

NUMBER OF PLAYERS: 1-8

PLAYING TIME: 30 - 60 minutes

RECOMMENDED AGES: 13+

BAR CODE: 6-69393-94896-4

COUNTRY OF ORIGIN: China

MSRP: \$50

STREET DATE: February 2023

ABOUT

Hair of the Dog is the trendy new spot for dog owners to bring their pets. Sadly, no one in your friend circle has a dog. It's a real problem. You need to pet one; you all do. Luckily, the Hair of the Dog pub will let you pet all the dogs, as long as you're buying drinks.

Of course, it's not enough just to pet the dogs. You need to win: to be the undisputed best at hand-to-dog contact. The dogs at this bar are picky and all have different criteria you must meet before they let you pet them. You also need to be a good patron of the establishment by buying drinks. Failure to be a good customer will result in the staff shaming you for selfishly taking up space.

Pet the dogs better than your friends and don't be shamed. Should be a relaxing evening, right?

SALES POINTS

- Quick to learn and easy enough to teach in a real pub.
- Thematically lends itself to different levels of competition, making it work with large groups of diverse gamers.
- Strategic choices come from player observation and haggling, not rule complexity.
- Pet over 60 individually illustrated dogs.
- Extra modules to play with puppies, cats, and chameleons, each with their own quirks and challenges.
- Support for solo and two-player cooperative play.









BOLDLY GO WHERE NO ONE HAS RETURNED FROM YET

NUMBER OF PLAYERS: 2

PLAYING TIME: 90 - 150 minutes

RECOMMENDED AGES: 13+

BAR CODE: 6-69393-94895-7

COUNTRY OF ORIGIN: China

MSRP: \$58

STREET DATE: July 2022

ABOUT

Far Away is a two-player cooperative board game about discovery, survival, and the crushing loneliness of being the only two humans for lightyears.

Join the Federation Alliance, a bureaucracy with an ambitious charter of mapping new worlds and a minimalist budget. Succeed in a variety of missions on randomly generated worlds with unique ecosystems, without luxuries like radios, landing gear, and medical supplies. Trust in your partner is paramount since, without radios, you can't communicate (in real life) after separating on the game board.

Survive, and you'll be rewarded with a meager paycheck. Succumb to the planet, and you'll find help is too Far Away.

SALES POINTS

• Two-player cooperative gameplay is perfect for couples or other gaming pairs looking for a more in-depth experience.

- A unique communication mechanic encourages cooperation while limiting commanding and "quarterbacking".
- Over 800 cards and pieces.
- Eight distinct, branching missions that allow for extensive replayability.
- More than 30 beautifully illustrated alien creatures.
- Completing missions and submissions gives players bonuses and challenges during future missions.







NUMBER OF PLAYERS: 4 - 12

PLAYING TIME: 30 - 90 minutes

RECOMMENDED AGES: 10+

BAR CODE: 6-69393-94894-0

COUNTRY OF ORIGIN: USA

MSRP: \$15

CONSPIRE

STREET DATE: September 2017

ABOUT

Control the world, one story at a time.

Conspire is a hidden-role storytelling game. Players delve into any moment of conflict, real or fake, and populate the scene with shady figures. They secretly assign objectives to these in-world characters and shuffle the roles amongst themselves. Everyone draws a role to inhabit and acts them out, not knowing who any of the others are or what they are trying to accomplish. What follows is an intense tale of bluffing, brokering deals, and shaping the very universe to your whims.

Upset the powerful. Seize the power. Play Conspire.

SALES POINTS

- Rules-light, GM-less, one-off storytelling game
- Free-form world building ensures the same story will never be told twice





NUMBER OF PLAYERS: 6+

PLAYING TIME: 30+ minutes

RECOMMENDED AGES: Legal drinking age+

BAR CODE: 6-69393-94892-6

COUNTRY OF ORIGIN: China

MSRP: \$20

STREET DATE: August 2016

ABOUT

Drink! is the perfect little game for house parties. It is an easy ice breaker to keep people laughing and chatting.

Every player draws a card showing an action to watch for. Whenever someone does that action, command them to Drink! Figure out what other players' cards say to win, or just goad them into sipping more and more of their beverages.

Drink! is a fun game that lets people enjoy each other's company without distractions.

SALES POINTS

- 150 unique, individuallyillustrated action cards
- No set duration, player amount, or commitment during a game

• Can be played during other games or while hanging out at parties





cherrypickedgames.com/drink



NUMBER OF PLAYERS: 4-6
PLAYING TIME: 4+ hours

RECOMMENDED AGES: 12+

BAR CODE: ISBN 9781304827289 COUNTRY OF ORIGIN: USA and China

MSRP: \$25

STREET DATE: June 2015

ABOUT

Our world is crumbling. Demon armies have marched through their horrid portals on a genocidal campaign. As if the blood-thirsty monsters were not enough, a plague swept over the lands and claimed nearly every human left standing. Fate gave us control over the mysterious magical forces fueling the demon troops; those of us left may yet survive. Our civilization is ruined, our leaders are dead, and our hope is a fleeting dream.

Humanity needs a catalyst to change their course in this war. Join the tattered remains of our species in this long-form role playing game. Weave a rich story between a game master and a group of survivors in this alternate-present reality. Embody compelling characters with Catalyst's classless character system. Engage in tense battles with our unique card-based combat. Attempt to save the world or just live to see the next day.

SALES POINTS

- Unique card-based combat system gives players tense, fast-paced action.
- Catalyst's modern urban fantasy setting lets you set stories in favorite real locations.
- Classless character creation lets you make the perfect post-apocalyptic avatar.
- Game box-set includes 270-page survival manual and 142 action cards.





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