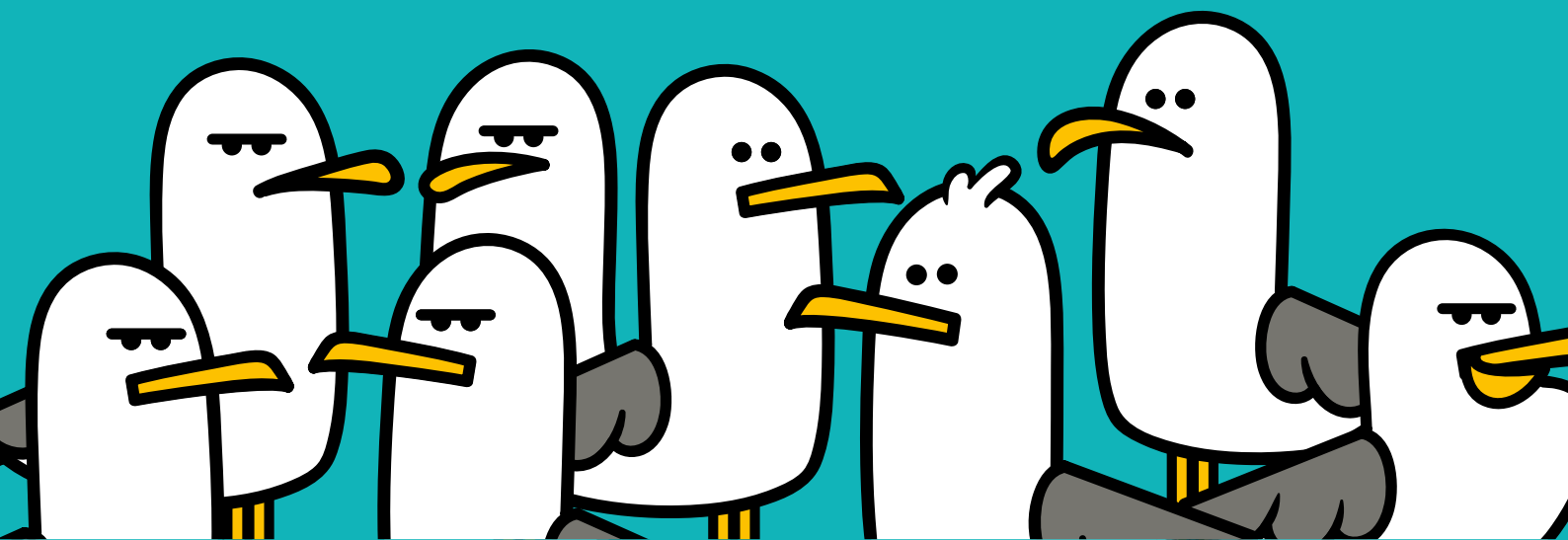




EXPORT 2026





Stay up to date with our latest additions: **First Come First Served**, a party quiz where every answer is a gamble between playing it safe and standing out (page 3); **Matchy Matchy**, an ultra-accessible party game where you need to prove your duo by picking the same pics (page 4), and, of course, our Spiel des Jahres-winning **Bomb Busters**, now with the explosive **Pro Kit**, introducing a whole new dimension of play and challenge (pages 5-6)!

Feel free to drop us a line with any questions:

Julia Klokova

Head of International Sales and Marketing
julia@cocktailgames.com

10+
age

3-8
players

30
minutes

FIRST
COME
FIRST
SERVED



UNIQUE ANSWERS SCORE POINTS. FIRST ANSWERS STEAL THEM!

First Come First Served is a party game of questions where every answer is a gamble. Choose the right COOKIE, outsmart your opponents, and steal the points before they steal yours!

GAMEPLAY

Every round, there is a question. For example:
Quickly write an answer and place your slate face down on an available cookie.

There are as many cookies as there are players, and the number on every cookie shows the points you might score.

Reveal all answers in order:

Something
that foams



Your answer is **valid** and **has not been given before**: score the points from your cookie!



Your answer is valid, but **has already been given**: the player who gave it first steals your points!



Your answer is **not valid**: 0 points.

END OF THE GAME

The first player to reach the end of the track wins the game.

Key Selling Points

- A party quiz with a thrilling twist of risk-taking and original answers (that may not be as unique as you think!)
- Eye-catching design with strong shelf appeal
- Outstanding component quality

Practical Info

Contents

1 game board, 180 cards (165 Question cards, 6 Foul Winds cards, 6 Fair Winds cards, 3 Yellow-Red cards), 8 cookie tiles, 8 plastic slates, 8 wooden pawns, 8 dry-erase markers, rules of play

Created by: Masaru Ikeda

Artwork: Laura Michaud

Incoterms: FOB China

MSRP: €22

MOQ: 2016pcs

Box Size: 10×20.2×7.2 cm

Versions

(active/terminated/unavailable)

BE-FR-QC / CL / DE / ES / AR-PY-UY

10+
age

3-8
players

30
minutes

Matchy Matchy



PROVE YOUR DUO BY PICKING THE SAME PICS!

Matchy Matchy is a family/party game of associations where the pictures you choose must match with the ones of your teammate.

GAMEPLAY

Each player gets a deck of pictures.

The decks are identical, and the players split up into teams of two.

