



**PRODUCT
CATALOG
2023/2024**

Make your dreams and fantasies come true

▶ ABOUT US

SHG LLC (StarHouse Games) 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, StarHouse Games LLC focuses on – casual and semi-casual board and card games aimed at a wide range of players.

▶ 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

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MOJI

CHALLENGE

FAMILY SET



DESCRIPTION

MOJI CHALLENGE is an exciting game for all those who love to laugh (children, families & friends)! Together with your loved ones 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: FAMILY SET contains:

- MOJI: EMOTIONS DECK
- MOJI: ANIMALS DECK
- MOJI: MONSTERS DECK

TARGET GROUP

- ▶ **MOJI CHALLENGE: FAMILY 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 player, 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 have a fun, 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 kids, adolescents, 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

EMOTIONS DECK

► DESCRIPTION

The MOJI CHALLENGE: EMOTIONS DECK allows you to become EMOTIONS 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: EMOTIONS 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: EMOTIONS DECK:

- Will brighten up any party with emotional 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



MOJI

CHALLENGE

ANIMALS DECK



► DESCRIPTION

The **MOJI CHALLENGE: ANIMALS 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: ANIMALS 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: ANIMALS 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

MONSTERS DECK

► DESCRIPTION

The **MOJI CHALLENGE: MONSTERS 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: MONSTERS 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: MONSTERS DECK:

- Will amuse with fantastic beast 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

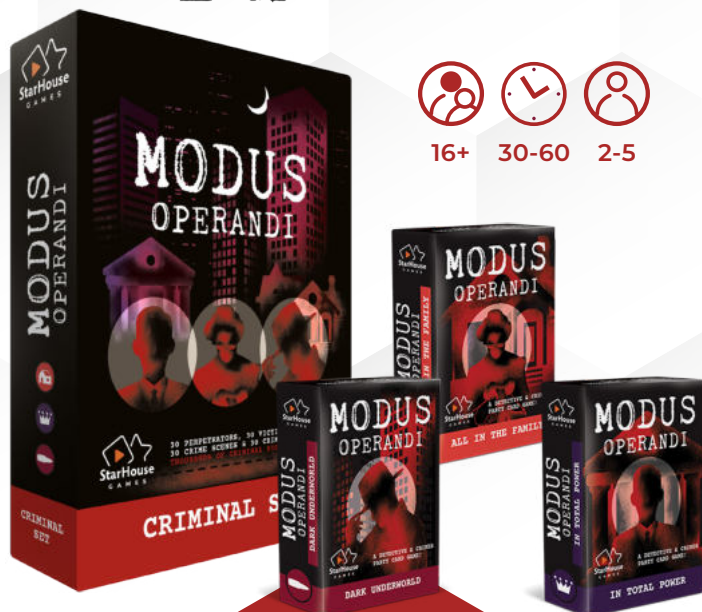
► RULES

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!



MODUS OPERANDI



CRIMINAL SET

► DESCRIPTION

MODUS OPERANDI: Criminal Set

A wave of crime has swept through the city, investigators are working round the clock to unravel criminal stories. They will have to establish WHO the perpetrators were, WHO the victims, WHAT crimes were perpetrated and what the MOTIVES were! It's time to start your investigation! Will you be the one to ask the most relevant questions and be able to deduce the answers? See for yourself!

MODUS OPERANDI: CRIMINAL SET is a series of three detective game titles, including All In The Family, In Total Power and Dark Underworld. You can combine all three together – making gameplay even more exciting! MODUS OPERANDI: CRIME SET is perfect for all those who like thrilling crime stories as well as those who love solving mind bending puzzles!

TARGET GROUP

MODUS OPERANDI is perfect for:

- Teenagers from age of 16 upwards and adults who love solving puzzles.
- Players who like criminal stories they can explore by asking questions and solving puzzles.
- Those who cannot help playing games with thrilling narratives and darkly humorous undertones.

30 PERPETRATORS, 30 VICTIMS, 30 WEAPONS, 30 CRIME SCENES & 30 CRIMINAL MOTIVES!

150 DIFFERENT CRIME CARDS ADDING UP TO 24 MILLION UNIQUE CRIMINAL STORIES!

► RULES

The rules of MODUS OPERANDI are very simple! Reveal one of the crime cards and then question one or all players to deduce what cards they are concealing in order to reveal the crimes they have committed!

