

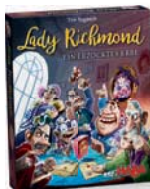
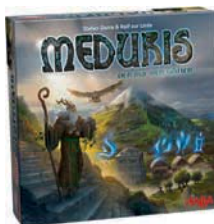
HABA®

Family Games



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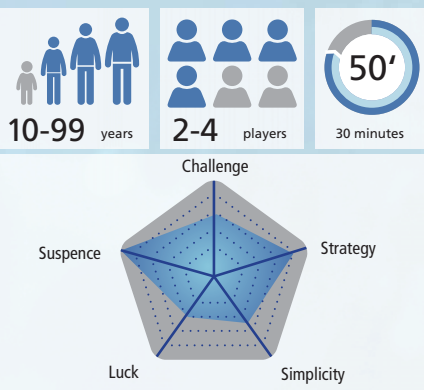


303441 Iquazú

The players bravely navigate the most dangerous place in the land to keep their gemstones safe. Repelling down behind the great Iquazú waterfall, you must skillfully play your cards to place your gramstones in the best spots. Whoever can do this best, will win the game.

An exciting game of majorities.

- a dynamic game area: gemstones disappear behind the waterfall and new bonus tiles appear
- high-quality components



© Michael Feldkötter



Michael Feldkötter (author)

Michael Feldkötter, who was born in 1971, has turned his hobby into his job. He is an active hiker and biker, and over ten years ago brought his first original game ideas to life thanks to his love of playing and tinkering. He has now published more than 20 games, which are as varied as life itself. He doesn't want to limit himself to a specific genre. His most well-known games include "Das verdrehte Labyrinth", "Shopping Queen" and "Karten-Kniffel".



The players use their cards to place their gemstones in the rock.



The player who skillfully places their gemstones will score lots of points in the interim scoring rounds thanks to their majorities – but they should never lose sight of the bonus scoring round!

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The water is rushing again: the game area moves to the right bit by bit as the game progresses. Gemstones disappear and new bonus tiles appear.



The player who plans ahead and uses smart tactics to score the most points will win the game.

© Stephanie Böhm



Stephanie Böhm (illustrator)

Stephanie Böhm was born in 1988 in Dresden. From an early age her aim was to illustrate games, and she briefly studied game and learning aid design in Halle (Saale) where she designed essentially unnecessary things. Eventually she gave up her studies, discovered digital painting and got her first job in the video game industry. She started working as a freelance illustrator, and has since been working on a variety of games.

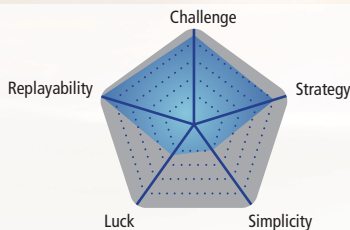


302380 Meduris – The Call of the Gods

Following the call of the gods, the players strike out to settle at the foot of Mount Meduris. They build huts, make offerings to the druid, collect valuable rune stones, and construct monumental temples – the only way players can increase their favor with the gods.

An exciting challenge.

- exciting right up to the grand finale
- from the successful illustrator Miguel Coimbra („7 Wonders“)



© Ralf zur Linde



© Stefan Dorra



Ralf zur Linde & Stefan Dorra (authors)

Ralf zur Linde, born in 1969, released several board games, for example "Finca" and "Eselbrücke," which were both nominated for "Spiel des Jahres" (Game of the Year). He dedicated himself also to the digital implementation of his ideas. Stefan Dorra works as a speech therapist at a special school. He has also been passionate about developing games in his free time. He has already released over 50 card and board games, many of which have received awards.

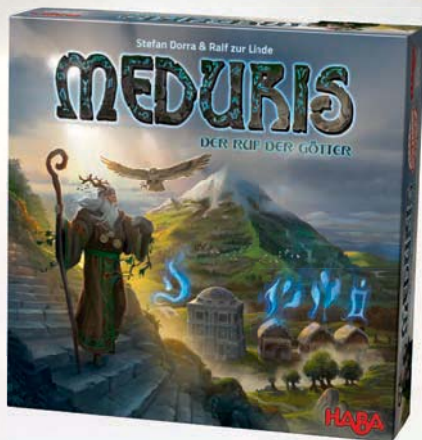


Skillful use of your workers allows you to earn valuable materials necessary to build huts and temples.