Your goal is to match with your teammate by choosing and arranging the same pics that illustrate an announced theme:

- Same pic + same position = +3 spaces
- Same pic + different positions = +2 spaces
- No match: 0 spaces



END OF THE GAME

The first team to reach the end of the track wins the game and is declared the perfect matchy matchy duo!

Key Selling Points

- An intergenerational family/party game with modern design and easy scoring
- Loads of laughter coming from "Why did you pick this?!" and lots of feel-good matching moments; great both to play and to watch
- 2 variants (for an odd and even number of players)
- Neat storage and great contents/price ratio

Practical Info

Contents

1 game board, 360 cards (8 decks of 42 Image cards, 24 Theme cards with 576 themes total), 8 Fork tokens, 10 tuck boxes for neat storage, rules of play

Created by: Craig Browne

Artwork: Laura Michaud

Incoterms: FOB China

MSRP: €22

MOQ: 2016pcs

Box Size: 10×20.2×7.2 cm

Versions

(active/terminated/unavailable)

**BE-FR-QC / CN / CZ /
DA-NO / DE / ES / FI-SE /
GR / HU / IT / JP / KR / NL**

12+
age

2-5
players

30
minutes

THE SPIEL DES JAHRES 2025 WINNER
with 20+ international versions!

Teaser:



Watch & Learn to Play:



BOMB BUSTERS



AN EXPLOSIVE GAME OF DEDUCTION!

BombBusters is a cooperative game with limited communication where you defuse a bomb by cutting unseen wires of different values.

GAMEPLAY

There is a set of 48 "normal" wires numbered 1-12 (4 of each value). Then, you add some yellow and red wires and deal them all to the players.

Each mission is different, but your goal is always the same: go through all 12 numbers without blowing up!

The players place the tiles on their stands and then take turns pointing at each others' wires and guessing their values. If the guess is correct, the wires are cut. If not – the detonator advances!

A total of 66 missions introducing new rules and components, exciting challenges and plot twists, and (spoiler alert!) some intense audio missions!



8 intro missions to discover the game and learn how to play.

Key Selling Points

- The Spiel des Jahres 2025 winner with 20+ international versions!
- A challenging family+ adventure for seasoned players and beginners
- An addictive brainteaser with a learning curve keeping the whole group on their toes
- 5 mission boxes with 66 missions that can be played within the story or individually

Practical Info

Contents

1 game board, 70 tiles, 25 cards, 5 tile stands, 40 tokens, 7 pawns, 8 resealable bags, 5 "Surprise" boxes, rules of play

Created by: Hisashi Hayashi

Artwork: Dom2D

Incoterms: FOB China

MSRP: €35

MOQ: 2016pcs

Box Size: 27*27*5 cm

Versions

(active/terminated/unavailable)

BE-FR-QC / BG / BR /
(T/S)CN / CZ / DE / DK /
EN / ES-LAM / FI / GR /
HU / IT / JP / KR / NL /
NO / LT / PL / PT / RO /
RS / RU / SE / TH / TR /
UA

12+
age

2-5
players

30
minutes

BOMB BUSTERS

THE PRO KIT

UPGRADE YOUR GAME EXPERIENCE WITH THE BEST GEAR!

GAMEPLAY

ACRYLIC WIRE TILES

- Long-lasting and satisfying to handle
- Replay all 66 classic missions and discover 11 exciting new ones!



2 SPECIAL WIRES

- New effects
- Spice up the new missions and those from the base game

STORAGE BAGS

- Optimize your setup for each mission



11 EXCITING MISSIONS

- Brand-new challenges
- Play the beloved game in a different way!



BONUS: the Pro Kit fits inside the base game box!



NEW COMPONENTS!
NEW CHALLENGES!
NEW EXPLOSIONS?

Key Selling Points

- A deluxe mahjong set playable with all 66 missions from the base game
- 11 new missions and 2 new tiles introducing another way of playing
- Co-dependent: The base game is needed to play the Pro Kit, and you need the tiles to play the new missions
- Fits inside the base game box
- Optimized setup thanks to the cloth bags another way of playing

Practical Info

Contents

48 Blue Wire tiles, 11 Red Wire tiles, 11 Yellow Wire tiles, 2 Special tiles, 3 bags, 11 Mission cards, 1 score sheet, rules of play

Created by: Hisashi Hayashi

Artwork: Dom2D

Incoterms: EXW/FOB
China

MSRP: €25

MOQ: 1000

Versions

(active/terminated/unavailable)

BE-FR / CA / (T/S)CN / CZ
/ DE / EN / ES / HU / IT /
JP / KR / NL / NOR / PL /
RS / RU

7+
age3-6
players15
minutesTHE AS D'OR 2024 WINNER
with 20+ international versions!

Teaser:



Watch & Learn to Play:



ONE, TWO, THREE, TRIO!

Trio is a card game where players have to find three of a kind by asking the other players for cards. They can only ask for the highest or lowest card in anyone's hand.

GAMEPLAY

The deck consists of 3 sets of cards numbered 1-12. Players sort their hand from low to high, and the remaining cards are placed face down on the table. On your turn:

- 1 Reveal 2 Number cards:
 - on the table,
 - or
 - in a player's hand, but **only the lowest or highest number!**
- 2 If the 2 cards are identical, play again!
- 3 Find 3 identical cards and win all 3!



END OF THE GAME

The first to collect 3 trios or a trio of 7 wins!



Available in
two formats!