THE GAME CAN BE PLAYED IN TWO WAYS

- One variant involves one player becoming the criminal and the others competing to become the best detective.
- The second variant has all the players becoming criminals, the winner being the one left holding at least one crime card unsolved by the others!

► MEETING NEEDS

- A great way to have fun among friends!
- A great gift idea for all sorts of occasions.
- An intriguing crime thriller which always tells new and original stories.
- An absorbing adventure based on investigations and puzzle solving.
- A great dose of dark humour!
- A game which enhances thinking and problem solving skills.

► FEATURES

1. **GREAT GIFT IDEA** — This is a wonderful gift idea to get any party going!
2. **RE-PLAYABLE** — Always offering new and unique stories to investigate, involving numerous chances and cards!
3. **EASY TO EXPLAIN** — The game rules are so simple you can begin playing 5 minutes after opening the box!
4. **HANDY** — The game is designed to be easy to carry and play anywhere you like!
5. **CHALLENGING & EDUCATIONAL** — Separate game parts can be combined! You play and learn, develop and enhance your thinking skills. Each and every round leads to new adventures!
6. **SURPRISING** — Countless hours of fun guaranteed thanks to numerous game variants and stories to be explored!

MODUS OPERANDI

ALL IN THE FAMILY



► DESCRIPTION

MODUS OPERANDI: All In The Family

Family Sunday lunch. The apartment smells of roast chicken. In the background you can hear a nice melody on the radio. Could something be wrong? Everything can... because this time there will be someone missing from the family table. They are out cold like the ice cream dessert prepared for today's meal. Unravel this mystery and find out what really happened!

**10 PERPETRATORS, 10 VICTIMS, 10 WEAPONS,
10 CRIME SCENES & 10 CRIMINAL MOTIVES!**

**50 DIFFERENT CRIME CARDS ADDING UP TO
100.000 UNIQUE CRIMINAL STORIES!**

► TARGET GROUP

MODUS OPERANDI is perfect for:

- Teenagers from age of 16 upwards and adults who love solving puzzles.
- Players who like criminal stories they can explore by asking questions and solving puzzles.
- Those who cannot help playing games with thrilling narratives and darkly humorous undertones.

► EXCITING EXPERIENCES

MODUS OPERANDI is a must for every person who loves party games, as well as detective and crime stories!olving skills.

► RULES

The rules of MODUS OPERANDI are very simple! Reveal one of the crime cards and then question one or all players to deduce what cards they are concealing in order to reveal the crimes they have committed!

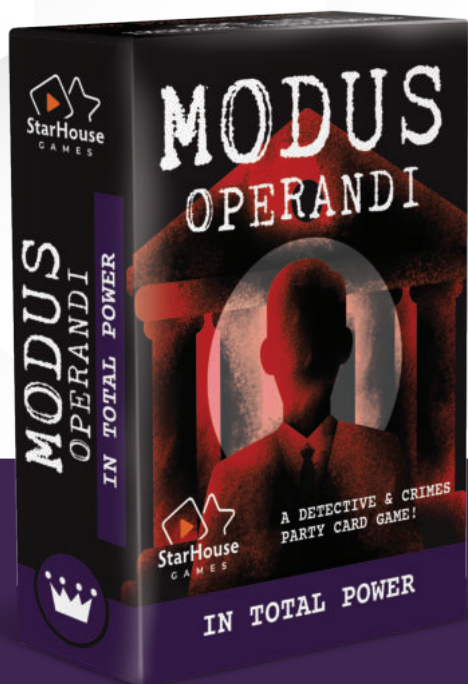
THE GAME CAN BE PLAYED IN TWO WAYS

- One variant involves one player becoming the criminal and the others competing to become the best detective.
- The second variant has all the players becoming criminals, the winner being the one left holding at least one crime card unsolved by the others!

► FEATURES

1. **GREAT GIFT IDEA** — This is a wonderful gift idea to get any party going!
2. **RE-PLAYABLE** — Always offering new and unique stories to investigate, involving numerous chances and cards!
3. **EASY TO EXPLAIN** — The game rules are so simple you can begin playing 5 minutes after opening the box!
4. **HANDY** — The game is designed to be easy to carry and play anywhere you like!
5. **CHALLENGING & EDUCATIONAL** — Separate game parts can be combined! You play and learn, develop and enhance your thinking skills. Each and every round leads to new adventures!
6. **SURPRISING** — Countless hours of fun guaranteed thanks to numerous game variants and stories to be explored!





