it, so the portion you want the most gets to you?

In order to get the points, you have to collect the most slices of a given type. You may also choose to eat slices instead of collecting them. Then you get points for basil leaves that were on the slices you ate. The player with the most points is the winner.

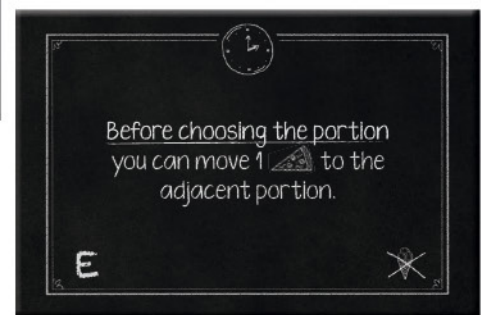
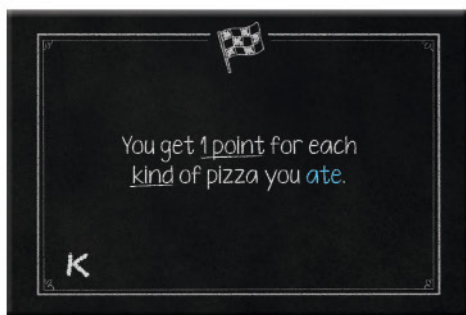
**0 calories, 100% emotions!**



Jeffrey D. ALLERS



Maciej SZYMANOWICZ







**NOVELTY!**

**CONTENTS:**

- 65 Normal Pizza Slices
- 4 Mixed Pizza Slices
- 12 Special Offer Tiles
- 1 Pizza Knife Token
- Rulebook



**AWARDS:**





# Kociaki Łobuziaki

## Catastrophe



### SELLING POINTS:

- Bestseller in Poland
- Attractive theme
- Outstanding graphics
- Great for all the family

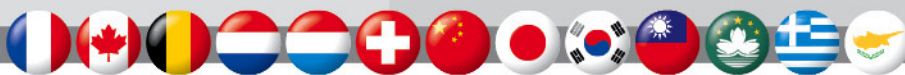
### CONTENTS:

- 4 Player Boards
- 4 Spools with Strings in 4 Colors
- 20 Furniture Tiles
- 50 Chips with 10 different Toys
- 1 First Player Marker
- Rulebook

AVAILABLE TERRITORIES:



without:



### GAME DESCRIPTION:

In **Kociaki Łobuziaki** each player has their own unique game board that represents a child's room where a cat is playing; the cat is chasing twine that goes from one piece of furniture to another, with the game board having slots for twine to run through. The objective of the game is to guide your cat so that it can grab as many toys as possible while running in the room.

During each round the starting player chooses a furniture card from their hand and places it face-up on the pile of cards in the middle of playing space. Each player then takes a turn to move their string and score, if possible. "Moving the string" means stretching your string across your board and through a slot on either side of the furniture that matches the card played. If the string touches the object on the floor, that player scores point chips. Whoever collects the most points wins!



1

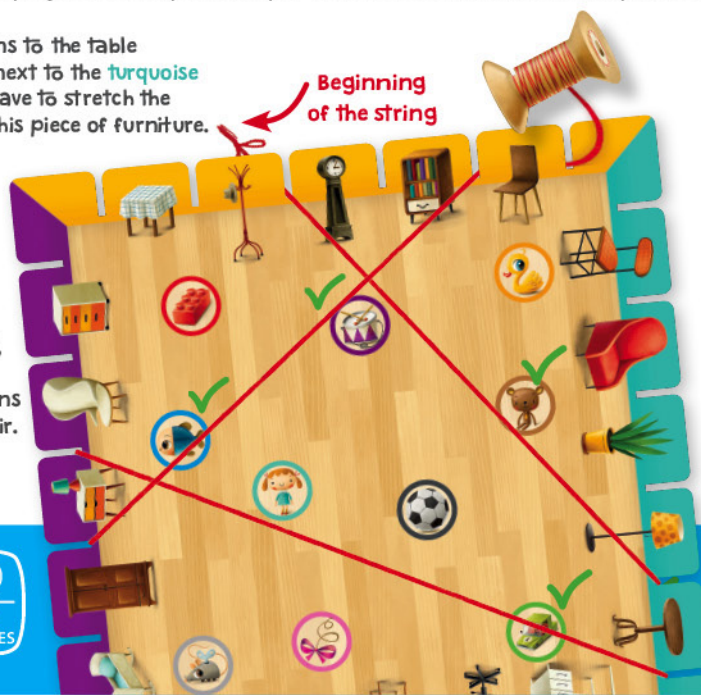
The cat runs to the table standing next to the **turquoise** wall. You have to stretch the string to this piece of furniture.