MARKETING ASSETS

All secrets on the game's success:



Presentation



Video Teaser



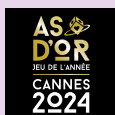
Animated How-to-Play



Metal pin

Key Selling Points

- An innovative, addictive and simple game which will keep you guessing
- Eye-catching appearance
- A renowned worldwide hit



Practical Info

Contents

36 cards, rules of play

Created by: Kaya Miyano

Artwork: Laura Michaud

MSRP: €13

MOQ: 2016pcs

Incoterms: EXW Poland /
FOB China

Box Size: 11×11×3.5 cm /
14.5 × 12.0 × 3.5 cm

Versions

(active/terminated/unavailable)

BAL / **BE-NL** / **BG** / **BR** /
CA / **CN** / **CZ** / **DE** /
ES-LAM / **FR** / **GR** / **HU** /
IL / **IN** / **IT** / **JP** / **KR** / **NOR** /
PL / **PT** / **RO** / **RS** / **RU** /
TH / **TR** / **UA** / **UK** / **US** /
ZA

10+
age

3-5
players

15
minutes

JUNGO



GO BANANAS WITH YOUR COMBOS!

Jungo is a hand-building game where you try to be the first to get rid of your cards. On your turn, you may beat the combination on the table by the cards from your hand, but they must all be the same value and adjacent to each other in your hand. The main catch is that you can't rearrange cards in your hand and you always get to choose whether you want the discards.

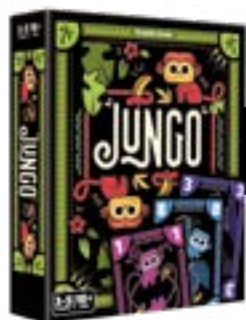
GAMEPLAY

You get a hand of cards and you cannot rearrange them.

Players take turns playing a combination of cards that are:

- all the same value
- adjacent in their hand
- stronger than the combo on the table.

The more cards you play, the stronger the combination:



Available in
two formats!

If you can't or don't want to play a combo, you get to draw a card and possibly call for the law of the Jungo!

Good news! You always get to choose what to do with the drawn and beaten cards: either take them to enhance your hand or leave them for everyone to see!

END OF THE GAME

As soon as you get rid of all your cards, you win!

Key Selling Points

- A simple game full of not-so-simple choices!
- Short and dynamic play sessions leaving you wanting to play again
- Accessible for mass audience and enjoyable for experienced players
- Vibrant and playful artwork

Practical Info

Contents

64 Number cards, 8 Double cards, rules of play

Created by: Toshiki Arao

Artwork: Laura Michaud

MSRP: €13

MOQ: 2016pcs

Incoterms: EXW Poland / FOB China

Box Size: 11×11×3.5 cm / 14.5 × 12.0 × 3.5 cm

Versions

(active/terminated/unavailable)

BE-NL / BR / CA / CN / CZ / DE / ES-LAM / FR / HU / IN / IT / JP / KR / PL / PT / RS / RU / UK / US

14+
age

4-9
players

30
minutes

Teaser:



TOP TEN



AN IN-TEN-SELY COOPERATIVE GAME!

Top Ten is a cooperative party game. All players try to survive 5 rounds by answering questions based on their individual numbers from 1 to 10. The answers are then ranked by the Cap'ten who is in charge of proceedings.

GAMEPLAY

Situation

A question that everyone must answer, the question is the same for everyone.

Answers

Everyone gives an answer corresponding to their secret Number card (1-10).

Guess the correct order

The Cap'ten then ranks the answers in ascending order. The unicorn turns to poop if you get it wrong!



My bus was late.

I was held hostage in a bank robbery.

I was attacked by a bear.

???

8



END OF THE GAME

Have as many unicorns as possible after 5 rounds.

Key Selling Points

- A clever and easy-to-learn game that will undoubtedly be a success in your country
- Nominated for Spiel des Jahres 2022
- 500 unique situations
- A masterfully designed, exceptional ice-breaker

Practical Info

Contents

125 Situation cards, 10 plastic Number cards, 8 poker-like chips, a neoprene playmat, rules of play

Created by: Aurélien Picolet

Artwork: Laura Michaud

Incoterms: FOB China

MSRP: €22

MOQ: 2016pcs

Box Size: 20×15×4.8 cm

Versions

(active/terminated/unavailable)

AR-CL-CO-GT-MX-PY-UY
/ BE-FR / BG / BR / CN /
CZ / DE / ES / GR / HU /
IT / JP / KR / NL / NOR /
PL / QC / RU / UA / EN

18+
age

4-9
players

30
minutes

TOP TEN 18+



500 MORE THEMES FOR SOME EX-TEN-DED FUN!

Top Ten 18+ is a standalone version of the original game with 500 new situations and the perfect balance of content for adults.



Practical Info

Contents

125 Situation cards, 10 plastic Number cards, 8 poker-like chips, a neoprene playmat, rules of play

Versions

(active/terminated/unavailable)

BE-FR / BG / CN / CZ / DE / HU / PL / QC / RO / RU

14+
age

4-9
players

30
minutes

TOP TEN ADVENTURES

Watch & Learn to Play:



IN-TEN-SIFY YOUR STORYTELLING AND CREATE YOUR OWN ADVENTURE!

In Top Ten Adventures, you play one of the 80 exhilarating adventures, revealing its 5 questions one by one. For every question, the Number cards are dealt anew, so the thrill is coming not only from the general plot of the adventure, but also from the ups and downs connected to the numbers you get.