MODUS OPERANDI

IN TOTAL POWER

10 PERPETRATORS, 10 VICTIMS, 10 WEAPONS, 10 CRIME SCENES & 10 CRIMINAL MOTIVES!

50 DIFFERENT CRIME CARDS ADDING UP TO 100.000 UNIQUE CRIMINAL STORIES!

► DESCRIPTION

MODUS OPERANDI: In Total Power

Sunrise. It promises to be another beautiful day in the city. Though it will not be lucky for everyone. A few folks will never make it to work again, because they have been marked for deletion. Their bodies have been found. There are already rumors that influential citizens at the height of power are involved in the crimes committed! It's time to expose them!

► FEATURES

- 1. GREAT GIFT IDEA** — This is a wonderful gift idea to get any party going!
- 2. RE-PLAYABLE** — Always offering new and unique stories to investigate, involving numerous chances and cards!
- 3. EASY TO EXPLAIN** — The game rules are so simple you can begin playing 5 minutes after opening the box!
- 4. HANDY** — The game is designed to be easy to carry and play anywhere you like!
- 5. CHALLENGING & EDUCATIONAL** — Separate game parts can be combined! You play and learn, develop and enhance your thinking skills. Each and every round leads to new adventures!
- 6. SURPRISING** — Countless hours of fun guaranteed thanks to numerous game variants and stories to be explored!

► TARGET GROUP

MODUS OPERANDI is perfect for:

- Teenagers from age of 16 upwards and adults who love solving puzzles.
- Players who like criminal stories they can explore by asking questions and solving puzzles.
- Those who cannot help playing games with thrilling narratives and darkly humorous undertones.

► EXCITING EXPERIENCES

MODUS OPERANDI is a must for every person who loves party games, as well as detective and crime stories!olving skills.

► RULES

The rules of MODUS OPERANDI are very simple! Reveal one of the crime cards and then question one or all players to deduce what cards they are concealing in order to reveal the crimes they have committed!

THE GAME CAN BE PLAYED IN TWO WAYS

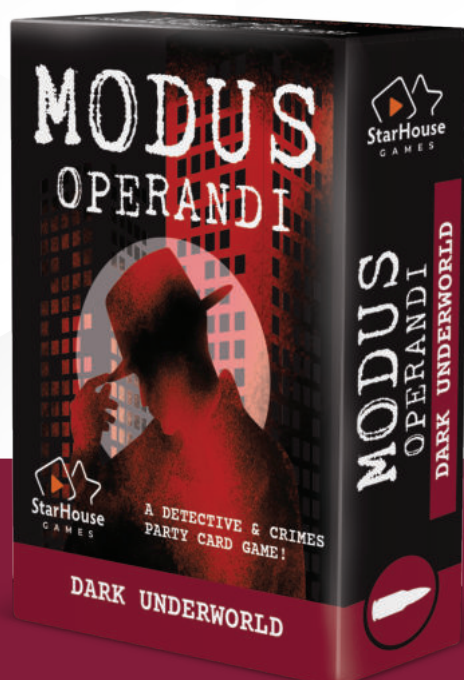
- One variant involves one player becoming the criminal and the others competing to become the best detective.
- The second variant has all the players becoming criminals, the winner being the one left holding at least one crime card unsolved by the others!



16+ 30-60 2-5

MODUS OPERANDI

DARK UNDERWORLD



► DESCRIPTION

MODUS OPERANDI: Dark Underworld

A rainy night. The moon peering shyly into isolated places, uncovering the sites of chilling crimes. It looks like a few of those working in the city's criminal underbelly decided to settle old scores once and for all. You must go down into the underworld and uncover the dirty secrets hiding there!

**10 PERPETRATORS, 10 VICTIMS, 10 WEAPONS,
10 CRIME SCENES & 10 CRIMINAL MOTIVES!**

**50 DIFFERENT CRIME CARDS ADDING UP TO
100.000 UNIQUE CRIMINAL STORIES!**

► TARGET GROUP

MODUS OPERANDI is perfect for:

- Teenagers from age of 16 upwards and adults who love solving puzzles.
- Players who like criminal stories they can explore by asking questions and solving puzzles.
- Those who cannot help playing games with thrilling narratives and darkly humorous undertones.

► EXCITING EXPERIENCES

MODUS OPERANDI is a must for every person who loves party games, as well as detective and crime stories! Solving skills.

► RULES

The rules of MODUS OPERANDI are very simple! Reveal one of the crime cards and then question one or all players to deduce what cards they are concealing in order to reveal the crimes they have committed!