Beginning of the string



4

After that, the cat quickly runs to the chair.



2

✓ The player gets points for each toy that they run through (each one that the string touches).

3



After reaching the table the cat runs to the nightstand next to the **purple** wall.



Jeffrey D. ALLERS



Maciej SZYMANOWICZ



5-105  
AGE



2-4  
PLAYERS



20  
MINUTES

AWARDS:





# POTWORNE PORZĄDKI

## Go away monster!

**NOVELTY!**



### SELLING POINTS:

- Reinforces fine motor skills
- Teaches shape identification
- Develops the habit of cleaning up
- Stunning graphics

### CONTENTS:

- 4 Room Boards
- 4 Beds
- 4 Paintings
- 4 Lamps
- 4 Teddy Bears
- 8 Monsters
- A Cloth Bag
- Rulebook

AVAILABLE TERRITORIES:



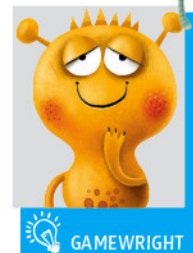
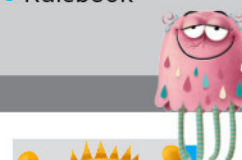
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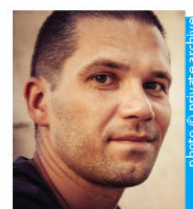
### GAME DESCRIPTION:

Sleeping time! However, before tucking in the room has to be cleaned up and all the items should be placed in right places. This is exactly what children have to do during the gameplay of **Go away monster!** – they draw different items from the bag and place them in dedicated spaces on their room board. However, there are playful monsters hidden among the items and their shapes are similar to the rest of the items. As a result, it is easy to make a mistake – when that happens, you have to throw the monster out from your room – go away monster! The winner is the player who cleans up their room first.

**Go away monster!** is a great game for pre-school players. It trains their fine motor skills, shape and color recognition and gets kids into the habit of cleaning up each evening.



GAMEWRIGHT



Maciej SZYMANOWICZ

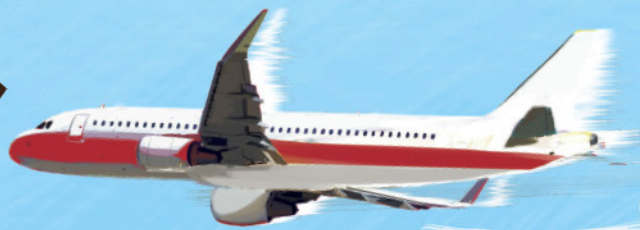


**AWARDS:**





# Boarding Overbooked



## SELLING POINTS:

- Attractive theme
- Target group – older kids, teenagers, adults

## CONTENTS:

- 81 Passenger Cards
- 15 Event Cards
- 150 Passenger Tokens
- 4 Plane Boards
- 24 Vouchers
- 1 First Player Marker
- Rulebook

AVAILABLE TERRITORIES:



without:



## GAME DESCRIPTION:

Come aboard our Plane!

In **Boarding** players help the flight attendants **board the passengers on a plane**. In order to gain the best rates from your customers, you must meet certain requirements that they have:

- **lovers** want to sit next to each other,
- children need their parents' care,
- **businesspeople**, **tourists** and **ecologists** want to sit next to other friends from their group.

If it is necessary, **you can expel a passenger from the plane!** However, this will bring you some negative points, so do it wisely. In the end, nobody wants to be kicked out right before the flight!

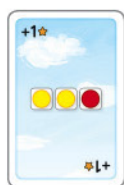
The player who boards the passengers on their plane in the best way is the winner.



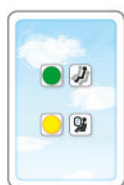
Daryl CHOW



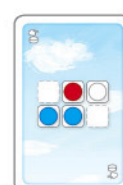
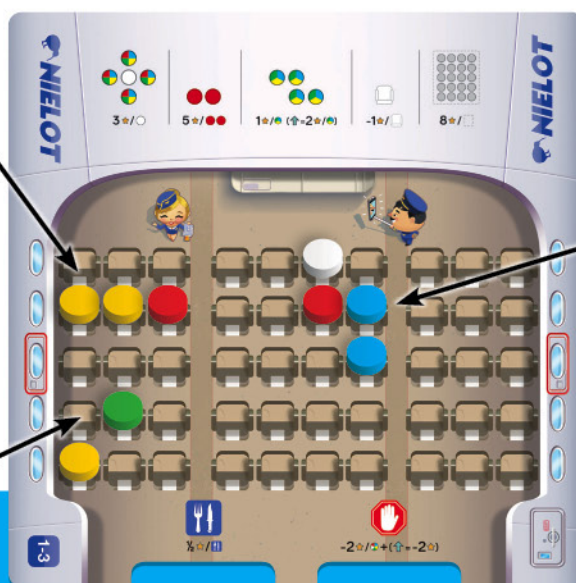
Roman KUCHARSKI



You play the card and board the passengers on the plane.