Practical Info

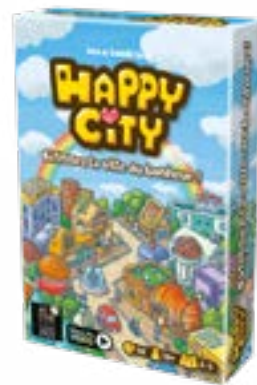
Contents

40 double-sided oversized Adventure cards, 1 holder for Adventure cards, 10 plastic Number cards, 8 poker-like chips, a neoprene playmat, rules of play

Versions

(active/terminated/unavailable)

BE-FR / CN / CZ / DE / ES / IT / KR / QC

10+
age**2-5**
players**30**
minutesWatch &
Learn to Play:

HAPPINESS IS THE ULTIMATE GOAL!

Happy City is a joyful strategy game. Build your own little city, card by card, manage your income and make your citizens happy. Whoever strikes the perfect balance wins!

GAMEPLAY

1 Income Phase

Each player receives income from their cards at the start of each round.

2 Action Phase

Reveal up to 3 cards from any of the three Building decks and add them to the market.

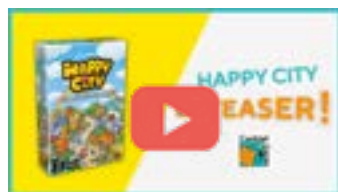
Buy a building, but remember even though you need money to grow, only your citizens' satisfaction counts towards your final score.



END OF THE GAME

Once any player adds a 10th card to their city, each player multiplies the number of citizens by the total number of hearts on their cards, and the highest score wins!

MARKETING ASSETS



Animated How-to-Play



Creative photos



Postcards



Key Selling Points

- A cute gateway strategy game
- 2 ways to play: family version and expert version with more interaction and strategy
- Very popular in France

Practical Info

Contents

140 cards, 30 tokens, rules of play

Created by: Toshiki Sato, Airu Sato

Artwork: Makoto Takami

Incoterms: FOB China

MSRP: €19

MOQ: 2016pcs

Box Size: 18×12×4 cm

Versions

(active/terminated/unavailable)

BE-FR-QC / CN / CZ / DE ES / HU / IT / KR / PL / RU / UA / UK / US / JP

10+
age

2-5
players

30
minutes

HAPPY CITY GROZILLA



A GROZILLION NEW TACTICS!

In this expansion for Happy City, Grozilla and his terrifying friends have arrived in town... and they are about to wreak havoc! They are hiding in the 4th pile amongst new multi-colored buildings. Do you dare to poke the beasts?

Contents

25 cards, 5 wooden meeples,
15 tokens, rules of play

Box Size: 12×8×3cm

MSRP: €11



**ANGRY BUT
ADORABLE MEEPLES**
(BUT ANGRY)



HAPPY CITY

PLAYMAT

Bring more happiness to the table with this delightful, padded, neoprene playmat with stitched edges.

Dims: 53×39×0.3 cm. The base game is not included.

MSRP: €22



MARKETING ASSETS



Coloring sheets



XL figurines (Grozilla)

8+
age**2-5**
players**30**
minutesWatch &
Learn to Play:

Hanabi



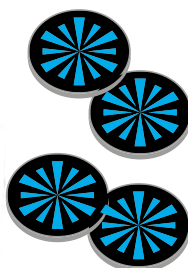
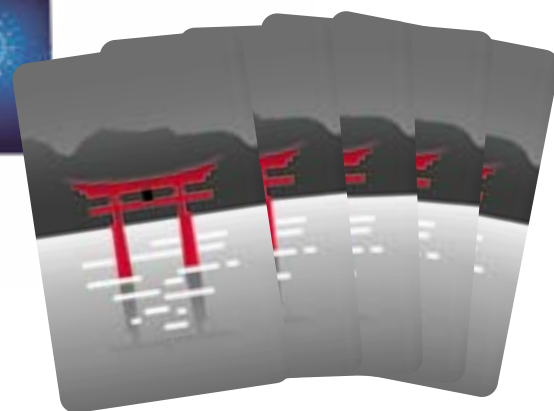
FIRE(WORKS) ON DEMAND!

Hanabi is a cooperative game of limited communication where you don't see your own cards and try to fill a common grid of cards based on the hints you give each other.

GAMEPLAY

There are 50 Hanabi cards: three "1", two "2", two "3", two "4", and a single "5" in 5 different colors. Each player gets a hand of cards, but DOESN'T see them and holds them facing outwards. On your turn, you must do 1 of the following:

- **Give another player a hint** and spend 1 of the common Clue tokens. Your hints are limited to pointing at all cards of a certain color or value.
- **Discard a card** from your hand and gain 1 Clue token back.
- **Play a card** from your hand and see if it can be added to the grid. If it can't, you're one life down!



END OF THE GAME

If you run out of lives before playing all of the cards, you all lose. Your final score is determined by how full your grid is.

Key Selling Points

- *The Spiel des Jahres award winner (2013)*
- *A classic cooperative game with limited communication that was ahead of its time*
- *Minimalistic but deep gameplay where the information you give is as valuable as the information you don't*

Practical Info

Contents

53 cards, 8 tokens, rules of play

Created by: Antoine Bauza

Artwork: Laura Michaud

Incoterms: EXW Poland / FOB China

MSRP: €13

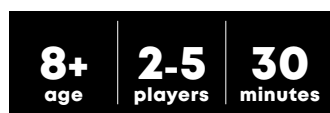
MOQ: 2016pcs

Box Size: 11×11×3.5 cm

Versions

(active/terminated/unavailable)

BE-NL / BG / BR / CN / CZ / DE / EN / ES / FR-QC / HU / IL / IN / IT / JP / NOR / PL / RO / RU / TH / UA / BAL / GR / KR



Hanabi

GRANDS FEUX



Teaser:



WHAT A SHOW!