THE GAME CAN BE PLAYED IN TWO WAYS

- One variant involves one player becoming the criminal and the others competing to become the best detective.
- The second variant has all the players becoming criminals, the winner being the one left holding at least one crime card unsolved by the others!

► FEATURES

1. **GREAT GIFT IDEA** — This is a wonderful gift idea to get any party going!
2. **RE-PLAYABLE** — Always offering new and unique stories to investigate, involving numerous chances and cards!
3. **EASY TO EXPLAIN** — The game rules are so simple you can begin playing 5 minutes after opening the box!
4. **HANDY** — The game is designed to be easy to carry and play anywhere you like!
5. **CHALLENGING & EDUCATIONAL** — Separate game parts can be combined! You play and learn, develop and enhance your thinking skills. Each and every round leads to new adventures!
6. **SURPRISING** — Countless hours of fun guaranteed thanks to numerous game variants and stories to be explored!



LABYRINTH

PATHS OF DESTINY



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.



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.



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.

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.

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

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

Successful crowdfunding campaigns in Germany, Spain and Poland.

High rated by customers in Poland (ALLEGRO 113 x 5/5):

CHECK LINK

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

HEADHUNTERS

KAMIL MATUSZAK MATEUSZ PRONOBIS



DESCRIPTION

Premiere: 2th quarter 2023

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.

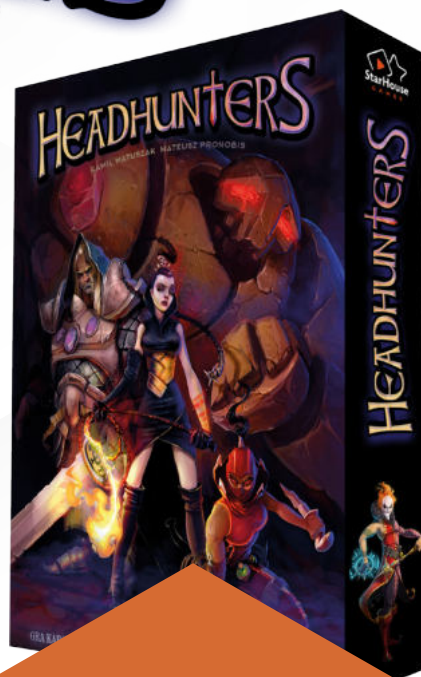
The game ends when one of the players is the first to create the final necessary team (their number depends on the number of players taking part).

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.





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!



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.

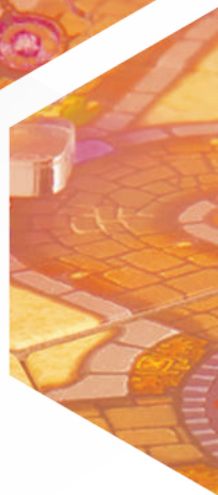
ORDER: ACTUAL PRODUCTS

NAME	LANGUAGES	RIGHTS	MOQ EN & PL
Labyrinth: Paths of Destiny (No Plexi Miniatures)	IV ED: EN, PL III ED: EN, DE, ES, PL II ED: PL I ED: PL	Worldwide	6
Labyrinth: Paths of Destiny (+ 17 Plexi Miniatures)		Worldwide	6
HeadHunters	II ED: EN, PL I ED: EN, PL	Worldwide	6
MOJI: FAMILY SET	PL, EN, IT, DE, ES, NL, FR	Worldwide	6
MOJI: EMOTIONS	PL, EN, IT, DE, ES, NL, FR	Worldwide	12
MOJI: ANIMALS	PL, EN, IT, DE, ES, NL, FR	Worldwide	12
MOJI: MONSTERS	PL, EN, IT, DE, ES, NL, FR	Worldwide	12
Modus Operandi: Criminal Set	PL, EN, IT, DE, ES, NL, FR	Worldwide	6
Modus Operandi: All in the Family	PL, EN, IT, DE, ES, NL, FR	Worldwide	12
Modus Operandi: In Total Power	PL, EN, IT, DE, ES, NL, FR	Worldwide	12
Modus Operandi: Dark Underworld	PL, EN, IT, DE, ES, NL, FR	Worldwide	12

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: FAMILY 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: EMOTIONS	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: MONSTERS	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
Modus Operandi: Criminal 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
Modus Operandi: All in the Family	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
Modus Operandi: In Total Power	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
Modus Operandi: Dark Underworld	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



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