



**PRODUCT
CATALOG
2022/2023**

Make your dreams and fantasies come true

▶ ABOUT US

SHG LLC is a brand which emerged from Let's Play – a company which has achieved numerous successes in the Polish market over the past decade. It all started with two psychologists who love games and are active members of the gaming community. We have been publishing card & board games since 2009.

At present, SHG LLC is evolving two separate game ranges – casual and semi-casual board and card games aimed at a wide range of players (as StarHouse Games) and games for couples themed around relationships and romance (as Star House Love).

▶ MISSION & VISION

We take a comprehensive approach to producing games - from initial ideas through to mechanics, balance, design, prototyping, testing, publishing and marketing.

We create products which seek to meet specific consumer needs and hit the available market sectors.

In addition, we bet on games with great replayability, interesting and novel designs, accessible levels of complexity, playing times of less than 1.5 hours and commercially attractive branding.



CONTACT

e-mail: office@starhousegames.com
phone: +48 605 477 774
www: starhousegames.com





FUN
FOR ALL



MOJI

CHALLENGE

PARTY SET



DESCRIPTION

MOJI CHALLENGE is an exciting game for all those who love naughty and crazy parties! Together with your friends you will take on fun Moji-roles and silly challenges of three different difficulty levels! If any of you manage to succeed, you will gain fame points! Only one of you can win and this will be the person who at the end will set everyone else the final Moji challenge!

MOJI CHALLENGE: Party Set contains:

- MOJI: CLASSIC DECK
- MOJI: ANIMAL DECK
- MOJI: FANTASY DECK

TARGET GROUP

- ▶ **MOJI CHALLENGE: PARTY SET** is a great idea for any occasion. It's perfect for kids as well as adults, and can be played in pairs or in larger groups!



RULES

The aim of the game is to discover which one of you is the most chilled party animal, ready to take on all 495 challenges! The winner is the first person to score the right number of fame points! These are scored by completing silly challenges. You can play MOJI as a solo player or in teams!

MEETING NEEDS

MOJI is a perfect way to spice up any party, involving role playing and meeting various fun challenges! It will help you discover all sorts of hidden challenges! MOJI will help you relax, connect with others, discover much much more about them and yourselves.

FEATURES

1. **PERFECT AS A GIFT** — for any various occasions.
2. **INTERPERSONAL** — It is perfect for people just becoming friends, as well as old buddies who think they know each other inside and out.
3. **ADAPTABLE** — MOJI has several parts, which is why you can adjust and pick the challenges which fit the mood of the party and those involved.
4. **INTERACTIVE** — MOJI allows everyone to direct the course of the game, as well as active involvement by carrying out various challenges or taking part in actions being carried out by other players.
5. **REWARDING** — MOJI encourages everyone to enjoy themselves, but it is never forced. There is no obligation to do anything for anyone, allowing shy folks to have fun too.
6. **SIMPLE** — The rules take 5 seconds to explain. They are simple enough for anyone to be able to begin playing almost instantly!
7. **REPLAYABLE** — There are enough challenges to ensure each game is fresh and new, even when the same players are involved! You can always use other game elements or combine them.

MOJI

CHALLENGE

CLASSIC DECK

► DESCRIPTION

The **MOJI CHALLENGE: CLASSIC DECK** allows you to become CLASSIC masters and discover how amazingly entertaining it can be to express different emotions in all sorts of situations – especially when THE emotions and situations do not match or are totally inappropriate! Let the Moji Games begin!



► TARGET GROUP

MOJI Challenge: Classic Deck is ideal for those in the mood to play games inspired by emotions which express all sorts of emotions! It is great for:

- Children (boys and girls) who can read and are learning to develop interpersonal skills.
- Teenagers (boys and girls) looking for games to play with their peers or else who want to experience and test the limits of their identity and individuality.
- Young adults (as a before or after party sweetener) who finally have time for wild, and often boozy, parties.
- Adults who want to remember that no matter what age they are there is always a good excuse to have fun and party hearty.

► MEETING NEEDS

MOJI: CLASSIC DECK:

- Will brighten up any party with emotional challenges.
- Will increase your creative and acting potential.
- Will turn each party into a fun adventure!

► FEATURES

1. FUNNY
2. INTERPERSONAL
3. ADAPTABLE
4. INTERACTIVE
5. REWARDING
6. SIMPLE
7. REPLAYABLE

► RULES

Game has a lot of different variants, but you could also play in the simplest way:

- Pick cards and choose the one you want to use!
- Read out the card name and pick a player who will have to action it!
- The person performing the action decides if they want to play for one, two or three points!
- Time to read the instructions out loud! Will the chosen player meet the challenge? Time to start!