Hanabi Deluxe contains the upgraded Hanabi game and 3 new add-ons: multi-colored cards, black cards, and bonus tiles. With plastic stands, elongated cards, and deluxe bakelite chips, your show will go to a whole new level!

DID YOU

KNOW



DeepMind, a subsidiary company of Google, has been working on 3 board games to beat world champions (chess, shogi, and go). The 4th game they have chosen to work on is Hanabi!



MARKETING ASSETS



Video Teaser



Animated How-to-Play



French Championship

Practical Info

Contents

70 cards, 5 cardholders, 8 bakelite tokens in a cloth bag, 3 error tiles, 6 bonus tiles, a game aid, rules of play

Created by: Antoine Bauza

Artwork: Laura Michaud

MSRP: €25

MOQ: 2016pcs

Incoterms: FOB China

Box Size: 25×18×5.1 cm

Versions

(active/terminated/unavailable)

BE-FR / DE / ES / JP / KR / PL / UK / IT

12+
age

3-8
players

30
minutes

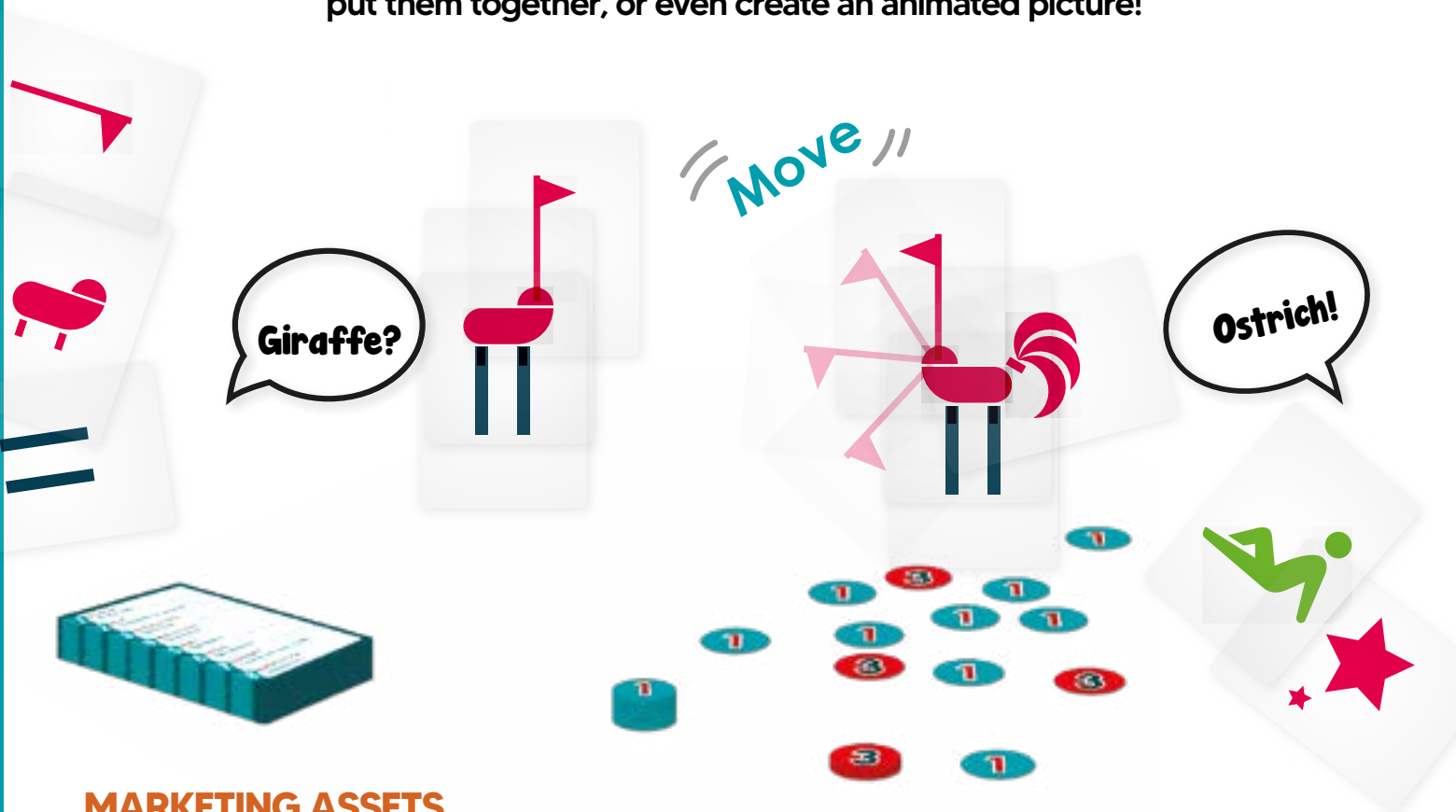


Imagine



CRYSTAL CLEAR!

Imagine will spark your creativity with 60 transparent plastic cards. The other players can guess one of over a thousand enigmas! Put the cards on top of one another, put them together, or even create an animated picture!



