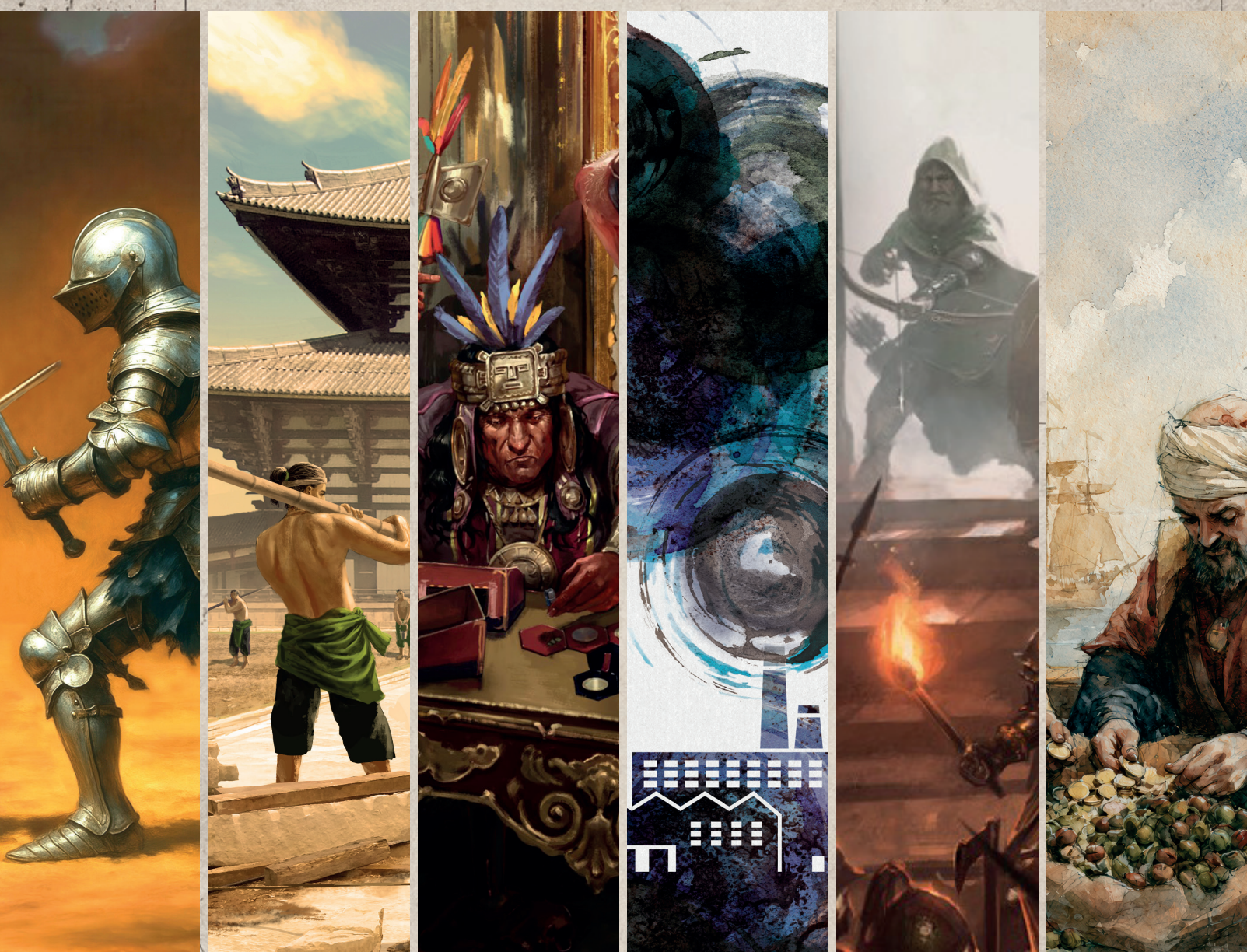
