

# CATALOGUE 2026

Board games • Strategy games • Historical games

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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

# DOMINANCE

A game by  
Michele Quondam



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.



# CO<sub>2</sub>

## 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.



**MSRP:** 35 euro

**SKU:** GX135

**EAN:** 8033532951269

**Box:** 220 x 160 x 45 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



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



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

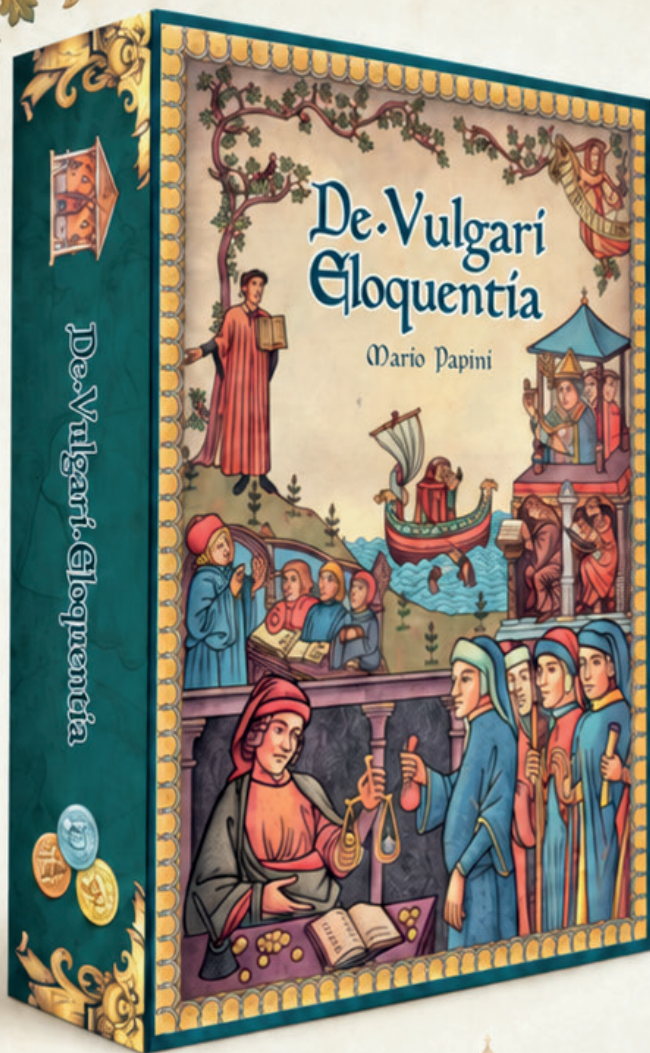
In Frutticola, players manage Workers and Farmers to grow fruit, acquire the supplies they need, produce jams and sell them at the market. With a limited workforce and plenty of competition, every decision matters.

**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



1-4



120'



14+





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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

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## CONTACT

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