7+ 30-45 2-8

MOji

CHALLENGE

ANIMAL DECK



► DESCRIPTION

The MOJI CHALLENGE: ANIMAL DECK will help you reveal your true, hidden nature! Are you a tiger or a pussycat? Discover for yourselves by meeting humorous challenges or else passing them onto your friends with a wicked smile! Yeah, let the Moji Games begin!

► RULES

Game has a lot of different variants, but you could also play in the simplest way:

- Pick cards and choose the one you want to use!
- Read out the card name and pick a player who will have to action it!
- The person performing the action decides if they want to play for one, two or three points!
- Time to read the instructions out loud! Will the chosen player meet the challenge? Time to start!

► TARGET GROUP

MOJI Challenge: Animal Deck is perfect for those who want to wake their inner animal and then watch your friends take on various animal-themed challenges! It is also ideal for:

- Children (boys and girls) who can read and are learning to develop interpersonal skills.
- Teenagers (boys and girls) looking for games to play with their peers or else who want to experience and test the limits of their identity and individuality.
- Young adults (as a before or after party sweetener) who finally have time for wild, and often boozy, parties.
- Adults who want to remember that no matter what age they are there is always a good excuse to have fun and party hearty.

► MEETING NEEDS

MOJI: ANIMAL DECK:

- Will entertain with animal themed challenges.
- Will increase your creative and acting potential.
- Will turn each party into a fun adventure!

► FEATURES

1. FUNNY
2. INTERPERSONAL
3. ADAPTABLE
4. INTERACTIVE
5. REWARDING
6. SIMPLE
7. REPLAYABLE



MOji

CHALLENGE

FANTASY DECK

► DESCRIPTION

The **MOJI CHALLENGE: FANTASY DECK** will help you turn into all sorts of monster creatures, such as: anemic zombies, decadent vampires or bloodthirsty werewolves! Worlds of wicked challenges await each and every player! Let the Moji Games begin!



► TARGET GROUP

MOJI Challenge: Fantasy Deck is brilliant for those who love fantasy stories and want to meet challenges by becoming fearless heroes and terrifying monsters! This is a wonderful game for:

- Children (boys and girls) who can read and are learning to develop interpersonal skills.
- Teenagers (boys and girls) looking for games to play with their peers or else who want to experience and test the limits of their identity and individuality.
- Young adults (as a before or after party sweetener) who finally have time for wild, and often boozy, parties.
- Adults who want to remember that no matter what age they are there is always a good excuse to have fun and party hearty.

► MEETING NEEDS

MOJI: FANTASY DECK:

- Will amuse with fantastic beast challenges.
- Will increase your creative and acting potential.
- Will turn each party into a fun adventure!

► RULES

Game has a lot of different variants, but you could also play in the simplest way:

- Pick cards and choose the one you want to use!
- Read out the card name and pick a player who will have to action it!
- The person performing the action decides if they want to play for one, two or three points!
- Time to read the instructions out loud! Will the chosen player meet the challenge? Time to start!



► FEATURES

1. FUNNY
2. INTERPERSONAL
3. ADAPTABLE
4. INTERACTIVE
5. REWARDING
6. SIMPLE
7. REPLAYABLE



LABYRINTH

PATHS OF DESTINY



► DESCRIPTION

Labyrinth: Paths of Destiny is an exciting adventure & fantasy board game for 2-6 players, in which they become ancient explorers and builders of a magical 3D labyrinth and at the same time epic heroes trying to reach its middle to gain immortality using incredible powers and found artifacts. There can only be one winner of this race.

TARGET GROUP

- **Children** (boys and girls) age 8-10 years (14+ limit for legal compliance) who want to become epic heroes and like labyrinths. Families can play the game together.
- **Casual gamers** who like adventure fantasy games (like Talisman, but prefer shorter, faster and less chance-based play).
- **Semi-casual gamers** who are fascinated by "Dungeon Crawlers" (games set underground) and RPGs, where the decisions they make are crucial, but die rolls add a dose of randomness.



8+

50+

2-6

► MEETING NEEDS

The need to experience adventure, exploration, creation (building the labyrinth), power (using powers of the heroes and items), race for victory.

The game contains an element of rivalry — it is possible to make life harder for other players by building the map in a certain way, setting traps, causing events or using items or abilities.

► RULES

In order to win, players must secure the key to the central chamber and be the first to reach this chamber while avoiding the Keeper (Golem), traps, monsters and other players.