The larger the settlement, the more expensive it is to build a hut there. But if you can get in the good graces of the druid by making an offering, then your effort will pay off.

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Keep an eye on the other players. Who will secure the best building sites at the right time and collect the most valuable rune stones?



Only a player who skillfully places their huts and temples and keeps enough materials ready for the big final round of offerings will win the game.

© Miguel Coimbra



Miguel Coimbra (illustrator)

Miguel Coimbra, born in 1977, grew up as the son of Portuguese parents in France. His passion for games and imaginative fantasy worlds was then later awakened with "Magic the Gathering." But it was only once he discovered the possibilities of digital painting that he started working as a graphic designer and video game artist before finally ending up as a freelance illustrator. Since then, he has illustrated numerous successful games, for example, "7 Wonders" and "Small World."



301776 Adventure Land

Rich cities, vast forests and rugged mountain ranges dominate the country. But dangers lurk in the foggy areas around the river. Only the bravest adventurers dare to face the challenges. When you move your adventurer tactically and bravely fight the fog creatures, you'll win the favor of the king!

An exciting strategy game.

- 3 adventures included: "The Fellowship", "The Magnificent" and "Escape to the Cities"
- by the celebrated authors Wolfgang Kramer and Michael Kiesling



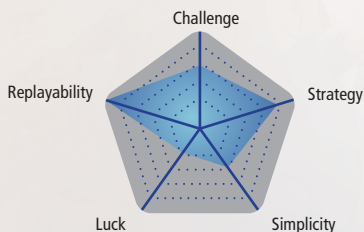
10-99 years



2-4 players



45 minutes



© Wolfgang Kramer



© Michael Kiesling



Wolfgang Kramer & Michael Kiesling (authors)

Wolfgang Kramer was the first German to work as a freelancer at inventing games. Many of his games have won prizes both in Germany and abroad. He has already received the prestigious "Spiel des Jahres" award five times. He has created over 200 games. Over ten million copies of his games have been sold to date! Michael Kiesling has been inventing games for over 20 years. He has already received twice the coveted "Spiel des Jahres" award with Wolfgang Kramer, and was nominated a further four times for the same award.



One game - three adventures: "The Fellowship", "The Magnificent" and "Escape to the Cities"... choose a scenario before you start the game.



Before each turn the player draws two new terrain cards showing where to place new items.

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Move the adventurer to the most lucrative space. But be careful! There is no turning back!



Collect gold and companions, and use swords and magic herbs to fight the fog creatures!

© Franz Vohwinkel



Franz Vohwinkel (illustrator)

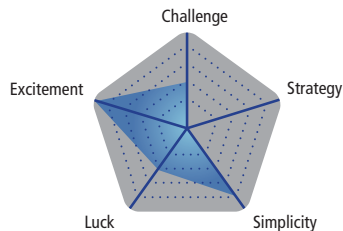
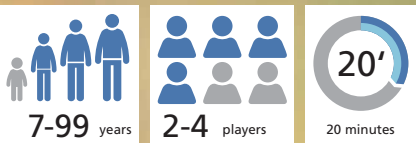
Franz Vohwinkel emerged long ago from the Bavarian mists in Munich. His sole talent for drawing drove him to study graphic design in the drab gray of Darmstadt. The surging vortex of life gobbled him up and turned him into a freelance games illustrator in Ottobrunn many years later. This is where his long journey to Adventure Land with his wife Imelda started, where he now lives and paints under the clouds covering Seattle.



303337 Boom, Bang, Gold

Gold has been discovered in the sleepy village of Old Town. Things have been crazy ever since! Infected by the gold rush fever, everyone is grabbing sticks of dynamite and throwing them into the gold mine. Now you need to be fast and have a good eye ... otherwise you'll go home empty-handed! **A fast-paced gold search.**

- fast-paced and not for the faint-hearted
- innovative game material creates an exciting explosion effect
- varied gameplay that encourages repeated playing



© Alexandre Emerit



Alexandre Emerit (author)

Alexandre Emerit, born 1977 in Paris, manages the environmental department of a nature reserve near Fontainebleau (south of Paris). He inherited his passion for games from his grandmother, who always loved playing card and dice games with her friends and family. He has been designing his own board games for the past two years. „Boom, Bang, Gold“ is his first published game.