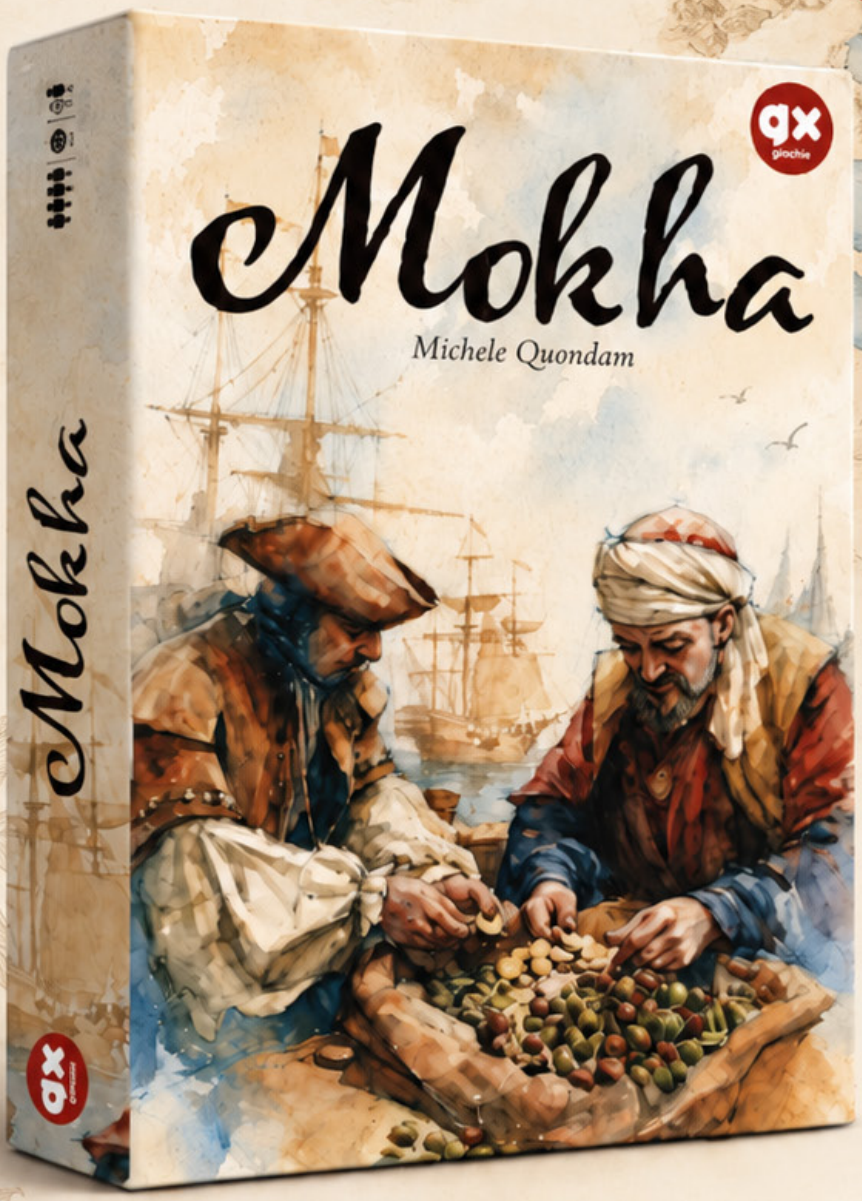


