



PERFECT FOR RETAILERS AND BOARD GAME CAFES

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The islands of the Pacific produce and value many different resources. In this light strategy card game players will trade throughout the Pacific, travelling across the ocean to acquire these resources and put together baskets of goods for sale.



## Card Game







# TIMEWINDER

You are stuck in a time loop and the only way to break the cycle is to rescue the Princess, through love, money, or...dragon?

Players will need to explore the village and the castle, collecting items, performing quests and battling bandits to win the Princess' freedom. They will also need to interact with their past selves, maybe passing a valuable item to an older copy, or distracting a guard while a future version sneaks into the castle.



2 - 4



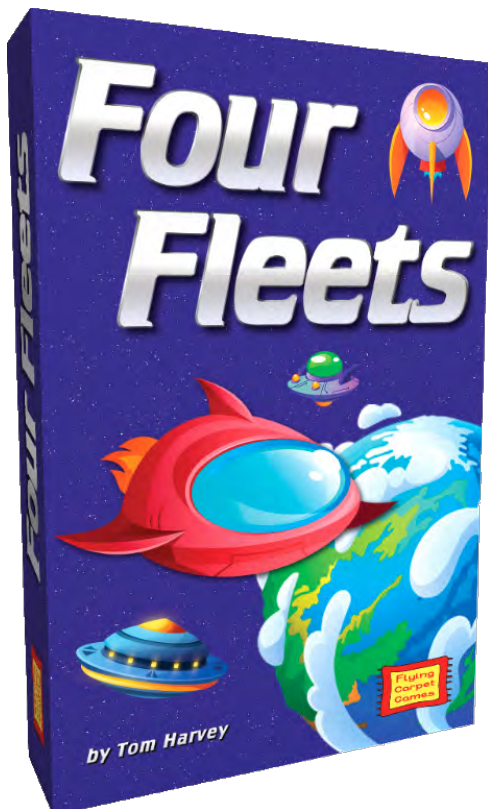
45

Strategic

Adventure

Time Travel





# Four Fleets

A great leader is needed to forge an alliance between the four fleets and unite the galaxy. Players will lead their alliances to victory by conquering planets in vast interstellar battles. The player with the most galactic influence at the end of the game wins.



2 - 4



35

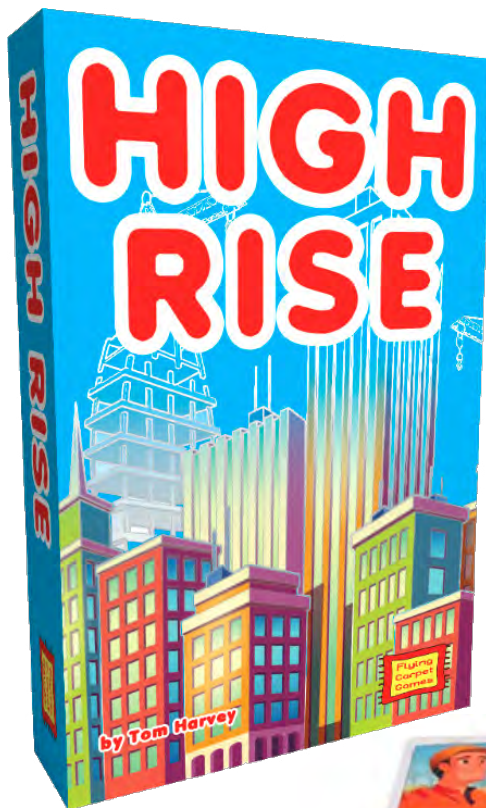
Tricky

Set Collection

Card Game







# HIGH RISE

In High Rise you play the part of a construction company trying to win the contract to build City Hall. Each turn a player can use one of their six special action cards to place blocks, demolish buildings, collect rent, earn money, gain ownership of a building and ultimately win the contract to build City Hall.



2 - 4



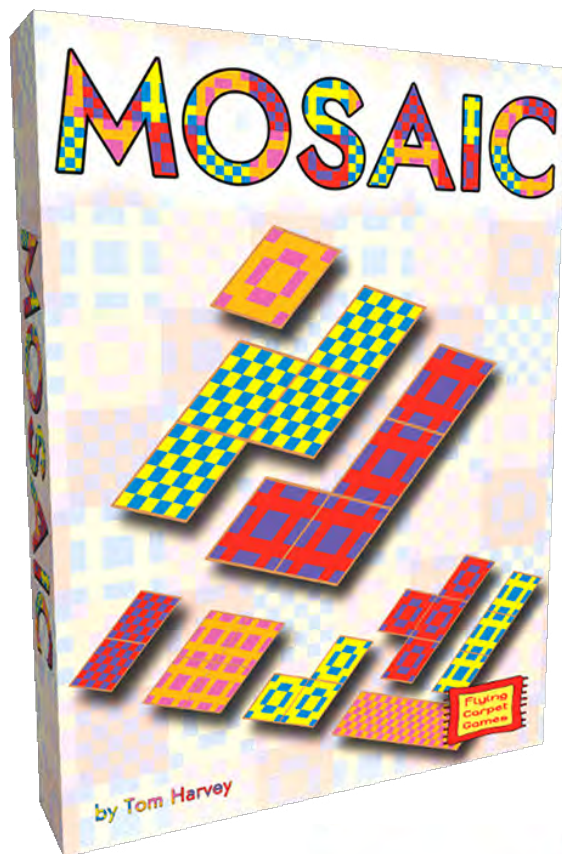
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Strategic

Construction

Card Game





# MOSAIC

Mosaic is about placing shapes to build mosaics. Each shape's style has two attributes: color and pattern. Players score points by matching the goal configurations in either one color or one pattern, or both. Completing a goal also allows the player to choose a shape to add to their own personal collection. At the end of the game, players will arrange their collected shapes into a mosaic of their own that will add to their score. The player with the most points wins!