MARKETING ASSETS



A series of animated teasers with visual riddles

Key Selling Points

- A refresh made in 2025!
- An accessible party game that stands out due to its original components
- Infinite possibilities to express your creativity
- Huge replay value thanks to the minimalistic design and 1040 different enigmas

Practical Info

Contents

60 transparent cards, 65 Enigma cards, 24 VP tokens, rules of play

Created by: Shintaro Ono, Shingo Fujita, Motoyuki Ohki, Hiromi Oikawa, Shotaro Nakashima

Artwork: Shintaro Ono

Incoterms: FCA China

MSRP: €22

MOQ: 2016pcs

Box Size: 19.5×15×4.5 cm

Versions

(active/terminated/unavailable)

BE-FR / BR / CN / CZ / ES / HU / IT / KR / PL / QC / RO / RU / UA / DE / EE / NOR / US

8+
age**3-8**
players**30**
minutes

Watch & try to guess:



B2B Pitch:



CRYSTAL CLEAR FOR THE WHOLE FAMILY!

Imagine Family is a version of Imagine adapted for children ages 8 and up. With a canvas board and 600 new enigmas, the whole family can tap into a whole new level of creativity!



MARKETING ASSETS



A series of animated teasers with visual riddles

Key Selling Points

- 600 new family-friendly enigmas with a common theme on the back
- Colorful transparent cards
- A canvas board to support the demonstration

Practical Info

Contents

60 transparent cards, 120 Enigma cards, 24 VP tokens, a game board, rules of play

Created by: Shintaro Ono, Shingo Fujita, Motoyuki Ohki, Hiromi Oikawa, Shotaro Nakashima

Artwork: Shintaro Ono

Incoterms: FOB China

MSRP: €25

MOQ: 2016pcs

Box Size: 26×26×5 cm

Versions

(active/terminated/unavailable)

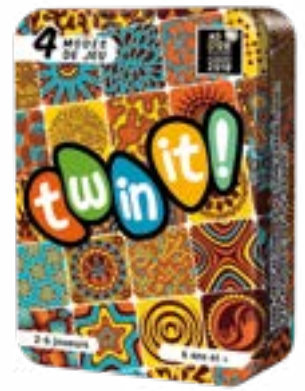
BE-FR / BR / CN / ES / HU / IT / KR / PL

6+
age

2-6
players

15
minutes

Watch &
Learn to Play:



KEEP YOUR EYES PEELED!

Twin It is a fast-paced pattern matching game where you add more and more colorful cards to the table and try to be the first one to hit the duplicates with your hand.

GAMEPLAY

Can you spot the duplicates?



Two thematic versions available:

Board Games

Japan



MARKETING ASSETS



Video Teaser



Animated Teaser



Wall of Game in Parthenay



Wrapping paper



Bookmark

Key Selling Points

- A bright design with easy-to-grasp rules
- Three game modes: competitive, in teams, and cooperative
- Very popular in France

Practical Info

Contents

135 cards, rules of play

Created by: Nathalie Saunier, Rémi Saunier & Tom Vuarchex

Artwork: Tom Vuarchex

Incoterms: FOB China

MSRP: €15

MOQ: 2016pcs

Box Size: 14.5×10.5×3.9 cm

Versions

(active/terminated/unavailable)

BE-FR-QC / CN / ES / JP / KR / NOR / PL / RU / DE / HU / UK-US

12+
age

3-6
players

15
minutes

Watch &
Learn to Play:



PURRFECT GUESS



FIND THE RIGHT WORD... AT THE RIGHT TIME!

Purrfect Guess (Maudit Mot Dit in the French version) is a word game where you need someone to guess your secret word after the EXACT number of clues listed on the other card. The highest score after 2 rounds wins the game.

GAMEPLAY

As the active player, you get the box and:

- a word you need someone to guess **and**
- the exact number of clues you must give, one by one.

If an opponent guesses the word too early, they score points, but you don't!

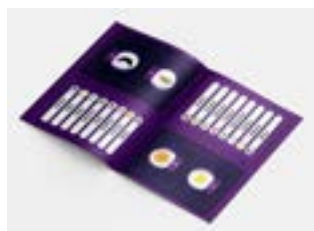
Being too vague is also dangerous. Make sure you don't get purr-sued!



MARKETING ASSETS



Animated How-to-Play



Demo Set



Metal pin



Postcard

Key Selling Points

- A word game with a clever twist and outstanding design
- Great production value
- Incredible sales in France since its release in 2022

Practical Info

Contents

110 cards, 1 tile, rules of play

Created by: Laurent Prin, Rémi and Natalie Saunier

Artwork: Laura Michaud

Incoterms: FOB China

MSRP: €16

MOQ: 2016pcs

Box Size: 10×15.7×4 cm

Versions

(active/terminated/unavailable)

BE-FR-QC / CN / ES / HU / IT / JP / PL / RO / RU

10+
age

4-12
players

15
minutes



IT'S TIME TO ROCK!

In Rythme&Boulet, all players beat the rhythm of We Will Rock You by tapping their knees and clapping their hands.

During the game, the players create a chain of gestures by doing their own and then another player's while keeping the common rhythm.

Anyone who breaks the rhythm at any point is to blame!