The **ecologist** wants to sit on the middle seat, and the **tourist** wants to sit next to the window.



You can rotate the arrangements displayed on cards.



Event Cards will bring additional points.



AWARDS:





# STRAŻNICY KOSMOSU

## Guardians of Space

**NOVELTY!**



### SELLING POINTS:

- Retro arcade design
- Great for video game lovers
- Easy yet exciting family game

### CONTENTS:

- 66 Invader Tokens
- 4 Missile Markers
- 4 Power-up Markers
- 13 Stickers
- 8 Wooden Square Pawns
- 1 Round Wooden Pawn
- Rulebook

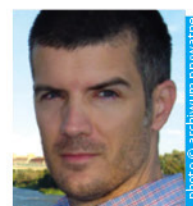
AVAILABLE TERRITORIES:



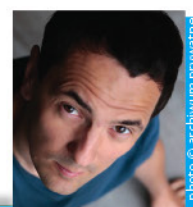
### GAME DESCRIPTION:

Distant future. Humanity managed to colonize planets in galaxies near and far. Unfortunately, during expansion we encountered space invaders willing to destroy our outposts. That is why we need the help of our brave sentinels – **Guardians of Space** – who pull up their fighters and fight the incoming invasion.

Players take the roles of the space fighter pilots. Their task is simple – protect the planet from invaders from outer space. In order to do that you have to maneuver your fighter, upgrade it, maybe get a missile or a power up and shoot down the enemy! The pilot who shoots down the most valuable aliens proves to be the best among **Guardians of Space** and wins the game!



Néstor  
ROMERAL ANDRÉS



Przemysław  
FORNAL



### PILOT YOUR FIGHTER

✦ SHOOT DOWN THE INVADERS ✦ GET POINTS



The more eyes the invader has,  
the more points it will bring you!



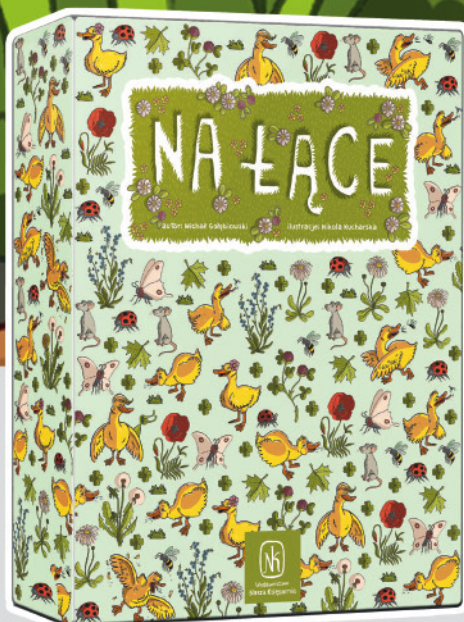
You start the game with a basic  
fighter and then you can upgrade it!







## On a meadow



### SELLING POINTS:

- Unique approach to memory game
- Animals
- Portable and affordable

### CONTENTS:

- 44 Cards
- Rulebook

AVAILABLE TERRITORIES:



### GAME DESCRIPTION:

**Na Łące** is a small memory bluffing game where players collect animals living on a meadow and try to find yellow duckies that run around in different directions. They get points for all the ladybugs, butterflies and ants met along the way.

Each turn you check two cards and without showing them to other players you declare whether these have the same animal or not. If the cards are different, you put them back on the table, leaving one visible to fellow players. If you say that the cards are the same, other players can check if you are not bluffing. If you did, as a penalty you must return one of your cards back to the box; if you did not, you collect the cards and the one who checked you must return one of their cards back to the box. However, ducks (the most valuable of the cards) do not have a matching pair, so you must bluff if you want to collect them.

Do you have what it takes to find all the animals hidden at the meadow?