2 - 4



35

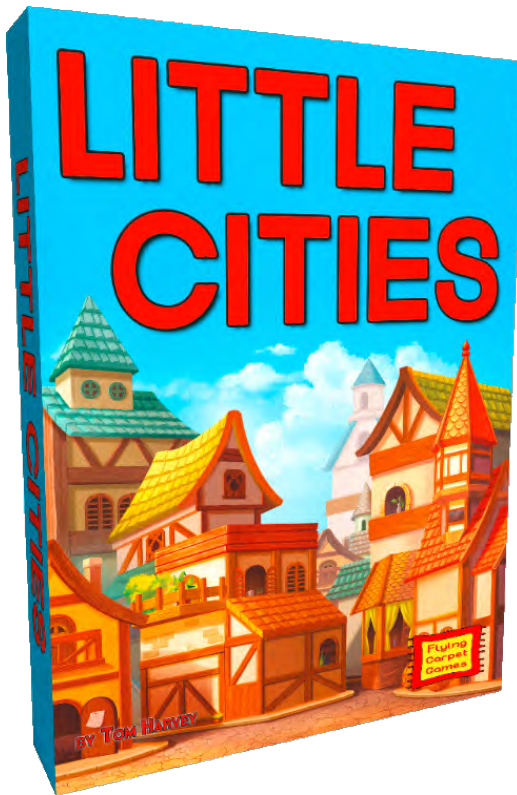
Pattern Building

Shape Placement

Strategy







# LITTLE CITIES

Little Cities is a light strategy game in which players add settlers to their city in an attempt to attract villagers to live there. Players simultaneously draw settler tiles and place them in their city, choosing a column number that will activate their ability. Two dice are then rolled and all activated settlers attract villagers, which players add to their city. The first player to fill their city is the winner!



2 - 4



15

Quick

Simultaneous

Tile Placement





# GOOD MANORS

Players are attempting to build the best estate possible by meeting the requirements of lords and their servants. Begin by adding statues, trees and water features to your garden, then build upwards by adding rooms filled with paintings and fine furniture. Each card generates coins used to upgrade or add to your manor. When your manor is ready, score points by populating it with servants and lords. The first player to reach the target score wins.



2 - 4



25

**Strategic**

**Placement**

**Card Game**







# EMERGENCY FORCE

Help police, fire and ambulance response teams join together as part of your Emergency Force!

Emergency Force is a tile placement game in which players seek to deploy their emergency response teams (police, medical and fire) to where they are most needed. Players construct the city by placing tiles, each of which contains one or more incidents worth points to any response team deployed to that block. Each type of team scores points differently and the player with the most points at the end of the game wins.



2 - 4



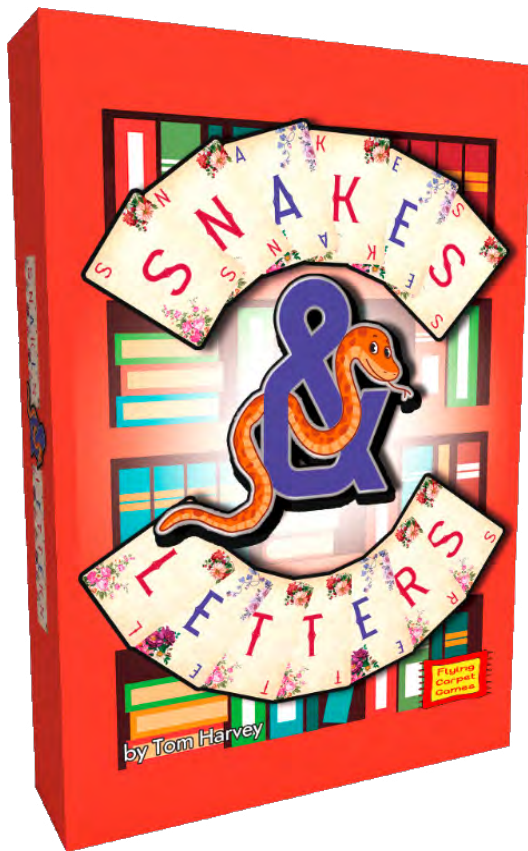
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Tile Placement

City Building

Strategic





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Snakes & Letters is a light word-building game in which players will try to make high-scoring words using the letter cards in their hand and on the board. If they need some extra help they can also play a vowel or consonant snake card to represent any letter of that type. When a player makes or modifies a word they gain control of that word. Control a word for a whole word to capture it and score points. The player with the most points at the end of the game wins.



2 - 4



20

Quick

Word Game

Card Game







# ORDER FORM

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Street Address	<input type="text"/>	Country	<input type="text"/>
City	<input type="text"/>	Phone	<input type="text"/>
State	<input type="text"/>	Email	<input type="text"/>

Item	SKU	Price Per Unit	Quantity	Total
Pacifica	FCG16001	10.00		
Timewinder	FCG15001	13.00		
Four Fleets	FCG14001	9.00		
High Rise	FCG03001	9.00		
Mosaic	FCG08001	13.00		
Little Cities	FCG06001	11.00		
Good Manors	FCG07001	9.00		
Emergency Force	FCG11001	13.00		
Snakes & Letters	FCG09001	9.00		

All prices in USD and include shipping DDP.  
Minimum order is 3 units total.  
10% discount for orders of 40 units or more.  
20% discount for orders of 100 units or more.

Total Units:

Subtotal	
Discount	
<b>TOTAL</b>	

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