

# GOO

## GATEONGAMES

GAMES CATALOGUE - 2024/25

## ABOUT US

**GateOnGames** is an Italian game studio, based in Lucca, Tuscany, founded in 2014 and specialized in the creation of board games.

*Our goal is to discover talented authors, help them develop their games and introduce a product of excellence on the Italian and international market, in collaboration with the best professionals.*

- Mario Cortese, GateOnGames CEO

We take care of each game, from the original idea of the author to the development of the mechanics, from the conception of the setting to the choice of the best quality components. The internal team is made up of illustrators, graphic designers, game designers, mathematicians and writers capable of transforming a great idea into an exciting and unique game.

**+ 25 Original games published**

**+ 60 Localized games**

**8 Original games localized in 26 Countries**

Old & new **partners:**

4 Games, Russia  
A-Games, Hungary  
Arclight Games, France  
Asmodee NL, Netherlands  
Bankiiiiz, France  
Blackrock Games, France  
Blam! Edition, France  
Blue cocker, France  
Board game Academy,  
Thailand  
Catch Up! Games, France  
Darucat, France  
Distribution Service  
Management, Romania  
DVC Games, USA  
Floodgate Games, USA  
Funtails, Germany  
Game Factory, Germany  
Geronimo Games, Belgium

Giga Mech Games, USA  
GRRRE Games, France  
Hobby World, Russia  
Jumbo, Netherlands  
Korea Boardgames,  
Republic of Korea  
La Boîte de Jeu, France  
Lavka Games, Russia  
Ludistri, France  
Ludonaute, France  
Lumberjack Games, France  
Mandoo Games,  
Republic of Korea  
Matagot, France  
Muduko, Poland  
Mundus Jogos, USA  
One Moment Games,  
China  
OZ Games, Switzerland

Pegasus Spiele, Germany  
Pegasus Spiele North  
America, USA  
Post Scriptum, Italy  
Rebel, Poland  
Road 2 Infamy, USA  
Side Room Games, USA  
Studio H, France  
Subverti, France  
Super Meeple, France  
Sylex Editions, France  
Thistroy Games, Poland  
Thundergryph, Spain  
Tlama Games, Czech  
Republic  
Tranjis Games, Spain  
Wydawnictwo Nasza  
Księgarnia, Poland

# ESSEN NOVELTIES 2024



## Mini Crimes W3 + Special

New mysteries await: the murder of a wealthy tycoon, the one of a famous fashion designer, the theft of a rare book...



## Landomy

Landomy is an original two-player game, where you'll compete for the domination of the fluctuating islands!



## Birdie

Birdie is a memory and set collection game. Collect birds and seasons, make combos and maximize your score!



## Goryō - New Edition

Goryō is an asymmetrical game of investigation and deduction for two players set in the mystical feudal Japan.



## Squeaky

Squeaky is Spada's third memory game. Remember what food you already put in your den: overfilling it could be a problem!



## 890 Anno Domini - Solo Mode

890 AD - Solo Mode is the first expansion of the game. It introduces 8 scenarios, a new character and a new challenger: the Rival Kingdom!







FLUFFY ANIMALS



FLUFFY ANIMALS

# Foxy

🕒 15min 👤 8+ 👥 1-5

**Game design:** David Spada  
**Illustrations:** Stefano Tartarotti

*Will you be smarter than a fox?*

**Foxy** is a memory game that will test your observation skills! You'll have to pay attention to all the **animals** and try to remember how many of the same type you've seen up to that moment. If you write a higher number than the real number of animals that have appeared, you won't get points! **How strongly do you trust your memory?**



# ALPACA

🕒 30min 👤 10+ 👥 2-4

**Game design:** Christian Giove  
**Illustrations:** Stefano Tartarotti

*Don't try to resist: the world needs more alpacas, and it's your job to meet that demand!*

**Alpaca** is a competitive deck-building game for players who wish to pursue soft animal breeding. The goal is to fill the fences with the most valuable woolly quadrupeds while managing your deck. **Find the perfect combination for your farm!**



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FLUFFY ANIMALS



FLUFFY ANIMALS



# BIRDIE

30min 8+ 2-4

**Game design:** David Spada  
**Illustrations:** Stefano Tartarotti

*Help the cute birds join in flocks and fly away together!*

**Birdie** is a **memory and set collection** game. You have to collect sets of birds and seasons, but you have to remember the cards already taken and their order to maximize the points! A lot of attention is required to build combos and strategies.



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# SQUEAKY

20min 8+ 2-5

**Game design:** David Spada  
**Illustrations:** Stefano Tartarotti

*The squirrels living in Central Park have a magnificent view of the city... but they also have to find a way to stock up!*

**Squeaky** closes David Spada's memory trilogy after Foxy and Birdie. The players' goal is to collect different types of food while trying to remember what they already put in their burrow, because overfilling it could be a problem.



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STRATEGY



STRATEGY



# 890 ANNO DOMINI

45min 10+ 2-4

Game design: Emanuele Briano  
Illustrations: Jules Dubost

Defend the lands of Provence from enemy raids!

890 A.D. is a tile-placement game among the sunny lavender fields of Provence. Your task is to make this territory prosperous by creating crops, promoting activities and building monuments. At the same time, you must **defend your land** from enemy raids, because the Saracens are always lurking!