Michał  
GOŁĘBIOWSKI



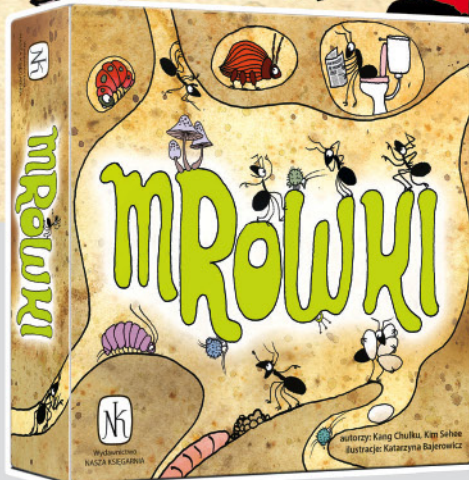
Nikola  
KUCHARSKA





# MROWKI

## Ants



### SELLING POINTS:

- Bestseller in Poland – multiple reprints each year!
- Visually attractive
- Based on an established book for children
- Improves math skills
- Small box, easy to carry in the pocket

### CONTENTS:

- 39 Anthill Cards
- 35 Ant Cards
- Rulebook

AVAILABLE TERRITORIES:



without:



### GAME DESCRIPTION:

During the game of **Mrowki** all the players are looking for the right ants in the anthill. The task is not easy, since ants have different colors and different values – you always have to find the correct one. The ever-changing situation at the table guarantees great fun and best emotions.

In order to get the ants, you have to do simple additions, like  $17+4$ . However, you have to do it fast and slap the right ant with your hand before someone else does it before you.

The winner is the player who collects 7 ant cards in all colors or 5 ant cards in the same color.



Based on a bestselling book "Let me tell you, mom What Ants Do" from Nasza Księgarnia (book already available in local editions in Germany, Italy, Spain, China, Russia, Ukraine, South Korea, Czech Republic, Slovak Republic, Turkey).



photo © private archive

Kim SEHEE



Kang CHULKU



photo © Jerzy Dolata

Katarzyna BAJEROWICZ



### AWARDS:





# KOMNATA STRACHU

## Chamber of Fear



### SELLING POINTS:

- Delicate horror theme appealing to young audience
- Simple rules
- Great emotions
- Small box, easy to carry in the pocket

### CONTENTS:

- 40 Fear Cards
- 15 Special Cards
- 20 Fear Tokens
- 1 Light Switch Token
- Rulebook

AVAILABLE TERRITORIES:



### GAME DESCRIPTION:

In **Komnata strachu** players get into the dark room that is full of Fears, but they are not afraid of them – on the contrary, they want to catch them! The goal of the game is to be the first one to find the Fears that match, either in shape or color, the ones displayed on the revealed cards. The first one who correctly points out the matching monsters and hits the light switch collects the revealed cards. However, the Fears will not give up easily – they also play tricks on our adventurers, making finding the matching Fears more challenging. The best Fearbuster is the winner!



David  
WANG



Maciej  
SZYMANOWICZ





# MA GAZYNIER Storage Keeper



## SELLING POINTS:

- Quick gameplay
- Puzzle-like gameplay
- Small box, easy to carry in the pocket

## CONTENTS:

- 40 Oversized Merchandise Cards
- Scorepad
- Pencil
- Rulebook

AVAILABLE TERRITORIES:



without:



## GAME DESCRIPTION:

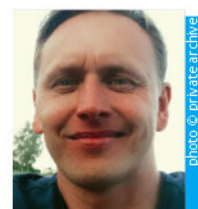
The delivery is here! You have to place all the crates full of goods in the warehouse!

In **Magazynier** players take the role of storage keepers who have to place the merchandise cards in their warehouse in the most optimal way – not squeezing too many crates of the same kind together, but also not making too many small groups of crates. And do not forget about the rats – you must try to get rid of them, because these rodents can destroy all your work.

The type of merchandise that scores at the end of the game changes, depending on what all players store in their warehouses. That is why you have to keep an eye on what your opponents are collecting. Like a good storage keeper, you should observe and decide. All hands on deck – the delivery is here!