During the game, with each turn you can take any 2 of the following actions:

- **Basic:** move the hero, build the labyrinth, leave traps, use the abilities of your hero or items,
- **Special (once per turn):** move the Keeper of the Labyrinth, move a Monster, evoke powerful events,
- **Situational:** climb or descend a bridge, fight another player.

► FEATURES

1. **FANTASY RPG** — players feel like they're raiding dungeons filled with traps and become heroes with unique abilities, trying to pass various tests with 2d6 dice (difficulty based on Gaussian distribution).
2. **STRATEGIC** — the game demands analytical skills to work out which moves are of greatest benefit at any one time.
3. **SPACIAL** — the board imitates 3D effects which is wonderful for developing spatial awareness and imagination
4. **REPLAYABLE** — the game board is unique in every game, the heroes differ, traps and items are in different places.
5. **INTERACTIVE** — each decision influences the decisions of other players.
6. **COMPETITIVE** — it's a type of race lasting about 1.5h where the players can disrupt each other.
7. **MULTIDIMENSIONAL** — the more you play, the more interesting possibilities you discover.



LABYRINTH

PATHS OF DESTINY

▶ ACHIEVEMENTS



Winner of the prestigious Polish Game of the Year Gamers Choice Awards.

Ranked 2nd and 3rd, after Talisman, on Rebel.pl (one of the biggest Polish board game e-shops) in the adventure game category.

All copies of the game sold out within just a few month.

Successful crowdfunding campaigns in Germany, Spain and Poland.

High rated by customers in Poland (ALLEGRO 57x 5/5):

CHECK LINK

Current 4th edition is the last and final edition for this game. years:

CHECK LINK

HEADHUNTERS

KAMIL MATUSZAK MATEUSZ PRONOBIS



DESCRIPTION

Premiere: 4th quarter 2022

HeadHunters is a cutthroat, PvP combo-card game for 2-6 players, in which you try to become THE ONLY RULER OF AN ANCIENT, FANTASTIC WORLD. You'll reach this goal by outsmarting other players, thoughtfully using ACTION cards or else by using the skills assigned to heroes recruited by you and your kingdoms. The RULER who creates the most powerful army will ensure victory!

RULES

The game is won by the player who ends it with the most victory points earned for the army they amass — from the teams they call up.

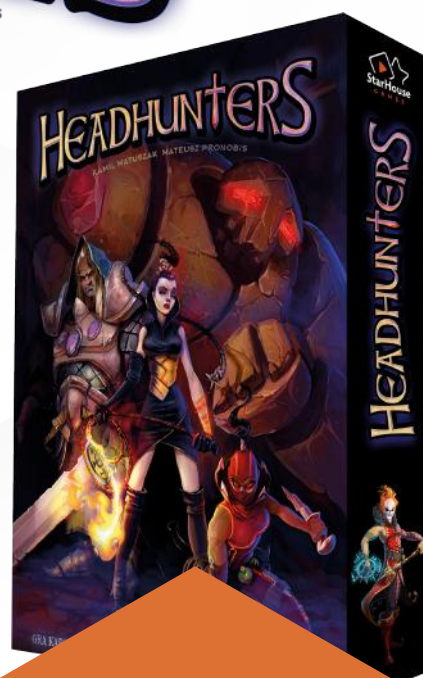
The game ends when one of the players is the first to create the final necessary team (their number depends on the number of players taking part).

Heroes are recruited by using aforementioned influence cards. Each player's turn involves 1 action, which they can spend on using 1 influence card or other freely chosen actions.



MEETING NEEDS

This game is perfect for gamers wishing to feel the power to compete, control and disrupt other players' plans. Polish critics dubbed it "The Meanest Game of the Year" (meant as a compliment).



TARGET GROUP

- ▶ Children (boys and girls) age 8-10 years (14+ limit for legal compliance) who like strategy-war fantasy style games.
- ▶ Gamers who like combo style card games (e.g. Dominion, Magic: The Gathering).
- ▶ Gamers who love highly competitive games where you can interrupt each other.



8+



50+



2-6

MAIN FEATURES

1. **EPIC** — building and ruling over a huge army is a wonderfully unique experience.
2. **COMPETITIVE** — one player wins, the rest lose.
3. **MEAN** — the players steal heroes or action cards and wreck each other's plans.
4. **CREATIVE** — players collect cards to create the best combos in order to achieve the best results.
5. **LOGICAL** — requires logical thinking, foresight and cunning.
6. **IMMERSIVE** — even if they lose a game, players will demand a rematch.
7. **EMOTION-LADEN** — emotions change quickly from feelings of advantage to loss.





LOOK STRAIGHT
INTO THE FUTURE



StarHouse
GAMES



Monkey's Tricks

Monkey's Tricks is a fantastically fun party game — in each round, you come across new, silly habits and vices which make it harder to perform the simplest tasks! The winner will be the person who doesn't make mistakes and lasts until the end!