The sticks of dynamite land in the gold mine with a BOOOOM, and make the boulders fly around everywhere.



And now: be quick and snap up the valuable nuggets before the other players. But beware: the explosion also startled some ghosts and other scary animals.

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The person who manages to collect the most nuggets in their gold chest at the end of the game wins the fast-paced hunt for gold.

© Timo Grubing



Timo Grubing (illustrator)

Timo Grubing, born 1981, studied illustration at the Münster University of Applied Sciences, and since graduating in 2007 has moved back to his birth city of Bochum. As a freelance illustrator he has worked in a variety of fields: he illustrates children's books, school books and games, and regularly works for magazines and agencies.



300932 Karuba

Finally! After a long boat trip, the treasure hunters have reached the island of Karuba and can go on the hunt for hidden treasures. Who will lead their expedition team along the smartest route through the jungle trails, pay attention to the other players and keep an eye out for gold and crystals along the way? The most important thing is to start running in time! The first players will secure the most valuable temple treasures.

An addictive puzzle game.

- entertaining: everyone plays at the same time
- varied gameplay that can be addictive



© Rüdiger Dorn



Rüdiger Dorn (author)

Rüdiger Dorn was born in Ibbenbüren (North Rhine-Westphalia) in 1969, but grew up in Lower Bavaria. After training as a banker, he studied Business Education at the University of Nuremberg. Today Rüdiger Dorn works as a Business Studies teacher in Gunzenhausen. Some of his most successful games include „Istanbul“ (Kennerspiel des Jahres 2014) and “Las Vegas” (nominated for Spiel des Jahres 2012).



Everyone receives the same, shuffled jungle tiles... but who will be the one to lay down the fastest routes on their island?

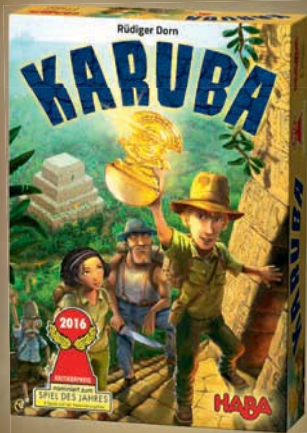


Think carefully about when to discard a tile in order to lead the adventurer towards the temple.

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nominiert zum SPIEL DES JAHRES
9. Platz auf der Preisnominierungliste



Once an adventurer reaches their temple, he receives a temple treasure. Whoever is able to secure the most precious treasures wins the game.

© Claus Stephan



Claus Stephan (illustrator)

Claus Stephan, born 1960, is married, has one daughter and lives in Duisburg. He wanted to be a secret agent, astronaut, then a musician or a cartoonist, artist or geography teacher. He took a detour as an advertising designer and he now spends his time illustrating games and books. He has won numerous awards for his game illustrations, including „Keltis“ (Spiel des Jahres 2008) and „Bonnie & Clyde“ (Graf Ludo 2009).

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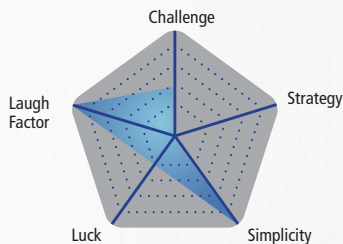


302399 Picassimo

Everyone is an artist! In Picassimo, the players will cheerfully brandish their markers and create true masterworks by interchanging individual sections. But wait a minute! Is that supposed to be a goblin? Or rather a chicken? The player who can draw well and also keep one step ahead by guessing correctly collects the most points and wins the game!

A crazy jigsaw drawing game.

- great variety; includes 900 terms
- from easy to tricky: 3 levels of difficulty
- fun for up to 6 players



© Carlo A. Rossi



Carlo A. Rossi (author)

Carlo A. Rossi, born in 1968, has loved playing board games since his childhood. So it is not surprising that since then he has been inventing his own children's games, party games, and adult games. Over 20 of his games have been published by various publishing companies since 2006.

© Christian Fiore



Christian Fiore (illustrator)

Christian Fiore, born in 1975, is a graphic designer. He has graphically designed with his team both his own games and the games of numerous other game authors and thus combines his hobby, profession, and passion.