CATALOGUE 2026

Board games • Strategy games • Historical games



●●○○○ *Complexity*
●●●●○ *Strategy*
●○○○○ *Luck*
●●●○○ *Interaction*

From the Red Sea to the Europe

In the 17th century a small port on the Red Sea changed the world. Mokha became the heart of a growing coffee trade, connecting merchants, schools of knowledge and powerful courts across the continents.

Weakest score is your score

Your least developed area determines your final score. Balance is the key of the success.

Solo Mode

Experience a dedicated solo mode with its own challenges and bot opponent

Powerful Roles

Take an unique role each with special abilities and strategic opportunities.

Trade & Influence

Build Networks, develop knowledge and extend your influence from Mokha to the courts of Europe.

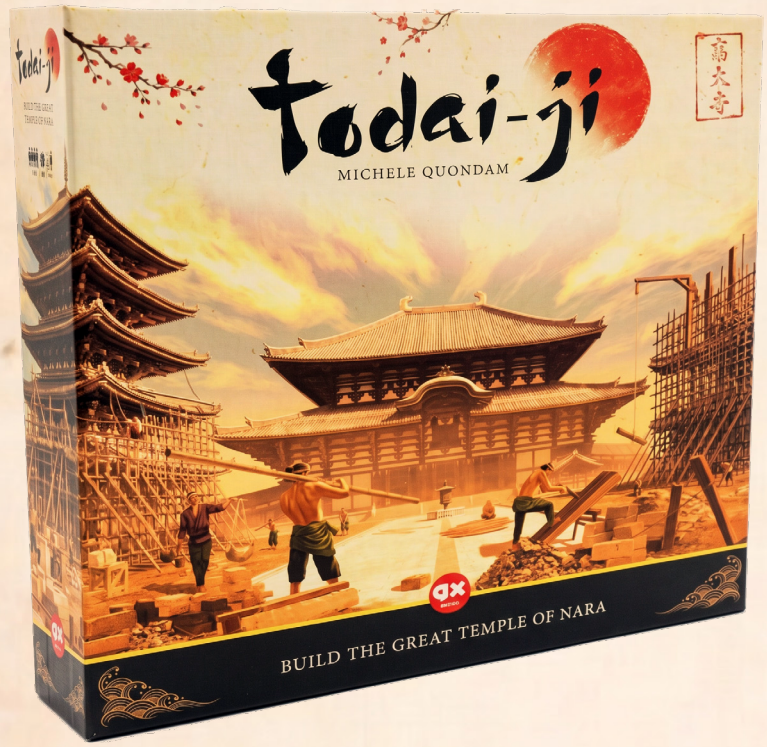
1-5 | 60' | 14+

MSRP: 49.95€ | Box size: 30x21x6cm | Unit per case: 6
SKU: GX143 | EAN: 8033532951438 | Made in China

Todai-ji

Michele Quondam

東大寺



●●●○○ *Complexity*
●●●●○ *Strategy*
●●○○○ *Luck*
●●●●○ *Interaction*

1-4 | 60' | 14+

Japan, 8th Century. The Nara period is at its zenith, and Emperor Shōmu has decreed a project of divine proportions: the construction of Todai-ji, the Great Eastern Temple. This monumental sanctuary is destined to house a colossal bronze Buddha, a spiritual shield for the nation. The Emperor is waiting. Will you build his legacy?

Easy to learn

Simple rules, deep decisions.

Historical theme

Japan, 752 AD the Nara period.

Two scores to win

Your weakest score is your only score!

Deluxe Contents

High quality contents & metal coins.

Solo Mode

Challenge yourself!

MSRP: 39.95€ | Box size: 16x23x6cm | Unit per case: 6
SKU: GX138 | EAN: 8033532951382 | Made in China

DISFIDA

Fast Tactical Clashes in Renaissance Europe



Disfida (archaic Italian for Challenge) is a tactical board game of 16th-century knightly combat. Command elite armored champions in **legendary clashes** — from the duels of Barletta and Trani to the brutal mists of Guînes. Steel, tactics and chivalric honor will decide the fate of nations.

- Simultaneous Tactical Play
- Three different game modes
- Solo play included
- Up to 8 players with the expansion

1-4 | 40' | 14+

●●●○○	Complexity
●●●●○	Strategy
●○○○○	Luck
●●●●○	Interaction

MSRP: 39.95€ | Box size: 16x23x8cm | Unit per case: 10 | SKU: GX013 | EAN: 8033532951375 | Made in China

DOMINANCE



A game by
Michele Quondam

2-4 | 30' | 14+

MSRP: **35 euro**
SKU: **GX135**
EAN: **8033532951269**
Box: **220 x 160 x 45** mm

●○○○○ Complexity
●●●○○ Strategy
●●○○○ Luck
●●●●○ Interaction

In medieval Italy, powerful families struggle for control through influence, corruption, blackmail and force. As a local lord, you must choose your allies carefully — and change allegiance whenever opportunity demands.