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# 890 ANNO DOMINI SOLO MODE

45min 10+ 1-4

Game design: Emanuele Briano  
Illustrations: Jules Dubost

You and your Rival Kingdom still have some unfinished business...

Thanks to this **890 A.D. - Solo Mode** expansion, you can play solo! Build a winch, host the king's camp, welcome a noble knight in armor. Explore the new scenarios and components!



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STRATEGY



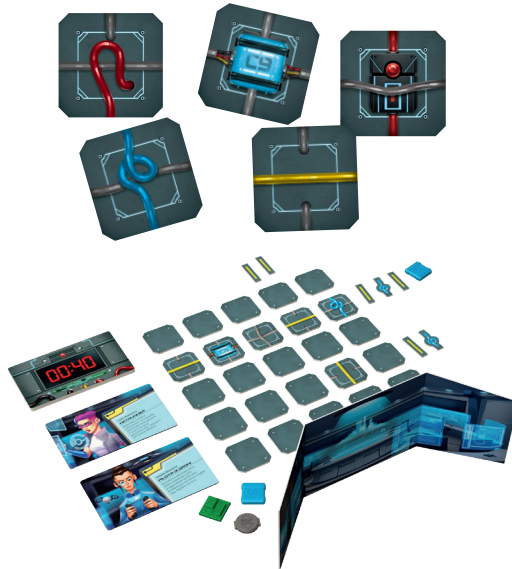
# IT'S A BOMB!

30min 10+ 2-5

**Game design:** Christian Giove  
**Illustrations:** Jules Dubost

*Hurry up, time is running out!*

**It's a Bomb!** is an **adrenalinic cooperative game** in which players will try to defuse a bomb, locked in a lab. The **chief of operations**, behind a screen, will provide remote support from command center, while the **team of experts** will try to understand how the circuit works in order to cut the correct cables and **deactivate the bomb!**



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STRATEGY



NEW EDITION



# Goryō

30min 10+ 2

**Game design:** Andrea Candiani  
**Illustrations:** Nicola Angius

*A vengeful spirit appeared in the palace to take revenge on the Shogun...*

**Goryō** is an **asymmetrical game of investigation and deduction** for two players set in the mystical feudal Japan. One player represents a **cat spirit** who is chased by **four Samurai**, led by the other player. A tight challenge among stealthy paths, rapid investigations and broken objects!



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# LANDOMY

30min 
 10+ 
 2

**Game design:** Tommaso Vezzali  
**Illustrations:** Flippo Vacca

Lead your people to conquer the floating islands: the only remaining territories on which life is still possible after a devastating nuclear war has wreaked havoc on Earth.

Not only majority and area control dynamics: **Landomy** is an original and addictive two-player game, where you'll compete for the domination of the fluctuating islands.



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# mini crimes

30min 
 8+ 
 1-8

**Game design:** R. Conzadori, various authors  
**Illustrations:** Stefano Tartarotti

One case leads to another!  
Choose carefully and solve the mystery!

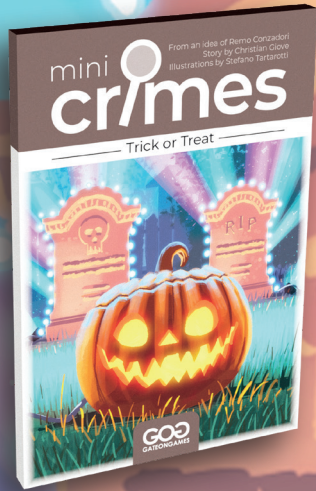
Mini Crimes is a **cooperative investigative** series of **unsolved and stand-alone cases** you can bring everywhere and play alone or with friends: for each case, you will analyze a **crime scene** and **10 clue cards**. The box itself contains the rules of the game.



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MYSTERY



MYSTERY

# mini crimes

Trick or Treat

30min 8+ 1-8

Game design: R. Conzadori, C. Giove  
Illustrations: Stefano Tartarotti

Just before Halloween, someone attacks Edward Pumpkin in his living room and ransacks his themed garden. Who wanted to ruin him?

Mini Crimes - Trick or Treat is a new special case with a scary investigation to celebrate Halloween!



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# mini escapes

60min 12+ 1-6

Game design: Christian Giove  
Illustrations: Stefano Tartarotti

Explore ancient temples, experience pirate adventures and unearth mysteries that have been buried for centuries!

Mini Escapes is a new type of Escape room illustrated in large folded sheets that fits in a pocket and you can play with an app! **Every box** contains 3 Escape rooms. You can play them separately, but together they tell one single story.



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MYSTERY

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Have a look at our website for further information:  
[www.gateongames.com](http://www.gateongames.com)



# The WALL

45min 16+ 1-6

**Game design:** R. Conzadori, C. Giove  
**Illustrations:** R. R. Kuteynikov,  
D. Corsi

*Observe the crime scene, analyze  
the clues and press the suspects!*

**The Wall** is a **cooperative investigative**  
series of **3 unsolved cases** that will keep  
you nailed to the table with bated breath.  
You have to choose some cards to put  
in front of you to get clues. If you feel  
able to answer the final questions,  
turn the card and solve the case!

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