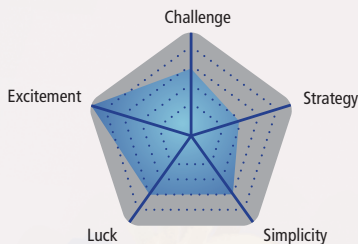
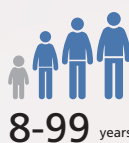


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302355 Lady Richmond – Fast fight for inheritance!

There's excitement at the Wetherby auction house. After the unexpected passing of wealthy Lady Richmond, her estate is being auctioned off. The player who keeps an overview of the auction chaos and uses their money carefully will manage to secure the best items and win the turbulent game. **A fast-paced auction game.**

- Bid, finagle, and grab the inheritance ... exciting to the very end!
- high-quality game material: with 50 silver-colored wooden coins



© Tim Rogasch



Tim Rogasch (author)

Tim Rogasch was born in Berlin in 1983. After his training as a mould and pattern maker, he studied product design in Hildesheim and Design of playing and learning in Halle (Saale). e now works as a product developer and game editor at HABA in Bad Rodach. „Lady Richmond – Fast fight for inheritance!“ is his first family game.

© Christian Effenberger

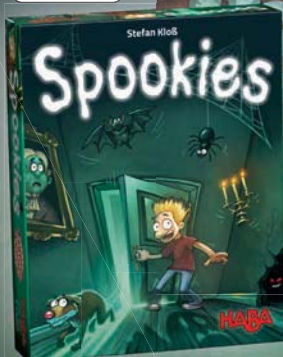


Christian Effenberger (illustrator)

Christian Effenberger lives and works in Munich as a freelance illustrator and animator. He studied communication design in Mainz and since then has been creating animations for film and television, illustrating for agencies, magazines, and books, and drawing comics. He is celebrating his board game premiere with his first HABA job.



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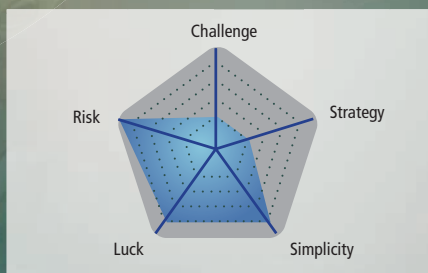
300946 Spookies

The haunted house looks even scarier than usual in the light of the full moon. But the four brave friends and their dog dare to enter the haunted house. But who dares to climb up the highest? Caution: Dice maneuvers that are too risky may take you further away from victory. So determine your risk in your mission to collect Spookies while you still can!

An exciting gamer's game.

- game fun that's easy to learn
- by the award winning illustrator Michael Menzel

8-99 years	2-5 players	30 minutes



© Stefan Kloß



Stefan Kloß (author)

Stefan Kloß worked in the marketing department of a transport company and he also worked in IT consulting. He was nominated for the game designers scholarship in 2014 and he also won the first German Game Designer competition. His first release „Beasty Bar“ made it straight into the Fairplay-List-Top 10 of the SPIEL in Essen 2014 and has been published in five languages.

© Michael Menzel

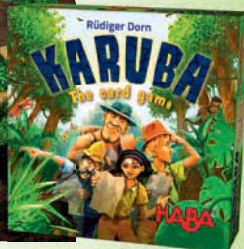


Michael Menzel (illustrator)

Michael Menzel was born in 1975. He has already brought various games to life for HABA with his great illustrations in recent years such as "Orinoco Gold" and "Brandon the Brave". Twice winner of the game graphics award "Graf Ludo", which in 2013 he won for his game "Legends of Andor".



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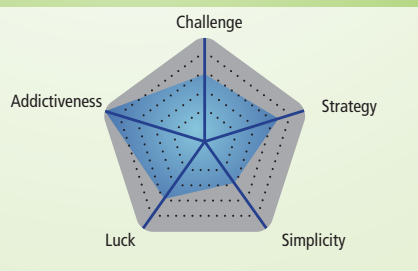


303589 Karuba – The card game

The players carefully select two path cards from their hand and try to outwit the other players. The person with the lowest sum loses a card. They then use the cards to create a network of pathways to connect their adventurers with the temples. Who will best guide their adventurers through the jungle? At the end the winner is the player who collects the most points with valuable treasure and temples.

The exciting Karuba card adventure.