KEY FEATURES
- Three competing factions controlled by all players
- Constantly shifting allegiances
- Tactical control of a modular hexagonal region
- Diplomacy, manipulation and betrayal in just 30 minutes

In Dominance, players influence three rival factions competing for control of a modular region. Allegiances constantly shift: back the faction you believe will prevail — because only supporters of the victorious faction can win.

gx giochix

CO_2 Second Chance

The strategic game of global energy and climate crisis

A game by
Vital Lacerda





The world needs energy, but pollution is pushing the planet toward disaster.

Lead a clean-energy company, develop sustainable power projects and secure government funding while keeping global emissions under control.

Every decision matters: if pollution rises too far, everyone loses.

1 - 4 | 120' | 14+

MSRP: 35 euro
SKU: GX135
EAN: 8033532951269
Box: 400 x 300 x 80 mm

●●●●○ Complexity
●●●●● Strategy
●○○○○ Luck
●●●○○ Interaction

KEY FEATURES

- Deep strategic gameplay by Vital Lacerda
- A distinctive theme centered on the global energy crisis
- Develop clean-energy projects and secure government funding
- Shared environmental pressure: if pollution rises too far, everyone loses

LET THE ADVENTURE BEGIN!

TEMPLE OF HORRORS

A DUNGEON-CRAWLING ADVENTURE FOR 1–4 PLAYERS

A mighty Artifact lies hidden within a forgotten Temple, sealed by an ancient spell. To claim it, the heroes must find the tombs of the Evil Champions, summon and defeat them, then escape before the Temple's horrors awaken.

Explore a perilous dungeon, avoid traps, battle monsters, discover treasures, gain Experience and develop your character's abilities.



A game by
Michele Quondam

1-4 | 90' | 14+

MSRP: **89.95 euro**
SKU: **GX099**
EAN: **8033532950996**
Box: **400 x 305 x 80** mm

●●●●○ Complexity
●●●●○ Strategy
●○○○○ Luck
●●●●○ Interaction

KEY FEATURES

- Inspired by classic 1980s D&D adventures
- Innovative diceless combat and action system
- Exploration, traps, monsters & Bosses
- Character progression & Treasure hunting
- Solo or cooperative play for 1–4 players





Frutticola

by Virginio Gigli & Giovanni Fiore

MSRP: 59.95€
SKU: GX059
EAN: 8033532950590
Box: 310 x 310 x 60 mm

●●●○○ Complexity
●●●●○ Strategy
●○○○○ Luck
●●○○○ Interaction

GROW
PRODUCE
SELL
PROSPER

2-5 | 60' | 14+

In 1950s America, a small town has become famous for its orchards — and for the delicious jams produced by its competing family businesses.