Jog KUNG



Roman KUCHARSKI



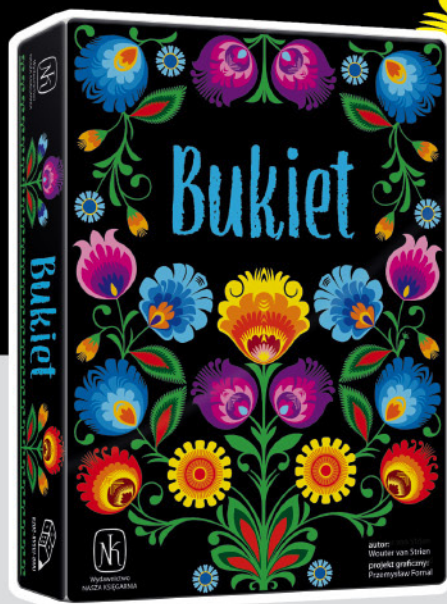
Tomek LAREK





# Bukiet

## Bouquet



### SELLING POINTS:

- Outstanding graphics
- Funny gift alternative ('I brought you a bouquet!')
- Strong representative of roll & write genre
- 3 new notebooks with 3 different boards available as an expansion option!

### CONTENTS:

- 2 Notepads with 4 Different Boards
- 6 Dice in 6 Colours
- 5 Pencils
- Rulebook

AVAILABLE TERRITORIES:



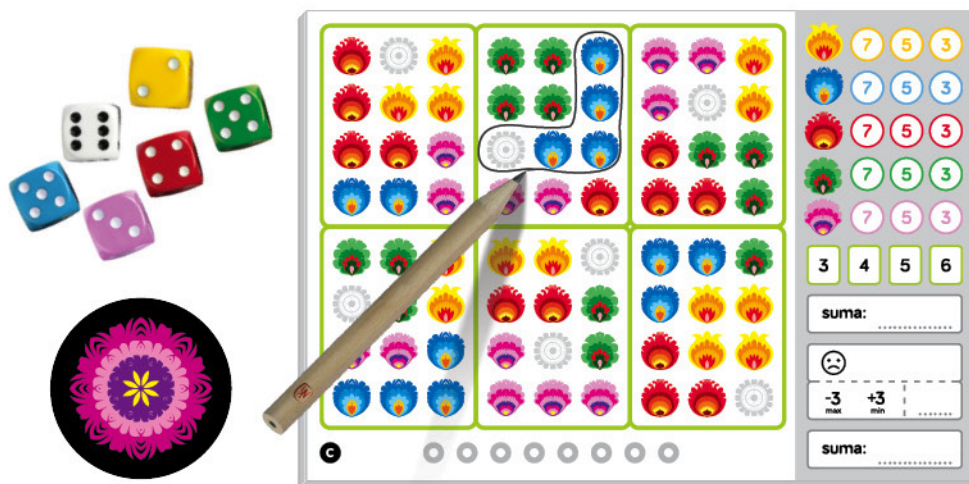
### GAME DESCRIPTION:

In **Bukiet** players grow flowers on their personal sheets. The dice represent customers who want to buy certain types of flowers. Players cut flowers in their fields to make bouquets for their customers to score points. However, each flower can be cut only once, so try to keep your customers happy! You have several ways to win.

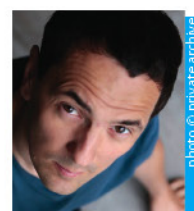
**Bukiet** represents the popular genre of roll & write games but is uniquely attractive!

The game contains 2 notepads with 4 different boards to offer more variety. Apart from that, we have also prepared new notebooks with 3 additional boards.

**Be the best florist!**



Wouter  
VAN STRIEN



Przemysław  
FORNAL



Additional boards available  
as an expansion!





**FABRYKA  
CZEKOLADY**

# Chocolate factory



## SELLING POINTS:

- Funny gift alternative ('I know you are on a diet, but I brought you some chocolate!')
- Tasty theme

## CONTENTS:

- 45 Oversized Chocolate Cards
- 2 Reference Cards
- 1 First Player Marker
- Rulebook

AVAILABLE TERRITORIES:



## GAME DESCRIPTION:

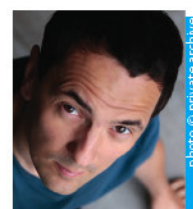
Biscuits, blueberries, strawberries, almonds, sprinkles – all these on a chocolate? That is a mouth-watering image. But who put pawns, meeples and dice inside them?! These are not edible and can spoil the best chocolate bars, so you must avoid them!

In **Fabryka czekolady** two players try to collect the tastiest sets of chocolate by taking them from the factory line that they build together. Should you wait for better sets, or the ones available now are good enough and there is no need to risk? It is up to you! But remember, you get points only when you have the most of a given kind of chocolate. Varieties are also good, so do not forget about them. All in all – this is chocolate, so even not the best one is a great treat, is a great treat for everyone!

**Which of you is the best chocolatier?**



Nao  
SHIMAMURA



Przemysław  
FORNAL



**AWARDS:**





# Contact:

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