Practical Info

Contents

53 cards, rules of play

Created by: Gabriel Ecoutin

Artwork: Stéphane Escapa

Incoterms: EXW Poland / FOB China

MSRP: €13

MOQ: 2016pcs

Box Size: 11×11×3.5 cm

Versions

(**active**/terminated/**unavailable**)

AR-CL-UY / BE-FR-QC / BR / ES / FR / HU / JP / PL / RO / CN / DE / EN / GR / IL / IT / NL / RU

7+
age

3-8
players

15
minutes



FOLLOW YOUR TRIBAL INSTINCTS!

In Ouga Bouga, the players must try to memorize and repeat longer and longer sequences of sounds and gestures.



Practical Info

Contents

54 cards, rules of play

Created by: Daniel Quodbach, Bony

Artwork: Bony

Incoterms: EXW Poland / FOB China

MSRP: €13

MOQ: 2016pcs

Box Size: 11×11×3.5 cm

Versions

(**active**/terminated/**unavailable**)

AR-CL-UY / BR / BE-FR / ES / HU / PL / RO / DE / EN / RU

6+
age**1-4**
players**20**
minutes

Chabyrinthe



B2B Pitch:



CATS ARE ON THE PROWL!

Chabyrinthe is a game of tactics.
Create an obstacle-free path by moving
and rotating gutter cards in the
shared maze so the cats can find
a welcoming home.



Practical Info

Contents

53 cards, rules of play

Created by: Antoine BauzaArtwork: Stéphane EscapaIncoterms: EXW Poland / FOB ChinaMSRP: €13MOQ: 2016pcsBox Size: 11×11×3.5 cm

Versions

(active/terminated/unavailable)

**BE-FR / BR / ES / HU / PL / RO / RU /
UA / IT****8+**
age**4-6-8**
players**15**
minutes

B2B Pitch:



DON'T GET DERAILED!

Tokyo Train is a hectic race game played
in pairs: one player takes on the role of a
Japanese train guard and tries to help their
teammate seat 6 characters in a train car.

Beware: the instructions will be given with
gestures and a few unpronounceable
Japanese words!



Practical Info

Contents

54 cards, plastic stand, rules of play

Created by: Walter ObertArtwork: StivoIncoterms: EXW Poland / FOB ChinaMSRP: €13MOQ: 2016pcsBox Size: 11×11×3.5 cm

Versions

(active/terminated/unavailable)

**AR-CO-MX / BE-FR-QC / ES / IT / DE
/ HU / PL / RU**

8+
age

3-12
players

15
minutes

SPEECH



INFINITE STORYTELLING

Speech is an improv storytelling game where the players reveal pictures and create their incredible stories on the go. The winner of the round is always determined by the other players.

GAMEPLAY

- At 2-5 players, the game is played individually.
- At 6-12 players, the game is played in 3 teams.

Every round is a battle between two active players: the Leader and the Opponent. The Leader chooses one of the 4 game modes:

MODE 1: TELL ME A STORY

The Leader takes 5 cards and comes up with a story by revealing them 1 by 1. The Opponent then does the same with another pile of cards.

MODE 2: ANOTHER ANGLE?

Just like Mode 1, but with the same pile of cards.

MODE 3: Q&A

The Leader and the Opponent take turns posing questions and coming up with answers based on their cards in piles of 8.

MODE 4: DEBATE

The Leader comes up with a theme of the debate connected to a revealed card. Both players draw 5 cards each and take turns playing 4 of them as illustrations of the arguments they put forth.



Key Selling Points

- *Revisiting the classics – a minimalistic story-telling game with no frustration*
- *Individual and team rules with 4 modes to choose from during the game*
- *Vibrant illustrations unlocking your imagination*

Practical Info

Contents

54 double-sided illustrated cards,
rules of play

Created by:

Yves Hirschfeld, Fabien Bleuze

Artwork: Pauline Berald

MSRP: €13

MOQ: 2016pcs

Incoterms: EXW Poland /
FOB China

Box Size: 11×11×3.5 cm

Versions

(active/terminated/unavailable)

**BE-FR / HU / KR / RU /
BR / CA / EN / GR / JP-KR**

12+
age

4-9
players

15
minutes



MENTAL HIGH-FIVE

Give me Five is a team-based game of associations where you reveal a theme and a letter. The first to come up with a word fitting both must give their team a clue. After a countdown from 5, the team must give the exact same answer. If they fail, another team gives it a try.



Practical Info

Contents

54 cards, rules of play

Created by: Jacques Bariot,
Dominique Della Scaffa

Artwork: Stivo

Incoterms: EXW Poland / FOB China

MSRP: €13

MOQ: 2016pcs

Box Size: 11×11×3.5 cm

Versions

(active/terminated/unavailable)

AR-CL-UY / BR / DE / FR / PL

10+
age

3-12
players

15
minutes



B2B Pitch:



UNANIMITY IS KEY!

Unanimimo and Unanimimo Party are games of associations where you write a list of words connected to a theme and score as many points as there are players who gave the same answer.

Explore 5 additional modes introducing a time limit; stopping everyone else once you write your words; blocking 5 letters that cannot be used in your words; writing in a foreign language; and team rules for 8+ players.