THE REAPER

The Grim Reaper is coming... Your kingdom is gathering all its might in order to defend against the nearing threat. Battles are already being waged, because the conflict is ongoing - something other rulers are trying to turn to their advantage. Which one of you will triumph in this duel of life and death?



GUESS ME!

Guess Me! is a game in which you try to guess what other game players are thinking! One person chooses answers to surprising questions, while others bet how they have decided, then we swap! Check how well you know each other and what you are all thinking! The winner will be the one who knows their friends the best!





TRY
RIGHT NOW



COOPERATION & BENEFITS

Partners who choose to publish or implement our games are offered full process support:

- ▶ Translations/cultural adjustments
- ▶ Preparation for print/printing
- ▶ Validated marketing texts
- ▶ Professional graphic materials
- ▶ Marketing presentations
- ▶ Product website creation & support
- ▶ Sales Know-How/strategy
- ▶ Advertising materials.

ORDER: ACTUAL PRODUCTS

NAME	RELEASE DATE	RIGHTS	MOQ EN & PL	MOQ OTHER LANGUAGES
Labyrinth: Paths of Destiny (No Plexi Miniatures)	IV ED: EN, PL (2020)	Worldwide	6	1000
Labyrinth: Paths of Destiny (+ 17 Plexi Miniatures)	III ED: EN, DE, ES, PL (2016) II ED: PL (2015) I ED: PL (2012)	Worldwide	6	1000
HeadHunters	II ED: EN, PL (2022) I ED: EN, PL (2016)	Worldwide	6	1000
MOJI: PARTY SET	EN, PL (2022)	Worldwide	6	500
MOJI: CLASSIC	EN, PL (2021)	Worldwide	12	1500 (any parts from MOJI series)
MOJI: ANIMALS	EN, PL (2021)	Worldwide	12	1500 (any parts from MOJI series)
MOJI: FANTASY	EN, PL (2021)	Worldwide	12	1500 (any parts from MOJI series)

COOPERATION & BENEFITS

TECHNICAL DETAILS: ACTUAL PRODUCTS

NAME	CONTENTS	DIMENSIONS	WEIGHT	BOX
Labyrinth: Paths of Destiny (No Plexi Miniatures)	6 board frame elements, 37 tiles, 12 Golem movement cards, 15 hero cards, 30 ability cards (for 4 languages), 48 event cards (12 for each language), 6 key tokens, 8 Fate Crystal tokens, 14 daze tokens, 15 item tokens, 60 trap tokens, 21 hero ability tokens, 24 life tokens, 15 hero figures, 1 Golem figure, 4 Labyrinth Charts: Items and Traps (for 4 languages), 2 Labyrinth Charts: Rules Summary (for 4 languages), 2 dice, 4 rulebooks (1 for each language).	300 x 300 x 75 mm 11.81 x 11.81 x 2.95 in.	1,1 kg 2.43 lb	6
Labyrinth: Paths of Destiny (+ 17 Plexi Miniatures)		300 x 300 x 75 mm 11.81 x 11.81 x 2.95 in.	1,2 kg 2.65 lb	6
HeadHunters	110 cards, rulebook, box	224 x 165 x 45 mm 8.82 x 6.50 x 1.77 in.	0,5 kg 1.10 lb	6
MOJI: PARTY SET	165 cards, rulebook, box	224 x 165 x 45 mm 8.82 x 6.50 x 1.77 in.	0,8 kg 1.76 lb	6
MOJI: CLASSIC	55 cards, rulebook, box	91 x 65 x 24 mm 3.58 x 2.56 x 0.94 in.	0.2 kg 0.44 lb	12
MOJI: ANIMALS	55 cards, rulebook, box	91 x 65 x 24 mm 3.58 x 2.56 x 0.94 in.	0.2 kg 0.44 lb	12
MOJI: FANTASY	55 cards, rulebook, box	91 x 65 x 24 mm 3.58 x 2.56 x 0.94 in.	0.2 kg 0.44 lb	12

We are open to partnerships in many ways:

- ▶ In European Union countries, where the dominant language is not English, we prefer publishing games in the language of a given region and sending them to the publisher.
- ▶ In European Union countries, where the dominant language is English - there is a possibility of retailing in this language, rather than wholesale.
- ▶ In countries where customs fees and taxes make sending games from Poland unprofitable, we are ready to grant a license for production.



CONTACT

e-mail: office@starhousegames.com
phone: +48 605 477 774



LET`S PLAY
2 GETHER!