- new variant of award-winning best-selling Karuba
- for big groups of up to 6 players



© Rüdiger Dorn



Rüdiger Dorn (author)

Rüdiger Dorn works as a Business Studies teacher in Gunzenhausen. Some of his most successful games include "Istanbul" (Kennerspiel des Jahres 2014) and "Las Vegas" (nominated for Spiel des Jahres 2012).

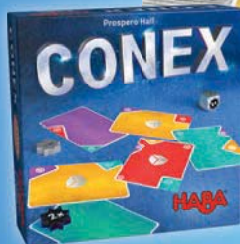
© Claus Stephan



Claus Stephan (illustrator)

Claus Stephan took a detour as an advertising designer and he now spends his time illustrating games and books. He has won numerous awards for his game illustrations, including "Keltis" (Spiel des Jahres 2008) and "Bonnie & Clyde" (Graf Ludo 2009).

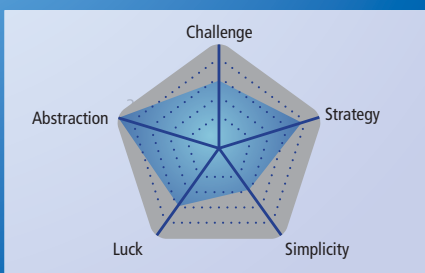
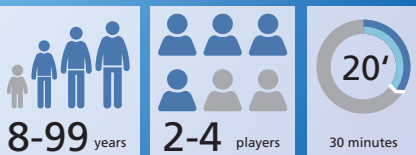
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303610 CONEX

The players look for the best places to place their cards with the most valuable CONEX corners. Note: A change of perspective might be needed! They play any action stars you have earned. But only the player who manages to keep plan ahead will become the CONEX master.
An abstract card arranging game.

- a game with corners and edges
- small box, great game



Prospero Hall (authors)

Prospero Hall is a group of producers, designers, artists and game enthusiasts who work as part of Forrester-Pruzan Creative. They develop games in a collaborative, multi-disciplinary process that encompasses a variety of perspectives.



Benjamin Petzold (illustrator)

Benjamin Petzold has had two main fields of interest since his studies: illustrating and designing lifestyle products, and working with various materials. These days he is dedicated to graphic design, illustration and painting.



Family Games

Invite good friends over, have some drinks and snacks available ... and you're ready to go! Superior strategists and tactical tile placers, gamers and creative minds, lucky devils and good losers are all in demand at a games evening. Something different is important in each game. What would you like? There's something for everyone in our new family games.

"We kept our eyes and ears open and played, puzzled over, and tested for a year in search of our new family games until the dice smoldered! After the best of the best games emerged, we had a tough call, and consequently 5 new products are being added this year to our lineup of successful family games. My personal game highlight of this past year was puzzling with Michael Feldkötter over how to implement his prototype of „Iquazú“. A river turned into a waterfall, and expedition members became inhabitants of a fantastic tropical country. Together with the illustrator Stephanie Böhm, we created a splendid game in a spectacular world, one worth immersing yourself in!"



Miriam Koser, HABA Games Editor

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303590 King of the Dice

The players want to gain new citizens for their kingdoms by fulfilling the various requirements on the cards with three rolls of the dice. Special cards provide benefits. But watch out for village idiots and dragons! The player with the best citizens at the end wins the game and makes their kingdom thrive!

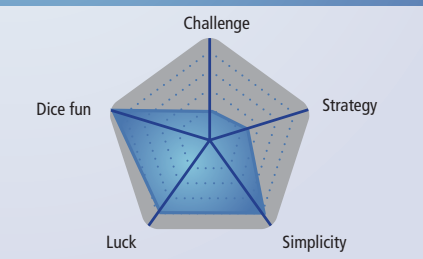
A tricky dice game.

- a tricky competition
- small box, great game

8-99 years

2-5 players

30 minutes



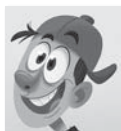
© Nils Nilsson



Nils Nilsson (author)

Nils Nilsson was born in 1979. The engineering graduate is a games author, poet and short story writer in his spare time. King of the Dice is his first published board game.

© Gus Batts



Gus Batts (illustrator)

Gus Batts is a Brazilian artist who decided to move to Winnipeg (Canada). He loves to design characters and has illustrated more than 50 books and card games for the US market.