Practical Info

Contents Unanimimo: 54 cards, 1 scorepad,
4 pencils, rules of play Unanimimo Party: 112 cards,
1 scorepad, 4 pencils, rules of play

Created by: Theo and Ora Coster
(Theora Design)

Artwork: Olivier Fagnère

Incoterms: FCA China

MSRP: €15

MOQ: 2016pcs

Box Size: 13.5×10.5×4 cm

Versions

(active/terminated/unavailable)

**AR-CO / BR / FR / KR / CA / PL /
ES-MX**

14+
age

4-50
players

15
minutes



B2B Pitch:

SHABADA



THE ULTIMATE SINGING BATTLE

Shabada is a team-based singing contest game where you split into two teams and draw a card. Think of the lyrics including the key word on the card and sing them (even out of tune). The team who thinks of the most songs wins the battle!

Shine bright like a diamond!
Rihanna



Practical Info

Contents

110 cards, rules of play
Created by: Sylvie Barc
Artwork: Stivo

Incoterms: FCA China

MSRP: €15

MOQ: 2016pcs

Box Size: 13.5×10.5×4 cm

Versions

(active/terminated/unavailable)

FR

12+
age

3-8
players

15
minutes



B2B Pitch:

JETLAG



THINK BACK!

In Jet Lag, you may know the answers, but can you give them by answering the previous question? With more than a thousand tricky questions asked in sequences, this game will surely blow your mind!



Practical Info

Contents

56 cards, an hourglass, rules of play
Created by: Eric Flumian
Artwork: Stivo

Incoterms: FCA China

MSRP: €15

MOQ: 2016pcs

Box Size: 13.5×10.5×4 cm

Versions

(active/terminated/unavailable)

BE-FR / IT / PL / JP

6+
age

3-6
players

15
minutes



B2B Pitch:



DON'T GET TOO PUSHY!

In Plouf Party, everyone tries to push each other into the water, and you need to be the last one standing!

Each player has a secret color and on their turn may choose any pawn to move it 1-3 spaces and, if it lands on an occupied space, push another pawn into the water. The last one by the pool wins!

Practical Info

Contents

1 pool bottom, 18 wooden pawns, 37 stickers, 6 tokens, rules of play

Created by: Heinz Meister

Artwork: Stivo

Incoterms: FCA China

MSRP: €15

MOQ: 2016pcs

Box Size: 13.5x10.5x4 cm

Versions

(**active**/terminated/**unavailable**)

BE-FR / CA / JP / DE / ES / PL / NOR / UK

6+
age

4-10
players

20
minutes



B2B Pitch:



ACT IT OUT!

MimToo is a game of charades where one player draws a Character card and an Action card and then silently acts out the card combination to get their team to guess both in a minute.

Practical Info

Contents

54 cards, an hourglass, rules of play

Created by: Nicolas Bourguoin

Artwork: Stivo

Incoterms: FCA China

MSRP: €15

MOQ: 2016pcs

Box Size: 13.5x10.5x4 cm

Versions

(**active**/terminated/**unavailable**)

AR-CL-UY / BR / ES / FR-QC / EN

INTERNATIONAL VERSIONS



GAME	BR	CA	CN	CZ	DE	DUT	ES	GR	HU	IT	JP	KR	NOR	PL	RO	RU	TH	UA	UK	US
Bomb Busters NEW!	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Chabryrinthe	✓						✓		✓	■				✓	✓	✓		✓		
FCFS NEW					✓		✓													
Hanabi	✓	✓	✓	✓	✓	✓	✓	■	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Happy City		✓	✓	✓	✓		✓		✓	✓	✗	✓		✓		✓	✓	✓	✓	■
Imagine	✓		✓	✓	■		✓		✓	✓	✗	✓	■	■	✓	✓		✓		■
Imagine Family	✓		✓				✓		✓	✓	✗	✓		■						
Jungo	✓	✓	✓	✓	✓	✓	✓		✓	✓	✗	✓		✓		✓			✓	✓
Matchy Matchy NEW!			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓							
Ouga Bouga	✓				■		✓		✓		✓			✓	✓	■			■	■
Plouf Party		✓			■		■				✓		■	■					■	
Purfect Guess		✓	✓				✓		✓	✓	✓			✓	✓	✓				
Rythme & Boulet	✓		■		■	✓	✓	■	✓	■	✓			✓	✓	■			■	■
Speech	■							■	✓		■	✓				✓			■	■
Tokyo Train					■		■		■	✓				■		■				
Top Ten	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓	✓
Top Ten 18+		✓	✓	✓	✓				✓					✓	✓	✓				
Top Ten Adventures		✓	✓	✓	✓		✓			✓		✓								
Trio	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Twin It		✓			■		✓		■		✓	✓	✓	✓		✓			■	■

✓ Active ■ Terminated ✗ Not available

PRINTING SCHEDULE

Make sure to check the latest version
of our production schedule online:



FORMAT		
	Prints / year	Notes
POCKET GAMES (MADE IN POLAND)	4-6	
CARDBOARD BOXES (MADE IN CHINA)	4-5	
SLIM TINS	2	
POCKET TINS	0,5-1	

Important:

We're doing our best to keep our production schedule up to date, so we encourage you to take a look at it every once in a while when planning your reprints with us.

All dates are subject to change, and our schedule may (and will) be affected by our French print runs and export qtys. Feel free to reach out to us, and we'll try to accommodate your needs.

If you send your files for the first time, please consider sharing them a few days prior to the deadline so our designer can check and ask you to modify them, if necessary.

Thank you!



Here are the perfect ingredients of a Cocktail game:

- ▶ Shakes up any party
- ▶ Easy to learn
- ▶ Played quickly
- ▶ Inexpensive and ingenious contents

Cocktail Games – smart games for everyone!



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