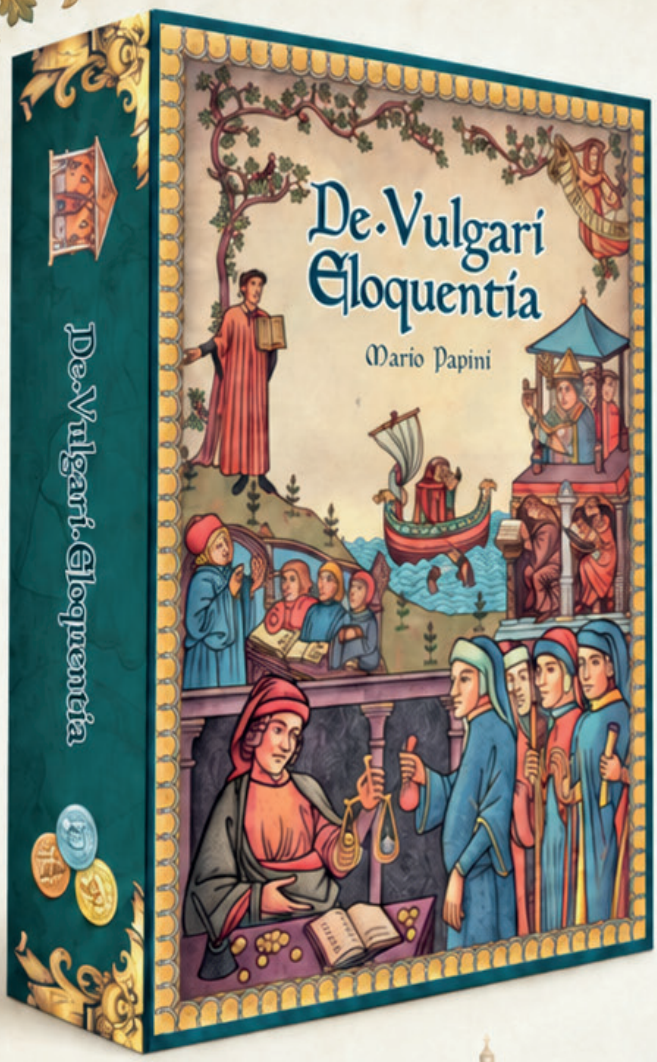
In Frutticola, players manage Workers and Farmers to grow fruit, acquire the supplies they need, produce jams and sell them at the market. With a limited workforce and plenty of competition, every decision matters.

Build the most profitable business and become the town's top entrepreneur by the end of the year.

Good Fruit Better Jams



FAMILY BUSINESSES.
EXTRAORDINARY JAMS.



Shape the Language of a New Age

Italy, late Middle Ages. Merchants need a language everyone can understand, while scholars seek an alternative to the Latin of the elite.

Volgare — the language spoken by the people — is gaining ground. St. Francis of Assisi writes the Canticle of the Sun, while Dante gives the new language immortal form in the Divine Comedy.

In De Vulgari Eloquentia, players take part in the birth of this new language. Gain the knowledge needed to understand manuscripts written in different dialects, uncover the secrets of the Papal Library and rise in status and culture. Who will leave the greatest mark on the language of a new age?

"A truly unique game that stands out on any table."

●●●○○	Complexity
●●●●○	Strategy
●○○○○	Luck
●●●○○	Interaction

MRSP: 59.95€
SKU: GX046
EAN: 8033532950569
Case pack: 6 units
Box: 32x32x8cm



2-5 | 120' | 14+

Trinidad

THE SECOND FOUNDATION OF BUENOS AIRES



1580, South America. A new colony rises from the ashes of the old. But survival won't be easy: hostile natives resist the invaders, resources are scarce, and English corsairs lurk, waiting for the right moment to strike. Will you succeed in the challenge?

- ●●●●● Complexity
- ●●●●○ Strategy
- ●○○○○ Luck
- ●●●○○ Interaction

MSRP: 99.95€ EAN: 8033532950583
SKU: GX058 Box: 400 x 310 x 80mm

Build. Trade. Defend. Shape the destiny of a city.



1-5 | 120' | 14+

Historical Metal coins

45 different coin designs

Original Giochix metal coins, featuring historical reproductions and unique designs inspired by the past.





Medieval Europe



Celtic myth



Roman Power



Medieval Italy

for Boardgames • Role-playing games

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FOR YOUR MOST PLAYED GAMES.



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FOR ALL YOUR GAMES.



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FOR A FLAWLESS DOUBLE-SLEEVING.



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- **90 micron** ultra-precise cut
- **75 sleeves** per pack

PREVENT BENT CORNERS | PROTECT FROM LIQUIDS | EXTEND PLAYABILITY | ACID FREE MATERIALS

Giochix publishes distinctive board games for players who enjoy depth, strong themes and meaningful decisions.

Our catalogue ranges from tactical and historical games to deep strategic experiences, bringing together original designs by Italian and international authors.

Giochix Edizioni is the board game publishing division of Inmedia Srl, based in Rome, Italy

CONTACT

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